

SKILLS SUMMARY

Skill	Linked Attribute
Boating	Agility
Climbing	Strength
Driving	Agility
Fighting	Agility
Gambling	Smarts
Guts	Spirit
Healing	Smarts
Intimidation	Spirit
Investigation	Smarts
Knowledge	Smarts
Lockpicking	Agility
Notice	Smarts
Persuasion	Spirit
Piloting	Agility
Repair	Smarts
Riding	Agility
Shooting	Agility
Stealth	Agility
Streetwise	Smarts
Survival	Smarts
Swimming	Agility
Taunt	Smarts
Throwing	Agility
Tracking	Smarts

ENCUMBRANCE

A character's "Load Limit" is equal to 5x their Strength die type in pounds. Every additional multiple of the load limit (max of 3) inflicts a -1 penalty to a character's Agility and Strength totals, as well as any skills linked to either.

MOVEMENT

Crawling:	2" per turn; counts as being prone
Crouching:	½ Pace, may run (halve total Pace after rolling). Ranged attacks against him suffer a -1 penalty
Going Prone:	May fall prone at any time during its action: usually counts as Medium Cover. Getting up costs 2" of movement
Difficult Ground:	For difficult ground (mud, steep hills, or snow), count each inch as 2" for movement
Jumping:	Can jump 1" horizontally from dead stop, or up to 2" with a "run and go." Successful Strength roll grants one extra inch

CLIMBING MODIFIERS

Situation	Modifier
Climbing equipment	+2
Advanced climbing equipment	+4
Scarce or thin handholds	-2
Wet surface	-2

STEALTH MODIFIERS

Situation	Modifier
Crawling	+2
Running	-2
Dim light	+1
Darkness	+2
Pitch darkness	+4
Light cover	+1
Medium cover	+2
Heavy cover	+4

TRACKING MODIFIERS

Situation	Modifier
Tracking more than 5 individuals	+2
Recent snow	+4
Mud	+2
Dusty area	+1
Raining	-4
Tracking in poor light	-2
Tracks are more than one day old	-2
Target attempted to hide tracks	-2

COMBAT SUMMARY

INITIATIVE

- Deal each Wild Card and group of characters one card each.
- Reshuffle the deck the round *after* a Joker is dealt.
- A Joker allows the character to act whenever he wants in a round, and adds +2 to all his Trait and damage rolls that round.
- Ties are resolved by suit order: Spades, Hearts, Diamonds, and Clubs

MOVEMENT

- A character may move up to his Pace and perform an action, such as making a hand-to-hand attack, firing a ranged weapon, casting a spell, or making a test of wills.
- A character may attempt additional actions, such as running, but incurs a -2 penalty to all Trait rolls for each additional action.

FIGHTING

- The attacker makes a single Fighting roll. If the roll is equal to or greater than his target's Parry, the attack hits (see **Damage**). A raise on the attack adds +1d6 to the damage.

SHOOTING

- The attacker makes a single Shooting roll and subtracts 2 for Medium range and 4 for Long range. If the roll is successful (TN 4 or more), the attack hits (see **Damage**). A raise on the attack adds +1d6 to the damage.

DAMAGE

- If the damage is equal to or greater than the victim's Toughness, he's Shaken.
- A Shaken character who receives a second Shaken result is wounded.
- If damage exceeds victim's Toughness by a raise, he's Wounded. Wounded Extras are Incapacitated and removed from play. Wild Cards can suffer up to three wounds.
- If a Wild Card suffers more than three wounds (after **Soaking**), he is Incapacitated and out of the fight until healing is received. Check the Incapacitation Table.

TESTS OF WILL

- The character makes an opposed roll against his chosen target. The defender uses Smarts to resist Taunt, and Spirit to resist Intimidate.
- Success means the attacker gets a +2 bonus to his next action against the defender. A raise on the roll gives the attacker the bonus and makes the defender Shaken.

AFTERMATH

- A Healing roll on an injured Wild Card heals 1 wound with a success and 2 with a raise. If the roll is failed, the wound must heal naturally.
- Incapacitated Extras roll Vigor to see if they are alive or dead.

DAMAGE EFFECT

Damage	Effect
Shaken	Damage more than Toughness. ½ Pace, Spirit Roll to recover. Success with a raise allows hero to take normal actions.
Wound	Every raise causes a wound. -1 to Pace and Trait Tests per wound.
Incapacitated	More than 3 wounds. See Incapacitation Table.

THE SOAK ROLL

A character may spend a benny to automatically eliminate a Shaken condition.

If spent immediately after taking wounds from a single attack, a Vigor roll may be made as well. A success and each raise reduces the number of wounds suffered by 1. If the character is left with any wounds from the attack, he is still Shaken as usual.

Only one Soak roll may be made per attack.

INCAPACITATION TABLE

An incapacitated hero must make an immediate Vigor roll, applying wound modifiers as applicable. This does not count as an action.

Raise: Hero is only stunned. Hero still has 3 wounds, but is not incapacitated. He is Shaken and suffers a temporary impairment. Roll 2d6 on the Injury Table. Effects are temporary and go away after combat is over.

Success: The hero is unconscious. Consciousness is regained with a successful Healing roll, or after an hour has passed. Roll 2d6 on the Injury Table. The injury goes away when all wounds are healed.

Failure: The hero is Bleeding Out. At the start of each round he must make another Vigor roll (applying wound modifiers, as normal). Failure means he needs to roll again next round. A result of 1 or less means death.

Success means he stabilizes but remains unconscious until healed. Roll 2d6 on the Injury Table as well. Injury is permanent, requiring specialist healing.

With non-lethal damage, treat as a success except hero is unconscious for 1d6 hours.

Critical Failure: The hero is dead.

With non-lethal damage, treat as a success except hero is unconscious for 2d6 hours.

INJURY TABLE

Roll 2d6 on the table below. If the attack that caused the Injury was directed at a specific body part, use that location instead of rolling randomly.

2d6	Wound
2	Unmentionables: The hero suffers an embarrassing and painful wound to the groin. If the injury is permanent, reproduction is out of the question without miracle surgery or magic.
3-4	Arm: The character catches one in the left or right arm (determined randomly). The arm is rendered useless.
5-9	Guts: Your hero catches one somewhere between the crotch and the chin. Roll 1d6 on the sub-table below: 1-2 Broken: His Agility is reduced by a die type (min d4). 3-4 Battered: His Vigor is reduced by a die type (min d4). 5-6 Busted: His Strength is reduced by a die type (min d4).
10	Leg: The character's left or right leg (determined randomly) is crushed, broken, or mangled. His Pace is reduced by 1.
11-12	Head: Your hero has suffered a grievous injury to his head. Roll 1d6 on the sub-table below: 1-2 Hideous Scar: Your hero now has the Ugly Hindrance. 3-4 Blinded: One of your hero's eyes was damaged. He gains the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). 5-6 Brain Damage: Your hero suffers massive trauma to the head. His Smarts is reduced one die type (min d4).

NATURAL HEALING MODIFIERS

Modifier	Condition
-2	Rough traveling
-2	No medical attention
-2	Poor environmental conditions, such as intense cold, heat, or rain
-	Medical Attention (1940 or earlier)
+1	Medical Attention (1941 or better)
+2	Medical Attention (2010 and beyond)

NPC REACTION

2d6	Initial Reaction
2	Hostile: The NPC is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3-4	Uncooperative: The NPC isn't willing to help unless there's a significant advantage to himself.
5-9	Neutral: The NPC has no particular attitude, and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.
10-11	Friendly: The NPC will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.
12	Helpful: The NPC is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

FEAR EFFECTS

1d20*	Effect
1-4	Adrenaline Surge: The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.
5-8	Shaken: The character is Shaken.
9-12	Panicked: The character is Panicked.
13-16	Minor Phobia: The character gains a Minor Phobia Hindrance somehow associate with the trauma.
17-18	Major Phobia: The character gains a Major Phobia Hindrance.
19-20	The Mark of Fear: The hero is Shaken and also suffers some cosmetic physical alteration—a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.
21+	Heart Attack: The hero is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at -2. If successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated.

*Add the creature's Guts penalty as a positive number to this roll.