

Name: _____

XP: 40 XP used 40 Player: Eric

Boating		Agility d8 Smarts d6 Spirit d8 Strength d10 Vigor d6	base mod																																	
Climbing	d4		Pace (6)	6																																
Driving			Parry	5																																
Fighting	d6		Tough	6	7																															
Gambling			Charisma (0)	0																																
Guts	d6	<table border="1"> <thead> <tr> <th>Weapon</th> <th>Rnge</th> <th>RCF</th> <th>DMG</th> <th>Wt</th> <th>Notes</th> </tr> </thead> <tbody> <tr> <td>Tomahawk x2</td> <td>4/8/16*</td> <td></td> <td>1d10+2</td> <td></td> <td></td> </tr> <tr> <td>Nature's rage</td> <td></td> <td></td> <td>var</td> <td></td> <td>+1 to hit, +2 or +4 1d10</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>					Weapon	Rnge	RCF	DMG	Wt	Notes	Tomahawk x2	4/8/16*		1d10+2			Nature's rage			var		+1 to hit, +2 or +4 1d10												
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Notice	d6																																			
Persuasion																																				
Repair																																				
Riding																																				
Shooting	d4																																			
Stealth	d6																																			
Streetwise																																				
Survival	d6																																			
Swimming	d4																																			
Taunt																																				
Throw	d8																																			
Tracking	d6																																			



General Combat Maneuvers

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

