

Untamed West Character Catalog

APPENDIX A: SKILLS

Skills allow or assist an action. *Swimming* allows a character to swim. *HTH* assists a character in grappling or unarmed combat. Additional levels increment benefits.

ATHLETIC

- **Acrobat:** +1DX dodge; -1 damage.
- **Riding**
- **Swimming**

COMBAT SKILLS

Each level gives +1DX and +1 damage.

- **HTH:** +1ST/DX Hand-to-Hand/Unarmed.
- **Ax:** +1 with Ax, Mace, or Club.
- **Bow:** +1 with Bow, or Crossbow.
- **Firearms:** +1 with Pistol/Rifle.
- **Knife:** +1 with Dagger.
- **Spear:** +1 with Lance or Spear.

SOCIAL SKILLS

- **Charisma 3/IQ:** Control neutral NPC.
- **Leadership:** +1 to all friends' attributes.
- **Language:** Apache, Arapaho, Cheyenne, Comanche, Crow, French, Navajo, Pawnee, Sioux, Spanish, Ute. Indian Sign Language included with Indian language. English literacy.

SURVIVAL SKILLS

- **Naturalist:** +1 healing herbs daily.
- **Navigation:** Move extra instruction/day.
- **Stalker/Stealth:** Free unopposed turn.
- **Survival:** Find one daily ration per level.
- **Tracker:** Identify, follow, erase tracks.

TRADE SKILLS

- **Alchemist:** 1XP/(level) healing potion.
- **Animal Handler 3/IQ:** Stop animal attack. Tame one beast to serve you.
- **Bard/Storyteller:** One karma per friend daily, to be used in current day only.
- **Craftsman:** Earn skilled labor rate.
- **Medic 3/IQ:** Heal one damage/level, for damage sustained in current combat only.

- **Merchant 3/IQ:** Purchase/sell goods at 10% discount/profit per merchant level.
- **Sailor:** Handle boats and ships.
- **Scholar:** Read 1 instruction ahead/day.
- **Thief 3/DX:** Pick lock/disarm trap. Steal item from store or NPC. On failing 3/DX, 2x guards ST10 DX10 IQ10 arrest thief.

APPENDIX B: WEAPONS/ARMOR

Weapons ratings are for damage/heft. Armor ratings are for protection/burden. Pole arms strike first--even in foe's turn.

HAND WEAPONS

- **Knife d6** (d6+2 grappling)
- **Club d6/8** (can be thrown)
- **Tomahawk d6+1/9**
- **Cavalry Saber d6+2/10**
- **Lance d6+2/10** (can be thrown)
- **Spear 2d6-1/11** (can be thrown)
- **Bow d6/9** (2 hands)
- **Long Bow d6+2/11** (2 hands)

FIREARMS

Armor does not protect.

- **Pistol 2d6-1/8**
- **Rifle 2d6/9**
- **Shotgun 3d6/10**

EXPLOSIVES

- **Dynamite sd6+2/6:** (no armor; thrown) 5-space diameter area.
- **Molotov d6/6 Fire:** 3-space diameter area. Fire space burns 2 damage.

ARMOR & SHIELDS

- **Canvas Coat 1/0**
- **Leather Coat 2/1**
- **Shield 2/1**
- **Large Shield 3/2**

APPENDIX C: HORSES

Mobility and Fighting

Riders have MA12 when mounted. Mounted riders cannot dodge, but are -1 DX to hit.

Melee attacks down from a mounted rider against a man on foot are +1 damage.

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 both sides fail, there is no change in relative position.

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

Example

Ajax (DX10, Riding+1) has three companions. Hector (DX11, Riding+1), is alone. Ajax's party pursues Hector in a running battle. Ajax and his three companions line up on the short end of the board at A. Hector begins in the middle of the board.

Example: Ajax's Turn

Ajax checks DX+Riding against Hector. Ajax rolls 8, Hector rolls 11. Hector wins by 3. Hector advances towards the far end of the board by 3 spaces. Ajax shoots at Hector, but misses.

Example: Hector's Turn

Hector rolls against Ajax. Hector rolls 9, Ajax rolls 11. Ajax wins. Ajax and his party move 2 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.