

Team: Gamer:

Basket-scorer, Duck
 STR 10, CON 12, DEX 14, SIZ 9, INT 12
 Actions: 3 DM: -1d2 SR: +13 Move: 2m (coracle)/3m (walk/swim)
 Bat 40% 3-10 hexes (20m) = **Strike (Paddle)** 40% 1d6+1-1d2 AP 2/5
 Throw 70% (5 hexes/10m) Disguise 30%
 Boating 50% Dodge 30%
 Catch 60% Resilience 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3-1d2
 Armour: Cap [AP 2, 1% penalty], Leather shirt [AP 1, 4% penalty]. Total -5%

Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	1/6
7-10	Chest	1/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5

Basket-keeper, Duck
 STR 12, CON 11, DEX 13, SIZ 10, INT 13
 Actions: 3 DM: +0 SR: +13 Move: 2m (coracle)/3m (walk/swim)
 Bat 60% 3-12 hexes (24m) = **Strike (Paddle)** 60% 1d6+1 AP 2/5
 Throw 30% (6 hexes/12m) Disguise 30%
 Boating 60% Dodge 30%
 Catch 70% Resilience 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3
 Armour: Cap [AP 2, 1% penalty], Leather shirt [AP 1, 4% penalty]. Total -5%

Basket-keeper Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	1/6
7-10	Chest	1/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5

Bob-chaser, Duck Star
 STR 11, CON 13, DEX 20, SIZ 9, INT 15
 Actions: 4 DM: -1d2 SR: +17 Move: 2m (coracle)/3m (walk/swim)
 Bat 60% 3-11 hexes (22m) = **Strike (Paddle)** 60% 1d6+1-1d2 AP 2/5
 Throw 50% (6 hexes/11m) Disguise 30%
 Boating 70% Dodge 50%
 Catch 50% Resilience 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3-1d2
 Armour: Cap [AP 2, 1% penalty], Leather shirt [AP 1, 4% penalty]. Total -5%

Bob-chaser Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	1/6
7-10	Chest	1/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5

Fielder 1, Duck
 STR 12, CON 12, DEX 13, SIZ 9, INT 13
 Actions: 3 DM: +0 SR: +13 Move: 2m (coracle)/3m (walk/swim)
 Bat 50% 3-12 hexes (24m) = **Strike (Paddle)** 50% 1d6+1 AP 2/5
 Throw 50% (6 hexes/12m) Disguise 30%
 Boating 60% Dodge 45%
 Catch 45% Resilience 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3
 Armour: Cap [AP 2, 1% penalty], Leather shirt [AP 1, 4% penalty]. Total -5%

Fielder 1 Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	1/6
7-10	Chest	1/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5

Fielder 2, Duck Veteran.
 STR 9, CON 11, DEX 13, SIZ 8, INT 13
 Actions: 3 DM: -1d2 SR: +13 Move: 2m (coracle)/3m (walk/swim)
 Bat 60% 3-9 hexes (18m) = **Strike (Paddle)** 60% 1d6+1-1d2 AP 2/5
 Throw 35% (5 hexes/9m) Disguise 30%
 Boating 70% Dodge 45%
 Catch 70% Resilience 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3-1d2
 Armour: Cap [AP 2, 1% penalty], Leather shirt [AP 1, 4% penalty]. Total -5%

Fielder 2 Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	0/4
3-4	Left Leg	0/4
5-6	Abdomen	1/5
7-10	Chest	1/6
11-14	Right Arm	1/3
15-18	Left Arm	1/3
19-20	Head	2/4

Heavy Reserve 1, Duck
 STR 10, CON 13, DEX 14, SIZ 9, INT 14
 Actions: 3 DM: -1d2 SR: +14 Move: 2m (coracle)/3m (walk/swim)
 Bat 33% 3-10 hexes (20m) = **Strike (Paddle)** 33% 1d6+1-1d2 AP 2/5
 Throw 48% (5 hexes/10m) Disguise 30%
 Boating 63% Dodge 38%
 Catch 58% Resilience 30%
 Swim 58% **Strike (Unarmed)** 30% 1d3-1d2
 Armour: Cap [AP 2, 1% penalty], Leather padding [AP 2/1, 6% penalty]. Total -7%

Heavy Reserve Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	2/6
7-10	Chest	2/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5

Reserve 1, Duck
 STR 10, CON 13, DEX 16, SIZ 8, INT 14
 Actions: 3 DM: -1d2 SR: +15 Move: 2m (coracle)/3m (walk/swim)
 Bat 50% 3-10 hexes (20m) = **Strike (Paddle)** 50% 1d6+1-1d2 AP 2/5
 Throw 45% (5 hexes/10m) Disguise 30%
 Boating 60% Dodge 40%
 Catch 55% Resilience 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3-1d2
 Armour: Cap [AP 2, 1% penalty], Leather shirt [AP 1, 4% penalty]. Total -5%

Reserve Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	1/6
7-10	Chest	1/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5



Team: **Gamer:**

Basket-scorer, Duck Star

STR 12, CON 14, DEX 20, SIZ 9, INT 14
 Actions: 4 DM: +0 SR: +17 Move: 2m (coracle)/3m (walk/swim)
 Bat 40% 3-12 hexes (24m) = **Strike (Paddle)** 40% 1d6+1 AP 2/5
 Throw 80% (6 hexes/12m) **Disguise** 30%
 Boating 50% **Dodge** 50%
 Catch 60% **Resilience** 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3
 Armour: Cap (AP 2, 1% penalty), Leather shirt (AP 1, 4% penalty). Total -5%

Hit Locations

Basket-scorer Hit Locations		
D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	1/6
7-10	Chest	1/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5

Basket-keeper, Duck

STR 11, CON 11, DEX 13, SIZ 10, INT 13
 Actions: 3 DM: +0 SR: +13 Move: 2m (coracle)/3m (walk/swim)
 Bat 60% 3-11 hexes (22m) = **Strike (Paddle)** 60% 1d6+1 AP 2/5
 Throw 30% (6 hexes/11m) **Disguise** 30%
 Boating 50% **Dodge** 30%
 Catch 80% **Resilience** 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3
 Armour: Cap (AP 2, 1% penalty), Leather shirt (AP 1, 4% penalty). Total -5%

Basket-keeper Hit Locations

Basket-keeper Hit Locations		
D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	1/6
7-10	Chest	1/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5

Bob-chaser, Duck (link Duck)

STR 11, CON 13, DEX 16, SIZ 8, INT 16
 Actions: 3 DM: -1d2 SR: +16 Move: 2m (coracle)/3m (walk/swim)
 Bat 60% 3-11 hexes (22m) = **Strike (Paddle)** 60% 1d6+1-1d2 AP 2/5
 Throw 40% (6 hexes/11m) **Disguise** 30%
 Boating 70% **Dodge** 30%
 Catch 50% **Resilience** 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3-1d2
 Armour: Cap (AP 2, 1% penalty), Leather shirt (AP 1, 4% penalty). Total -5%

Bob-chaser Hit Locations

Bob-chaser Hit Locations		
D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	1/6
7-10	Chest	1/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5

Fielder 1, Duck Veteran

STR 10, CON 11, DEX 13, SIZ 7, INT 13
 Actions: 3 DM: -1d2 SR: +13 Move: 2m (coracle)/3m (walk/swim)
 Bat 50% 3-10hexes (20m) = **Strike (Paddle)** 50% 1d6+1-1d2 AP 2/5
 Throw 50% (5 hexes/10m) **Disguise** 30%
 Boating 70% **Dodge** 45%
 Catch 65% **Resilience** 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3-1d2
 Armour: Cap (AP 2, 1% penalty), Leather shirt (AP 1, 4% penalty). Total -5%

Fielder 1 Hit Locations

Fielder 1 Hit Locations		
D20	Hit location	AP/HP
1-2	Right Leg	0/4
3-4	Left Leg	0/4
5-6	Abdomen	1/5
7-10	Chest	1/6
11-14	Right Arm	1/3
15-18	Left Arm	1/3
19-20	Head	2/4

Fielder 2, Duck

STR 11, CON 12, DEX 14, SIZ 9, INT 13
 Actions: 3 DM: -1d2 SR: +14 Move: 2m (coracle)/3m (walk/swim)
 Bat 60% 3-11 hexes (22m) = **Strike (Paddle)** 60% 1d6+1-1d2 AP 2/5
 Throw 40% (6 hexes/11m) **Disguise** 30%
 Boating 60% **Dodge** 40%
 Catch 50% **Resilience** 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3-1d2
 Armour: Cap (AP 2, 1% penalty), Leather shirt (AP 1, 4% penalty). Total -5%

Fielder 2 Hit Locations

Fielder 2 Hit Locations		
D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	1/6
7-10	Chest	1/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5

Heavy Reserve 1, Duck

STR 11, CON 16, DEX 14, SIZ 10, INT 14
 Actions: 3 DM: +0 SR: +14 Move: 2m (coracle)/3m (walk/swim)
 Bat 58% 3-11 hexes (22m) = **Strike (Paddle)** 58% 1d6+1 AP 2/5
 Throw 48% (6 hexes/11m) **Disguise** 30%
 Boating 63% **Dodge** 38%
 Catch 33% **Resilience** 30%
 Swim 58% **Strike (Unarmed)** 30% 1d3
 Armour: Cap (AP 2, 1% penalty), Leather padding (AP 2/1, 6% penalty). Total -7%

Heavy Reserve Hit Locations

Heavy Reserve Hit Locations		
D20	Hit location	AP/HP
1-2	Right Leg	0/6
3-4	Left Leg	0/6
5-6	Abdomen	2/7
7-10	Chest	2/8
11-14	Right Arm	1/5
15-18	Left Arm	1/5
19-20	Head	2/6

Reserve 1, Duck

STR 9, CON 14, DEX 16, SIZ 9, INT 14
 Actions: 3 DM: -1d2 SR: +15 Move: 2m (coracle)/3m (walk/swim)
 Bat 50% 3-9 hexes (18m) = **Strike (Paddle)** 50% 1d6+1-1d2 AP 2/5
 Throw 45% (5 hexes/9m) **Disguise** 30%
 Boating 60% **Dodge** 40%
 Catch 55% **Resilience** 30%
 Swim 60% **Strike (Unarmed)** 30% 1d3-1d2
 Armour: Cap (AP 2, 1% penalty), Leather shirt (AP 1, 4% penalty). Total -5%

Reserve Hit Locations

Reserve Hit Locations		
D20	Hit location	AP/HP
1-2	Right Leg	0/5
3-4	Left Leg	0/5
5-6	Abdomen	1/6
7-10	Chest	1/7
11-14	Right Arm	1/4
15-18	Left Arm	1/4
19-20	Head	2/5

Team:.....**Gamer:**.....

Basket-scorer, Duck

STR ..., CON ..., DEX ..., SIZ ..., INT ...

CA: ... DM: ... SR: ... Move: 2m (coracle)/3m (walk/swim)

Bat% ... - ... hexes (... m) / Strike 1d6+1 AP 2/5

Throw% ... hexes (... m)

Boating%

Catch%

Disguise ...%, Dodge ...%, Resilience ...%, Swim ...%,
Unarmed Strike ...%

Armour:Total%

Basket-keeper, Duck

STR ..., CON ..., DEX ..., SIZ ..., INT ...

CA: ... DM: ... SR: ... Move: 2m (coracle)/3m (walk/swim)

Bat% ... - ... hexes (... m) / Strike 1d6+1 AP 2/5

Throw% ... hexes (... m)

Boating%

Catch%

Disguise ...%, Dodge ...%, Resilience ...%, Swim ...%,
Unarmed Strike ...%

Armour:Total%

Bob-chaser, Duck

STR ..., CON ..., DEX ..., SIZ ..., INT ...

CA: ... DM: ... SR: ... Move: 2m (coracle)/3m (walk/swim)

Bat% ... - ... hexes (... m) / Strike 1d6+1 AP 2/5

Throw% ... hexes (... m)

Boating%

Catch%

Disguise ...%, Dodge ...%, Resilience ...%, Swim ...%,
Unarmed Strike ...%

Armour:Total%

Fielder 1, Duck

STR ..., CON ..., DEX ..., SIZ ..., INT ...

CA: ... DM: ... SR: ... Move: 2m (coracle)/3m (walk/swim)

Bat% ... - ... hexes (... m) / Strike 1d6+1 AP 2/5

Throw% ... hexes (... m)

Boating%

Catch%

Disguise ...%, Dodge ...%, Resilience ...%, Swim ...%,
Unarmed Strike ...%

Armour:Total%

Hit Locations

Basket-scorer Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	.../...
3-4	Left Leg	.../...
5-6	Abdomen	.../...
7-10	Chest	.../...
11-14	Right Arm	.../...
15-18	Left Arm	.../...
19-20	Head	.../...

Basket-keeper Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	.../...
3-4	Left Leg	.../...
5-6	Abdomen	.../...
7-10	Chest	.../...
11-14	Right Arm	.../...
15-18	Left Arm	.../...
19-20	Head	.../...

Bob-chaser Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	.../...
3-4	Left Leg	.../...
5-6	Abdomen	.../...
7-10	Chest	.../...
11-14	Right Arm	.../...
15-18	Left Arm	.../...
19-20	Head	.../...

Fielder 1 Hit Locations

D20	Hit location	AP/HP
1-2	Right Leg	.../...
3-4	Left Leg	.../...
5-6	Abdomen	.../...
7-10	Chest	.../...
11-14	Right Arm	.../...
15-18	Left Arm	.../...
19-20	Head	.../...

Duckbob Team Sheet

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Team:	(Continued...)	Hit Locations
Fielder 2, Duck		Fielder 2 Hit Locations
STR ..., CON ..., DEX ..., SIZ ..., INT ...		D20 Hit location AP/HP
CA: ... DM: ... SR: ... Move: 2m (coracle)/3m (walk/swim)		1-2 Right Leg .../...
Bat% ... - ... hexes (... m) / Strike 1d6+1 AP 2/5	3-4 Left Leg .../...
Throw% ... hexes (... m)	5-6 Abdomen .../...
Boating%	7-10 Chest .../...
Catch%	11-14 Right Arm .../...
Disguise ...%, Dodge ...%, Resilience ...%, Swim ...%, Unarmed Strike ...%		15-18 Left Arm .../...
		19-20 Head .../...
Armour: Total		
Fielder 3 (6-Duck), Duck		Fielder 3 Hit Locations
STR ..., CON ..., DEX ..., SIZ ..., INT ...		D20 Hit location AP/HP
CA: ... DM: ... SR: ... Move: 2m (coracle)/3m (walk/swim)		1-2 Right Leg .../...
Bat% ... - ... hexes (... m) / Strike 1d6+1 AP 2/5	3-4 Left Leg .../...
Throw% ... hexes (... m)	5-6 Abdomen .../...
Boating%	7-10 Chest .../...
Catch%	11-14 Right Arm .../...
Disguise ...%, Dodge ...%, Resilience ...%, Swim ...%, Unarmed Strike ...%		15-18 Left Arm .../...
		19-20 Head .../...
Armour: Total		
Reserve Type 1, Duck (... of)		Reserve 1 Hit Locations
STR ..., CON ..., DEX ..., SIZ ..., INT ...		D20 Hit location AP/HP
CA: ... DM: ... SR: ... Move: 2m (coracle)/3m (walk/swim)		1-2 Right Leg .../...
Bat% ... - ... hexes (... m) / Strike 1d6+1 AP 2/5	3-4 Left Leg .../...
Throw% ... hexes (... m)	5-6 Abdomen .../...
Boating%	7-10 Chest .../...
Catch%	11-14 Right Arm .../...
Disguise ...%, Dodge ...%, Resilience ...%, Swim ...%, Unarmed Strike ...%		15-18 Left Arm .../...
		19-20 Head .../...
Armour: Total		
Reserve Type 2, Duck (... of)		Reserve 2 Hit Locations
STR ..., CON ..., DEX ..., SIZ ..., INT ...		D20 Hit location AP/HP
CA: ... DM: ... SR: ... Move: 2m (coracle)/3m (walk/swim)		1-2 Right Leg .../...
Bat% ... - ... hexes (... m) / Strike 1d6+1 AP 2/5	3-4 Left Leg .../...
Throw% ... hexes (... m)	5-6 Abdomen .../...
Boating%	7-10 Chest .../...
Catch%	11-14 Right Arm .../...
Disguise ...%, Dodge ...%, Resilience ...%, Swim ...%, Unarmed Strike ...%		15-18 Left Arm .../...
		19-20 Head .../...
Armour: Total		