

# Hucksters, Metal Mages, Hexslingers, & Shootists

**What's in a Name?:** All can use the same hexes, but have different trappings. Hucksters studied from *Hoyle's* and get a bonus to *gambling*, but need cards for their hexes. Hexslingers and Shootists are the same thing with different names, learned their hexes from a teacher, don't receive any bonuses to *gambling*, and instead they focus their hexes through their guns. Metal Mages have both the Mad Scientist and a Huckster Arcane Background.

**Tricks:** Rather than draw a poker hand, tricks only need a red card to work. Black Jokers can still cause a backlash. Characters may trade one known starting hex for three tricks and buy new ones for 2 BP each.

- Huckster's & Hexes

- Cognition

- Compass: You act like a compass and know the cardinal directions
    - Divinin' Rod: Finds water within 25 yards, may not be good water
    - Envision: See through thin objects (like cards), +5 to *gamblin'*
    - Forecast: Act like a weatherman, but better
    - Guesstimate: Gives you TN for a task and rough conditions of task
    - Whisper: Whisper five second sentence to target only they can hear

- Knowledge

- Copy: Makes rough copy of one page's worth of material, maps included
    - Flare: Flames burn brighter but not faster
    - Flicker: Flames burn softer but not slower

- Mien

- Hesitate: Opponent's next action card considered to be the next lowest
    - Preserve: Prevents food from spoiling

- Smarts

- Bandage: Stop wind loss from serious (or worse) wounds
    - Bar: Reinforce a door or other barricade
    - Beggar's Banquet: Bland food tastes better
    - Calling Card: Alter face of a playing card to the Huckster's calling card
    - False Face: Small illusion to appearance, +2 to *disguise*
    - Groom: Cleans up dirt, grime, face, and hair, but not stains or shave
    - Palm: Move small object from hand to pocket or vice versa
    - Reload: Reloads three bullets per action
    - Shout: Voice carries over 200 yards, no damage to being near Huckster
    - Sound: Creates single sound, or distinct sound with effort, no words, quiet

- Spirit

- Coffin Varnish: Make disgusting coffee, bonus to stay awake
    - Ignite: Ignite small objects held in hand
    - Likker Up: Give penalties to person, making them more likely to indulge
    - Shatter: Cause small objects like glass to shatter
    - Will O' the Wisp: Create small green orb of light, too dim to read

- Hexarcana

- Knowledge

- Debug\*: Gadget's next use is at +2 Reliability
    - Mirror: Create 2" floating mirror to peer around corners
    - Tool\*: Transmute raw material into temporary tools, from hammers on up

- Mien

- Finish: Polishes item, gives +2 to *persuasion* to upsell it

- *Smarts*
  - Fooled You!: Illusion changes the face of a card or wanted poster
  - Startle: Penalty to *guts* to a person or to *ridin'* or *animal handlin'* on a pet
  - Stabilize\*: Low damage die of chemicals, fire, or dynamite by one step
  - Tinhorn Shuffle: Cards go flying, bonus to *filchin'*, *sleight o' hand*, & *sneak*
- *Spirit*
  - Brace\*: Holds something in place at caster's *Strength*
  - Pick Me Up: Cause a shot of whiskey to restore wind

**Hexes:** Each Hex requires a *hexslingin'* roll, an associated Trait, and a minimum hand. Most get stronger with better hands, too. See *Player's Guide* page 159 for hands. Hexes marked with an asterisk (\*) are found in printings of the Smith & Robards Catalog. Those with two asterisks (\*\*) are gunslinging hexes and require teacher to learn. The minimum hand is listed in parenthesis. Hucksters start with a number of hexes known equal to their rank in *hexslingin'*. New Hexes may be purchased for 5 BP, but certain hexes may only be found in an earlier printing of *Hoyle's* or require a teacher to learn in addition to the BP spent.

- *Player's Guide*

- *Cognition*
  - Earshot (Pair): Hear through another's ears
  - Hunch (Two Pairs): Gain brief vision of the past of a person, place, or thing
  - Private Eye (Ace): See through another's eyes
- *Knowledge*
  - Call o' the Wild (Two Pairs): Calls animals, hand determines type
  - Texas Twister (Jacks): Summon a twister, *Vigor* to move, penalty to attack
  - Trinkets (Ace): Summon small, mundane trinkets from a match to pistol
- *Smarts*
  - Corporeal Tweak (Pair): Boost physical Trait by one or more die types
  - Corporeal Twist (Pair): Lower physical Trait by one or more die types
  - Helpin' Hand (Ace): Heal wind, potentially wounds
  - Mind Tweak (Pair): Boost mental Trait by one or more die types
  - Mind Twist (Pair) Lower mental Trait by one or more die types
  - Missed Me! (Two Pairs): You get harder to hit by most attacks
  - Shadow Man (Pair): Summons shadows, +5 bonus or more to *sneak*
  - Shadow Walk (Jacks): Teleport through shadows, better hands go farther
- *Spirit*
  - Phantom Fingers (Ace): See *Hucksters & Hexes* version, more examples
  - Soul Blast (Ace): Fire ghostly energy at target, roll *Hexslingin'* to hit

- *Hexarcana*

- *Cognition*
  - A Glass Darkly (Pair): Glass replays powerful moment in shadow puppets
  - The Demon's Eye (Ace): Marshal reveals enemy's cards, high to low
  - Analyze\* (Ace): Tells you elixir or mundane chemical formula
  - Reverse Engineer\* (Ace): Touch a gizmo to learn how to make it yourself
  - Wire Tap\* (Ace): Listen in, send, stop or modify a telegraph
- *Knowledge*
  - Cardsharp (Pair): Cards summoned deal damage based on suit and hand
  - Cold Snap (Pair): Drop temperature around self, lowering physical traits
  - Barricade\* (Jacks): Summon wood, gives armor versus ranged attacks
  - Decrypt\* (Pair): Bonus to *Profession: Cryptology*, breaks *Steganograms*
  - Grenade\* (Pair): Creates a grenade to throw, explodes on impact

- Magazine\* (Pair): Gives a weapon infinite ammo for a short time
  - Razor Coils\* (Pair): Traps person in barbwire, target takes wind to escape
  - Scrap Storm\* (Jacks): Like a personalized Texas Twister made of metal
  - Silverspray\* (Jacks): Fires cone of metal, may be blocked by cover/armor
  - Steganogram\* (Ace): Secret message in text/telegraph, target autosolves
  - Waste Product\* (Pair): Turn fuel, explosives into ash
  - Weird Science\* (Pair): Roll twice on all *sciences*, bonus to rolls
- *Mien*
  - Dementia\* (Pair): Give someone a mad science dementia temporarily
- *Smarts*
  - Black Cat (Two Pairs): Force person who just succeeded to reroll
  - Fifty-Two Pickup (Ace): Magical cards fly, penalties to sight-based checks
  - Mirror-Mirror (Two Pairs): Swap a trait with a humanish target
  - Sleeve Card (Ace): Discard and redraw action cards
  - Bullet Proof\* (Pair): Metal grows on skin, gives armor, lowers *Nimbleness*
  - Caustic Glop\* (Pair): Throw acid at person, persists over a few rounds
  - Devil's Workshop\* (Pair): Reduce construction time of a gizmo
  - Haywire\* (Pair): Force a reliability check or malfunction on a gizmo
  - Infernal Machine\* (Two Pairs): Temporarily turns scrap into a gizmo
  - Jerry-Rig\* (Pair): Temporarily repair item's reliability or durability
  - Magic Bullet\* (Pair): Bullet jumps from one target to another or more
  - Power Leak\* (Ace): Drains nonmagical power from an item or gizmo
  - Power Surge\* (Ace): Boosts gizmo's power, may penalize reliability
  - Ride the Rails\* (Three of a kind): Touch rails to travel on them in minutes
  - Upgrade\* (Special): Temporarily upgrade a gizmo into a different one
- *Spirit*
  - Hell's Bargain (Ace): Dead man draws extra cards for being Harrowed
  - Hell's Fury (Pair): Fire surrounds you, deals damage to attackers
  - Stayin' Put (Pair): Bonus to not move, *Guts*, and *Climbin'* to hold on
  - Blast Furnace\* (Ace): Melts metal, could cause damage, takes time
  - Bullet-Stopper\* (Ace): Missed shots are less likely to hit you
  - Mad Insight\* (Ace): Cause a mad scientist to draw extra cards
  - Magnetize\* (Ace): Magnetize an object, attracting metal
  - Reflect\* (Special): Reflects back magic, enemy skill determines hand
  - Shard\* (Pair): Someone nonmagical nails to fire at target(s)
  - Shocker\* (Ace): Charges an object, first to touch is damaged/stunned
  - Transcribe\* (Pair): Writes everything down in range, doesn't ID speakers
  - Tweak\* (Pair): Temporarily boost reliability, maybe roll twice on reliability
  - Zilch\* (Special): Stop a gizmo from working, user may roll *tinkerin'*
- Hucksters & Hexes
  - *Cognition*
    - Achilles' Heel (Two Pairs): Reveals weaknesses, expensive Hindrances
    - Bloodhound (Pair): Tag someone in range, know where they are for hours
    - Eye Spy (Ace): Summoned eyes boost *Cognition*, provide 360° view
    - Fortune Teller (Two Pairs): Gain brief vision of a target's possible future
    - Hex Sense (Ace): See aura left by magic, good hands tell just what it is
    - Home Ground (Ace): Gain *area knowledge* for area around you
    - Hunch (Two Pairs): See *Player's Guide* version, exactly the same
    - Interpret (Ace): Gain proficiency in an unknown language

- Looking Glass (Two Pairs): Connect mirrors, use one to spy through other
- Long-Winded (Ace): Send simple messages to ally within a few miles
- Penetratin' Gaze (Ace): See through darkness/material, remove penalties
- Private Eye (Ace): See *Player's Guide* version, exactly the same
- Truthsayer (Ace): Know when someone lies or exaggerates
- Warnin' Bells (Ace): Give others another chance to act in a surprise round
- Watchdog (Pair): Sentry guards area, bonus to *Cognition* even if asleep
- *Knowledge*
  - Ace in the Hole (Two Pairs): Store a Hex in a playing card for another
  - Call o' the Wild (Two Pairs): See *Player's Guide* version, hand change
  - Deadly Creepers (Pair): Cause plants to attack, entangle foes
  - Disrupt (Pair): Dispel an existing Hex, Harrowed power, or Black Magic
  - Earthwrack (Ace): Turn earth against foes, effects dependant on hand
  - Gateway (Two Pairs): Mark a door, cast to return through it from another
  - Geyser (Pair): Superheat nearby water to damage foes
  - Graveyard Mists (Ace): Summon mists, limit vision, reduce *Cognition* rolls
  - Pardners (Jacks): Combine skills with other Hucksters to improve a Hex
  - Quicksand (Pair): Turn ground into quicksand, hand determines depth
  - Rainmaker (Ace): Changes weather, +5 bonus to cast *Texas Twister* Hex
  - Rapid Fire (Ace): Increase weapon's rate of fire, malfunction like gizmo
  - Reanimate (Ace): Heal undead's wounds, works on Harrowed
  - Rust (Ace): Rusts metal, may malfunction, easier to break
  - Safecracker (Ace): Untie knots, pick locks, up to even magical ones
  - Sandstorm (Pair): Whip up sandstorm, penalize actions in it
  - Sculptor (Pair): Sculpt stone like clay, dig tunnels, make rough tools
  - Sirocco (Pair): Summon wind, making it hard to move, boost boat's speed
  - Swamp Gas (Ace): Gas penalizes actions in area, could deal damage if lit
  - Talisman (Three of a Kind): Makes a special item a relic, talk with Marshal
  - Texas Twister (Jacks): See *Player's Guide* version, exactly the same
  - Thunderclap! (Pair): Loud noise stuns/deafens all in range
  - Trinkets (Ace): See *Player's Guide* version, exactly the same
  - Vittles (Ace): Provides bland food for you and others, horses require more
  - Whirlpool (Pair): Makes a whirlpool, could trap or sink ships and people
- *Mien*
  - Filibuster (Pair): Keep person's focus solely on you for as long as you talk
  - Forget (Ace): Subject forgets the recent past, length increases with hand
  - Silver-Tongued Devil (Jacks): Bonus to *persuasion*, *bluff*, and *ridicule*
  - Siren Song (Ace): Summon phantom song, hypnotize all in range
  - Tall Tales (Pair): Make a person's words sound like wild exaggeration
- *Smarts*
  - Beastmaster (Pair): Take control of animals present
  - Bedazzle (Ace): People looking at cards may be blinded
  - Brimstone (Ace): Pull brimstone from fire, penalizes/damages enemies
  - Confound (Ace): Makes target's next action harder, must state action type
  - Corporeal Tweak (Pair): See *Player's Guide* version, largely the same
  - Corporeal Twist (Pair): See *Player's Guide* version, largely the same
  - Deuces Wild (Jacks): Create illusory double
  - Diversion (Pair): Makes target harder to hit for one attack
  - Draw! (Ace): Give you extra action to you and your friends

- Earshot (Pair): See *Player's Guide* version, actually under *Cognition*
- Foil (Pair): Dispel the casting of a Hex, Harrowed power, or Black Magic
- Ghost Trail (Ace): Erase trail left by you and others
- Helpin' Hand (Ace): See *Player's Guide* version, largely the same
- Hurry Up! (Ace): Target gains bonus to pace, moving faster
- Imposter (Pair): Appear as another person, +5 to *disguise* or more
- Incognito (Ace): Glamour makes it hard to notice target, not true invisibility
- Kentucky Windage (Ace): Remove penalty to *shootin'*, reroll 1s on damage
- Mind Tweak (Pair): See *Player's Guide* version, largely the same
- Mind Twist (Pair): See *Player's Guide* version, largely the same
- Mirage (Pair): Create illusion of place or object
- Penny Ante (Ace): Decrease TN of next action target takes
- Phantasm (Ace): People/Harrowed in area make *guts* check, roll Scart!
- Playin' Possum (Ace): Illusion makes you appear dead
- Raisin' the Pot! (Pair): Ally's successful action gains extra raise(s)
- Sheep's Clothing (Ace): Disguise small object as another
- Shadow Man (Pair): See *Player's Guide* version, exactly the same
- Shadow Walk (Jacks): See *Player's Guide* version, hand change
- Skinchange (Two Pairs): Transform into black cat, raven, snake, or wolf
- Snake Oil (Ace): Subject can't notice wounds, reduces wound penalties
- Timeslip (Pair): Slip out of time for a bit
- Two of a Kind (Two Pairs): Copy a recently cast hex
- *Spirit*
  - Air Bubble (Ace): Creates air bubble around head, stops smoke to water
  - Bash (Pair): Throws force at a target or object, hand determines damage
  - Black Lightin' (Pair): Create charges of lightning, throw/punch each turn
  - Bodyguard (Ace): Create spiritual guard that takes your wounds for you
  - Clear Out! (Ace): Pushes objects/people away up to a certain weight
  - Critterward (Jacks): Prevents normal animals from entering an area
  - Flypaper Fingers (Jacks): Easy climbing, bonus to hold onto things
  - Fortitude (Ace): Target regains wind
  - Gambler's Luck (Jacks): Pay chip and chance getting more, not for BP
  - Ghost Rider (Jacks): Summon ghostly horse to ride
  - Hard Water (Ace): Water thickens, easing *Swimmin'*, slowing ships
  - Howl (Ace): Scream to scare, hurt everyone else around you, not subtle
  - Hunger Pangs (Ace): Non-abomination gets real hungry, may flee for food
  - Lethargy (Ace): Makes people lazy, do nothing if not in danger
  - Martyr's Mirror (Ace): Deal damage back to enemy in same location
  - Missed Me! (Two Pairs): See *Player's Guide* version, hand change
  - Necromancer (Two Pairs): Temporarily raises recent dead as Harrowed
  - Nightmare Realm (Ace): Temporarily raise the fear level, you monster
  - Old-Timer (Pair): Extend your lifespan by a year, starting at current age
  - Parch (Ace): Non-abomination gets real thirsty, may flee for water
  - Phantom Fingers (Ace): Manipulate object, jostle it, disarm enemies, float
  - Poltergeist (Ace): Throw objects around violently, bigger = more damage
  - Power Struggle (Jacks): Mess with manitou in Harrowed, give one control
  - St. Elmo's Fire (Pair): Short-ranged, magical light, removes penalties
  - Sandman (Ace): Animal or person falls into deep sleep
  - Soul Blast (Ace): See *Player's Guide* version, slight damage change

- Spirit Coils (Ace): Binds a target with ghostly rope
  - Spiritual Disfavor (Pair): Increase Appeasement cost of a shaman's favor
  - Temptation (Pair): Bring forth temptation, opponent rolls might lose *faith*
  - Touch o' Death (Two Pairs): Touch causes heart attack, person likely dies
  - Wildfire (Pair): Ignites material in range, fire is mundane, uncontrolled
  - Widow's Web (Ace): Summons flammable, sticky web
- Law Dogs
  - Cognition
    - Knife Through Butter\*\* (Pair): Makes ammo armor piercing
    - Loaded for Bear\*\* (Ace): Increase gun's damage die type
  - Knowledge
    - Ammo Wammy\*\* (Ace): Conjures ammo to caster's hand
    - Argent Agony\*\* (Pair): Make ammo silver, deal damage to abominations
    - Bullet With Your Name on It\*\* (Ace): Eliminates cover/called shot penalties
  - Smarts
    - All For One\*\* (Ace): Use *shootin'* for any type of gun
    - Bullseye\*\* (Pair): Flat bonus to *Shootin'* to non-automatic guns
    - Hale 'N' Hearty\*\* (Ace): Removes wound penalties on the target
    - Iron Fist\*\* (Ace): Fists deal extra damage
    - Load 'Em Up\*\* (Pair): Reloads more bullets than the trick
    - Longbarrel Special\*\* (Pair): Increases the weapon's range increment
    - New Slugs for Old\*\* (Ace): Transform bullets from one type to another
    - Skininn' (Pair): Adds flat bonus to *Quick Draw* checks
    - Vim 'N' Vigor (Ace): Increases person's *Vigor* Coordination (die count)
- Lone Stars, The Texas Rangers
  - Knowledge
    - Bullet Mold\*\* (Ace): Transform bullets from one type to another at a touch
    - Fistful o' Slugs\*\* (Pair): Conjures bullets, shells, or slugs to caster's hand
    - Ghost Bullets\*\* (Pair): Makes normal rounds and slugs penetrate armor
    - Liberated Ammo\*\* (Jacks): Moves ammo from enemy guns to your hand
    - Magnum Force\*\* (Ace): Increase gun's damage die type
    - Switch Action\*\* (Pair): Alter pistol from double-action to single or reverse
  - Smarts
    - Acoustic Shadow\*\* (Ace): Area around shootist muffles gunfire
    - Deadshot\*\* (Pair): Bonus to *shootin'* when not fanning the hammer
    - Fully Loaded\*\* (Pair): Loads existing bullets into any of the owner's guns
    - Hail o' Lead\*\* (Pair): Gives bonus to fanning the hammer
    - Longshot\*\* (Pair): Increases the weapon's range increment
    - Smart Gun\*\* (Ace): Removes -4 penalty for untrained *Shootin'*
    - Smokewagon Lightnin'\*\* (Pair): Adds flat bonus to *Quick Draw* checks
    - Two-Gun Mojo\*\* (Two Pair): Removes penalties for using two guns
  - Spirit
    - Silver Bullet\*\* (Pair): Make ammo silver, deal damage to abominations
- Doomtown or Bust!
  - Knowledge
    - Ice Cap (Pair): Freeze ground, freeze objects together, or freeze door shut
  - Spirit
    - Frostbite (Pair): Damages non-abominations, doubles wound penalties