

Fists & .45!

Experience Tracking Sheet

Character's Name: _____ Player's Name: _____

SKILL:	EXPERIENCE:	SKILL:	EXPERIENCE:
Acrobatics:	_____	Legerdemain:	_____
Acting:	_____	Mechanics:	_____
Animal Handling:	_____	Mental Discipline:	_____
Archery:	_____	Melee:	_____
Athletics:	_____	Navigation:	_____
Awareness:	_____	Persuasion/Deception:	_____
Dance:	_____	Photography:	_____
Demolitions:	_____	Pick Lock:	_____
Disguise:	_____	Pilot:	_____
Dodge/Escape:	_____	Research:	_____
Drive:	_____	Ride:	_____
Electronics:	_____	Running:	_____
Endurance:	_____	Science: _____	_____
Expert: _____	_____	Science: _____	_____
Expert: _____	_____	Science: _____	_____
Expert: _____	_____	Science: _____	_____
Expert: _____	_____	Sense Motive:	_____
Fighting:	_____	Stealth:	_____
Firearms, Civilian:	_____	Streetwise:	_____
Firearms, Military:	_____	Swimming:	_____
First Aid:	_____	Thrown Weapons:	_____
Forgery:	_____	Weaponsmith:	_____
Heavy Machinery:	_____	Wilderness Survival:	_____
High Society:	_____		_____
Interrogate/Intimidate:	_____	SHTICKS:	_____
Knowledge, General:	_____	_____	_____
Language: _____	_____	_____	_____
Language: _____	_____	_____	_____
Language: _____	_____	_____	_____
Language: _____	_____	_____	_____
Leadership:	_____	_____	_____

Instructions: Every time you succeed with a skill, you get one point towards improving that skill. Once you attain the required number of points required for improving the skill or shtick, you may do so. You may not apply Experience Points to untrained skills, they must be learned first.

Improving Skills: To increase an existing skill to the next rank will cost 10x your current rank (to go from rank 5 to rank 6 will cost 50 points)

Acquiring New Skills: To acquire a new skill at a rank one will cost 10 experience points

Improving Shticks: To increase an existing shtick to the next level will cost 20x your current rank (to go from rank 5 to rank 6 will cost 100 points)

Acquiring New Shticks: To acquire a new shtick that has purchasable ranks costs 20 points for a rank of one. If a shtick does not have ranks it costs a flat 200 points.