

Character Profile

Name	
Concept	
Player	

Attributes

AGILITY	4	6	8	10	12	
SMARTS	4	6	8	10	12	
SPIRIT	4	6	8	10	12	
STRENGTH	4	6	8	10	12	
VIGOR	4	6	8	10	12	

Skills

Boating	AGI	4	6	8	10	12	
Climbing	STR	4	6	8	10	12	
Driving	AGI	4	6	8	10	12	
Fighting	AGI	4	6	8	10	12	
Gambling	SMT	4	6	8	10	12	
Guts	SPI	4	6	8	10	12	
Healing	SMT	4	6	8	10	12	
Intimidation	SPI	4	6	8	10	12	
Investigation	SMT	4	6	8	10	12	
Lockpicking	AGI	4	6	8	10	12	
Notice	SMT	4	6	8	10	12	
Persuasion	SMT	4	6	8	10	12	
Piloting	AGI	4	6	8	10	12	
Repair	SMT	4	6	8	10	12	
Riding	AGI	4	6	8	10	12	
Shooting	AGI	4	6	8	10	12	
Stealth	AGI	4	6	8	10	12	
Streetwise	SMT	4	6	8	10	12	
Survival	SMT	4	6	8	10	12	
Swimming	AGI	4	6	8	10	12	
Taunt	SMT	4	6	8	10	12	
Throwing	AGI	4	6	8	10	12	
Tracking	SMT	4	6	8	10	12	
		4	6	8	10	12	
		4	6	8	10	12	
		4	6	8	10	12	
		4	6	8	10	12	
		4	6	8	10	12	
		4	6	8	10	12	
		4	6	8	10	12	
		4	6	8	10	12	

Hindrances

Name	Effect/Modifiers

The Lords of Hack in: HACKSAW HOMBRES!



Character Portrait

Health Status

Wounds	□ -1	□ -2	□ -3	Incapacitated
Fatigue		□ -1	□ -2	

Other Stats

Pace		Size		Bennies	
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Defenses

vs Called Shots				
Parry	Toughness	Head	Arms	Legs

Armor/ Protective Gear	Area Covered	Armor Value	Weight

Parry = 2 + ½ of Fighting (Plus any modifiers from equipment or Edges)
Base Toughness = 2 + ½ of Vigor (Plus modifiers from Edges)
Armor = The best layer of armor per location adds full value to Toughness of that location.
Second best layer adds half value to that location.

Weapons

Weapon	Range	ROF	AP	Damage	Wt

Powers

Power	PP	Range	Dur	Effect/Trappings

