

Talents

Talents are special abilities that a character can learn to enhance an aptitude. Each character can learn a talent for 5 bounty per talent and must have an aptitude level of 6 or more in that aptitude. These can't be taken twice unless stated otherwise.

Academia: Occult

Protective Circle: You know the myths and legends of how to keep bad creatures at bay. You may draw a protective circle on the ground equal to 1 yard diameter for every level of Academia: Occult, which takes 5 minutes per level. Whenever a supernatural creature tries to cross or use mojo against any in the circle they must make an opposed Spirit roll to do so vs. your Academia: Occult/Spirit. If you botch then the circle loses its power.

Specialized Lore: You have studied a great deal on one particular type of creature, beliefs, or cultural practices. Examples might be; the undead Nosferatu, Native American myths, or the Irish Faerie folk. Whenever using Academia: Occult for your specialized subject adds +2 to your roll. You may take this multiple times. The effects do not stack.

Area Knowledge

Way Finder: You know all the highways and byways of the territory in question, and know how to get from point A to point B quicker than most folks. With a successful aptitude check you can cut your travel time by 10% with an additional 10% per raise to a maximum time cut of 50%.

Animal Wranglin'

Appraise Horse Flesh: Your cowboy has become a great judge of horse flesh and after spending a few minutes with a horse he can tell about any exceptional abilities or flaws the horse might have.

Instinctual Training (Bronco Busting, Dog Training, etc): You have honed your training so acutely that you can teach a new trick in one day. You must have a solid 16 hours with the animal without distraction other than simple tasks.

Artillery

Strategist: You can position artillery in such a way to give an advantage to striking your target. When setting up position you calculate the trajectory in such a way it confers a +2 to Artillery to strike your target.

Obscuring Shot: You aim the artillery at an angle to skip off the ground several times kicking up earthen soil along the way. This reduces vision in the area you struck with half their normal vision in a 3 yard radius. This lasts for 1d4 rounds before winds disperse the air debris. You can only be affected by one obscuring shot at a time.

Cannoneer: You love hearing the sound of canons in the morning. You're so proficient at using a canon you effectively need one less man to ready it. Ignore the penalty (2) for one missing crewman to help you load the canon.

We Got No Time! You know it's not about the accuracy of artillery it's how much can you put out in the shortest time. Your technique in setting up, reloading, and firing is efficient enough to shave 1 round off reloading. This reduces muzzle loading down to 3 full rounds and breech down to 1 round.

No Shots Too Hasty: Hasty shots? No such thing, that's called good use of a canon! You have no penalty when taking a hasty shot action to sight with a canon.

Piercing Shot: You hit the target (dead on) at such an angle to reduce the effect of armor by 1. This is used to calculate armor off buildings and heavy gizmo's. Don't think that armored coats gonna help ya much against a cannonball hombre.

Arts

Art History: You have excellent knowledge in the history of your chosen art form. This allows you to make an Arts roll to determine the artist of a particular piece and/or when the piece was done. This can also be done with an Arts/Knowledge roll, but is a good talent for those with little knowledge or great art skills.

Bluff

Double-Think: By making a Bluff roll against his own Scrutinize, your cowpoke can convince himself that something is absolutely true even if he has contravening evidence. It only lasts for 2 minutes per success and raise on the Bluff check. This means that for your cowpoke, this thing is true, and he doesn't have to make a Bluff check to state it as so and powers that discern truth cannot tell that it is a lie. However, it also means he may act on this false truth until this talent's effects expire.

Ch'i

Focused: Your soul has elevated within you and the universe closer to your center. Lower TN of Ch'i powers by 1. The TN can never be below 1.

Climbin'

Rappel: Your hombre can tighten a line of rope and slide down it to quickly descend, using the surface nearby to help break your descent. This lets you safely move your Pace down while repelling.

Demolition

Pyrotechnition: You have studied explosions to the point of an art. You can double the amount of explosion from the blast. This takes a round to arrange the explosion in such a way to yield a more voluminous response. Conversely you can get the same explosion from half the amount. For example you can fix a stick of dynamite to do the damage of TWO sticks or use a half stick of dynamite to get the effect of a single stick.

Timing is Everything: Your work with explosives give you an innate knowledge of timers on common explosives. You know how much church paper, fuses, or black powder is needed to lead an explosive. You can also time explosions when throwin' explosives to go off at certain point before it hits the ground.

Example: Jacob Pickens throws dynamite down the canyon trying to hit a devil bat nest under the outcropping. He can light the explosive and time it correctly to explode right as it disappears under the rock making short work of the Devil Bats.

Disguise

1,000 Faces: You have learned the art of using make-up and props to such a degree that those trying to see past your disguise suffer a -2 penalty to their Scrutinize rolls.

Grey Man: You disguise yourself in such a way that blends in with the background well. You don't bring attention to yourself and keep your eyes low. When people try and remember if you were there it gets a bit fuzzy. Most folks will recollect speaking to someone but the details escape them or they provide inaccurate clues. They aren't lying but there was just nothing about you that stood out.

Dodge

Gunfighter Stance: When involved in a shootout you position your body in such a way as to make yourself a smaller target. This lets you stay where you are when making a Vamoose reducing the penalty for not moving to a -2 instead of -4.

Keep Your Head Down: You learned to anticipate a shot and this gives you a slight edge in a shootout. Whenever you make a Vamoose roll against a range attack you get a +2 bonus to your Dodge roll.

Drivin'

Wheel Man: You're an expert in your field and have seen the worst conditions in your vehicle. Reduce any penalties for vision, weather, or getting hit by 2. Whether that is Ornithopters, Iron Clads, Jet Packs, or Steamboats. Check with your Marshal if you're unsure. Animals require Teamster aptitude.

Faith

Angels Watching Over Me: You have enough Faith that you can grab hold of it to help protect you from evil magic (black, blood or huckster, etc). You may use your Faith as a Vamoose against magical spells that require a magic roll to hit you.

Pious: Your commitment to your faith is evident just by looking at you. Your faith is real and so is your connection to the holy and sacred. Once per session you can generate a random draw. This can be turned in to bounty.

Fightin'

Block: With a chosen weapon you have learned to be effective at blocking during melee combat. This grants you a +2 bonus to your Fightin' whenever you make a Vamoose roll when wielding that weapon.

Master Fighter: When you take this talent choose a melee weapon to master, and then from now on you get a +2 bonus to damage when striking with that weapon.

Filchin'

Conceal Weapons: Your hombre knows how to hide weapons on his person, the cowpoke makes an opposed Filchin' versus Cognition of the person looking (modified by the weapons Concealment factor if any).

Pat Down: When you need to see if another cowpoke has a weapon on them, you can make an opposed Filchin' rolls to find any hidden weapons.

Plant Object: Not only can you discreetly take things from other folks, you can also give. You can use your Filchin' to drop an object into someone's pocket. This item can weigh no more than 5 pounds.

Flight: Rocket Pack

Rocketman: You are at home in the skies and a rocket strapped to your back. You do not need to make Flight: Rocket Pack checks during takeoff, mid-point, and landing under normal conditions. However weather or damage during those stages or flights still requires a check to make sure you keep control.

Icarus's Wings: You streak across the sky like a golden comet and your mastery of the rocket pack is undeniable. You can reduce any penalties due to damage, condition, etc by 2.

Gamblin'

Ace up Your Sleeve: Your hombre knows how to cheat, and cheat well. When drawing cards for gambling draw one extra card. If that extra card happened to be a Black Joker then you've been busted and you'll probably get a chance to try your hand at some gunplay.

Poker Face: It's difficult to read what you're thinking, as you've practiced keeping that to yourself. Whenever someone is trying to tell what your thoughts might be they have a +2 TN modifier to prevent them from doing so.

Tell: Almost everyone has a tell, something that gives them away when they are trying to be deceptive. When someone is knowingly lying to you, then you can make a Gamblin'/Cognition roll to determine whether or not you notice.

Guts

Jaded: Your hombre has become jaded to a certain type of creature, whether that be walking dead, ghost, or Los Diablos. Whenever you encounter a creature that you have become jaded to then its Terror score is 2 lower for you. You may take jaded multiple times on a particular creature or several other creatures. Once the Terror score is 2 or lower then you don't have to make Guts checks against it.

Hexslingin'

Behind the Veil: You have spent so much time using and being used by magic you have become a magic tuning rod. Lower TN of Hexes by 1. The TN can never be below 1.

Horse Ridin'

Horse Whisperer: You've spent more years in the saddle than out and it shows. You can confer one exceptional trait to any one regular Horse. This takes one round as you speak quietly in to the ear of the steed. You can only have one exceptional trait going at one time.

Language

Polyglot: You must be proficient in at least two or more languages and can include sign languages. Your mastery of language gives you fluency with just 1 rank instead of two. You still can't read or write it until you have 2 aptitude points but your ear and tongue pick up spoken language easily.

Leadership

Field Marshal: Your years of leadership over others has given you the temperament to take control in the worst situations, and people listen up real quick when you start barking orders. Add +2 to Leadership rolls when alerting others during a surprise round.

Marchin' Orders: You got orders and they say to get there post haste! Reduce overland travel time by 25% on foot or cavalry. Between physical shows of force and a loud bark you'll get your men moving quick.

Lockpickin'

Deft Hand: When a lock is forced, normally it can leave behind some pretty obvious signs that it has been tampered with. Well, you have the know-how and deftness to prevent these tell-tale signs. Whenever, your character picks a lock of any kind, it is left looking as pristine as when you found it. You can also easily re-lock any lock that you've successfully picked.

Lockjammin': With the proper tools, you can reverse jimmy any lock and damage the innards so that it will no longer unlock for a key or further lockpickin' attempts. This is accomplished with the normal TN to unlock a given lock minus 2.

Mad Science

MacGyver: Because of your intuitive abilities, you seem to always be able to find the right tools for the job. This gives you a +2 to your Scroungin' when you're trying to assemble a simple device to be used on a simple problem (moving a flipped wagon, clearing a blocked door, etc.)

Real Science: Through your study of the various sciences you have actually learned to make honest to God non-gizmo items. These items have a base Reliability of 20 (because they're still cutting edge) and require three hands higher to make than normal gizmo or gizmo construction chart calls for.

Medicine

Dr. Doolittle: You are able to work on Animal and People alike. You have no penalties as a Vet working on people and those with no Vet concentration suffer only a -2 penalty.

Sangoma: Your Faith intertwined with your healing gives your abilities almost mystical qualities. Wounds that have been tended to by your hands heal better and cleaner leaving minimal scarring. Add +1 to your Medicine rolls. This can be taken multiple times but the bonus can never exceed your Faith aptitude level.

Overawe

Beyond the Pale: You've seen things that would stop the most hardened frontiersman. Things that might make a man of faith question himself. You put up a good face in public but when pressed you drop the facade showing your haunted visage. This gives the person you are trying to Overawe a -1 penalty on their Guts check. This does not work on abominations, varmints or Harrowed.

Profession

Consummate Expert: You are a shining beacon of your Profession. Anyone watching you work is impressed and you gain a +2 to any social interaction aptitude with them in the next 24 hours.

Performin'

A Natural! Your performance is the talk of the town wherever you are. Hardened cowboys weep at your tragedies and old prospectors' belly laugh at your comedies. You get double the pay whenever you are performin'.

Persuasion

Silver Tongued: Weapons might kill you on the field but the right words in the right ear might change a war. You are able to talk people in to almost anything. +2 to Persuasion rolls.

Golden Voice: Your voice is like a reassuring father, strong and guiding. You can make a Persuasion roll during a Guts check (TN the same as Guts check plus fear modifiers.) to add +2 to all that hear your calming words as you settle the nerves of those around you.

Quick Draw

Greased Lightning: You put Aristides to shame! The TN to Quick Draw your weapon and use it goes down by 1. This becomes TN (4) in most situations.

Ridicule

Suffer Fools Gladly: While some get angry with idiots you see an opportunity born every minute. You have an ability to make fun of every one and every situation. Add +1 to Ridicule rolls.

Search

Super Sleuth: You ask a lot of questions, poke around in dark corners, and pull at strings that most wouldn't. Luckily for you it's worked out in your favor, so far. Add +1 to Search rolls.

Shootin': Automatics

Suppressing Fire: You spend the round aiming and shooting in the general direction of the enemy (no hit roll required you're not trying to hit). At the end of the round the enemy must make a Guts check TN 7 or be subject to terror as a large amount of lead is flying their direction. Soldiers on the battlefield typically experience this but they have commanders spurring them on. You can affect an amount of people up to the ROF of the weapon if the targets are within the same direction. Doesn't work on creatures of the reckoning.

Shootin': Bow

Robin Hood: You have the ability to strike your own arrows with ease. You only suffer a -4 penalty to strike the target in the same spot as you've hit before. Thus hitting a target in the head would be a -6 for the first shot but once hit the second would only be at a -4 penalty.

Arced Shot: You can double the range of your bow without penalties by taking an action to calculate your angle and arcing your bow skyward. You can only do this once and only if given enough distance to cover the angle (inside a saloon ain't big enough amigo!)

Bow Trip: If you are holding a bow when engaged in melee you may attempt to trip your opponent as if you had the combat maneuver Sweep. This is a non-damaging attack, but your hero gets +2 to hit with it. If it hits, your opponent is knocked off his feet and must spend an action getting back up. This maneuver only works on roughly man-sized and two-legged (or less) opponents.

Marksman: You have an uncanny accuracy with a bow and reduce called shot penalties by 2. Thus a called headshot would be -4 instead of -6.

Shootin': Pistol, Rifle or Shotgun

Called Shot: This talent must be taken in one of the weapon concentration (such as pistol, rifle, etc). When using this talent the shooter negates up to 2 points of penalties when making a called shot.

Trick Shot: Annie Oakley hasn't got a thing on you. You can throw up deck of cards and hit the ace through the spade. You've spent years honing your ability to hit small objects and this reduces your penalties by half rounded up. Trying to hit a fly at 30 paces might normally be -12 but with this you only suffer -6. While this might be a spectacle to see it only works out of combat.

Signature Weapon: When Wyatt Earp has his Buntline out most know he means business and it's no different for you. You and your firearm are so inseparable that you are just as likely to get recognized by your guns as often as by your ugly mug. You gain a +1 to Persuasion or Overawe when your weapon is brandished. You must choose which weapon is associated with one of the aptitudes when the Talent is taken.

Fastidious: You are meticulous with your gun and keeping it clean. Whenever it would be subject to a reliability check (from weather, Gremlin, etc) the reliability always increases by 1. So if a sandstorm kicks up reducing the reliability in the area by 2 and all guns are now at R18. Your well-oiled piece is sitting at a R19. Designate a weapon when the Talent is chosen and spend the adequate time cleaning it every day.

Shootin': Pistol Single Action Only

Fannin' Hand: This Talent negates all penalties for fannin'.

Shootin': Flame Thrower

Extra Fire: When this talent is used on a flame thrower it causes one extra die of damage by allowing more fuel into the weapon. However this takes an extra shot and reduces the reliability of the flame thrower by -1, as it's not designed to do this.

Fine Finger Work: Your fingers are tough and quick enough to turn the stiff dial on a flamethrower and shoot in the same action. Normally you have to take an extra action to turn the dial controlling the ROF.

Flare: You've been in enough situations to know that sometimes even a flamethrower won't help if you're nearly over run. By over adjusting the flow nozzle you can open up the flame to a wide cone. This cone goes 10 yards wide and 5 yards away. However the back fumes created by the adjustment reduce the reliability by 1 during the shot. After you shoot the flow nozzle and reliability go back to normal and must be adjusted again if you want to flare.

Rain o' Fire: This one ain't for the feint hearted. There are times when you've been surrounded by the enemy and can't shoot 'em all what do you do? You give them hell, that's what! By choking down the air flow to just enough you can point the flamethrower skyward and pull the trigger causing a fountain of liquid fire globs to rain down in every direction. This shoots 5 yards up affects 5 yard radius centered on the shooter. Anyone caught in the area roll a 1d6. If you rolled 1-3 you've been hit with a fire blob. This includes the shooter and if the shooter is hit roll location. Guts location hits the flamethrower. Consult the catastrophic malfunction table in S&R. You always wanted to go out with a bang right?

Dialed In: You can switch the control between the cone and stream on the flamethrower as a free action, provided you have a muzzle choke on your thrower.

Science

Expert in the Field: You have devoted yourself to an intense study in particular types of inventions and whenever making an item in that field you gain a +2 bonus to your Mad Science roll. The fields are listed below of which you can choose one every time you take this talent.

Air Vehicles	Ghost Rock	Metallurgy
Armor	Ground Vehicles	Optics
Artillery	Guns	Sound
Clockwork Mechanisms	Labor Savers	Steam Engines
Elixirs	Medicine	Water Vehicles
Explosives	Melee Weapons	

Scroungin'

Lucky Streak: You tend to find the nicest version of items for the same cost. Looking for a hat? You find one that fits you perfectly. Looking for pistol grips? You find some monogrammed in your initials. You can't use this to gain extra dinero but it does seem like the universe might like you just a little more than most. Well, at least in the small ways, that is.

I Know A Guy Who Knows a Guy: You seem to know someone who knows someone wherever you go. Reduce the TN by 2 for finding a specific item.

Scrutinize

Determine Livin': You are skilled at observing folk and determining how it is they make their living. By making a successful Scrutinize roll you can tell their occupation and the level of skill they possess in it.

Sleight o' Hand

Parlor Tricks: You are able to perform minor magic acts with ease. Coin In Your Ear, The Three Rings, Guess the Card, etc. A person studying the act can make a Hard (9) Smarts to figure out how it works. However most are easily impressed.

Nimble Fingers: You're able to find weapons or items on your person smaller than a pistol such as a small knife or derringer and pull them out like the Quick Draw aptitude with no penalty.

Speed Load

Two Fingers: You've been in enough high pressure situations you can make the most out of failures by keeping cool. Normally when you fail a Speed Load roll you only get one bullet in the gun but with years of practice you can grab two slugs and slide them in with ease. It ain't always the fastest that wins pardner'.

Sneak

Swift Stalker: Your hombre is so good at sneaking, he has mastered the art of doing so while at a quick pace. Instinctively you know how to keep things on your person quite, and where to plant your feet even under the most adverse of conditions. With this talent your hero can sneak even while moving quickly or at normal pace, even at a dead run if you so wished. Happy hunting...

Streetwise

Underground Connection: You're savvy enough that within a couple of hours in a new settlement you can identify if there is a criminal element present and who's in charge of it. The Marshal determines the TN based on the situation. You can also get in good with these types to sell or procure goods you couldn't normally get.

Survival

Hidey Hole: You are good at staying alive and finding secure shelter when in the wild. With this ability, you can find a safe and secure shelter of some sort depending on the terrain you can survive within. For example, in the mountains your character could find a dry cave with a dripping water source to shelter his posse in from the storm creeping up with a successful aptitude check.

Second Harvest: You've been out in the wilderness long enough to know a man can survive everywhere. But sometimes you have to go to extremes. You find food and drink in some of the worst areas but it keeps you alive. Roll Survival twice a day.

Swimmin'

Dive: You can leap off great heights and hit water at such an angle that you avoid taking damage from the fall. Make a Hard (9) Swimmin' check if you jumped into the dive, or an Incredible (11) if you fell and must attempt to maneuver yourself into position as you fall. If you succeed, you take half damage for falling into the water. Note that if the water is too shallow, you plummet straight to the bottom and take normal damage. The water you fall into must be at least twice your height in depth for your dive to reduce the damage you take.

Merman: Some claim your ma was a fish. Others say your daddy slept with a Mermaid. While those may be tall tales it's no lie you can swim with superhuman speed. Use your Nimbleness die type for your speed and max speed is no longer 5 for you.

Tale – Tellin'

I've Got a Bad Feeling About this Place: Your hombre knows enough tales about creepy places that he can almost sense that something isn't right, by making a Hard (9) Tale – Tellin' roll he can determine the Fear level of a place, but not why it's so spooky.

Teamster

Smooth Sailing: You're able to spot out the routes that avoid ruts and holes keeping you and your load stable and guiding your animals with care. You do not suffer movement loss as most are minor adjustments made over distance. Checks to see if Dynamite going off from jolts or shakes are 2d6 and both must come up 1's to set it off. Nitro is 1d6 and a 1 sets it off. Direct hits to the explosives work as normally intended.

Throwin': Balanced

Fist Full o' Blades: This Talent allows the character to hold an additional 3 throwing knives per hand and throw them with the primary blade, all as one attack. Any knives thrown from an off-hand take the normal penalties. The first knife can be aimed as normal, but each additional knife goes to a random location. This works similarly to Fannin' or automatic weapons in that each raise above the initial success means another blade hit a random location, up to the maximum held in the hand. An Onerous (7) Quick Draw: Knife roll for someone with this Talent will allow a

character to pull out a fistful of knives and attack in the same action. A Fair (5) will just get the knives into her hand.

Example: Santiago De Domingo has Throwin': Balanced at 5d10 and Quick Draw: Knife at 3d8. On his action, he decides to quick draw a fistful o' blades and chuck 'em at a bandito about 3 yards away. He rolls an 8 on his Quick Draw roll, pulling 4 knives from his vest and chucking 'em on the same action. He doesn't aim, so his TN is a 5. He rolls his Throwin': Balanced and gets a 12. Two knives hit, both going to random locations. Two other knives were thrown and the Marshall may roll to see if the bandito's compadres get hit since they're within a yard of the first bandito.

Tinkerin'

Jury Rig: This talent allows you to build an item quicker than normal but at the price of it being less reliable. The item takes only half the time to build or repair but it's reliability is reduced by -5 after the final reliability is decided (thus no higher than 15). Note this is true of non-gizmos as well as gizmos.

Artistic Flair: When putting together your gizmos you have a distinct style that's unmistakably you. Whether it's highlighting with copper, using rivets, or other things it's synonymous with your work. Add +2 to social rolls when using one of your gizmos.

Trackin'

Cover Tracks: Learning this talent lets you cover your posse's tracks from those who might follow. Make a Trackin' roll and this becomes the TN to track your group.

Trade

Shoddy Items: You make items in your trade that are of poor quality. You can make an item cost 40% and have a reliability of 19 or an item can be made for 25% with a Reliability of 18.