

Untamed West

Character Catalog

WEAPONS

Heft (H)

A weapon's heft is the minimum ST required to use the weapon.

UNARMED **D H**

Unarmed (U) d3 -

BLADES **D H**

Knife (T) d6 -

Knife used in grappling or counterattacking a tackle (G) d6+2 -

Club (T) d6 9

Tomahawk (T) d6+1 10

Cavalry Saber 2d6-2* 10

Lance (T) d6+1 10

Spear (T) d6+2 11

MISSILES **D H**

Bow (2) d6 10

Revolver (G) 2d6-1 8

Rifle (2) 2d6 9

Musket (2) 2d6 10

Shotgun (2) 3d6 10

EXPLOSIVES **D H**

Dynamite (T, X) 2d6+2 6

Molotov (F, T, X) d6-2* 6

* Any roll deals a minimum 1 before armor.

(2) Two-handed weapon.

(F) Burns d6-1*/turn in that hex; ignore armor.

(G) Only G weapons can be used grappling.

(T) This weapon can be thrown.

(U) Fatigue only, +1if attacker is stronger.

(X) Explosive affects five-hex diameter circle. If thrower misses, randomly place blast center adjacent to original target hex.

ARMOR

Restriction (R)

Adjust a character's DX *down* by the cumulative restriction of his armor. This also affects MA.

Example

Hector's (DX12) armor has a restriction of two. His adjusted DX is 10 (12-2=10). His MA is five.

TYPE	A	R
Canvas Coat (B)	1	1
Leather Coat (B)	2	2

Small Shield (B, 1 0 S)

Shield (B, S) 2 1

(B) Does not protect against bullets.

(S) Fighters drop shields when grappling.

CAMPAIGNING

Timing

A character may increase an attribute during play, but can only learn new skills between adventures.

Karma/Wish

A character expends a karma point to re-roll one set of dice. A character expends a wish to fully revive, even if he was just "killed." Characters acquire karma and wishes in adventures. Generally, karma, wishes, and XP roll over to future adventures. In some cases, karma may have to be expended in a shorter time frame.

Curse

A cursed character adds or subtracts one against all his checks and damage rolls, worsening the result. He can lift the curse by expending one wish, or by reducing his highest attribute by one. Curses are cumulative.

SKILLS

To use a skill, a character must pass a three-die check against his applicable attribute: 3/ST, 3/DX, 3/IQ (see Skill Tables).

Required Skill Checks

Some skills require that the character already know the skill to attempt the check. Adventures indicate this by using the word "against."

Example

If Ajax lacks SWIMMING, or if he fails 3/ST against SWIMMING, he drowns.

Assisted Skill Checks

Sometimes the skill improves the character's chance of passing, but is not a prerequisite. Adventures indicate this by using a plus sign.

Example

Ajax must pass 3/ST+CLIMBING to climb the wall. He can attempt the climb even if he lacks the CLIMBING skill, but if he has

Climbing 3, he adds 3 to his ST for this roll.

ATHLETIC

Acrobat Reduce fall damage by 1d6 for each acrobat level on 3/DX.

Climbing Scale obstacles on 3/ST.

Riding Ride large animals on 3/DX.

Swimming Swim on 3/ST.

COMBAT

Each level is +1DX to hit OR +1 damage; decide before attacking. Multiple levels cannot be split.

Axe +1 with an axe, mace or club.

Bow +1 with a bow.

Dagger +1 with a dagger.

Pistol +1 with hand-fired weapon.

Pole Arms +1 with spear/halberd.

Rifle +1 w/shoulder-fired weapon.

Sword +1 with a sword.

Unarmed +1 striking; +1ST grappling.

SOCIAL

Charisma On winning IQ against nonhostile NPC, the NPC will take action to help the party, and do nothing to harm.

Diplomacy Change an "attack" option to a "talk" option or vice versa by winning IQ.

Language Speak specific language on 3/IQ. Languages include: Apache, Arapaho, Cheyenne, Comanche, Crow, French, Navaho, Pawnee, Sioux, Spanish, Ute, and Indian Sign Language.

Leadership Add leadership rating to one character's check on 3/IQ.

Literacy Literacy in specific language on 3/IQ.

Legends of the Untamed West

SURVIVAL

Alertness	Negates surprise on 3/IQ.
Naturalist	Can find one unit of healing herbs per day on 3/IQ.
Navigation	Can find way on 3/IQ.
Stalker	At beginning of combat, character (not party) gets surprise on 3/DX.
Stealth	Evade detection on 3/DX.
Survival	Character lives off the land instead of eating a daily ration on 3/IQ.
Tactician	The character steals initiative by winning IQ.
Tracker	Identify, follow and erase tracks. Find local beings. Must pass 3/IQ.

THIEF

Locks	Pick locks on 3/DX.
Streetwise	Negate pickpocket, swindling, mugging on 3/IQ.
Thief	Steal objects on 3/DX.
Traps	Detect/remove traps on 3/IQ.

TRADES

Animal Handler	Prevent animal attacks, or tame beast by winning IQ against the animal.
Crafts	Earn daily skilled labor rate for carpenter, farmer, fisherman,

	jeweler, mason, smith, weaver on 3/DX.
Driver	Handle wagons on 3/DX.
Herbalist	Create healing potion on 3/IQ. ST healed per potion = herb doses * Herbalist level.
Medic	Heal one damage point per medic level for damage sustained in current combat, on 3/IQ. Used after combat is over. Can be used across multiple characters.
Merchant	Purchase goods at 10% discount, or sell goods at 10% premium, for each merchant level by winning IQ.
Scholar	Know history/science on 3/IQ.
Storyteller	Only Storytellers may attempt a 3/IQ + Storytelling, to distribute one karma point per Storytelling level to the party. These karma points must be used in current game day.

HORSES

Mobility and Fighting

Riders have MA12 when mounted. Mounted riders cannot dodge.

Running Battles

A mounted party pursuing another mounted party results in a running battle.

Running battles take place along the length of the game board.

The pursuing force lines up on the short edge of the game board (usually at A or C). The fleeing force lines up in the middle of the board.

Each player's turn, the side winning 3/DX+RIDING rolls one d6. The winning side advances his characters towards the far end of the board by the number shown on the d6.

If the pursuing party catches up to the fleeing party, all characters must stand and fight. If the fleeing party exits the far edge of the map, they escape.

Example

Ajax (DX11, Riding+1) and three companions are mounted. Hector (DX12, Riding+1), is alone but mounted. Ajax's party is pursuing Hector in a running battle. Ajax and his three companions line up on the short end of the board at A. Hector starts in the middle of the board.

Example: Ajax's Turn

Ajax checks DX+Riding against Hector. Ajax rolls 13, Hector rolls 9. Hector wins. Hector rolls one d6, resulting in a 6. He advances towards the far end of the board by 6 spaces. Ajax shoots at Hector, but misses.

Example: Hector's Turn

Hector rolls against Ajax. Hector rolls 9, Ajax rolls 12. Ajax wins. Ajax rolls one d6, resulting in a 2. He moves two spaces into the board, towards Hector.

Example: End

Players continue the running battle until either Hector makes it off the far side of the board, or Ajax catches up. If Ajax catches up, Hector must stand and fight.

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