

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
 - Tinho 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