

Untamed West Character Catalog

APPENDIX A: WEAPONS

UNARMED

	D	H
Unarmed (GS)	d6-3	-

BLADES

	D	H
Knife (T)	d6	-

Knife used in grappling or counterattacking a tackle (G)	d6+2	-
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Club (T)	d6	9
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Tomahawk (T)	d6+1	10
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Cavalry Saber	2d6-1	10
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Lance (T)	d6+1	10
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Spear (T)	d6+2	11
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MISSILES

	D	H
Bow (2)	d6	10

Revolver (G)	2d6-1	8
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Rifle (2)	2d6	9
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Musket (2)	2d6	10
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Shotgun (2)	3d6	10
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EXPLOSIVES

	D	H
Dynamite (TX)	2d6+2	6

Molotov (FTX)	d6	6
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(2) Two-handed weapon.

(F) Burns d6/turn; no armor.

(G) Only G weapons used grappling.

(S) Stronger character does +1 damage.

(T) This weapon can be thrown.

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

APPENDIX B: ARMOR

TYPE

	A	R
Canvas Coat (B)	1	1

Leather Coat (B)	2	1
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Small Shield (BS)	1	0
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Large Shield (BS)	2	1
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(B) Does not protect against bullets.

(S) Fighters drop shields when grappling.

APPENDIX C: 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.
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Climbing	Scale obstacles on 3/ST.
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Riding	Ride large animals on 3/DX.
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Swimming	Swim on 3/ST.
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COMBAT

Axe	+1 with an axe, mace or club.
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Bow	+1 with a bow.
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Dagger	+1 with a dagger.
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Pistol	+1 with hand-fired weapon.
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Pole Arms	+1 with spear/halberd.
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Rifle	+1 w/shoulder-fired weapon.
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Sword	+1 with a sword.
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Unarmed	+1 striking; +1ST grappling.
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SOCIAL

Charisma	On winning IQ against nonhostile NPC, the NPC will take action to help the party, and do nothing to harm.
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Diplomacy	Change an "attack" option to a "talk" option or vice versa by winning IQ.
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Language	Speak specific language on 3/IQ. Languages include: Apache, Arapaho, Cheyenne, Comanche, Crow, French, Navaho, Pawnee, Sioux, Spanish, Ute, and Indian Sign Language.
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Leadership	Add leadership rating to one character's check on 3/IQ.
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Literacy	Literacy in specific language on 3/IQ.
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SURVIVAL

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

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

Animal Handler	Prevent animal attacks, or tame beast by winning IQ against the animal.
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Crafts	Earn daily skilled labor rate for carpenter, farmer, fisherman, jeweler, mason, smith, weaver on 3/DX.
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Driver	Handle wagons on 3/DX.
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Herbalist	Create healing potion on 3/IQ. ST healed per potion = herb doses * Herbalist level.
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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
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Merchant	multiple characters. 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.

APPENDIX D: 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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