

<p style="text-align: center;">BEAD OF SWEAT</p> <p>Suddenly, a single bead of sweat slowly trickles down the character's cheek; they know their time is up..</p> <p style="text-align: center;">Add +1 to their fast-draw dice</p>	<p style="text-align: center;">CALCULATING</p> <p>The character remains calm and calculating, whilst taking their time to shoot...</p> <p style="text-align: center;">Add +2 to their fast-draw dice, and all shots are now not reaction shots</p>	<p style="text-align: center;">COAT FLICK</p> <p>Preparing for the fast-draw, the character cinematically flicks their overcoat back to reveal their revolver...</p> <p style="text-align: center;">Subtract -1 from their fast-draw dice</p>	<p style="text-align: center;">DEATHS SHADOW</p> <p>The character's blood runs cold, a looming dread over comes them...</p> <p style="text-align: center;">This causes them to lose one action in the shoot 'em up... phase</p>
<p style="text-align: center;">FINGER FLEX</p> <p>Flexing their fingers above their holstered gun, the character thinks that they can shot first...</p> <p style="text-align: center;">Subtract -2 from their fast-draw dice</p>	<p style="text-align: center;">HARD STARE</p> <p>Sheer grit and determination are conveyed in the character's hard stare...</p> <p style="text-align: center;">When they roll their fast-draw dice, all positive results are treated as zero</p>	<p style="text-align: center;">HEROIC POSE</p> <p>Showing no fear, the image of this character should appear in Harper's Weekly...</p> <p style="text-align: center;">The character ignores any knocked back or stumble results that are inflicted on them</p>	<p style="text-align: center;">PIERCING EYES</p> <p>The character looks long and awkwardly into the depths of their foes piercing eyes...</p> <p style="text-align: center;">When they roll their fast-draw dice all negative results become zero</p>
<p style="text-align: center;">STAND TALL</p> <p>Standing tall and waiting for death...</p> <p style="text-align: center;">The character automatically passes their bravado test and will not draw first; subtract -1 from their fast-draw dice</p>	<p style="text-align: center;">THE NOD</p> <p>The character gets the nod from a fellow character...</p> <p style="text-align: center;">Now they can alter their order of quickness to replicate that of any friendly character</p>	<p style="text-align: center;">THE WINK</p> <p>The character receives the wink from their foe...</p> <p style="text-align: center;">If they go for their gun first, they gain one free shot, before going to the normal order of quickness</p>	<p style="text-align: center;">UNNERVED</p> <p>Not feeling to confident...</p> <p style="text-align: center;">The character must make a bravery roll against their unmodified skill factor or they must perform a scoot to cover reaction</p>
<p style="text-align: center;">GO FOR YOUR GUN</p> <p>This character loses their Bravado and panics, they go for their gun first...</p> <p style="text-align: center;">Their shots are NOT reaction shots and they subtract -2 from their fast-draw dice</p>	<p style="text-align: center;">GO FOR YOUR GUN</p> <p>This character loses their Bravado and panics, they go for their gun first...</p> <p style="text-align: center;">Their shots are NOT reaction shots and they subtract -2 from their fast-draw dice</p>	<p style="text-align: center;">GO FOR YOUR GUN</p> <p>This character loses their Bravado and panics, they go for their gun first...</p> <p style="text-align: center;">Their shots are NOT reaction shots and they subtract -2 from their fast-draw dice</p>	<p style="text-align: center;">GO FOR YOUR GUN</p> <p>This character loses their Bravado and panics, they go for their gun first...</p> <p style="text-align: center;">Their shots are NOT reaction shots and they subtract -2 from their fast-draw dice</p>