

BOOTHILL®

Wild West
Role-Playing Game



Judge' Supplement Compendium



3rd edition

Version 2.0 August 2019

BOOTHILL[®]

Wild West Role-Playing Game

I. Wild West NPC's

II. Wild Animals



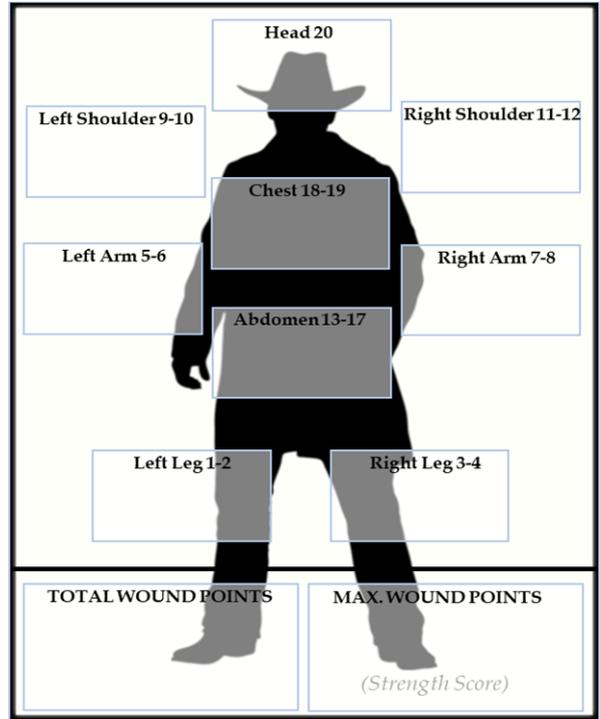
3rd edition

NPC _____

Kill XP _____
 Background _____
 Handedness _____
 Gender / Nationality _____

ATTRIBUTES

STRENGTH	
COORDINATION	
OBSERVATION	
STATURE	
LUCK	
BRAVERY	
GREED	



Accuracy mod: Each light -1 / Each serious -2

SHOOTING

CAREFUL SHOT (= COOR)
 STEADY SHOT (= 1/2 COOR)
 HIP SHOT (= 1/4 COOR)
 FANGUN (= 1 OR PISTOL SKILL)

Base	Pistol	Rifle

WEAPON SKILLS

Skill	Score

OTHER ATTACKS

WORKING SKILLS

Skill	Score

Skill	Score

Skill	Score

FEATS

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R

OTHER ITEMS

Description	\$ value

Description	\$ value

Description	\$ value

Judge's NPC Life point tracker

Name: _____

Head 20	
Left Shoulder 9-10	Right Shoulder 11-12
Chest 18-19	
Left Arm 5-6	Right Arm 7-8
Abdomen 13-17	
Left Leg 1-2	Right Leg 3-4
TOTAL WOUND POINTS	MAX. WOUND POINTS
(Strength Score)	

Accuracy mod: Each light -1 / Each serious -2

Name: _____

Head 20	
Left Shoulder 9-10	Right Shoulder 11-12
Chest 18-19	
Left Arm 5-6	Right Arm 7-8
Abdomen 13-17	
Left Leg 1-2	Right Leg 3-4
TOTAL WOUND POINTS	MAX. WOUND POINTS
(Strength Score)	

Accuracy mod: Each light -1 / Each serious -2

Name: _____

Head 20	
Left Shoulder 9-10	Right Shoulder 11-12
Chest 18-19	
Left Arm 5-6	Right Arm 7-8
Abdomen 13-17	
Left Leg 1-2	Right Leg 3-4
TOTAL WOUND POINTS	MAX. WOUND POINTS
(Strength Score)	

Accuracy mod: Each light -1 / Each serious -2

Name: _____

Head 20	
Left Shoulder 9-10	Right Shoulder 11-12
Chest 18-19	
Left Arm 5-6	Right Arm 7-8
Abdomen 13-17	
Left Leg 1-2	Right Leg 3-4
TOTAL WOUND POINTS	MAX. WOUND POINTS
(Strength Score)	

Accuracy mod: Each light -1 / Each serious -2

Name: _____

Head 20	
Left Shoulder 9-10	Right Shoulder 11-12
Chest 18-19	
Left Arm 5-6	Right Arm 7-8
Abdomen 13-17	
Left Leg 1-2	Right Leg 3-4
TOTAL WOUND POINTS	MAX. WOUND POINTS
(Strength Score)	

Accuracy mod: Each light -1 / Each serious -2

Name: _____

Head 20	
Left Shoulder 9-10	Right Shoulder 11-12
Chest 18-19	
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Abdomen 13-17	
Left Leg 1-2	Right Leg 3-4
TOTAL WOUND POINTS	MAX. WOUND POINTS
(Strength Score)	

Accuracy mod: Each light -1 / Each serious -2

Name: _____

Head 20	
Left Shoulder 9-10	Right Shoulder 11-12
Chest 18-19	
Left Arm 5-6	Right Arm 7-8
Abdomen 13-17	
Left Leg 1-2	Right Leg 3-4
TOTAL WOUND POINTS	MAX. WOUND POINTS
(Strength Score)	

Accuracy mod: Each light -1 / Each serious -2

Name: _____

Head 20	
Left Shoulder 9-10	Right Shoulder 11-12
Chest 18-19	
Left Arm 5-6	Right Arm 7-8
Abdomen 13-17	
Left Leg 1-2	Right Leg 3-4
TOTAL WOUND POINTS	MAX. WOUND POINTS
(Strength Score)	

Accuracy mod: Each light -1 / Each serious -2

Name: _____

Head 20	
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Chest 18-19	
Left Arm 5-6	Right Arm 7-8
Abdomen 13-17	
Left Leg 1-2	Right Leg 3-4
TOTAL WOUND POINTS	MAX. WOUND POINTS
(Strength Score)	

Accuracy mod: Each light -1 / Each serious -2

Name: _____

Head 20	
Left Shoulder 9-10	Right Shoulder 11-12
Chest 18-19	
Left Arm 5-6	Right Arm 7-8
Abdomen 13-17	
Left Leg 1-2	Right Leg 3-4
TOTAL WOUND POINTS	MAX. WOUND POINTS
(Strength Score)	

Accuracy mod: Each light -1 / Each serious -2

Country Sheriff

Kill XP	400
Background	Country Sheriff
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	14
COORDINATION	15
OBSERVATION	12
STATURE	16
LUCK	13
BRAVERY	16
GREED	5



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	15	19	20
STEADY SHOT (= 1/2 COOR)	8	12	13
HIP SHOT (= 1/4 COOR)	4	8	9
FANGUN (= 1 OR PISTOL SKILL)	1	4	

WEAPON SKILLS

Skill	Score
Pistol	4
Rifle	5

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Law	17
Tactics	12

Skill	Score
Public Speaking	15
Leadership	13

FEATS

<i>Charismatic, Altherness, Person with a reputation</i>
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WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Lever Action Rifle	-1	0	30	100	400	2
Peacemaker Revolver	+1	+1	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots, Gloves	14
Vest, Trousers, Shirt	4
Fancy Suit	10

Description	\$ value
Lever Action Rifle (9)	30
Peacemaker Revolver	50
Ammunition	1

Description	\$ value
Holster and Gun belt	5
Money (Dollars)	75

Judge

Kill XP	300
Background	Federal/local Judge
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	8
COORDINATION	10
OBSERVATION	14
STATURE	15
LUCK	13
BRAVERY	10
GREED	12



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	10	11	11
STEADY SHOT (= 1/2 COOR)	5	6	6
HIP SHOT (= 1/4 COOR)	3	4	4
FANGUN (= 1 OR PISTOL SKILL)	1	2	

WEAPON SKILLS

Skill	Score
Pistol	1
Rifle	1

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Law	18
Bureaucracy	15

Skill	Score
Public Speaking	15
Literacy	15

FEATS

Person with a reputation, Charismatic

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Lever Action Rifle	-1	0	30	100	400	2
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots, Gloves	14
Vest, Trousers, Shirt	4
Fancy Suit	10

Description	\$ value
Lever Action Rifle (6)	30
Cab & Ball Revolver	20
Ammunition	1

Description	\$ value
Holster and Gun belt	5
Money (Dollars)	75

Mayor

Kill XP	200
Background	Federal/local Judge
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	8
COORDINATION	12
OBSERVATION	13
STATURE	15
LUCK	12
BRAVERY	8
GREED	14



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	12	3	14
STEADY SHOT (= 1/2 COOR)	6	7	8
HIP SHOT (= 1/4 COOR)	3	4	5
FANGUN (= 1 OR PISTOL SKILL)	1	2	

WEAPON SKILLS

Skill	Score
Pistol	1
Rifle	2

OTHER ATTACKS

Skill	Score
Bureaucracy	12

WORKING SKILLS

Skill	Score
Law	12
Leadership	15

Skill	Score
Public Speaking	15
Literacy	13

FEATS

Person with a reputation, Charismatic

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Lever Action Rifle	-1	0	30	100	400	2
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots, Gloves	14
Vest, Trousers, Shirt	4
Fancy Suit	10

Description	\$ value
Lever Action Rifle (6)	30
Cab & Ball Revolver	20
Ammunition	1

Description	\$ value
Holster and Gun belt	5
Money (Dollars)	40

Town Marshal

Kill XP	250
Background	Town Marshal
Handedness	Right
Gender / Nationality	Male / American



ATTRIBUTES

STRENGTH	12
COORDINATION	13
OBSERVATION	11
STATURE	14
LUCK	12
BRAVERY	13
GREED	10

SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	13	16	16
STEADY SHOT (= 1/2 COOR)	7	10	10
HIP SHOT (= 1/4 COOR)	4	7	7
FANGUN (= 1 OR PISTOL SKILL)	1	3	

WEAPON SKILLS

Skill	Score
Pistol	3
Rifle	3
Brawling / Grapple	1

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Law	15
Tactics	10

Skill	Score
Public Speaking	12

FEATS

Alertness, Person with a reputation

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Lever Action Rifle	-1	0	30	100	400	2
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots, Gloves	14
Vest, Trousers, Shirt	4
Tobacco	0.5

Description	\$ value
Lever Action Rifle (6)	30
Cab & Ball Revolver	20
Ammunition	1

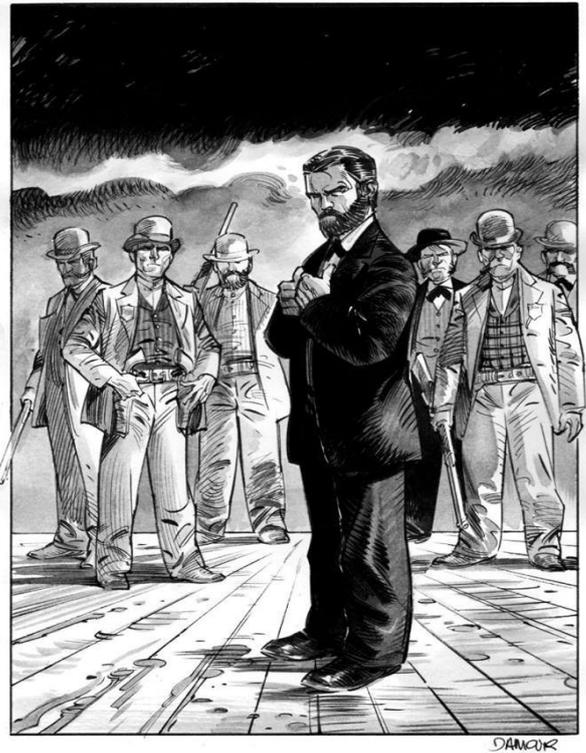
Description	\$ value
Holster and Gun belt	5
Money (Dollars)	25

Pinkerton Agent

Kill XP	100
Background	Pinkerton Agent
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	13
COORDINATION	15
OBSERVATION	15
STATURE	8
LUCK	10
BRAVERY	14
GREED	12



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	15	20	17
STEADY SHOT (= 1/2 COOR)	8	13	10
HIP SHOT (= 1/4 COOR)	4	9	6
FANGUN (= 1 OR PISTOL SKILL)	1	6	

WEAPON SKILLS

Skill	Score
Pistol	5
Rifle	2
Brawling/Grapple	1

OTHER ATTACKS

Skill	Score
Tracking	12

WORKING SKILLS

Skill	Score
Fast Draw	15
Tactics	13

Skill	Score
Literacy	10
Law	12

FEATS

Alertness, Person with a reputation

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Lever Action Rifle	-1	0	30	100	400	2
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots	12
Trousers, Shirt	3
Suit, Plain	5

Description	\$ value
Lever Action Rifle (6)	30
Cab & Ball Revolver	20
Ammunition	1

Description	\$ value
Holster and Gun belt	5
Money (Dollars)	20

Ranger

Kill XP	100
Background	Drifter / Cowboy
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	13
COORDINATION	15
OBSERVATION	15
STATURE	8
LUCK	10
BRAVERY	14
GREED	7



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	15	17	20
STEADY SHOT (= 1/2 COOR)	8	10	13
HIP SHOT (= 1/4 COOR)	4	6	9
FANGUN (= 1 OR PISTOL SKILL)	1	2	

WEAPON SKILLS

Skill	Score
Pistol	2
Rifle	5

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Tracking	15
Survival	14

Skill	Score
Orienteering	17
Riding	13

FEATS

Expert Tracker, Orienteering and Survival Specialist

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Lever Action Rifle	-1	0	30	100	400	2
Fast Draw Revolver	+2	0	6	15	50	3

OTHER ITEMS

Description	\$ value
Hat, Boots (worn)	7
Trousers, Shirt (Worn)	1.5
Chaps	5

Description	\$ value
Lever Action Rifle (15)	50
Cab & Ball Revolver	20
Ammunition	0.5

Description	\$ value
Holster, Gun belt (poor)	2.5
Money (Dollars)	5

Cowboy

Kill XP	50
Background	Vaquero / Cowboy
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	10
COORDINATION	13
OBSERVATION	12
STATURE	7
LUCK	8
BRAVERY	10
GREED	10



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	13	15	15
STEADY SHOT (= 1/2 COOR)	7	9	9
HIP SHOT (= 1/4 COOR)	4	6	6
FANGUN (= 1 OR PISTOL SKILL)	1	2	

WEAPON SKILLS

Skill	Score
Pistol	2
Rifle	2
Brawling/Grapple	1

OTHER ATTACKS

Skill	Score
Throwing	13

WORKING SKILLS

Skill	Score
Cow Handling	13
Riding	15

Skill	Score
Roping	14

FEATS

Lasso Specialist, Bronc Buster

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Lever Action Rifle	-1	0	30	100	400	2
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots (Worn)	7
Trousers, Shirt (poor)	1.5
Tobacco	0.5

Description	\$ value
Lever Action Rifle (6)	30
Cab & Ball Revolver	20
Ammunition	1

Description	\$ value
Holster/Gun belt (worn)	2.5
Money (Dollars)	3

Hired Gun / Gunman

Kill XP	50
Background	Mercenary
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	10
COORDINATION	15
OBSERVATION	13
STATURE	12
LUCK	10
BRAVERY	13
GREED	12



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	15	19	17
STEADY SHOT (= 1/2 COOR)	8	12	10
HIP SHOT (= 1/4 COOR)	4	8	6
FANGUN (= 1 OR PISTOL SKILL)	1	4	

WEAPON SKILLS

Skill	Score
Pistol	4
Rifle	2
Brawling/Grapple	1

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Fast Draw	15
Tactics	13

Skill	Score

FEATS

<i>Alertness</i>

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Lever Action Rifle	-1	0	30	100	400	2
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots, Gloves	14
Vest, Trousers, Shirt	4
Tobacco	0.5

Description	\$ value
Lever Action Rifle (6)	30
Cab & Ball Revolver	20
Ammunition	1

Description	\$ value
Holster and Gun belt	5
Money (Dollars)	10

Gunslinger / Dualist

Kill XP	75
Background	The Gunslinger
Handedness	Both
Gender / Nationality	Male / American



ATTRIBUTES

STRENGTH	10
COORDINATION	16
OBSERVATION	14
STATURE	12
LUCK	10
BRAVERY	14
GREED	8

SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	16	21	16
STEADY SHOT (= 1/2 COOR)	8	13	8
HIP SHOT (= 1/4 COOR)	4	9	4
FANGUN (= 1 OR PISTOL SKILL)	1	5	

WEAPON SKILLS

Skill	Score
Pistol	5

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Fast Draw	17
Tactics	13

Skill	Score

FEATS

Dualist, Ambidexterity, A person with a reputation

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Fast Draw Revolver	+2	0	6	15	50	3
Fast Draw Revolver	+2	0	6	15	50	3

OTHER ITEMS

Description	\$ value
Hat, Boots, Gloves	14
Vest, Trousers, Shirt	4
Suit, Plain	5

Description	\$ value
Fast draw Revolver	40
Fast draw Revolver	40
Ammunition	1

Description	\$ value
Holster and Gun belt	5
Money (Dollars)	5

Outlaw Leader

Kill XP	200
Background	Infamous Villian
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	14
COORDINATION	15
OBSERVATION	12
STATURE	16
LUCK	10
BRAVERY	15
GREED	17



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	15	18	20
STEADY SHOT (= 1/2 COOR)	8	11	13
HIP SHOT (= 1/4 COOR)	4	7	9
FANGUN (= 1 OR PISTOL SKILL)	1	3	

WEAPON SKILLS

Skill	Score
Pistol	3
Rifle	5
Brawling/Grapple	3

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Tactics	15
Leadership	16

Skill	Score
Riding	13

FEATS

Lucky Bastard, A person with a reputation, Shotgun Specialist

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Double.Bar.Shotgun	-1	0	10	40	110	2
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots	12
Trousers, Shirt	3

Description	\$ value
Double.Bar.Shotgun	30
Cab & Ball Revolver	20
Ammunition	0.5

Description	\$ value
Holster,Gun belt	5
Money (Dollars)	40

Outlaw

Kill XP 50

Background Wanted

Handedness Right

Gender / Nationality Male / American

ATTRIBUTES

STRENGTH	10
COORDINATION	13
OBSERVATION	12
STATURE	9
LUCK	8
BRAVERY	11
GREED	14



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	13	15	15
STEADY SHOT (= 1/2 COOR)	7	9	9
HIP SHOT (= 1/4 COOR)	4	6	6
FANGUN (= 1 OR PISTOL SKILL)	1	2	

WEAPON SKILLS

Skill	Score
Pistol	2
Rifle	2
Brawling/Grapple	2

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Gambling	12
Stealth	12

Skill	Score
Pocket Picking	13

FEATS

Running

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Breech Load. Rifle	-2	0	30	100	500	1
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots (worn)	7
Trousers, Shirt (poor)	1.5

Description	\$ value
Breech Loading Rifle	20
Cab & Ball Revolver	20
Ammunition	0.5

Description	\$ value
Holster, Gun belt (poor)	2.5
Money (Dollars)	5

Saloon Person

Kill XP	50
Background	Cowboy
Handedness	Right
Gender / Nationality	Male / American



ATTRIBUTES

STRENGTH	10
COORDINATION	12
OBSERVATION	10
STATURE	8
LUCK	7
BRAVERY	10
GREED	10

SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	13	14	13
STEADY SHOT (= 1/2 COOR)	7	8	7
HIP SHOT (= 1/4 COOR)	4	5	4
FANGUN (= 1 OR PISTOL SKILL)	1	1	

WEAPON SKILLS

Skill	Score
Knife	1
Brawling/Grapple	2
Pistol	1

OTHER ATTACKS

Skill	Score
Throwing	13

WORKING SKILLS

Skill	Score
Gambling	10

Skill	Score

FEATS

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WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Knife, thrown	0	-1	2	4	8	NA
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Boots (worn)	5
Trousers, Shirt (poor)	1.5
Knife	1

Description	\$ value
Whiskey (half bootle)	1
Cab & Ball Revolver	20
Ammunition	0.5

Description	\$ value
Money (Dollars)	2

High Roller

Kill XP	100
Background	Gambler
Handedness	Left
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	10
COORDINATION	12
OBSERVATION	17
STATURE	10
LUCK	12
BRAVERY	9
GREED	15



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	12	14	2
STEADY SHOT (= 1/2 COOR)	6	8	6
HIP SHOT (= 1/4 COOR)	3	5	3
FANGUN (= 1 OR PISTOL SKILL)	1	2	

WEAPON SKILLS

Skill	Score
Pistol	2
Brawling/Grapple	1

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Gambling	17
Stealth	15

Skill	Score
Tactics	12

FEATS

High Roller, Altermtness

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Knife, thrown	0	-1	2	4	8	NA
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots	12
Trousers, Shirt	3
Suit, Plain	5

Description	\$ value
Whiskey (Full bootle)	2
Cab & Ball Revolver	20
Ammunition	0.5

Description	\$ value
Money (Dollars)	30
Knife	1

Gambler

Kill XP	50
Background	Gambler
Handedness	Left
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	8
COORDINATION	12
OBSERVATION	15
STATURE	8
LUCK	10
BRAVERY	8
GREED	14



SHOOTING

- CAREFUL SHOT** (= COOR)
- STEADY SHOT** (= 1/2 COOR)
- HIP SHOT** (= 1/4 COOR)
- FANGUN** (= 1 OR PISTOL SKILL)

Base Pistol Rifle

12	13	2
6	7	6
3	4	3
1	1	

WEAPON SKILLS

Skill	Score
Pistol	1
Brawling/Grapple	1

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Gambling	15
Stealth	12

Skill	Score

FEATS

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WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Knife, thrown	0	-1	2	4	8	NA
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Hat, Boots	12
Trousers, Shirt	3
Knife	1

Description	\$ value
Whiskey (half bottle)	1
Cab & Ball Revolver	20
Ammunition	0.5

Description	\$ value
Money (Dollars)	10

Veteran Brawler

Kill XP	100
Background	Brawler
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	15
COORDINATION	13
OBSERVATION	10
STATURE	8
LUCK	8
BRAVERY	13
GREED	10



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	13	14	13
STEADY SHOT (= 1/2 COOR)	7	8	7
HIP SHOT (= 1/4 COOR)	4	5	4
FANGUN (= 1 OR PISTOL SKILL)	1	1	

WEAPON SKILLS

Skill	Score
Knife	2
Brawling/Grapple	4
Pistol	1

OTHER ATTACKS

Skill	Score
Throwing	15

WORKING SKILLS

Skill	Score
Gambling	10

Skill	Score

FEATS

<i>Fist Fighter, Wrestler</i>

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Knife, thrown	0	-1	2	4	8	NA
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Boots	10
Trousers, Shirt	3
Knife	1

Description	\$ value
Whiskey (half bottle)	1
Cab & Ball Revolver	20
Ammunition	0.5

Description	\$ value
Money (Dollars)	8

Brawler

Kill XP	50
Background	Brawler
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	12
COORDINATION	12
OBSERVATION	10
STATURE	8
LUCK	7
BRAVERY	10
GREED	10



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	12	13	12
STEADY SHOT (= 1/2 COOR)	6	7	6
HIP SHOT (= 1/4 COOR)	4	5	4
FANGUN (= 1 OR PISTOL SKILL)	1	1	

WEAPON SKILLS

Skill	Score
Knife	2
Brawling/Grapple	2
Pistol	1

OTHER ATTACKS

Skill	Score
Throwing	13

WORKING SKILLS

Skill	Score
Gambling	10

Skill	Score

FEATS

<i>Fist Fighter</i>

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Knife, thrown	0	-1	2	4	8	NA
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Boots (worn)	5
Trousers, Shirt (poor)	1.5
Knife	1

Description	\$ value
Whiskey (half bottle)	1
Cab & Ball Revolver	20
Ammunition	0.5

Description	\$ value
Money (Dollars)	4

Indian - Brave

Kill XP	100
Background	Brave
Handedness	Left
Gender / Nationality	Male / Indian

ATTRIBUTES

STRENGTH	13
COORDINATION	15
OBSERVATION	15
STATURE	8
LUCK	10
BRAVERY	14
GREED	7



SHOOTING

	Base	Bow	Rifle
CAREFUL SHOT (= COOR)	15	16	18
STEADY SHOT(= 1/2 COOR)	8	9	11
HIP SHOT(= 1/4 COOR)	4	5	7
FANGUN(= 1 OR PISTOL SKILL)	1	N/A	

WEAPON SKILLS

Skill	Score
Archery	1
Knife/Tomahawk	3
Rifle	3

OTHER ATTACKS

Skill	Score
Throwing	14

WORKING SKILLS

Skill	Score
Stealth	15
Orienteering	13

Skill	Score
Tracking	16
Riding	15

FEATS

Rogue Style, Endurance, Horse Riding Specialist

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Indian Trad.Musket	-2	-1	20	65	150	1/3
Tomahawk	0	-1	2	4	8	NA

OTHER ITEMS

Description	\$ value
Shoes (Worn)	1
Trousers (poor)	1

Description	\$ value
Tomahawk	2
Indian Trade Musket	10
Ammunition	1

Description	\$ value
Holster	1
Money (Dollars)	0

Indian - Chieftain

Kill XP	400
Background	Indian Chief
Handedness	Right
Gender / Nationality	Male / Indian

ATTRIBUTES

STRENGTH	14
COORDINATION	15
OBSERVATION	12
STATURE	16
LUCK	13
BRAVERY	16
GREED	5



SHOOTING

	Base	Bow	Rifle
CAREFUL SHOT (= COOR)	15	20	19
STEADY SHOT (= 1/2 COOR)	8	13	12
HIP SHOT (= 1/4 COOR)	4	9	8
FANGUN (= 1 OR PISTOL SKILL)	1	N/A	

WEAPON SKILLS

Skill	Score
Archery	5
Knife/Tomahawk	3
Rifle	4

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Leadership	16
Tactics	15

Skill	Score
Public Speaking	13
Medicine	12

FEATS

Native Training, Endurance, A person with a reputation, Charismatic

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Buffalo rifle	-2	1	30	200	600	1
Tomahawk	0	-1	2	4	8	NA

OTHER ITEMS

Description	\$ value
Shoes (Worn)	1
Trousers (poor)	1
Random healing herbs	

Description	\$ value
Tomahawk	2
Buffalo Rifle	30
Ammunition	1

Description	\$ value
Holster	1
Money (Dollars)	30

Indian - regular

Kill XP	50
Background	Indian
Handedness	Left
Gender / Nationality	Male / Indian

ATTRIBUTES

STRENGTH	10
COORDINATION	13
OBSERVATION	12
STATURE	5
LUCK	8
BRAVERY	12
GREED	8



SHOOTING

	Base	Bow	Rifle
CAREFUL SHOT (= COOR)	13	16	15
STEADY SHOT (= 1/2 COOR)	7	10	9
HIP SHOT (= 1/4 COOR)	4	7	6
FANGUN (= 1 OR PISTOL SKILL)	1	N/A	

WEAPON SKILLS

Skill	Score
Archery	3
Knife/Tomahawk	3
Rifle	1

OTHER ATTACKS

Skill	Score
Throwing	15

WORKING SKILLS

Skill	Score
Survival	16
Orienteering	15

Skill	Score
Swimming	12
Riding	12

FEATS

Native Training

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Bow and Arrow	-1	-1	15	50	100	1
Tomahawk	0	-1	2	4	8	NA

OTHER ITEMS

Description	\$ value
Shoes (Worn)	1
Trousers (poor)	1

Description	\$ value
Tomahawk	2
Bow	3
Arrows	1

Description	\$ value
Holster	1
Money (Dollars)	0

Indian - Scout

Kill XP	50
Background	Indian
Handedness	Left
Gender / Nationality	Male / Indian

ATTRIBUTES

STRENGTH	8
COORDINATION	13
OBSERVATION	12
STATURE	5
LUCK	8
BRAVERY	12
GREED	8



SHOOTING

	Base	Bow	Rifle
CAREFUL SHOT (= COOR)	13	16	15
STEADY SHOT (= 1/2 COOR)	7	10	9
HIP SHOT (= 1/4 COOR)	4	7	6
FANGUN (= 1 OR PISTOL SKILL)	1	N/A	

WEAPON SKILLS

Skill	Score
Archery	3
Knife/Tomahawk	3
Rifle	1

OTHER ATTACKS

Skill	Score
Throwing	12

WORKING SKILLS

Skill	Score
Survival	13
Orienteering	14

Skill	Score
Scouting	16
Tracking	15

FEATS

Expert tracker, Orienteering and Survival Specialist

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Bow and Arrow	-1	-1	15	50	100	1
Tomahawk	0	-1	2	4	8	NA

OTHER ITEMS

Description	\$ value
Shoes (Worn)	1
Trousers (poor)	1

Description	\$ value
Tomahawk	2
Bow	3
Arrows	1

Description	\$ value
Holster	1
Money (Dollars)	0

Soldier - Artillery

Kill XP	50
Background	Artillery Soldier
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	10
COORDINATION	13
OBSERVATION	13
STATURE	7
LUCK	10
BRAVERY	11
GREED	8



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	13	15	15
STEADY SHOT (= 1/2 COOR)	7	9	9
HIP SHOT (= 1/4 COOR)	3	5	5
FANGUN (= 1 OR PISTOL SKILL)	1	2	

WEAPON SKILLS

Skill	Score
Pistol	2
Rifle	2
Brawling/Grapple	1

OTHER ATTACKS

Skill	Score
Artillery (Heavy Weapons)	15
Throwing	13

WORKING SKILLS

Skill	Score
Explosives	15
Tactics	12

Skill	Score
Law (Military)	10

FEATS

Advanced Artillerist

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Rev. Cylind. Rifle	-1	0	25	90	240	1/3
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Military uniform (worn)	8
Bajonette and Knife	2
Black Gun powder	5

Description	\$ value
Rev. Cylind. Rifle (6)	28
Cab & Ball Revolver	20
Ammunition	0.5

Description	\$ value
Holster/Gun belt (worn)	2.5
Money (Dollars)	2

Soldier - Cavalry

Kill XP	50
Background	Cavalry Soldier
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	10
COORDINATION	15
OBSERVATION	13
STATURE	7
LUCK	10
BRAVERY	13
GREED	8



SHOOTING

	Base	Pistol	Rifle
CAREFUL SHOT (= COOR)	15	18	15
STEADY SHOT (= 1/2 COOR)	8	11	8
HIP SHOT (= 1/4 COOR)	4	7	4
FANGUN (= 1 OR PISTOL SKILL)	1	3	

WEAPON SKILLS

Skill	Score
Pistol	3
Sword	3
Brawling/Grapple	1

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Riding	15
Tactics	12

Skill	Score
Law (Military)	10

FEATS

<i>Horse Riding Specialist</i>

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Long Barrel Revolver	-1	0	12	30	90	3
Rev. Cylind. Rifle	-1	0	25	90	240	1/3

OTHER ITEMS

Description	\$ value
Military uniform (worn)	8
Cavalry Sword	2
Tobacco	4

Description	\$ value
Rev. Cylind. Rifle (6)	28
Long Barrel Revolver	28
Ammunition	0.5

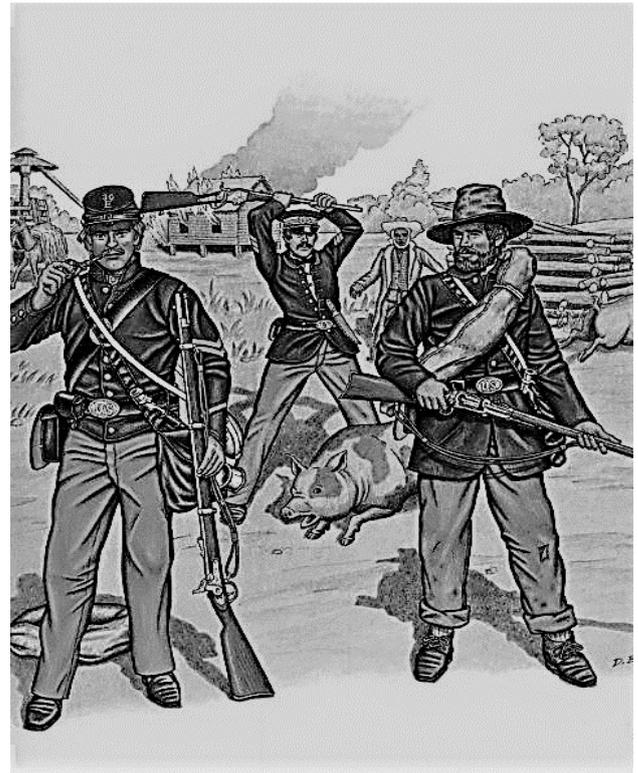
Description	\$ value
Holster/Gun belt (worn)	2.5
Money (Dollars)	2

Soldier - Infantry

Kill XP	50
Background	Footmen Soldier
Handedness	Right
Gender / Nationality	Male / American

ATTRIBUTES

STRENGTH	10
COORDINATION	15
OBSERVATION	13
STATURE	7
LUCK	10
BRAVERY	12
GREED	8



SHOOTING

- CAREFUL SHOT** (= COOR)
- STEADY SHOT**(= 1/2 COOR)
- HIP SHOT**(= 1/4 COOR)
- FANGUN**(= 1 OR PISTOL SKILL)

	Base	Pistol	Rifle
Careful Shot	15	18	18
Steady Shot	8	11	11
Hip Shot	4	7	7
Fangun	1	3	

WEAPON SKILLS

Skill	Score
Pistol	3
Rifle	3
Brawling/Grapple	1

OTHER ATTACKS

Skill	Score

WORKING SKILLS

Skill	Score
Gunsmithing	15
Tactics	12

Skill	Score
Law (Military)	10

FEATS

Sniping, Running

WEAPONS

Weapon Type	Speed	W. Mod.	Short (0)	Long (-2)	Extreme (-5)	R/R
Rev. Cylind. Rifle	-1	0	25	90	240	1/3
Cab & Ball Revolver	+1	0	10	20	60	1/3

OTHER ITEMS

Description	\$ value
Military uniform (worn)	8
Bajonette and Knife	2
Tobacco	0.5

Description	\$ value
Rev. Cylind. Rifle (6)	28
Cab & Ball Revolver	20
Ammunition	0.5

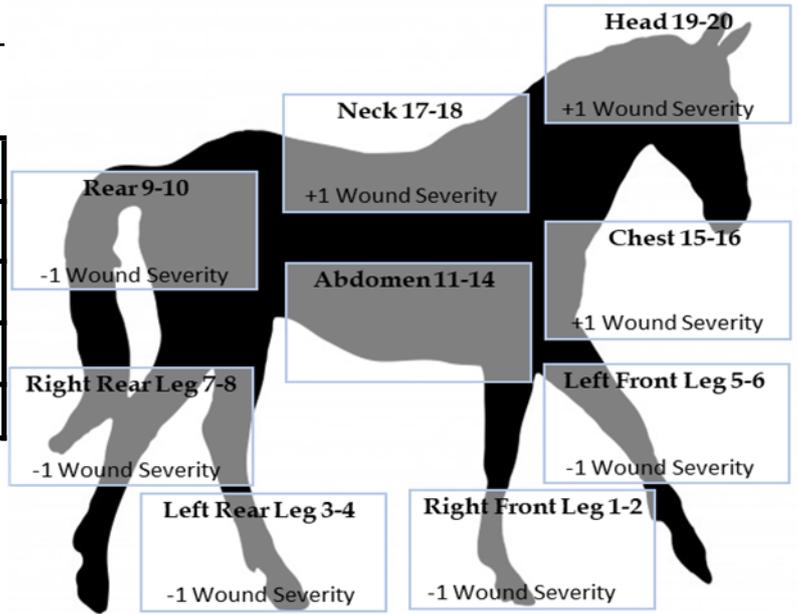
Description	\$ value
Holster/Gun belt (worn)	2.5
Money (Dollars)	2

Animal

Kill XP _____

ATTRIBUTES

STRENGTH	
COORDINATION	
OBSERVATION	
LUCK	
BRAVERY	



COMBAT SKILLS

Skill	Score
Attacking Modifier	
Attack Wound Severity modifier	
Defend Wound Severity modifier	

TOTAL WOUND POINTS

MAX. WOUND POINTS
(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

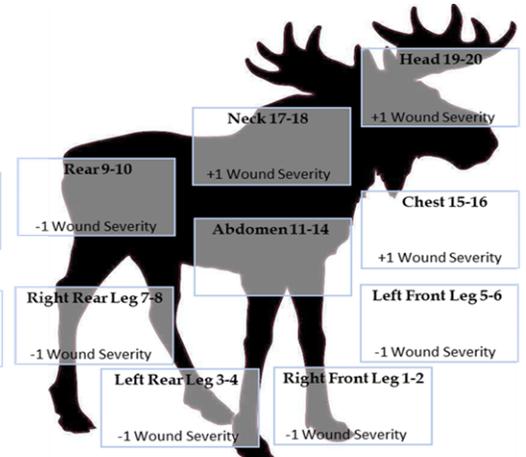
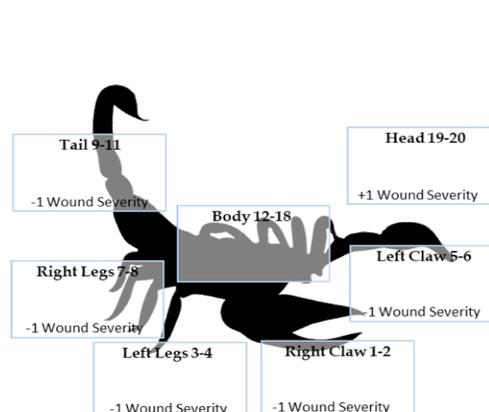
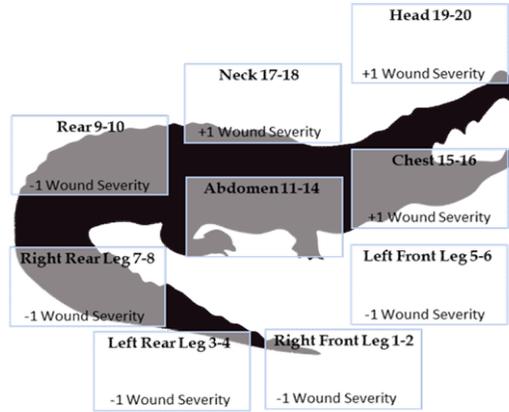
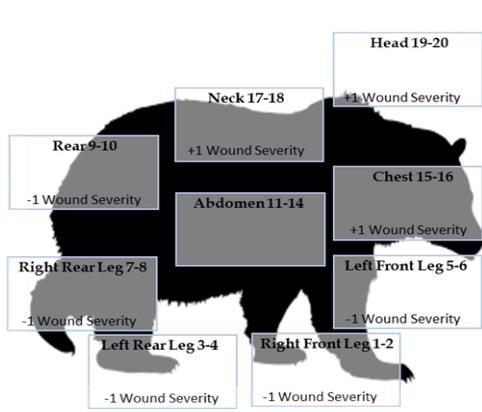
ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

Judge's Wild Animal **Life point** Tracker



TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

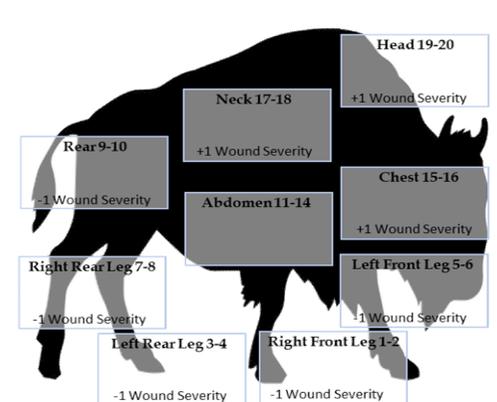
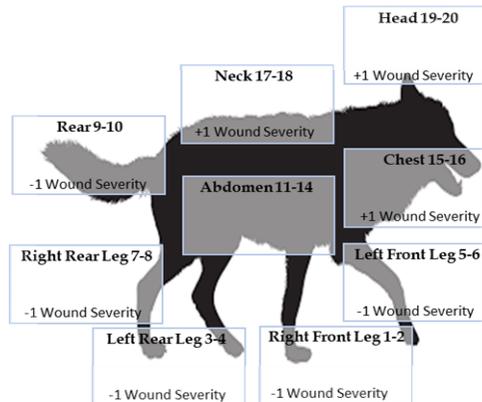
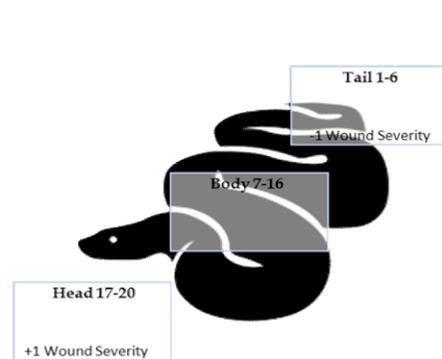
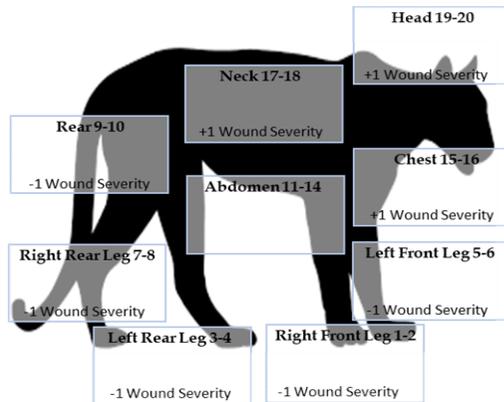
Accuracy mod: Each light -1 / Each serious -2

TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

Accuracy mod: Each light -1 / Each serious -2



TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

TOTAL WOUND POINTS	MAX. WOUND POINTS
	(Strength Score)

Grizzly Bear

Kill XP

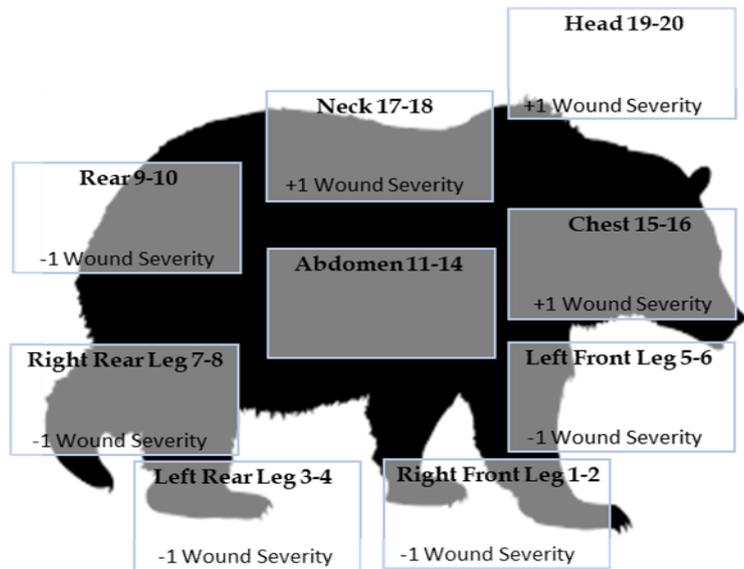
500

ATTRIBUTES

STRENGTH	50
COORDINATION	14
OBSERVATION	15
LUCK	10
BRAVERY	18

COMBAT SKILLS

Skill	Score
Attacking Modifier	+5
Attack Wound Severity modifier	+2
Defend Wound Severity modifier	-2



TOTAL WOUND POINTS	MAX. WOUND POINTS
	50
	<i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

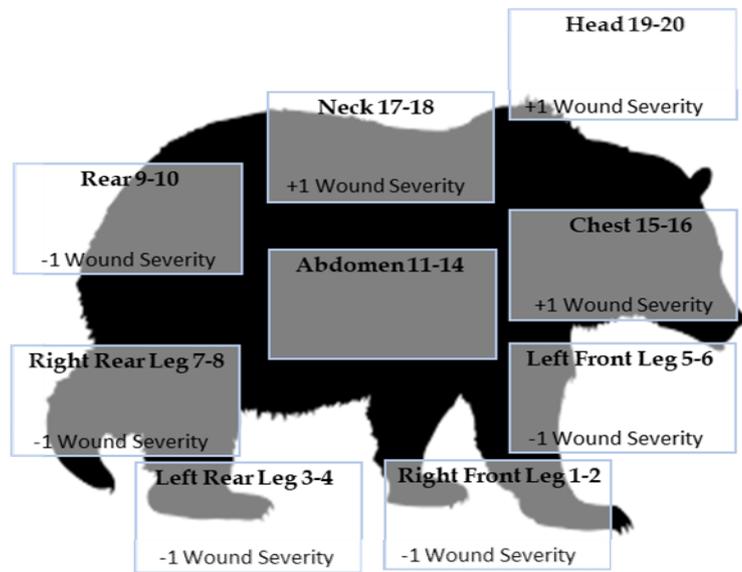
Brown Bear

Kill XP

350

ATTRIBUTES

STRENGTH	40
COORDINATION	14
OBSERVATION	15
LUCK	10
BRAVERY	16



COMBAT SKILLS

Skill	Score
Attacking Modifier	+4
Attack Wound Severity modifier	+2
Defend Wound Severity modifier	-2

TOTAL WOUND POINTS	MAX. WOUND POINTS
	40 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifer applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

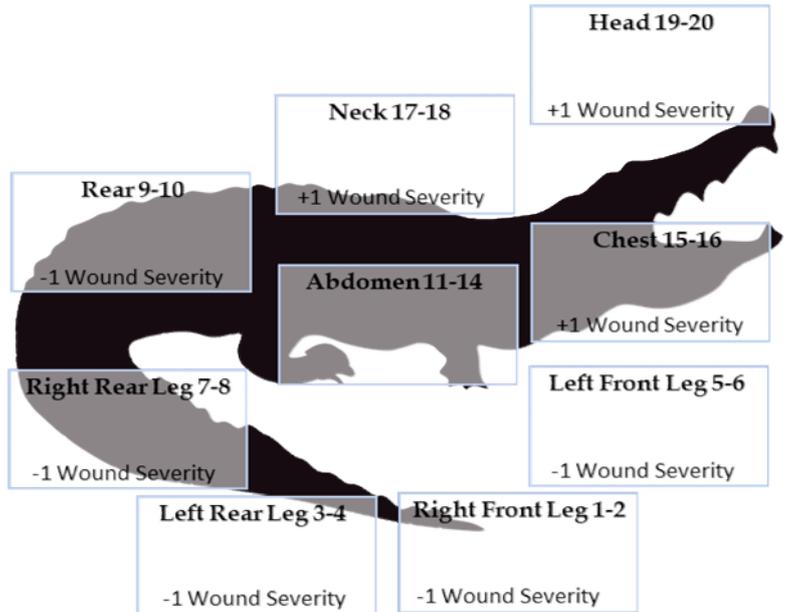
Crocodile

Kill XP

250

ATTRIBUTES

STRENGTH	30
COORDINATION	15
OBSERVATION	14
LUCK	10
BRAVERY	16



COMBAT SKILLS

Skill	Score
Attacking Modifier	+4
Attack Wound Severity modifier	+2
Defend Wound Severity modifier	-2

TOTAL WOUND POINTS	MAX. WOUND POINTS
	30 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

Buffalo

Kill XP

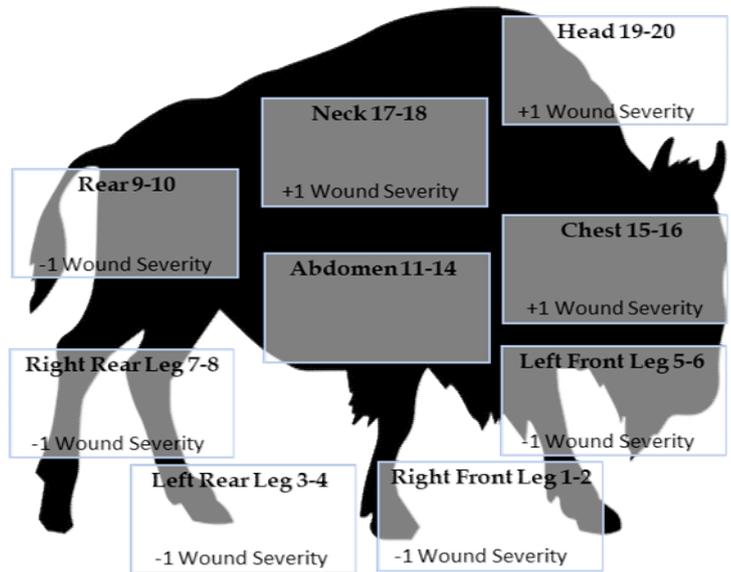
250

ATTRIBUTES

STRENGTH	35
COORDINATION	13
OBSERVATION	12
LUCK	10
BRAVERY	12

COMBAT SKILLS

Skill	Score
Attacking Modifier	+3
Attack Wound Severity modifier	+1
Defend Wound Severity modifier	-2



TOTAL WOUND POINTS	MAX. WOUND POINTS
	35
	<i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifer applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
<i>+1 if Animal is hit in Head, Neck or Chest</i>	
<i>-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound</i>	

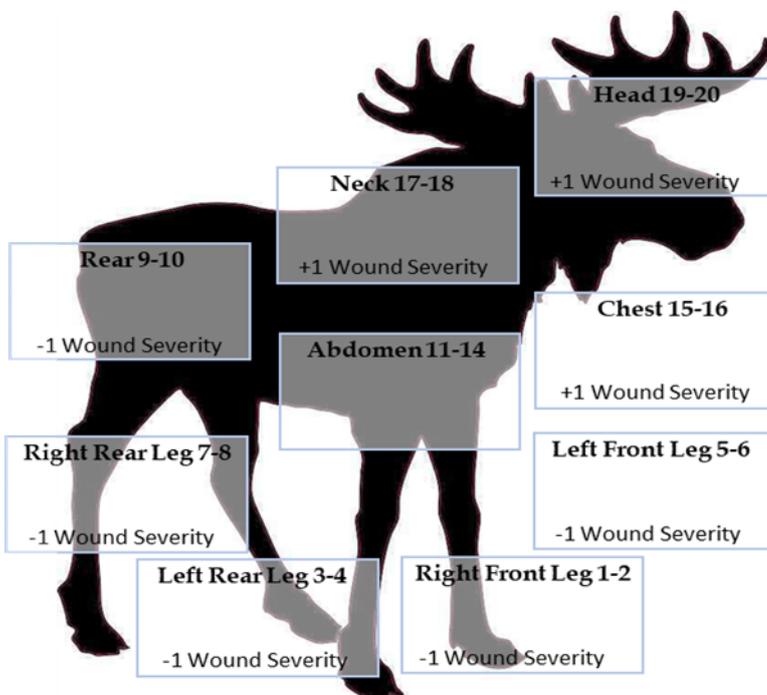
Moose

Kill XP

200

ATTRIBUTES

STRENGTH	25
COORDINATION	12
OBSERVATION	8
LUCK	10
BRAVERY	10



COMBAT SKILLS

Skill	Score
Attacking Modifier	+1
Attack Wound Severity modifier	+2
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	25
	<i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifer applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

Bull

Kill XP

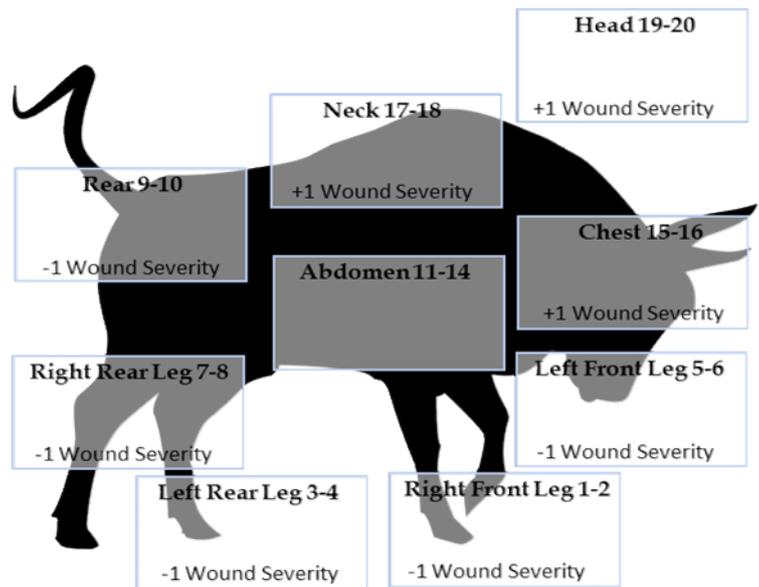
200

ATTRIBUTES

STRENGTH	30
COORDINATION	14
OBSERVATION	12
LUCK	10
BRAVERY	15

COMBAT SKILLS

Skill	Score
Attacking Modifier	+3
Attack Wound Severity modifier	+1
Defend Wound Severity modifier	-1



TOTAL WOUND POINTS

MAX. WOUND POINTS

30

(Strength Score)

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifer applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

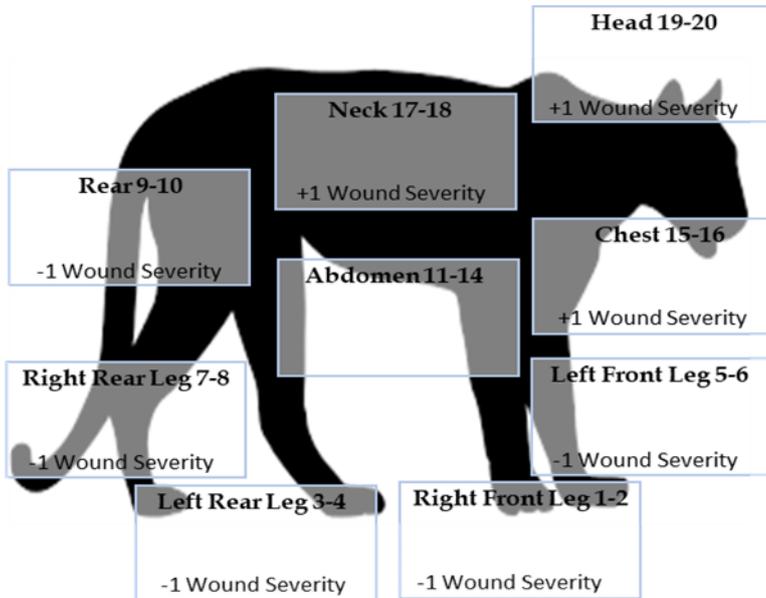
Moutain Lion

Kill XP

150

ATTRIBUTES

STRENGTH	25
COORDINATION	16
OBSERVATION	16
LUCK	10
BRAVERY	15



COMBAT SKILLS

Skill	Score
Attacking Modifier	+4
Attack Wound Severity modifier	+1
Defend Wound Severity modifier	-1

TOTAL WOUND POINTS	MAX. WOUND POINTS
	25 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifer applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

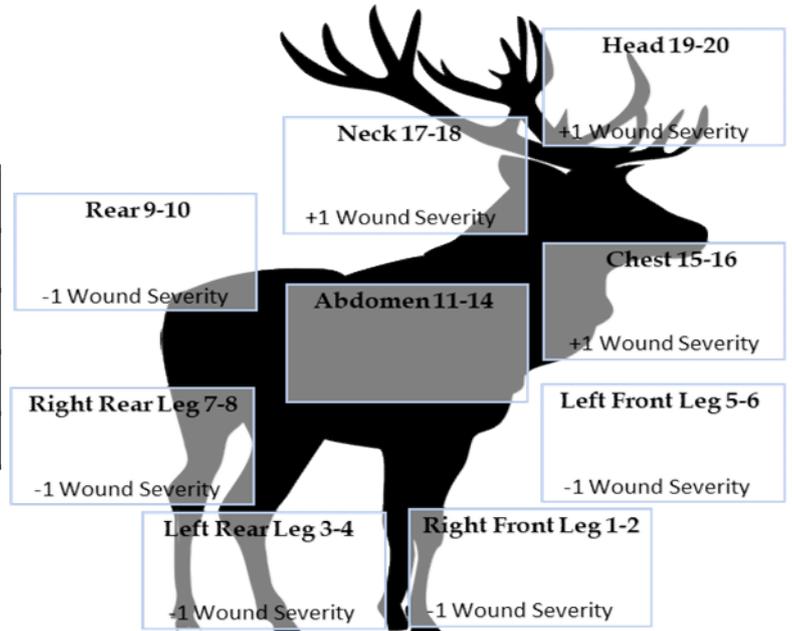
Elk

Kill XP

100

ATTRIBUTES

STRENGTH	25
COORDINATION	14
OBSERVATION	15
LUCK	10
BRAVERY	8



COMBAT SKILLS

Skill	Score
Attacking Modifier	+1
Attack Wound Severity modifier	+1
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	25
	<i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

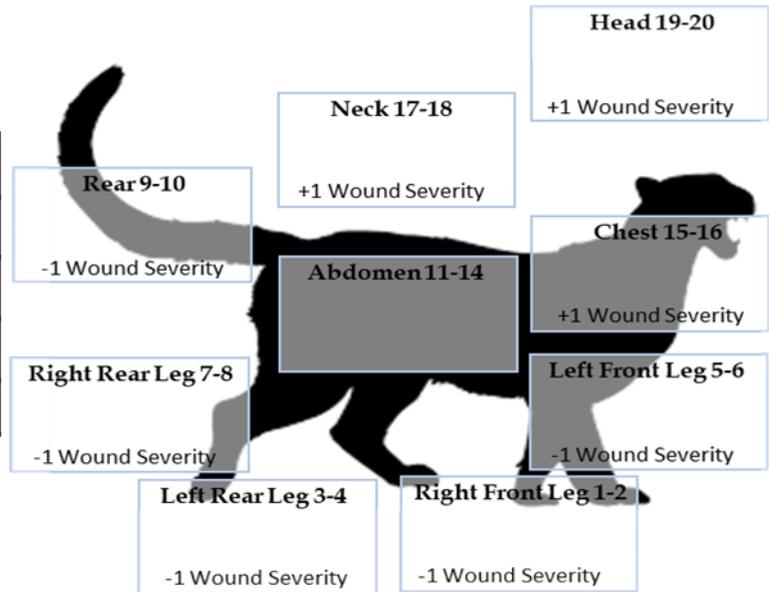
Puma

Kill XP

100

ATTRIBUTES

STRENGTH	20
COORDINATION	17
OBSERVATION	16
LUCK	10
BRAVERY	14



COMBAT SKILLS

Skill	Score
Attacking Modifier	+3
Attack Wound Severity modifier	0
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	20 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

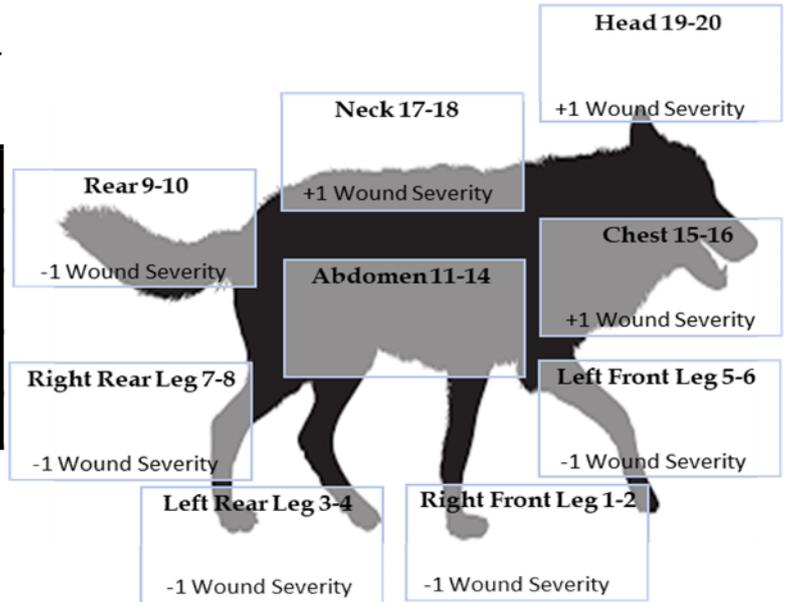
Wolf

Kill XP

75

ATTRIBUTES

STRENGTH	15
COORDINATION	17
OBSERVATION	17
LUCK	10
BRAVERY	12



COMBAT SKILLS

Skill	Score
Attacking Modifier	+4
Attack Wound Severity modifier	0
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	15 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

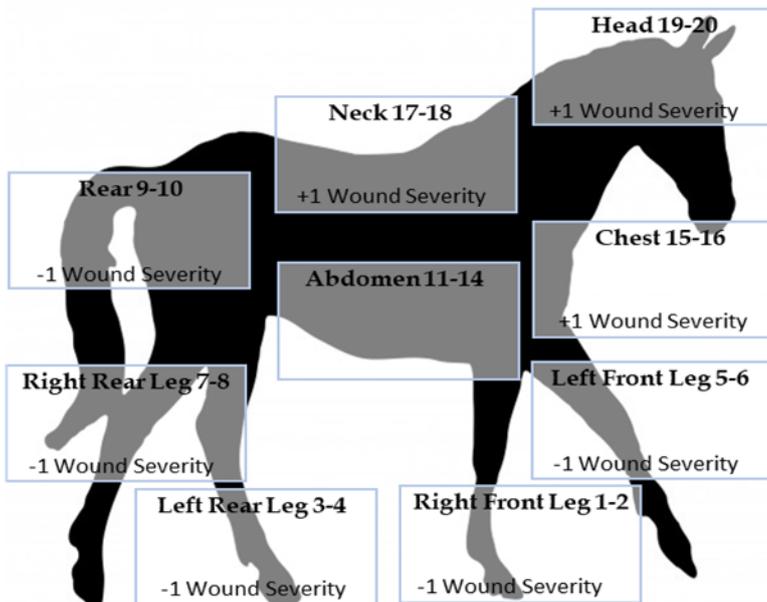
Horse

Kill XP

75

ATTRIBUTES

STRENGTH	25
COORDINATION	12
OBSERVATION	16
LUCK	10
BRAVERY	8



COMBAT SKILLS

Skill	Score
Attacking Modifier	+1
Attack Wound Severity modifier	0
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	25 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

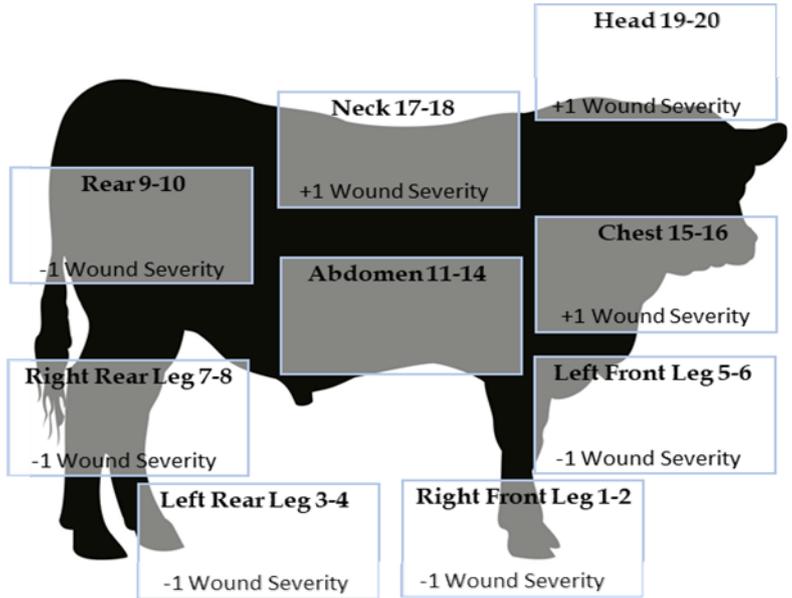
Cow

Kill XP

75

ATTRIBUTES

STRENGTH	20
COORDINATION	10
OBSERVATION	12
LUCK	10
BRAVERY	7



COMBAT SKILLS

Skill	Score
Attacking Modifier	-1
Attack Wound Severity modifier	0
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	20 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cumulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

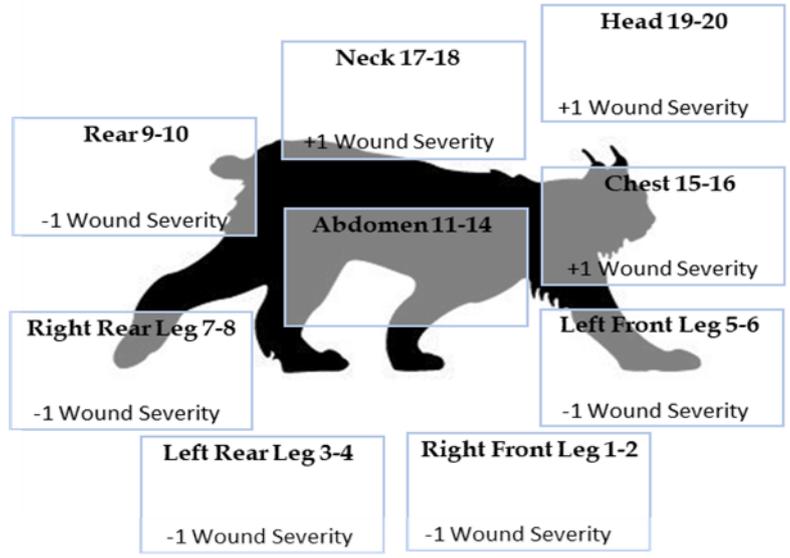
Lynx

Kill XP

50

ATTRIBUTES

STRENGTH	15
COORDINATION	15
OBSERVATION	16
LUCK	10
BRAVERY	10



COMBAT SKILLS

Skill	Score
Attacking Modifier	+2
Attack Wound Severity modifier	0
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	15 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

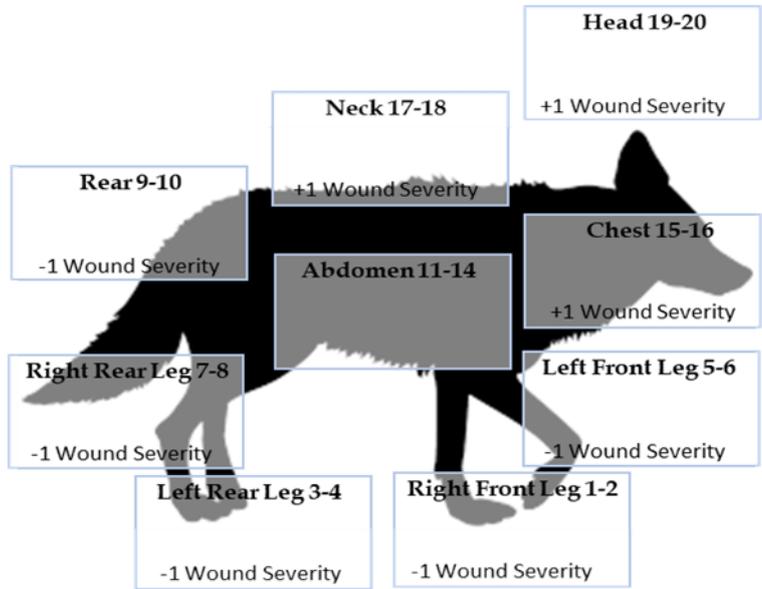
Coyote

Kill XP

50

ATTRIBUTES

STRENGTH	10
COORDINATION	17
OBSERVATION	17
LUCK	10
BRAVERY	8



COMBAT SKILLS

Skill	Score
Attacking Modifier	+2
Attack Wound Severity modifier	-1
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	10 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
+1 if Animal is hit in Head, Neck or Chest	
-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound	

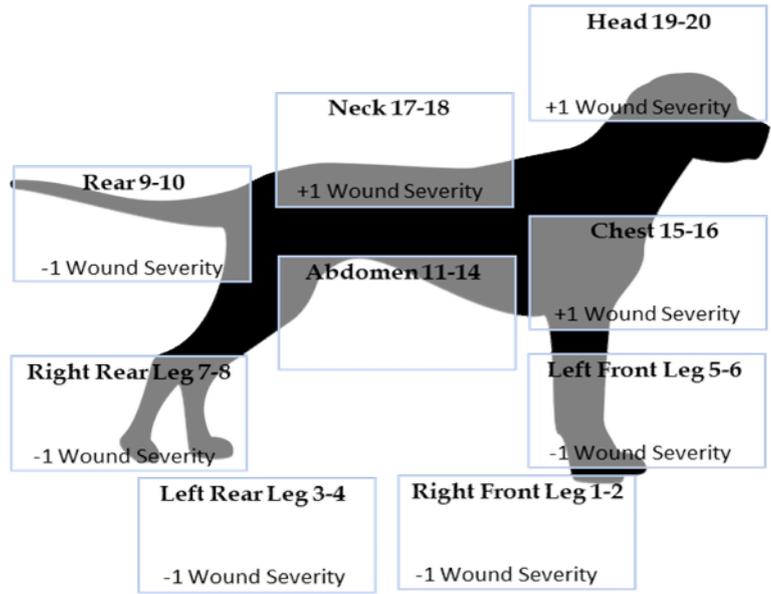
Dog

Kill XP

50

ATTRIBUTES

STRENGTH	10
COORDINATION	17
OBSERVATION	17
LUCK	10
BRAVERY	12



COMBAT SKILLS

Skill	Score
Attacking Modifier	+2
Attack Wound Severity modifier	-1
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	10 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound
<i>+1 if Animal is hit in Head, Neck or Chest</i>	
<i>-1 if Animal is hit in legs. An unmodified "6" roll is always a mortal wound</i>	

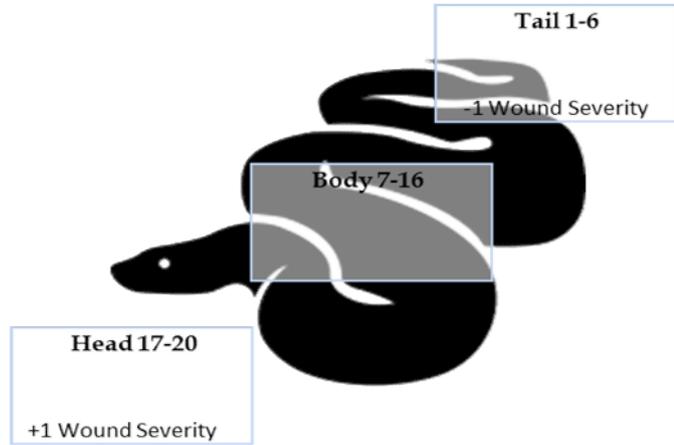
Snake

Kill XP

50

ATTRIBUTES

STRENGTH	6
COORDINATION	18
OBSERVATION	15
LUCK	8
BRAVERY	15



COMBAT SKILLS

Skill	Score
Attacking Modifier	+1
Attack Wound Severity modifier	+1
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	6 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound

+1 if Animal is hit in Head

-1 if Animal is hit in tail. An unmodified "6" roll is always a mortal wound

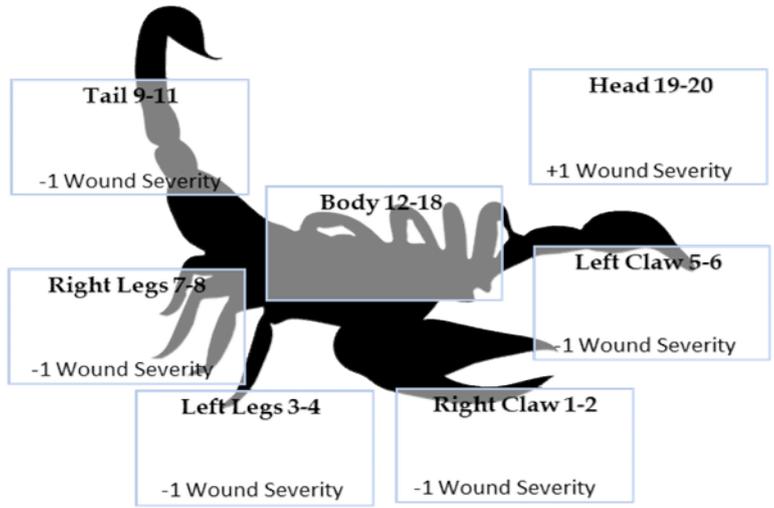
Scorpion - Poisonous

Kill XP

50

ATTRIBUTES

STRENGTH	6
COORDINATION	20
OBSERVATION	13
LUCK	10
BRAVERY	17



COMBAT SKILLS

Skill	Score
Attacking Modifier	0
Attack Wound Severity modifier	+2
Defend Wound Severity modifier	0

TOTAL WOUND POINTS	MAX. WOUND POINTS
	6 <i>(Strength Score)</i>

Accuracy mod: Each light -1 / Each serious -2

ATTACK TABLE

Roll	Result	Effect opponent*
1	Miss	+2
2-4	Miss	+1
5-7	Blocked	
8-14	Bite	
15	Kick/Slab	
16	Jump Attack	
17-18	Massive Kick/Huge Slab	-1
19	Ram/Trample	-2
20	Critical Bite	-3

* Modifier applied to opponents next die roll (shooting, brawling, grappling or skill check). Cummulative until opponent rolls.

WOUND SEVERITY

Roll	Wound
-1	Scratch
0-2	Light Wound
3-5	Serious Wound
6+	Mortal Wound

+1 if Animal is hit in Head
-1 if Animal is hit in tail, legs or claws.
An unmodified "6" roll is always a mortal wound