

# DEADLANDS CLASSIC

## List of powers

Hucksters, Metal Mages,  
Hexslingers & Shootists

Blessed

Mad Scientist

Shaman

Aztec Priest

Harrowed

# 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 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\*: Lower 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 barbed wire, 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 would 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

## Blessed

**Faith and Theology:** Blessed can be of any non-native or Voodoo religion. Each religion and sect has its own sets of rules to abide by and sins to avoid. Some faiths have restrictions to which miracles and gifts the Blessed may invoke. Christian Non-Blessed with at least one rank in *faith* can invoke the *protection* miracle, but other faiths may have a different miracle or gift available to them. Blessed should also have ranks in *professional: theology*, and may use it to gain converts, debate, or information on their religion or others, even including cults and the dark arts. Blessed may also take ranks in the *fast* or *meditate* aptitudes for temporary bonuses to their *faith* rolls. See *Fire & Brimstone* page 28. Non-Blessed may become Blessed after character creation, but that's a quest in and of itself. See *Fire & Brimstone* pages 11-12.

**Miracles:** Blessed may invoke any miracle they know by making a *faith* roll. Different miracles have different TNs and effects. Blessed start with a total number of miracles and/or gifts equal to the higher of their *faith* and *professional: theology* aptitudes, plus the *protection* miracle. Blessed gain a bonus to their *faith* roll when using a miracle on a follower of their religion equal to that person's *faith* aptitude. They also receive a penalty equal to the target's *faith* aptitude if their *faith* differs from the Blessed's. People without *faith* are fair game.

- *Player's Guide*
  - Exorcism: Opposed *faith* versus the demon's *Spirit* to expel it, kills Harrowed
  - Holy Roller: Get a temporary chip, color based on success/raises for next action
  - Inspiration: Give a short sermon for bonuses to *tale tellin'* to reduce the Fear Level
  - Lay on Hands: *Faith* to heal wounds, failure means taking on the target's wounds
  - Protection: Opposed roll to prevent direct harm from an opponent
  - Sacrifice: Give chips to others without paying usual "transfer fee"
  - Sanctify: Make an area holy ground, harms abominations that enter area
  - Smite: Target gains bonus to *Strength* for each success and raise
  - Succor: Heals 1d6 wound per success and raise to another person
- *Fire & Brimstone*
  - Armor o' Righteousness: Subtracts *faith* roll from all damage received this round
  - Babble On: Distorts all spoken language to gibberish in range
  - Battle Hymn: Bonuses *guts* checks, *fightin'* rolls, and/or reduce wound penalties
  - Benediction: Bonus to *guts*, negates 1st wound level, only works on same faith
  - Bless Crops: Increase crop output by 10% for each success/raise
  - Burnt Offerin': Ignites normally flammable material with a touch
  - Calm: Improve or worsen weather in an area, calming it is easier
  - Censure: Lowers a huckster's effective hand by one for each success/raise
  - Chastise: Use *faith* instead of *overawe*, anything that boosts *overawe* still applies

- Cloak: Hide self or others from foes, use Blessed's *faith* for all instead of *sneak*
- Confession: Target makes opposed roll to lie, may still lie or evade answering
- Consecrate Armament: Spend chip to bless weapon/bullet, add *faith* to damage
- Consecrate Item: Bless regalia till next sunset, provides bonus to invoke miracles
- Dervish: Gain extra attack on each *fightin'* action, possible bonus to *fightin'*
- Devil's Plaything: Concentrate to prevent gizmo from working, may malfunction
- Dispel: May end on-going black magic spell or huckster hex
- Empathy: Feel target's immediate emotion, idea of intent for future actions
- Endure: Prevent additional Wind loss from received wounds
- Enigma: Ask question that distracts target, only hostile action draws attention
- Expose: Gain bonus to *Cognition* versus all disguises, including abominations'
- Exorcism: Same as *Player's Guide*
- Falter: Cause target to lose next action(s) in the round
- Feast: Doubles the amount of food available per success/raise
- Grace: Purifies food and drink, raises give bonus to *Vigor* checks or extra Wind
- Guide: Find a specific, nearby item or direction to known earthly location
- Hinder: Lowers opponent's level in a given Aptitude to a minimum of 1
- Holy Roller: Same as *Player's Guide*
- Holy Vestments: Protects against temperature extremes, freezing/burning hexes
- Illuminate: Creates daylight around invoker, bonus to *search*, penalty to *sneak/evil*
- Inspiration: Same as *Player's Guide*
- Intercession: Swap one Trait with another character (die type and coordination)
- Interpret Vision: Reveals parts of another's visions, automatically reveals ruses
- Last Rites: Prevents dead from coming back as any sort of undead
- Lay on Hands: Same as *Player's Guide*
- Lion's Den: Prevents an animal from attacking, may temporarily tame them
- Martyrdom: Takes another's damage, including hit location, venom, and the like
- Mediate: Opposed roll for all humans in range to take hostile action
- Mercy: All weapons used by the Blessed deal brawling damage for duration
- Mighty Fortress: Structure gains temp Durability/Armor, Gizmo temp Durability
- Mysterious Ways: Walk through wood up to metal, free self from shackles
- Ordain: Let another use a miracle known or aid in Quest to become Blessed
- Panacea: Cure disease, poison, and/or infection, even supernatural ones
- Parley: Translates everything for Blessed plus people speaking directly to them
- Protection: Same as *Player's Guide*
- Reassurance: Touch ally to help them overcome failed *guts* check, undo effects
- Retribution: Inflicts wound received back to attacker, see *PG* page 143 for TNs
- Sacrifice: Same as *Player's Guide*
- Safekeepin': Temporary barrier against supernatural evil, alarms/wakens Blessed
- Sanctify: Same as *Player's Guide*
- Sentinel: Gain bonus to *Cognition* checks and/or prevents need to sleep for a day
- Smite: Same as *Player's Guide*
- Snake Handlin': Turns a stick into a (non)poisonous snake
- Solace: Heal target's dementia, potentially even Harrowed hindrances
- Solomon's Advice: Eliminates wrong answers, limited to *faith* level in options
- Soothe: Temporarily removes wound penalties, does not actually heal wounds
- Spiritual Backhand: Deals wind damage (and only wind damage) to target
- Strike Blind: Temporarily blinds enemy, massive penalties to sight-based actions
- Succor: Same as *Player's Guide*

- Temperance: Temporarily suppress non-religious, mental Hindrances (*Stubborn*)
  - Test o' Faith: Use *Spirit* in place of another Trait for one round
  - Two Places: Creates insubstantial double out of sight range of Blessed
  - Unfetter: Unbinds shackles and the like on touch or locked doors with a penalty
  - Walk on Water: Allows Blessed, potentially others, to walk on water
  - Wellspring: Summons pure water from terrain, may still be contaminated if sits
  - Wings o' Angels: Slows fall enough to prevent damage upon reaching the ground
  - Word o' Honor: Holds person to a promise made to Blessed, intent matters
  - Wrath: Spend Fate chip to add extra damage dice to next successful attack
- *Hexarcana*
    - Anoint: Grant bonus to another's *Mien* Aptitude rolls equal to Blessed's *faith* level
    - Anxious Seat: Allow person to discard Action Cards for bonus to next action
    - Ashes to Ashes: Hit walking dead on head, roll *faith* to drop them dead again
    - Bear the Cross: Take another's wound penalties for short time
    - Console: Help ally overcome failed *guts* check, undo some effects
    - Fast: Eat last for up to *faith* level of days before suffering from starvation
    - Jawbone of an Ass: Turn any club like object into an optionally lethal weapon
    - Judgment of the Unrighteous: Convert wound penalties into bonus vs. 1 attacker
    - Opportunity's Knock: Treat one Action Card as a red joker, allowing for interruption
    - Perseverance: Stacking bonus to one action until it's successful, cycles
    - Prayers of the Faithful: Have others sacrifice their actions for bonus to next roll
    - Quench: Douse natural or even magical or ghostrock fires
    - Sparrow's Fall: Know wellbeing, direction, use chips to avoid wounds on 1 target
    - Strength of Fellowship: Gain bonus to 1 *guts* check based on of faithful followers
    - The Lord Provides: Bonus to *scroungin'* or *survival* to find what Blessed needs
    - Water of Life: Converts any liquid into water, heals wound upon consumption
    - Water to Wine: Water becomes wine, puts drinker to sleep or penalizes actions
- *Book o' the Dead*
    - Consecrate Armament: Same as *Fire & Brimstone*

**Gifts:** Gifts are like a combination of miracles and edges. They're always active and do not need a *faith* roll to activation, but only affect the Blessed and tend to be weaker than similar miracles.

- *Fire & Brimstone*
  - Beast Friend: Gain bonus to checks when dealing with animals
  - Charismatic: Bonus to *Mien* when dealing with people/humanlike abominations
  - Comforted: Easier checks to survive excessive temperatures
  - Divine Providence: May spend Fate chips even when going Bust
  - Favored: Free white chip each session, can't be saved or used for Bounty Points
  - Guardian Angel: Enemies have penalty to *shootin'*, may cause their gun to misfire
  - Hardy: Ignore two levels of wound modifiers, stacks with similar effects
  - Humility: Immune to *overawe*, *ridicule*, & *bluff*. Can't use those or chastise miracle
  - Insight: +2 bonus to *Cognition* and all *Cognition*-based Aptitudes
  - Lion-Hearted: +2 bonus to *guts* checks, less severe Scart Table penalties
  - Longevity: Age at half rate from all effects, starts when Gift is taken
  - Magic Resistant: -4 penalty to black magic rolls, -2 penalty to Huckster's hexes
  - Manna: Automatically find food in the wilderness

- Pious: Temporarily lowers Fear around Blessed, bonus to *tale-tellin'* to lower Fear
  - Portents: Get to roll *Spirit* to see if next action will be dangerous
  - Prophecy: Receive cryptic clues once per adventure
  - Refuge o' Faith: Use *faith* in place of *fightin'* or *dodge* for active defense
  - Restoration: Gain +2 to *Vigor* for natural healing, roll after 3 days rather than per 5
  - Self-Discipline: Take longer to starve, less wind from suffocation, fake death
  - Spiritual Giant: +1 bonus to Size for determining wound levels from damage
  - Strong-Willed: +2 to *overawe*, *persuasion*, *bluff*, *ridicule*, harder to mind control
  - Tongues: Gain simple info from unknown languages, based on *Mien* and *Smarts*
  - Vitality: +5 bonus against diseases, chance to resist "guaranteed" infection
  - Zeal: Gain +2 bonus to any one Aptitude (except *faith*) for one session
- *Hexarcana*
    - Clarity of Thought: May redraw when Blessed receives only a single Action Card
    - Favored of Heaven: Replaces usual Harrowed card draw process, may stay alive
    - Good Karma: Marshal doesn't draw when you use a red chip/draw a black joker
    - Gumption: Reroll single Trait or Aptitude roll once per session if you don't go bust
    - Saint Patrick's Boon: Immune to natural venom, +4 on *Vigor* against other toxins

**Blessings and Divine Intervention:** Blessed who manage to lower an area's Fear Level may receive a Blessing point. These may only be spent by the extremely devout (*faith* 6 or higher). Those who qualify may spend the point to invoke an unknown miracle or call for a Divine Intervention. In either case, doing so removes that Blessing point and requires the Blessed to roll *faith* as normal for the miracle or Intervention in question.

- *Fire & Brimstone*
  - Ascension: Concentration allows Blessed and others to walk on air
  - Atone: Allow Harrowed to roll Dominion with bonus equal to Blessed's *faith* roll
  - Communion: Ask a specific question, yes/no answers possible, others cryptic
  - Companion: Bond with any natural animal, gain understanding with it
  - Crusade: 10 people/*faith* level gain +2 bonus to *everything* for a specific Crusade
  - Deluge: Summon Biblical flooding, damages structures with winds and lightning
  - Deny: Prevent 1 enemy from using 1 Aptitude 1 round, choose each round
  - Divine Wrath: Stuns target for 1 round, possibly longer, penalizes them after
  - Empower: Imbue an object with miracles or gifts, costs extra for others to use
  - Excommunicate: Marks target as evil, others instinctively feel something's wrong
  - Healing Touch: Completely heal all wounds/natural toxins for at least 30 minutes
  - Hellfire: Burns large area with magical fire, Cover/Armor does nothing
  - Intervene: Target becomes immune to all harm for 3 rounds, possibly longer
  - Part Water: Parts long and wide stretch of water, may end effect at any time
  - Peacemaker: Concentration prevents all hostilities, gives 5 Armor to all in area
  - Plague: Summons a Biblical plague, first preach against wickedness for a day
  - Resurrection: Brings recently dead back to life, turns Harrowed mortal again
  - Second Chance: Rewind time one round, may select people to retain knowledge
  - Wall o' Jericho: Destroy a single gizmo, locomotive, ship, or even building
  - Wither Limb: Maims another's limb, rendering a withered husk for months
- *Hexarcana*
  - Dust to Rust: Roll *faith* versus a gizmo's construction TN to turn it to rust
  - Fiery Furnace: Pray to survive natural disasters, from blizzards to whales

# Mad Scientist


**Weird Science:** Mad scientists use the Arcane Background: Mad Scientist and must have at least one rank in the Mad Science Aptitude. Concentrations in “normal” *sciences* are also recommended, but these are rarely related. Thus, a Mad Scientist may have *science: physics* 5 but only *science: biology* 2. In order to make a gizmo, they must first concoct a theory for the device. The theory should be a paragraph or two in length, but its underlying principles don’t need to adhere to actual science - thus the whole “mad” in “mad science.” From there, the scientist then creates a rough blueprint, requiring a *mad science* roll. If the scientist in question has a related *science* Aptitude (e.g., *chemistry* for a flamethrower, *physics* for a rocket pack), then the TN is Fair (5). Otherwise, it jumps to a Hard (9) TN. If the roll is successful, the character draws 5 cards from an Action Deck, plus 1 for each raise, and up to additional 1 for each *science* Aptitude at level 5 or greater. Jokers are wild and affect the final blueprint, and black Jokers may drive the mad scientist insane. The blueprint’s Reliability starts at 10 and gains +2 for each raise on the *mad science* roll. Additionally, *Smith & Robards* details how mad scientists may collaborate on both inventing and constructing gizmos and lists bonuses for exceptional lab equipment. Below is a table with the hand needed, rough descriptions of the invention, example gizmos, the *tinkerin’* TN to build the device, and the time needed to construct it. As with inventing, each raise on the *tinkerin’* roll raises that particular gizmo’s Reliability by +2, up to a max of 19.

GIZMO CONSTRUCTION TABLE				
Hand	Description	Item	TN	Base Time
Jacks	Simple repair of device created by these rules, or of current top-of-the-line technology	Gatling gun	5	10-60 minutes
Two Pairs	Slight improvement on existing technology	Faster printing press, 10% faster locomotive (a “tune-up”)	7	1-5 hours
Three of a Kind	Major improvement on existing technology	Gatling pistol, bullet-proof vest, automatic weapon, 25% faster locomotive (total reconfiguration)	9	1-10 hours
Straight	Relatively simple but new use of existing technology	Flamethrower, automatic machine-gun	11	1-6 days
Flush	New use of cutting-edge technology	Steam wagon, land ship	13	1-4 weeks
Full House	Entirely new but “realistic” technology	Ornithopter, submersible	15	1-6 months
Four of a Kind	New technology that flaunts the laws of science	Heat or freeze ray, sleep gas	17	1-12 months
Straight Flush	New technology that alters the laws of science	Mind-control ray	19	1-4 years
Royal Flush	Technology that defies the laws of science	Dimension or time control device	21	1-20 years

**Inventions:** Unlike the other groups, you ain’t getting a list of all the toys you could “invent” or buy. There are simply too many from too many places to run through them all. Sorry, pard. That said, feel free to look in *The Player’s Guide*, *Smith & Robard’s*, or *The Collegium* if you’re on the lazier side of things. Just cuz one person’s made a flamethrower doesn’t mean there ain’t a better way of cooking your foes, so, hop to, Professor!

**Using Gizmos:** After finally putting it all together, it’s time to use your new toys! Whenever you use a gizmo, roll a d20 against its Reliability. If the die roll is higher than the device’s Reliability, something’s gone wrong, so let the Marshal know. For weapons “use” means whenever it’s fired. For armor, it’s whenever the gizmo absorbs damage. Other things like steam wagons and such usually only need to roll when starting, stopping, or after taking some amount of damage. Check *Smith & Robards* pages 27-39. When damaged, even normal vehicles may malfunction.

**Elixirs:** Mad Scientists with *science: alchemy* (note, this is separate from *science: chemistry*) may make elixirs from some Philosopher's Stone and other ingredients. Unlike other inventions, elixirs don't require a theory - this stuff is just too far out there for most folks. Instead, they start by making a batch of Philosopher's Stones. Each ounce takes an ounce of powdered ghost rock, an ounce of the alchemist's blood (costing the person in question 1 Wind per ounce), and a Hard (9) *science: alchemy* roll. For the formula, the player describes the desired effect, consults with the Marshal for the hand required, and must make a Fair (5) *science: alchemy* roll. The alchemist then draws 5 cards, plus 1 for each raise before making the required poker hand. Unlike with normal gizmos, the alchemist does not get to draw extra cards for having high *science* Aptitudes. Keep track of the cards used for the hand used to make the formula, as they determine the rarity and amount of ingredients needed. Elixir's with a Black Joker in the formula always have a major side effect, and Red Jokers give an extra effect, determined by the Marshal. Also like with standard gizmos, elixirs start with a base Reliability of 10, each raise on the formula roll increases that by +2, and each raise on the *science: alchemy* to brew the potion increases the Reliability for that batch by an additional +2. Consult the table below for example effects, their Hands, Research Time, Brew TN, Brew Time, and required ounces of Philosopher's Stone.



Hand	Example	Research Time	Brew TN	Brew Time	Philosopher's Stone
Royal Flush	Heals all damage, kills instantly, restores life to the recently deceased. Transmutation of elements.	1-20 years	21	1d8 days	1d12 ounces
Straight Flush	Raises or lowers an Attribute by 3 die types. Restores missing body parts. Cures blindness. Makes walkin' dead.	1-4 years	19	1d6 days	1d10 ounces
4 of a Kind	Heals severe (dynamite) damage. Cures one particular disease.	1-12 months	17	1d4 days	1d10 ounces
Full House	Raises or lowers an Attribute by 2 die types.	1-6 months	15	1d20 hours	1d8 ounces
Flush	Heals/causes major (rifle) damage. Grants + 4 modifier to Attribute. Grants major power, like <i>soul sight</i> .	1-4 weeks	13	1d12 hours	1d8 ounces
Straight	Raises or lowers an Attribute by a die type.	2-12 days	11	1d10 hours	1d6 ounces
3 of a Kind	Heals/causes minor (pistol) damage. Minor power such as <i>night vision</i> .	1-4 days	9	1d8 hours	1d6 ounces
2 Pairs	Minor physical effect: heals/drains a large amount of Wind, gives + 2 modifier to Attribute, causes instant sleep	1-10 hours	7	1d6 hours	1d4 ounces
Pair or better	Minor physical effect: heals/causes a few Wind, gives + 1 modifier to Attribute.	10-60 minutes	5	1d4 hours	1d4 ounces

## Shaman

**Rituals:** Music and Sweat Lodge are used with another ritual and do not yield Appeasement directly. Indians receive the Spirit Song ritual equal to the cost of their Guardian Spirit for free. A shaman may use *ritual (Spirit)* in place of *faith*. Shamans need a medicine bundle to perform rituals and may add offerings for extra dice on the *ritual* roll. Non-shaman natives may learn rituals, ask a favor with the cost of one Appeasement point, and even have a *Guardian Spirit*.

- *Player's Guide*
  - Dance (Nimbleness)
  - Fast (Spirit)
  - Maim (Vigor)

- Paint (Cognition)
- Pledge (Knowledge)
- Scar (Vigor)
- Tattoo (Deftness)
- *Ghost Dancers*
  - Animal Spirit Sacrifice (Nimbleness)
  - Jimson Weed (Vigor)
  - Music\* (Mien)
  - Peyote (Vigor)
  - Sand Painting (Deftness)
  - Spirit Song (Spirit)
  - Star Gazing (Smarts)
  - Sweat Lodge\* (Vigor)
  - Tobacco (Spirit)
  - War Cry (Mien)

**Guardian Spirits and Associated Medicine:** Each Guardian Spirit has a favored school of medicine (listed below), offers special abilities to the shaman, and has an oath that the shaman must follow or risk losing it. Elk is restricted to Northwest tribes only. Buffalo, Thunderbird, and Raven cost double to purchase but have two favored medicines. An Indian may have only one Guardian Spirit.

- *Ghost Dancers*
  - Bear (Earth)
  - Buffalo (Visionseeking and Blessing)
  - Coyote (Trickster)
  - Crow (Trickster)
  - Eagle (Visionseeking)
  - Elk (Blessing)
  - Owl (Ghost)
  - Raven (War and Ghost)
  - Snake (Visionseeking)
  - Spider (Ghost)
  - Turtle (Blessing)
  - Wolf (War)
- *Hexarcana*
  - Butterfly (Trickster)
  - Dog (Earth)
  - Thunderbird (Visionseeking and War)

**Favors:** Favors from the Guardian Spirit's medicine cost half to buy and Appeasement is twice as strong. If a favor is in your Guardian Spirit's medicine and you have a relic that favors that favor, its medicine school, and/or are on sacred ground, the Appeasement points gain an additional multiplier to the final result (i.e., twice as strong, thrice as strong, and so on for each additional effect that would otherwise "double" the output).

- *Ghost Dancers*
  - Blessing Medicine
    - Bless Item: creates medicine objects

- Call Wealth: Bonus to *scrougin'*, *persuasion*, *gamblin'*, and/or *flichin'*
  - Luck (formerly Bless): gives a character a temporary fate chip
  - Pact: Store another favor in an object to be used by the owner later
  - The Spirits Flee: Cancels out a chip used on a contested *faith* roll
- Earth Medicine
  - Animal Possession: possess an animal. Each animal is a new favor
  - Back to Nature: Cause devices to weaken, chance of malfunction
  - Call Weather: Call wind, clouds, or up to blizzards/hurricanes
  - Commune: *Spirit* to talk to the Spirits, chance to ask one to do something
  - Earth Speak: Spirits aid in tracking a target
  - Healing (formerly Medicine): Spirits offer magical healing of wounds
  - Heal Madness: Shortcut to buying off madnesses
  - Lightning Strike: Call lightning on a target during a storm
  - Wilderness Walk: Hides shaman's tracks in the wilderness
- Ghost Medicine: For each Ghost Medicine favor known, the shaman draws an additional card to determine if she comes back Harrowed. If she does, she must make an opposed *Spirit* roll against the manitou or be cast out from her body.
  - Bind Ghost: Like Summon Spirit and Commune favors, but with manitou
  - Call Drought: Like Call Weather, but in reverse
  - Call Evil Spirit: Like Summon Spirit, but can also get manitou
  - Curse: Curse a person with the *Ailin' hindrance*
  - Destroy Spirit: Destroy small spirits, opposed *Spirit* to destroy bigger ones
  - Human Possession: Opposed *Spirit* to ride along or control a person
  - Shapeshifting: Take the form of an animal directly rather than possession
- Trickster Medicine
  - Clumsiness: Lower enemy *Deftness* or *Nimbleness* Aptitudes temporarily
  - Confusion: Reduce an enemy's *Scrutinize*, then *Cognition* temporarily
  - False Face: Long lasting illusion on the shaman that alters appearance
  - Illusion: Shorter standalone illusion, cost determines size and duration
  - Invisibility: Turn invisible against the living
  - Spirit Hands: Summon ghostly hands to manipulate things from afar
- Visionseeking Medicine: Shamans with any of these favors are more intune with the Hunting Grounds and may receive visions from time to time. Most of these favors require being in the Hunting Grounds in spirit or in person to function.
  - Ask the Spirits: Get a cryptic answer, *Spirit* TN 9 makes it clearer
  - Cleanse Portal: Force evil spirits to leave a portal for a day
  - Open Portal: Does what it says, but locations to HG or Earth are random
  - Repel Spirit: Expel a possessing spirit from a person or person from HG.
  - Resurrection: Use Spirit Guide to return a soul, must heal the body first
  - Spirit Guide: Ease travel in HG, find a specific spirit, or travel portals
  - Spirit Weapon: Makes a weapon magical for damage or to take to the HG
  - State Your Business: Learn just what type of spirit a spirit is
  - Summon Spirit: Summon a spirit to perform one task, if deemed worthy
  - Vision Quest: Spiritually enter HG, can then use other favors for answers
- War Medicine
  - Guiding Wind: Bonus to hit with "natural" thrown weapons, bows, arrows
  - Horned Owl's Fury: Extra damage dice and/or extra hit location modifier
  - Speed of the Wolf: Extra die to movement pace each round
  - Spirit Warrior: Paint self for bonus to *Dodge*, *Fightin'*, and/or *Shootin'*: *Bow*

- Strength of the Bear: Bonus to *Strength* die type
- Turtle Shell: Gain armor levels based on Appeasement spent
- *Hexarcana*
  - Blessing Medicine
    - Breathe of Spirits: Regenerates wind for the shaman or another character
    - Sacred Ground: Consecrate an area to prevent evil spirits from entering
    - Turtle's Gift: Age twice as slowly for a year
  - Earth Medicine
    - Nature's Wrath: Dirt, mud, and vines grapple enemies, trapping them
    - Remedy: Cure disease, poison
    - Secret Paths: Travel twice the usual pace per day, may affect others
    - Show the Path: Target leaves magical trail to follow or let others follow you
  - Ghost Medicine
    - Blood Oath: Bind subject to letter of an oath or face consequences
    - Devil's Dance: Force Huckster to draw extra cards but only for backlash
    - Summon Serpent: Transform sticks into rattlesnakes that follow orders
  - Trickster Medicine
    - Coyote's Laugh: Force everyone to wait until your next action card to act
    - Misdirect: Ranged attacks against target suffer penalties to hit
    - Truth of the Crow: Lying causes target to taste bitter flavor, grimace
  - Visionseeking Medicine
    - Dream Walk: Enter subject's dream after entering HG, manipulate it
  - War Medicine
    - Courage: Give bonus to *Guts* checks, prevents fleeing
    - Hawk's Swiftess: Gain another action card for every 3 Appeasement

## Aztec Priest

**Rituals:** Aztec Priests use the Arcane Background: Aztec edge, speak the native Nahuatl tongue and must spend points to learn Spanish or English. They have access to the same rituals and favors as other shamans with a few changes. Instead of worshiping the spirits, the Aztecs follow one of the six traditional Aztec deities. As such, they don't have access to the Guardian Spirit Edge. **Houserule:** As there are six different medicine ways and six appropriate deities for heroes to worship, each one corresponds to a medicine way and may be taken as though they were an equivalent Guardian Spirit. See *South o' the Border* pages 55-60. Also check out

- Modified Rituals
  - Fast
  - Maim
  - Paint
  - Pledge
- *South o' the Border* Deities
  - Quetzalcoatl, God of learning, Culture, Wisdom, and the Wind (Visionseeking Medicine)
  - Huehuecoyotl, "Old Coyote", a Trickster God (Trickery Medicine)
  - Ometecutli, Lord of Duality, a Creator God (War Medicine)
  - Patecatl, God of Medicine and Healing (Blessing Medicine)
  - Xochipilli, God of Pleasure, Games, and Frivolity (Ghost Medicine)
  - Xochiquetzal, Goddess of Flowers and Craftsmen (Earth Medicine)

- *Lost Angels Deities*
  - Lady of Guadalupe/Tlacolteutl (Blessing Medicine)
  - San Josè/Miquiztli (Ghost Medicine)
  - San Gabriel/Ix, the Jaguar King (War Medicine)
  - San Pablo/Quetzalcoatl (Visionseeking Medicine)
  - San Pedro/Ollin (Trickery Medicine)
  - San Juan/Xolotl (Visionseeking Medicine)
  - San Mateo/Ozomatli, the Monkey (Trickery Medicine)
  - San Judas/Tezcatlipoca (War Medicine)

## Harrowed

**Unlife Information:** All Harrowed have certain abilities: they don't bleed the same, heal faster, don't feel pain, sleep less, and smell like the grave. Oh, and they have their own personal force of darkness sitting in the passenger's seat - usually, at least. The Harrowed must battle for Dominion against the manitou that raised them. The Harrowed and manitou split a total amount of Dominion equal to the Harrowed's *Spirit* die type. So a Harrowed with *Spirit 4d8* has 8 points to split. The Harrowed and manitou roll opposed *Spirit* against each other at the start of the session, adding however many points of Dominion they have to the final total. For each success, the winner steals one point of Dominion. The manitou can also roll for temporary control during the session at the Marshal's discretion. That last bit means the manitou can do anything the hero could, too, whenever it takes control. The one exception is for those powers requiring an invocation of *faith* - it's just not something a manitou ever has.

**Harrowed Hindrances:** Harrowed also have their own special sorts of problems that may manifest. Fresh-made Harrowed gain an extra 10 points to spend on powers, but must take at least 5 points in Hindrances. Be careful, because Harrowed Hindrances can't normally be bought off. You're as stuck with them as the manitou that brought you back. **House rule:** A player whose character comes back Harrowed may opt to take up to 10 additional points in Harrowed Hindrances to spend on buying Harrowed Powers as if they were just making their hero. For example, buying Claws at rank 1 would normally cost 10 BP, but if the hero took at least 2 points in Harrowed Hindrances, she could start with it fresh from the grave. Course, if she later decided her Harrowed to gain Supernatural Trait (Nimbleness), that would cost the usual 10 BP to buy. As always, Marshal has final say.

- *Book of the Dead*
  - Angst 1-5: Depressed, penalty to all actions until you start spending Fate chips
  - Aura o' Death 1-5: Penalty to all *Mien*-based checks except for *overawe*, spooky
  - Degeneration 1-5: Harrowed is a little more decayed/unsettling than usual
  - Haunted 1-5: Penalty equal to Hindrance rank on all Dominion rolls
  - Mark o' the Devil 1-5: Occult folks have much easier time realizing you're dead
  - Rage 1-5: Harrowed prone to bloodthirsty rage, moves to melee when angered
  - Unnatural Appetite 1-5: Must eat something odd each day, rank determines what

**Powers:** Some Harrowed develop additional powers, usually tied to Edges and Hindrances the character had in life. The cost to buy a new power is 10 BP for the first rank, and it costs twice the new level in BP points to rank up an existing power. So going from Claws 2 to Claws 3 costs 6 BP. Some take time to activate, others require concentration, and a rare few are passive bonuses. All powers have 5 ranks, but a rare few may have separate "concentrations." Additionally, some servants of darkness grant a coup power to the nearest Harrowed when it's finally put down.

- *Player's Guide*

- Cat Eyes: +2 to *Cognition & search*, eventually see heat, in the dark, and more
- Claws: Harrowed may turn their hands into claws, used with *fightin': brawlin'*
- Ghost: Turn insubstantial, able to walk through walls, unable to move objects
- Soul Eater: Pin target with *fightin': brawlin'* to steal Wind, see *Book o' the Dead*
- Stitchin': Heal even faster than most Harrowed, higher ranks mean less time
- Supernatural Trait: Boosts Trait's die type, may be taken for multiple Traits

- *Book of the Dead*

- Arcane Protection: Vamoose and *Spirit* roll to negate a supernatural attack
- Bad Mojo: Huckster must draw extra cards to see if there is a black joker only
- Berserker: Boost Corporeal Traits, lower Mental Traits, rank lists duration
- Burrow: Move through dirt & earth, Pace is 2 per Rank, may get lost if running
- Cat Eyes: Same as *Player's Guide*
- Charnel Breath: Blow breath, rank tells die type, *fightin': brawlin'* dice rolled
- Chill o the Grave: Change and humidity, may generate fog, spook others
- Claws: Same as *Player's Guide*
- Dark Vision: See through the manitou, see how tainted an area/person is
- Dead Man's Hand: Detach an arm or eye, animate it to perform tasks
- Dead Reckoning: Know direction to nearest corpse, Harrowed included
- Death Bond: Loan out Harrowed powers, lose access while loaned out
- Death Mask: Create illusion around self, hides the corpse's appearance
- Devil's Touch: Concentrate to make any device more likely to malfunction
- Etchin': Write a note onto "nearby" object, like a mirror in a hotel or distant rock
- Eulogy: Use *tale-tellin'* to give a living person a eulogy, may kill them
- Evil Eye: Look at person to penalize all actions, penalty equal to power's rank
- Fast as Death: Spend wind to double movement, may still pick up the pace
- Ferryman's Fee: Concentrate to walk over water, may carry people/objects
- Ghost: Same as *Player's Guide*
- Hell Beast: Bring an animal back from the dead, needs meat, causes trouble
- Hell Fire: Take less wounds from fire, eventually able to create flames
- Hell Wind: Summon icy wind, damaging all in range, penalties to actions
- Infest: Call insects, infest a target, causes penalties, eventually deals damage
- Jinx: Target suffers bad luck after opposed *Spirit* roll, luck gets worse with rank
- Luck o' the Draw: Draw one extra card for Huckster hands for each rank
- Mad Insight: Draw one extra card for invention hands for each rank
- Marked for Death: Prevent target from using Fate chips, but suffer the same
- Mimic: Opposed *Spirit* to copy a supernatural power, uses original caster's stats
- Nightmare: Person suffers nightmares, send them a message in the dreams
- Possession: Possess target permanently, early ranks need Soul Flight to work
- Reconstruction: Regrow lost body parts, time taken per pound reconstructed
- Relic: Object close to the Harrowed becomes a relic, discuss with Marshal
- Rigor Mortis: Touch a target to inflict spasms, paralysis, or even a heart attack
- Sicken: Carry diseases for set time, release them on touch against a target
- Silent as a Corpse: Bonus to *sneak* equal to twice rank in power when on dirt
- Skull Chucker: Throw bones, higher rank means larger bones, may explode
- Sleep o' the Dead: Touch a target's head to make them fall asleep for hours
- Soul Eater: Updated from *Player's Guide*, now has 5 ranks.

- Soul Flight: Soul flies from body, may use *possession*, body is defenseless
- Speakin' with the Dead: Ask corpses questions, answer about one per hour
- Spider: Cling to walls or even ceilings rather than make usual *climbin'* checks
- Spook: When using *overawe*, force target to roll on the Scar Table if they lose
- Stitchin': Same as *Player's Guide*
- Supernatural Trait: Same as *Player's Guide*
- Trackin' Teeth: Track detached body parts within range, know direction/distance
- Undead Contortion: Dislocate joints/bones to squeeze into tight spaces, hurts
- Unholy Host: Create loyal, walking dead, take orders in the worst way possible
- Unholy Reflexes: Draw extra action cards per round, may go above normal limits
- Voice o' the Damned: Laughter may Unnerve, Distract, or even Break opponent
- Varmint Control: Control swarms of insects up to grizzly bear with simple phrases
- Wither: Age anything within Harrowed's grasp, startles people, weakens objects