

OPTION RULE: BOOT HILL (3rd Edition Rules)

Work Skills

With the limited number of Skills, both Work and Weapon, that players are given to assign their characters during the design phase, often true 'work' skills are overlooked.. rightfully so. Fast Draw or another point added to Pistol are more likely to save a PC's life than a good grasp of Civil Engineering. On the other hand these types of 'fringe' skills help to 'flesh-out' a Player Character and assist in role-playing. Therefore, the following Optional Rule is offered to help give Character's a bit of depth without making the player sacrifice much-needed Initial Skills.

Once the player has chosen all of his Initial Skills (whether it be 6, 8 or 10), have the player roll d100 three times and consult the chart for results. Re-roll any duplicate skills. The Player may now add ONE of the randomly determined Work Skills (his choice which one) to his Character's Skills. Roll the Skill Score as normal. If the selected Skill has a prerequisite of Literacy (and the PC in question doesn't have Literacy), then the Player may take both the Skill Chosen and Literacy, but will have to split the Skill Score rolled between the two Skills.

The Skill should be explained in some way in the character's background, i.e.. perhaps it from some past job the character held, or a skill passed on by his family.

RANDOM CHART FOR 'BONUS' WORK SKILL:

Roll	Skill
1, 2	Accounting
3, 4	Artillerist
5, 6	Artist
7 - 9	Assaying
10 - 12	Bartending
13	Bureaucracy
14, 15	Carpentry
16, 17	Chemistry
18, 19	Civil Engineering
20 - 22	Cooking
23 - 25	Cow Handling
26, 27	Dentistry
28, 29	Entertainer
30, 31	Farming
32 - 34	Gun Smithing
35 - 37	Indian Contact
38, 39	Law
40	Linguistics
41, 42	Photography
43	Pocket Picking
44, 45	Preaching / Theology
46 - 48	Printing / Journalism
49 - 51	Prospecting / Mining
52, 53	Public Speaking
54, 55	Railroad Engineer
56 - 58	Roping
59, 60	Saddle Making
61	Scouting
62, 63	Sheep Herding
64, 65	Silver Smithing
66 - 68	Smithing
70	Stealth
71 - 73	Surveying / Mapmaking
74, 75	Survival
76	Swimming
77, 78	Tailor / Seamstress
79 - 81	Teamster
82, 83	Telegraph
84, 85	Thespian
86 - 88	Trading
89 - 91	Trapping
92, 93	Veterinarian
94, 95	Wainwright
96 , 97	Whip
98 - 00	Wrangling