

# Untamed West Character Catalog

## APPENDIX A: WEAPONS/ARMOR

Each weapon shows its damage rating followed by its heft.

### GRAPPLING WEAPONS

#### Unarmed d6-3

Stronger character does +1 damage. Weaker character does -1 damage.

#### Knife d6+2 (normally d6)

### MELEE WEAPONS

Lance/spear always strikes first against shorter weapons. Even if it's the foe's turn.

#### Knife d6 (d6+2 grappling)

#### Club d6/8

#### Mace d6+1/9

#### Tomahawk d6+2/10

#### Cavalry Saber d6+2/10

#### Spear d6+2/10 (can be thrown)

#### Bow d6/9

#### Long Bow d6+2/11

### GUNS

Armor is ineffective against firearms.

#### Revolver 2d6-1/8

#### Rifle 2d6/9 (2 hands)

#### Musket 2d6/10

#### Shotgun 3d6/10

### EXPLOSIVES

#### Dynamite 2d6+2/6

Thrown; 5hex diameter damage area.

#### Molotov d6/6

Thrown: 3hex diameter damage area. Fire space burns 2 damage.

### ARMOR & SHIELDS

Firearms ignore all armor.

#### Canvas Coat 1/0

#### Leather coat 2/1

#### Shield 2/1

## APPENDIX B: SKILLS

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

#### 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 without CLIMBING, but if he has CLIMBING 3, he adds 3 to his ST for this roll.

### ATHLETIC

#### Acrobat 3/DX

Reduce fall damage by 1d6 for each acrobat level.

#### Climbing 3/ST

Scale obstacles.

#### Riding 3/DX

Ride large animals.

#### Swimming 3/ST

Swim.

## COMBAT

#### Unarmed +1 ST/DX Striking/Grappling Ax +1 with Ax, Mace, or Club.

#### Bow +1 with Bow, or Crossbow.

#### Knife +1 with Knife.

#### Pole Arms +1 with Spear or Halberd.

#### Sword +1 with Sword

## SOCIAL

#### Charisma IQ/x

Control non-hostile NPC. NPC will refuse suicidal actions.

#### Language

Speak specific language on 3/IQ. Select: Apache, Arapaho, Cheyenne, Comanche, Crow, French, Navajo, Pawnee, Sioux, Spanish, Ute. Indian Sign Language included with any Indian language.

#### Leadership

Add leadership rating to all friendly characters attributes for one encounter.

#### Literacy 3/IQ

Read/Write common Tongue.

## SURVIVAL

#### Alertness 3/IQ

Negates Surprise.

#### Naturalist 3/IQ

Find one unit healing herbs per day.

#### Navigation 3/IQ

Can navigate to destination.

#### Stalker/Stealth 3/DX

Character (not party) gets surprise. Evades detection.

#### Survival 3/IQ

Character requires no daily ration.

#### Tactician IQ/x

Steals initiative for your side.

#### Tracker 3/IQ

Identify, follow, erase tracks.

## THIEF

#### Locks 3/DX

Pick locks.

#### Pickpocket DX/IQ

Steal belonging from other character. Must win DX against other's IQ.

#### Street Wise 3/IQ

Negate pickpocket, swindling, mugging.

#### Stealth 3/DX

Evades detection.

#### Traps 3/DX

Detects/dismantles traps.

## TRADES

#### Alchemist 3/IQ

Make potion to boost skill or attribute for one encounter. Costs 5XP per potion.

#### Animal Handler 3/IQ

Prevent wild animal attack. Tame beast.

#### Storyteller 3/IQ

Gives one karma point (per bard level) to the party per day, to be used in this day.

#### Crafts 3/IQ

Earn skilled labor rate for: Carpenter, Farmer, Fisherman, Jeweler, Mason, Prospector, Shipwright, Smith, Weaver.

#### Herbalist 3/IQ

Make healing potion. Potency = level.

#### Medic 3/IQ

Heal one damage point per medic level for damage sustained in current combat. Used after combat is over.

#### Merchant 3/IQ

Purchase or sell goods at 10% discount or profit per merchant level.

#### Sailor 3/DX

Handle Vessel.

#### Scholar 3/IQ

Resolve uncertainty.

## APPENDIX C: 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, advances a number of spaces equal to the difference of the win.

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

#### 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 by 4. Hector advances towards the far end of the board by 4 hexes. Ajax shoots at Hector, but misses.

#### Example: Hector's Turn

Hector rolls against Ajax. Hector rolls 9, Ajax rolls 12. Ajax wins. Ajax and his party move 3 hexes into the board.

#### 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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