Chapter 1

30 starting points, 25 Lore, 0 Muscle, 3 Brain Power, 2 Health, 3 Quick Wit, 1 Swift Feet, 1 Magic Points, 1 Shake Down, 10 Secrets, Rifle & Ammo (+5 points), Grenade & Extra Ammo (+5 points), Arcana: War of Ten Dogs (+1 point), The World Tree (+1 point), The Windless Prairie (+1 point), City of Mythicus (+1 point), Werekind (+1 point), Spirit of Snapping Turtle (+1 point), Evil Taint (+1 point), Night in the Red Sands (+1 point), Jueyuan (+2 points), The Ancients (+2 points), Greater Love (+2 points).

Total Score: 104

Grand Total: 104

Chapter 2

6 Lore, 0 Muscle, 2 Brain Power, 0 Health, 0 Quick Wit, 0 Swift Feet, 0 Magic Points, 1 Shake Down, 3 Secrets, Glock Pistol (+5 points), Arcana: GLOCK 21 (+1 point), Little Sidewinder's Family (+1 point), Quetzalcoatl (+2 points).

Total ability scores: 30 starting points, 31 Lore, 0 Muscle, 5 Brain Power, 2 Health, 3 Quick Wit, 1 Swift Feet, 2 Shake Down, 1 Magic Point.

Total Score: 83

Grand Total: 187

Chapter 3

14 Lore, 5 Muscle, 0 Brain Power, 5 Health, 1 Quick Wit, 0 Swift Feet, 1 Magic Points, 0 Shake Down, 5 Secrets, Arcana: Pink Belly's Secret (+1 point), The Runaways (+1 point), Long Horn (+2 points).

Total ability scores: 30 starting points, 45 Lore, 5 Muscle, 5 Brain Power, 7 Health, 4 Quick Wit, 1 Swift Feet, 2 Shake Down, 2 Magic Points.

Total Score: 113

Grand Total: 300

Chapter 4

7 Lore, 0 Muscle, 1 Brain Power, 3 Health, 3 Quick Wit, 0 Swift Feet, 1 Magic Points, 4 Shake Down, 4 Secrets, Glock Pistol (+5 points), Arcana: Old Town (+2 points).

Total ability scores: 30 starting points, 52 Lore, 5 Muscle, 6 Brain Power, 10 Health, 7 Quick Wit, 1 Swift Feet, 6 Shake Down, 3 Magic Points.

Total Score: 133

Grand Total: 433

Chapter 5

11 Lore, 0 Muscle, 0 Brain Power, 4 Health, 0 Quick Wit, 0 Swift Feet, 0 Magic Points, 0 Shake Down, 7 Secrets.

Total ability scores: 30 starting points, 63 Lore, 5 Muscle, 6 Brain Power, 14 Health, 7 Quick Wit, 1 Swift Feet, 6 Shake Down, 3 Magic Points.

Total Score: 139

Grand Total: 572

Chapter 6

7 Lore, 0 Muscle, 0 Brain Power, 0 Health, 0 Quick Wit, 2 Swift Feet, 0 Magic Points, 3 Shake Down, 4 Secrets, Arcana: White Lightning (+2 points), White Lightning Bonus (+2 points), The Lost Boys (+2 points).

Total ability scores: 30 starting points, 70 Lore, 5 Muscle, 6 Brain Power, 14 Health, 7 Quick Wit, 3 Swift Feet, 9 Shake Down, 3 Magic Points.

Total Score: 154

Grand Total: 726

Chapter 7

8 Lore, 0 Muscle, 0 Brain Power, 0 Health, 0 Quick Wit, 4 Swift Feet, 2 Magic Points, 0 Shake Down, 3 Secrets, Arcana: Where the Wind Once Blew Free (+2 points).

Total ability scores: 30 starting points, 78 Lore, 5 Muscle, 6 Brain Power, 14 Health, 7 Quick Wit, 7 Swift Feet, 9 Shake Down, 5 Magic Points.

Total Score: 166

Grand Total: 892

Chapter 8

14 Lore, 0 Muscle, 0 Brain Power, 2 Health, 0 Quick Wit, 1 Swift Feet, 1 Magic Points, 0 Shake Down, 5 Secrets, Summon the Prairie Spirit (+5 points), Lifeforce Elixir (+5 points), Arcana: Restoring to Balance (+1 points), Silver Bear's Ancestors (+1 points).

Total ability scores: 30 starting points, 92 Lore, 5 Muscle, 6 Brain Power, 16 Health, 7 Quick Wit, 8 Swift Feet, 9 Shake Down, 6 Magic Points.

Total Score: 195

Grand Total: 1,087

Chapter 9

11 Lore, 0 Muscle, 1 Brain Power, 3 Health, 0 Quick Wit, 1 Swift Feet, 1 Magic Points, 2 Shake Down, 6 Secrets, Gem of Quickness (+5 points).

Total ability scores: 30 starting points, 103 Lore, 5 Muscle, 7 Brain Power, 19 Health, 7 Quick Wit, 9 Swift Feet, 11 Shake Down, 7 Magic Points.

Total Score: 207

Grand Total: 1,294

Chapter 10

11 Lore, 3 Muscle, 0 Brain Power, 10 Health, 0 Quick Wit, 0 Swift Feet, 3 Magic Points, 2 Shake Down, 3 Secrets.

Total ability scores: 30 starting points, 114 Lore, 8 Muscle, 7 Brain Power, 29 Health, 7 Quick Wit, 9 Swift Feet, 13 Shake Down, 10 Magic Points.

Total Score: 225

Grand Total: 1,519