

Name: **Aiya**
 XP: 5 XP used 5

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|---------------|-----------|---|-----------|---------------------|---|-----|
| Boating | | Agility | d8 | base | | mod |
| Climbing | | Smarts | d6 | Pace (6) | 6 | |
| Driving | | Spirit | d6 | Parry | 6 | 7 |
| Fighting | d8 | Strength | d6 | Tough | 5 | 7 |
| Gambling | d4 | Vigor | d6 | Charisma (0) | 2 | |
| Guts | d6 | | | | | |
| Heding | | Weapon Rnge RCF DMG Wt Notes | | | | |
| Intimidation | | Longsword | | | | |
| Investigation | | dagger 3/6/12 D6+1 | | | | |
| Knowledge | d4 | | | | | |
| Lockpicking | | | | | | |
| Notice | d4 | | | | | |
| Persuasion | | Armor Area Prot Wt Notes | | | | |
| Repair | | pieced torso 2 | | | | |
| Riding | d8 | Buckler +1 Parry | | | | |
| Shooting | | | | | | |
| Steath | d4 | Edges | | | | |
| Streetwise | d6 | Attractive (+2 CHA in social situations) | | | | |
| Survival | d8 | | | | | |
| Swimming | | | | | | |
| Taunt | | | | | | |
| Throw | | | | | | |
| Tracking | | | | | | |
| | | Hindrances | | | | |
| | | Poverty Vow to Roland | | | | |
| | | Overly Cautious | | | | |
| | | | | | | |
| | | Shaken -1 -2 -3 KO | | | | |
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General Combat Manuevers

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|-------------------|---|
| Aim | +2 Shoot/Throw. NO movement allowed |
| Limb | -2 |
| Head | -4, +4 dmg |
| Small target | -4 |
| Tiny | -6 |
| Cover Lt | -1 |
| Cover, Med | -2 |
| Cover, hvy | -4 |
| Defend | +2 Parry, no other actions, move = Pace |
| Disarm | -2, Defender makes STR roll vs. Dmg roll |
| The Drop | +4 Attack & Damage |
| Grappling | Op roll to grapple, Raise causes Shaken |
| Gang Up | +1 to Attackers roll per add' attacker up to +4 |
| Obstacle | If attack hits by concealment penalty, obstacle acts as armor |
| Prone | Med Cover, unless attacker within 3" |
| Touch attack | +2 |
| Trick | Make opposed Agility or Smarts roll, if success, opponent is -2 for one action, with a raise, Opponent is -2 Parry and Shaken |
| 2 Weapons | -2 attack, -2 for Off hand unless Ambi. |
| Unarmed Defender | Armed attackers get +2 |
| Unstable Platform | -2 shooting (Riding check TN: 5 will negate) |
| Wild Attack | +2 Fighting, +2 drmage, -2 Parry til next action. |
| Withdraw | From close combat, adjacent foes get FREE attack. |

| Knockout Blow | Effect |
|--|--|
| Use when suffered 3 Wounds and take a 4th or more. It is the number of Wounds of Blow that determines effect. Not total number of Wounds | |
| 1 Wound | If already Incapacitated, then no add'l effect. If not Inc, then a Spirit roll means Shaken. If not made, then Inc. |
| 2 Wounds | Incapacitated, roll on Injury Table |
| 3 Wounds | Bleeding Out. Roll on Injury Table. Make Vigor roll at start of each combat round, failure means Mortal wound. A raise means Bleeding stops. |
| 4 Wounds | Mortal Wound. Roll on Injury Table. Vigor roll each combat round. If not made, death comes a callin'. Healing must be made to stabilize. |

| Injury Table | |
|--------------|--|
| Roll | Wound |
| 2 | Unmentionables. Permanent injury and sterile |
| 3-4 | Arm, arm is useless |
| 5-9 | Guts Roll 1d6 1-2 Broken, Agil drops a die 3-4 Battered, Vigor drops a die 5-6 Busted, STR drops a die |
| 10 | Leg. Pace reduced by 1, cannot run |
| 11-12 | Head. Roll 1d6 1-2 Hideous Scar 3-4 Blinded, gain Bad Eyes Hinderance 5 Brain Dmg, reduce Smarts by 1 die. 6. Amnesia |