

Untamed West Character Catalog

APPENDIX A: WEAPONS/ARMOR

Each entry shows damage rating / heft.

MELEE WEAPONS

Lance/spear strikes first, even in 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

Required Skills

Some skills require prior competence. This is indicated by the word "against."

Example

On failing 3/ST **against** SWIMMING, Ajax drowns. (If he lacks SWIMMING, he drowns.)

Assisting Skills

Some skills improve chances of success, but are not required. Indicated by a plus sign.

Example

On passing 3/ST+CLIMBING, you ascend. You can attempt the climb without the skill.

ATHLETIC

Acrobat 3/DX

+1DX to dodge. Fall damage -1d6.

Climbing 3/ST

Riding 3/DX

Swimming 3/ST

COMBAT

Each level gives +1DX and +1 damage.

Unarmed: +1ST/DX Striking & Grappling.

Ax: +1 with Ax, Mace, or Club.

Bow: +1 with Bow, or Crossbow.

Knife: +1 with Dagger.

Sword: +1 with Sword.

Pistol: +1 with Pistol.

Rifle: +1 with Rifle.

SOCIAL

Charisma IQ/x

Control non-hostile NPC. No suicidal actions.

Leadership 3/IQ

Add leadership rating to all friendly characters' attributes during battle.

Language 3/IQ

Apache, Arapaho, Cheyenne, Comanche, Crow, French, Navajo, Pawnee, Sioux, Spanish, Ute. Indian Sign Language included with any Indian language. Also English literacy.

SURVIVAL

Alertness 3/IQ

Negates Surprise.

Naturalist 3/IQ

Find one unit healing herbs per day.

Navigation 3/IQ

Move extra instruction per day.

Stalker/Stealth 3/DX

Character (not party) gets surprise.

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

Win DX against IQ to steal belonging.

Street Wise 3/IQ

Nullify mugging, pickpocket, swindling.

Traps 3/DX

Detect/disarm traps.

TRADES

Alchemist 3/IQ

1XP to make potion to boost skill or attribute X points for one encounter. X=level.

Animal Handler 3/IQ

Prevent wild animal attack. Tame beast.

Bard 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

1XP to make potion. Heals (level) damage.

Medic 3/IQ

Heal one damage point per level for damage 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 boats and ships.

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.
20230710