Character Profile							
Name							
Concept							
Player							
Attributes							
AGILITY	4	6	8	(10)	6	12	
SMARTS	4	6	8	(10)	6	12	
SPIRIT	4	6	8	(10)	6	12	
STRENGTH	4	6	8	(10)	6	12	
VIGOR	4	6	8	(10)	6	12	
Skills		Ĩ					
Boating	AGI	Â	6	8	0	(1)	Τ
Climbing	STR	4	6	8	0	(1)	
Driving	AGI	4	6	٨	0	٢	†
Fighting	AGI	À	6	٨	0	(ii)	
Gambling	SMT	4	6	8	(10)		
Guts	SPI	Â	6	٨	(10)	(1)	
Healing	SMT	Â	6	8	(10)	(B)	
Intimidation	SPI	4	6	8	0	(B)	
Investigation	SMT	À	6	٨	0	(B)	
Lockpicking	AGI	À	6	٨	0	(B)	
Notice	SMT	À	6	8	(10)	(iii)	
Persuasion	SMT	Â	6	8	0	(iii)	
Piloting	AGI	À	6	8	(10)	(iii)	
Repair	SMT	Â	6	8	0	(B)	
Riding	AGI	Â	6	8	0	٢	
Shooting	AGI	Â	6	8	0		
Stealth	AGI	À	6	8	(10)	(1)	
Streetwise	SMT	4	6	8	0	(u)	
Survival	SMT	À	6	8	(10)	(1)	
Swimming	AGI	À	6	8	0	(B)	
Taunt	SMT	4	6	ŝ	(10)	۲	
Throwing	AGI	4	6	٨	0	(1)	
Tracking	SMT	Â	6	8	(10)	۲	
		4	6	8	(10)	(i)	
		4	6	8	(10)	۲	
		4	6	(8) (9)	(10)	٢	
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		4	6		٢		
lindrances							
Name				Effec	t/Mo	difier	S
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The Lords of Hack in: HACKSAW HOMBRES!



Character Portrait	
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Pace Size Bennies Defenses vs Called Shots Parry Toughness Head Arms Legs Armor/ Protective Gear Area Covered Armor Value Weight Armor/ Protective Gear Area Covered Armor Value Weight Armor/ Protective Gear Area Covered Armor Value Weight Pary = 2 + ½ of Fighting (Plus any modifiers from equipment or Edges) Base Toughness = 2 + ½ of Vigor (Plus modifiers from Edges) Base Toughness = 2 + ½ of Vigor (Plus modifiers from Edges) Base Toughness = 2 + ½ of Vigor (Plus modifiers from Edges) Armor = Brecond best layer adds half value to that location. Weapons Range ROF AP Damage Wt Weapon Range Intervieweit and											
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			R	Range		F	AP	Damag	je	Wt	
Power PP Range Dur Effect/Trappings	Powers										
	Power PP			Range Dur			Effect/Trappings				

Lords of Hack Hacksaw Hombres Campaign 2024

Physical Description					Edges & Adv	ancements	
Race:	Height:	Weight:	Age:	Po	er Name		Effect
Appearance:			<u> </u>				
				0			
				0 0	Novice		
Extra Info				0 0			
				5 O			
				0 0			
				0			
				O 10	Seasoned		
				0 0			
Currency				0 0			
Cash		Other Valuables	3	O 15			
				0			
Possessions				0	Veteran		
Item		Location	Weight	0 20			
		Location	Weight	0			
				0 0			
				0 0			
				25	Heroic		
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