

Name: **Leela**

XP: 40 XP used 40 Player: Erin

Boating		Agility	d10	base mod	
Climbing	d4	Smarts	d6	Pace (6)	8
Driving		Spirit	d6	Parry	5 6
Fighting	d6	Strength	d6	Tough	5
Gambling		Vigor	d6	Charisma (0)	
Guts	d6	Weapon Rnge RCF DMG Wt Notes			
Heding	d4	Short Bow 12/24/48 1 2d6			
Intimidation		Short sword - 1 D6+2			
Investigation					
Knowledge	d6				
Lockpicking					
Notice	d6				
Persuasion		Armor Area Prof Wt Notes			
Repair		Buckler +1 Parry			
Riding					
Shooting	d10				
Stealth	d6	Edges			
Streetwise		Steady Hands (ignore riding or unstable platform penalties)			
Survival	d6	Quick Draw (may nock arrow as free action)			
Swimming	d4	Marksman (gain +2 to hit if you do not move, basically quick Aim)			
Taunt		Dodge (-1 from Ranged attacks trying to hit you)			
Throw	d4	Fleet Footed (+1d10 when running instead of d6), +2 Pace			
Tracking	d6				
		Hindrances			
		Dislikes Crowds/ Closed spaces Hates Centipedes, many creepies			
		Shaken -1 -2 -3 KO			



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

