

# Whitey's Boyos

"The boys and me are drunk and looking for you  
We'll eat your fucking entrails, and we won't give a damn."

## Attributes

STRENGTH \_\_\_\_\_ INTELLIGENCE \_\_\_\_\_  
DEXTERITY \_\_\_\_\_ PERCEPTION \_\_\_\_\_  
CONSTITUTION \_\_\_\_\_ WILLPOWER \_\_\_\_\_

## Points

LIFE POINTS \_\_\_\_\_  
DRAMA POINTS \_\_\_\_\_  
EXPERIENCE POINTS \_\_\_\_\_

## Combat

MANEUVER	BONUS	DAMAGE	NOTES
PUNCH	_____	_____	BASH
KICK	_____	_____	BASH
PISTOL	_____	12	BULLET (X2)
SHOTGUN	_____	20	BULLET (X2)
CLUB	_____	_____	BASH
KNIFE	_____	_____	SLASH/STAB (X2)
DODGE	_____	N/A	DEFENSE ACTION
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

INITIATIVE = DEX PLUS 1D10

PERCEPTION = PER PLUS NOTICE PLUS 1D10

## Skills

ACROBATICS	_____	KNOWLEDGE	_____
ART	_____	LANGUAGES	_____
AXE HANDLE	_____	FIX-IT	_____
BARE KNUCKLES	_____	NOTICE	_____
CRIME	_____	OCCULTISM	_____
DOCTOR	_____	SCIENCE	_____
DRIVING	_____	SPORTS	_____
GUNS	_____	_____	_____
INFLUENCE	_____	_____	_____

## Qualities/Drawbacks

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Success Level Table

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-18	5	EXCELLENT
19-20	6	EXTRAORDINARY
21-23	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GODLIKE
+3	+1	

## Rules

SKILL CHECK: ROLL SKILL + ATTRIBUTE + 1D10; BEAT A 9.

OPPOSED SKILL CHECK: BOTH CHARACTERS MAKE A SKILL CHECK; THE HIGHER ROLL WINS.

COMBAT: MAKE A SKILL CHECK; BEAT THE OPPONENT'S DODGE BONUS. DAMAGE EQUALS BASE DAMAGE + 1 PER SUCCESS LEVEL. BULLET AND SLASHING DAMAGE IS DOUBLED.

DODGING: YOU GET ONE FREE DODGE PER TURN.

MULTIPLE ACTIONS: IF YOUR DEX IS 5-6, YOU GET AN ADDITIONAL ACTION. IT CAN BE USED TO ATTACK OR DODGE.