

Name: **Tal Argonne**  
 XP: 10 XP used 10 Player: npc

Boating		<b>Agility</b>	d6	base mod	
Climbing	d6	<b>Smarts</b>	d6	<b>Pace (6)</b>	6
Driving		<b>Spirit</b>	d8	<b>Parry</b>	5 6
Fighting	d6	<b>Strength</b>	d6	<b>Tough</b>	5 6
Gambling		<b>Vigor</b>	d6	<b>Charisma (0)</b>	0
Guts	d6				
Heding		Weapon Rnge RCF DMG Wt Notes			
Intimidation		Longsword N/a D6+3			
Investigation		Longbow 15/30/60 1 2d6			
Knowledge	d4	Lance D6+4 1 cp			
Lockpicking		Throw ax 3/6/12 1 D6+2			
Notice	d4				
Persuasion		Armor Area Prof Wt Notes			
Repair		Buckler +1 Parry			
Riding	d6	Lt. armor tarso 1			
Shooting	d8				
Stealth	d4	Edges			
Streetwise		Hard to Kill (Ignore Wound penalties for Vigor rolls on K.O./Injury)			
Survival	d4				
Swimming	d4				
Taunt					
Throw	d4				
Tracking	d6				
		Hindrances			
		Loyd			
		Vows and Enemies of Purple Dragons			
		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

<b>1 Wound</b>	If already Incapacitated, then no add'l effect. If not Inc, then a Spirit roll means Shaken. If not made, then Inc.
<b>2 Wounds</b>	Incapacitated, roll on Injury Table
<b>3 Wounds</b>	Bleeding Out. Roll on Injury Table. Make Vigor roll at start of each combat round, failure means Mortal wound. A raise means Bleeding stops.
<b>4 Wounds</b>	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

