

Deadlands Reloaded Spell lists

by atomicpenguin12

Deadlands is a phenomenal roleplaying game that unfortunately suffers from some system bugs. Deadlands Reloaded for the Savage Worlds system fixes many of these bugs, but loses a lot of the flavor that made Deadlands so great in the first place. This document is my attempt to restore some of that flavor to Deadlands Reloaded.

The main component of this document is a collection of spell lists for each of the arcane backgrounds. These spell lists use the same powers that would be available to those backgrounds anyway. However, part of what made the new version seem so generic was that every arcane background had to use the same list of spells, with names that would be generic enough to apply to everything. So I have written new lists, with names and trappings that are more specific to the arcane backgrounds they belong to. These do not contain the actual mechanics for the spells, just names, trappings, ranks, and the names of the powers they are based on.

In addition, I have made several changes to a few backgrounds that I thought needed work. Firstly, the Blessed edge Voodooist is now its own arcane background. It has its own section and spell list. Secondly, I thought that Mad Scientists were hit too hard when they got converted to Savage Worlds. I have made a few mechanical changes that I hope will restore their feel from the original game without being unbalanced. Lastly, I've included a list of alternative Sinnen' tables for Blessed of other religions, adapted from the Fire and Brimstone sourcebook of the original Deadlands.

Arcane Background: Blessed

I thought that the way Blessed were handled worked pretty well, so I didn't make any big changes. The big changes I've made here are taking away the Voodooist edge and adding a series of alternative lists of Sins for players who want to make Blessed from religions other than Christianity.

Alternative Sin Lists:

- Christianity (main religion in North America, most common in the Weird West)
 - Minor
 - Taking the Lord's name in vain
 - Getting drunk
 - Lying
 - refusing aid to those in need
 - envying other's possessions
 - Major
 - Theft
 - turning away from others in dire need
 - failing to take communion (for a Catholic)
 - Mortal
 - Adultery
 - killing other than in self-defense
 - blasphemy (denial of religion)
- Judaism (found in all walks of life out west, but scattered and with few permanent synagogues)
 - Minor

- Showing disrespect to one's parents
 - Working on the Sabbath
 - eating non-kosher foods
 - refusing aid to those in need
 - envying another's possessions
- Major
 - theft
 - turning away others in dire need
 - taking the Lord's name in vain
- Mortal
 - Adultery
 - killing another person
 - blasphemy (denial of religion)
- Islam (Uncommon in the Weird West, but not unheard of)
 - Minor
 - Showing disrespect to one's parents
 - eating non-Hilal foods
 - drinking alcohol
 - gambling
 - envying other's possessions
 - Major
 - refusing aid to others in need
 - breaking the fast of Ramadan
 - failing to observe daily prayers

- Mortal
 - Adultery
 - killing another Muslim
 - Blasphemy (denial of religion)
 - theft
 - idolatry (worshipping graven images)
- Buddhism (Common amongst chinese populations)
 - Minor
 - sleeping in large beds
 - wearing fine clothes or jewelry
 - using perfume
 - Major
 - singing
 - dancing
 - drunkenness
 - eating after noon
 - accepting wealth
 - refusing aid to those in need
 - adultery
 - Mortal
 - lying
 - killing
 - theft
- Taoism (Common amongst Chinese populations)

- Minor
 - petty theft
 - lying
 - Failing to follow bigu (abstention from grains)
 - vanity of any sort
- Major
 - harmful theft or lying
 - disgracing one's ancestors
 - turning away from others in need
- Mortal
 - refusing to aid someone in dire need
 - killing another person

Spell List:

- Armor o' Righteousness-
 - Rank: Novice
 - Power Points: 2
 - Range: Touch
 - Duration: 3 (1/round)
 - Description: The Blessed utters a quick prayer for protection. A character is blessed with divine protection, causing attacks to miss him. Armor o' Righteousness creates a field of magical protection around a character, effectively giving the target Armor. Success grants the recipient 2 points of Armor. A raise grants 4 points of Armor.
- Battle Hymn-

- Rank: Seasoned
 - Rank: Seasoned
 - Power Points: 4
 - Range: Touch
 - Duration: 3 (1/round)
 - Description: The Blessed starts singing a battle hymn (or chanting if singing is not allowed) that inspires a character and causes them to perform well in battle. The recipient gains the benefits of a single Combat Edge chosen by the caster. The caster (not the recipient) must be one Rank higher than the Rank requirement of the Edge but ignores other requirements, even those requiring other Edges. For the duration of the spell, the recipient gains all the benefits of the Edge. Edges gained through this power provide no additional benefit if the character already has the Edge.
- Bless/Curse-
 - Rank: Novice
 - Power Points: 2
 - Range: Smarts
 - Duration: 3 (1/round)
 - Description: The Blessed utters a prayer to bless a character with success or curse a character with failure. This power allows a character to increase any of a target's Traits by one die type for a standard success, or by two with a raise. The affected Trait can exceed d12. Each step over d12 adds +1 to his Trait total. For example, a raise on someone who already has a d12 in the affected Trait grants him d12+2 for the duration of the power. The power can also be used to lower an

opponent's Trait. This is an opposed roll against the victim's Spirit. Success lowers any Trait of the caster's choice one step, a raise lowers it two steps. A Trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

- Additional Targets: The power may affect an additional target for every additional Power Point spent, up to a maximum of five targets. All targets share the same effect and Trait affected.
- Breath of God
 - Rank: Novice
 - Power Points: 3
 - Range: Sight
 - Duration: 1 (Concentration)
 - Description: The Blessed proclaims the power of his lord, waiving his arms and preaching a sermon (or whatever is appropriate) as divine winds begin to swell. The windstorm must be conjured out of doors, and is the size of a Medium Burst Template. Everyone within the whirlwind is automatically blinded and must make a Vigor roll or be Shaken each round. Any ranged attacks that cross the twister suffer a -2 penalty. The caster can move the windstorm as he wishes each round, at a Pace equal to his Spirit die type. If the caster takes any action other than concentrating on the spell, he must make a Spirit roll or the effect is lost.
- Blessing of the Wanderer-
 - Rank: Novice
 - Power Points: 2
 - Range: Touch

- Duration: 1 hour (1/hour)
 - Description: The Blessed says a prayer invoking stories of those who wandered the wilderness under the protection of their lord, protecting travelers from hazardous environments and allowing them to travel where they otherwise would not. This power allows the target to breathe, speak, and move at his normal Pace while in one normally harmful environment, such as underwater or the lava of a volcano. Pressure, atmosphere, air, etc, are all provided for. The power does not protect against attacks with similar trappings though. A fire attack still causes normal damage, for example. With a raise on the casting roll, maintaining the power becomes 1 Power Point per two hours.
 - Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points.
- Censure-
 - Rank: Seasoned
 - Power Points: 3
 - Range: Smarts
 - Duration: Instant
 - Description: The Blessed utters an oath in the name of his God, negating hostile spells, miracles, and the like. Censure allows a hero to negate enemy spells, miracles, mad science, or super powers. It has no effect on innate powers, such as a dragon's breath or a banshee's scream. Neither does dispel work on magic items or permanent enchantments unless the specific item or enchantment says otherwise. Censure can be used on a power already in effect or to counter an enemy power as it's being used. The latter requires the countering mage to be on

Hold and interrupt his foe's action as usual. In either case, dispelling the opponent's power is an opposed roll of arcane skills. The censuring character suffers a -2 modifier if the target power is of another type (magic vs. miracles, superpowers vs. mad science, etc).

- Divine Refuge
 - Rank: Seasoned
 - Power Points: 1/section
 - Range: Smarts
 - Duration: 3 (1 per section, per round)
 - Description: The blessed's God grants divine protection, in the form of a near-invisible wall of force, to protect the user against attack or entrap an opponent. The wall has a Toughness of 10. Every Power Point spent creates a 1" wide section of wall. The wall has a thickness of a few "real world" inches (If you're using a gridded mat to play, draw the barrier between the squares directly along the grid-lines.) The exact placement of each section is defined by the caster, but each section must be connected to at least one other section after the first. When the spell expires or a section is broken, it dissipates. Each section of the barrier may be destroyed by an attack that equals its Toughness of 10.

- Enigma-
 - Rank: Novice
 - Power Points: 1
 - Range: Smarts x 2
 - Duration: Instant

- Description: The Blessed poses a target with a philosophical conundrum, confusing them as they attempt to think it through. On a success, a target must make a Smarts roll at –2 or be Shaken, and on a raise, the roll is made at –4.
- Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points.
- Exorcism-
 - Rank: Veteran
 - Power Points: 15
 - Range: 1 yard
 - Duration: Permanent
 - Description: The Blessed leads a long ritual, involving reading from the Bible (or other holy work), holy water, prayer beads, etc. This ritual banishes evil spirits from a mortal host. The process takes eight grueling hours, during which time the target must remain within the power's range (1 yard). At the end of the eight hours, the caster makes an opposed roll of his arcane skill versus the demon's Spirit. If the caster wins, the demon is banished instantly and forever. If the creature wins, it remains in the host and may never be exorcised by this caster. A Harrowed who is exorcised is laid to rest for eternity.
- Falter-
 - Rank: Novice
 - Power Points: 2
 - Range: 12/24/48
 - Duration: Special

- Description: The Blessed utters a prayer and a great thunderclap rings out, stunning enemies. Falter shocks those within a Medium Burst Template. If the blessed scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2.
- Godspeed-
 - Rank: Seasoned
 - Power Points: 4
 - Range: Touch
 - Duration: 3 (2/round)
 - Description: The Blessed prays for a blessing of speed, causing a target to move faster. With success the target has two separate turns per round on his action card instead of the usual one. Each turn is handled independently with its own actions, but the character must resolve one turn entirely before beginning the second. With a raise, the recipient can redraw any initiative cards lower than Eight each round.
- Greater Lay on Hands-
 - Rank: Veteran
 - Power Points: 10/20
 - Range: Touch
 - Duration: Instant
 - Description: An intense prayer where the blessed lays his hands on the target, praying for healing. Greater Lay on Hands restores wounds more than one hour old. This use of the power requires 10 Power Points and otherwise works exactly like the healing power. It can also be used to neutralize any poison, disease, or

sickness. Greater healing can also heal Permanent Crippling Injuries. This requires an arcane skill roll at -4 , 1d6 hours of time, and 20 Power Points. Only one casting is permitted per injury — if it fails, the injury really is permanent.

- Guide My Hand-
 - Rank: Novice
 - Power Points: 1
 - Range: Touch
 - Duration: 3 (1/round)
 - Description: The Blessed prays for guidance in defeating those who would oppose him. Guide My Hand increases a character's accuracy with a Shooting or Throwing attack. Called shot penalties are reduced by 1 for a success, and by 2 for a raise.

- Holy Roller-
 - Rank: Seasoned
 - Power Points: 5
 - Range: Self
 - Duration: Permanent
 - Description: The blessed prays for luck, letting him convert power points into a fate chip on success. With a successful roll, the caster converts her 5 Power Points into a Fate Chip drawn at random from the Fate Pot. Failure, however, angers the fickle spirits of fate and costs her a Fate Chip instead. No Fate Chips may be spent on the arcane skill roll, and it may not be cast if the gambler has no Fate Chips to wager.

- Illuminate-

- Rank: Novice
- Power Points: 2
- Range: Smarts
- Duration: 30 minutes (1/10 minutes) or 3 (1/round)
- Description: The Blessed utters a quick prayer over an inanimate object, asking for light in the darkness. On success, the object begins to glow softly. If the item is in an opponent's possession, the arcane skill roll is opposed by Agility. Illuminate negates any darkness/obscurement penalty up to -6 in an area equal to a Large Burst Template for 30 minutes (1/10 minutes).
- Inspiration-
 - Rank: Novice
 - Power Points: 5
 - Range: Special
 - Duration: Instant
 - Description: The blessed use this powerful miracle to undo the cancerous effects of fear on the land itself. When used in conjunction with the telling of a heroic tale, it adds +2 (+4 with a raise) to the Persuasion roll used to reduce the local Fear Level. The blessed does not have to tell the tale himself—he can cast the miracle on a more accomplished tale-teller instead.
- Korah's punishment-
 - Rank: Seasoned
 - Power Points: 2
 - Range: Cone Template
 - Duration: Instant

- Description: The Blessed utters a prayer and the earth begins to rumble and shake, throwing enemies off-balance. Pummel allows a character to knock down multiple foes. The blessed makes a faith roll and then places a Cone Template in front of him. Any friend or foe touched by the template must make a Strength roll (at –2 if the caster gets a raise). Any target that fails is knocked back 2d6” and becomes prone. If the target strikes an inanimate object, he is Shaken as well. Targets with cover may subtract the cover modifier from the total distance moved (to a minimum of 0), and flying targets suffer an additional –2 to their Strength roll.
- Lay on Hands-
 - Rank: Novice
 - Power Points: 3
 - Range: Touch
 - Duration: Instant
 - Description: The Blessed lays his hands on the target, praying to his God for healing. Lay on Hands repairs recent bodily damage. It must be used within the “Golden Hour,” though, for it has no effect on wounds more than one hour old. For Wild Cards, each use of the healing spell removes a wound with a success, two with a raise. The roll suffers a penalty equal to the victim’s wounds (in addition to any the caster might be suffering himself). For Extras, the GM must first determine if the ally is dead (see Aftermath on SWD page 78). If so, no healing may be attempted. If not, a successful arcane skill roll returns the ally to the game Shaken. Healing can also cure poison and disease if used within 10 minutes of the event.

- Lion's Den-

- Rank: Novice
- Power Points: Special
- Range: Smarts x 100 yards
- Duration: 10 minutes
- Description: The Blessed prays, invoking man's dominion over animals. This spell allows blessed to speak with and guide the actions of nature's beasts. It works only on creatures with animal intelligence, not humanoids. Nor does it work on conjured, magical, or otherwise "unnatural" animals. The target must be within the blessed's range — it is not conjured. The cost to control a creature depends on its Size. The base cost is 3, plus twice its Size for creatures with a Size greater than 0. A great white shark (Size +4) costs 3 plus 8 (2x4), or 11 points. A roc (Size +8) costs 19 Power Points to control. Swarms may also be controlled. Small swarms cost 3, Mediums 5, and Large 8. Thus a single rat costs 3 to control, as does a small swarm of the creatures.

- Protection-

- Rank: Novice
- Power Points: 0
- Range: Self
- Duration: Concentration
- Description: The Blessed prays for divine protection and raises a symbol of his faith if applicable. Casters whose religions use particular symbols (crucifix, star of David, etc.) gain a +2 bonus to their arcane skill roll when they present the symbol. While using this power, the individual may take no other actions and may

not move. A supernatural creature that wants to directly attack a character using protection must first win an opposed test of its Spirit versus the target's arcane skill.

- Sanctify-
 - Rank: Novice
 - Power Points: 10
 - Range: Special
 - Duration: Permanent until desecrated
 - Description: Sanctify allows a blessed to consecrate areas of earth, causing great pain to supernaturally evil creatures that attempt to tread upon it. Sanctification takes an entire week of prayer. The blessed must remain within the bounds of the area for the entire duration. The area is determined by the Marshal, but is typically the grounds of a church, a battle, or some other place of importance. If no clear boundaries exist, the area is equal to five times the caster's arcane skill in yards. When the ritual is complete, the faith roll may be attempted. If successful, the area is sanctified. If the roll is failed, the priest must start from scratch. Any supernaturally evil creature that attempts to enter the sacred ground must make a Spirit roll at the start of each round or suffer a wound.

- Smite-
 - Rank: Novice
 - Power Points: 2
 - Range: Touch
 - Duration: 3 (1/round)

- Description: The Blessed blesses a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 10 bolts, shells, or arrows, or one full "load" of ammunition (the Marshal may have to determine the exact quantity for unusual weapons). While the spell is in effect, the weapon's damage is increased by +2, or +4 with a raise.
- Strike Blind-
 - Rank: Novice
 - Power Points: 2–6
 - Range: 12/24/48
 - Duration: Instant
 - Description: The Blessed curses a target or targets, praying for them to be stricken blind. Those affected must make an Agility roll at –2 to avert their gaze and avoid the effect (at –4 if the caster got a raise on the attack roll). On a failure, victims are Shaken and –2 to Parry until their next action. If the target rolls a 1 on his Agility die (regardless of the Wild Die), he's Shaken and fully blind until he recovers from being Shaken. Blinded victims suffer a –6 penalty to all Trait rolls that require vision and have their Parry reduced to 2.
 - Additional Effects: For 2 Power Points, the power affects a single target. For 4 Power Points, the power affects everyone in a Medium Burst Template. For 6 points, it affects everyone in a Large Burst Template.
- Succor-
 - Rank: Novice
 - Power Points: 1
 - Range: Touch

- Duration: Instant
- Description: The Blessed offers comfort to a target, praying for the target's pains to be eased. Succor removes one Fatigue level, two with a raise. It can also remove a character's Shaken status. Succor may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain. It does not stop bleeding or otherwise stop mortal wounds from worsening, however.
- Tongues-
 - Rank: Novice
 - Power Points: 1
 - Range: Touch
 - Duration: 10 minutes (1/10 minutes)
 - Description: The Blessed receives divine empowerment to speak, read, and write a language other than his own. The language must be of an advanced form — not animalistic. A raise on the faith roll allows the user to project a particular dialect as well.
- Walk Through the Valley
 - Rank: Novice
 - Power Points: 2
 - Range: Touch
 - Duration: 3 (1/round)
 - Description: The blessed's God grants protection from harm, causing incoming attacks to miss. With a standard success, attackers must subtract 2 from any

Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This also acts as Armor against area effect weapons.

- Wonder

- Rank: Novice
- Power Points: 1
- Range: Smarts x 2
- Duration: Instant
- Description: The blessed's God grants him control over the elements. This allows him to perform basic "tricks" within his chosen element. The specific tasks that may be attempted depend on the element selected and are listed below.
 - Air: The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt, or cool his body in oppressive heat (+1 to a single Fatigue roll caused by heat).
 - Water: The caster can conjure up to a pint of water somewhere within his sight (not "inside" objects or people). A wave of his hand also purifies one gallon of water, whether it be poisoned or simply salt-water. Those who have been poisoned within the last minute also get a second chance to resist any remaining effects.

Arcane Background: Voodoo

I have expanded the Voodoo edge into its own arcane background. I took a lot of cues from the arcane background in Deadlands Noir, but I've endeavored to write it in such a way that it does not require the purchase of an additional book.

Class Features:

- Arcane Skill: Faith (spirit)
- Power Points: 10
- Starting Powers: 2
- Backlash: A houngan who rolls a 1 on his Voodoo die (regardless of the Wild Die) suffers a level of Fatigue. This Fatigue is recovered after four hours of rest per level of Fatigue.
- Special rules:
 - **Conjure Bags:** a houngan prepare their spells in the form of trinkets and conjure bags. preparing these spells involves an elaborate ritual, performed each night, that involves fire, sacrificing appropriate animals, and contacting the loa and enlisting their aid for the day to come. With a Faith of d4, the ritual takes four hours. For each die type above d4, the time is reduced by 30 minutes. In order to use the charms, the houngan takes an action to use the charm and makes a Faith roll. The charm is used up after doing this.
 - **No Sinnin':** The upside of being a voodooist is that the Loas are not so particular about how their priests comport themselves. Because of this, voodooists gain access to certain powers that other Blessed can't use. As well, Voodooists do not have to worry about Sinnin' tables.

Spell List:

- Animal Kinship

- Rank: Novice
- Description: The voodooist prays over a talisman that allows him to communicate with animals. Uses Beast Friend rules in PHB.
- Bite of Arignee
 - Rank: Novice
 - Description: The voodooist coats a weapon or bullet in chocolate and etches the veve of Arignee, who adds damage to the weapon. Uses Smite rules in PHB.
- Blessing of the Wanderer-
 - Rank: Novice
 - Description: The voodooist says a prayer over a talisman that protects travelers from hazardous environments and allows them to travel where they otherwise would not. Uses Environmental Protection rules in PHB.
- Contact Loa
 - Rank: Special
 - Description: The voodooist enters a trance that lets him interact with the dark and shadowy world of the Loas. Uses Contact Spirit World rules in Last Sons.
- Cloud the Mind
 - Rank: Novice
 - Description: The voodooist creates a packet of powder that confounds and confuses a target's thinking . Uses Confusion rules in SWD.
- Conjure Doctor
 - Rank: Novice
 - Description: The voodooist crafts a healing poultice that soothes wounds. Uses Healing rules in PHB.

- Curse of Blindness
 - Rank: Novice
 - Description: The voodooist creates a voodoo doll and ties a cloth around its eyes, blinding the target. Uses Blind rules in SWD.
- Exorcism
 - Rank: Veteran
 - Description: The voodooist leads a long ritual, involving drums, paint, incense, and praying to the Loas. On success, a demon or evil spirit is removed from a mortal host. Uses Exorcism rules in PHB.
- Eyes of the Loa
 - Rank: Novice
 - Description: The voodooist creates a talisman that allows his eyes to reflect light like a cat, allowing him to see in the darkness. Uses Darksight rules in SWD.
- Falter-
 - Rank: Novice
 - Description: The voodooist utters a prayer over a talisman and a great thunderclap rings out, stunning enemies. Uses Stun rules in PHB.
- Godspeed-
 - Rank: Seasoned
 - Description: The voodooist prays over a talisman that causes a target to move faster. Uses Quickness rules in PHB.
- Illuminate
 - Rank: Novice

- Description: The voodooist creates a charm that glows softly when a prayer is said over it. Uses Light rules in PHB.
- Loa's Cry
 - Rank: Novice
 - Description: The voodooist creates a conjure bag that makes its victims hear the chilling cries of the loa. Uses Fear rules in PHB.
- Loa's wrath
 - Rank: Seasoned
 - Description: The voodooist utters a prayer over a talisman and the earth begins to rumble and shake, throwing enemies off-balance. Uses Pummel rules in SWD.
- Loko's Favor
 - Rank: Veteran
 - Description: The voodooist performs an elaborate ceremony with drums, fire, and costumes where the voodooist is "ridden" by the loa . Uses Greater Healing rules in PHB.
- Malison
 - Rank: Seasoned
 - Description: The voodooist creates a hex doll with a personal possession of the target that magically drains the target's energy. Uses Curse rules in PHB.
- Mount Another
 - Rank: Novice
 - Description: The Voodooist enters a trance where he can see and hear through another person. Uses Mind Rider rules in PHB.
- Ogu's Aura

- Rank: Novice
- Description: The voodooist creates a trinket that protects the wearer from harm.
Uses Deflection rules in PHB.
- Papa Legba's Blessing
 - Rank: Novice
 - Description: The voodooist makes a trinket that allows him to understand other languages. Uses Speak Language rules in PHB.
- Petition for Guidance
 - Rank: Veteran
 - Description: The voodooist enters a deep trance where he contacts the loa for advice. Uses Vision Quest rules in PHB.
- Powerful Mojo/Bad Juju
 - Rank: Novice
 - Description: The voodooist creates a conjure bag that improves or hinders a target's performance. Uses Boost/Lower Trait rules in PHB.
- Salango's Charm-
 - Rank: Novice
 - Description: The voodooist crafts a charm that alerts the wearer to incoming danger. Uses Armor rules in PHB.
- Sanctify-
 - Rank: Novice
 - Description: The voodooist spends a week blessing an area of ground, burning purifying incense and praying. Upon completion, the area is protected from supernatural evil. Use Sanctify rules in PHB.

- Sobo's Fury-
 - Rank: Seasoned
 - Description: The voodooist creates a white and yellow kerchief that causes the wearer to perform well in battle. Uses rules for Warrior's Gift in SWD.
- Spell Breaker
 - Rank: Seasoned
 - Description: The voodooist crafts a talisman for magical protection, letting him negate magical effects. Use Dispel rules in PHB.
- Spirit Shield- use Barrier rules in PHB, let's undead and demons through
 - Rank: Seasoned
 - Description: The voodooist creates a barrier that spectral enemies cannot cross. Undead and demons in physical form are unaffected. Uses Barrier rules in PHB.
 - Note that this is based on the Spirit Shield power in Deadlands Noir. The intent here is to include this power without needing to purchase Deadlands Noir for a single paragraph of content.
- Stormbringer's Blessing
 - Rank: Novice
 - Description: The voodooist prays over a talisman to Sogbo and Bade, the gods of wind and lightning, to bring a great wind storm. Uses Windstorm rules in PHB.
- Succor-
 - Rank: Novice
 - Description: The voodooist creates a strong-smelling potion in a small bottle that re energizes the target when smelled. Uses Succor rules in PHB.
- Voodoo Doll

- Rank: Veteran
- Description: The voodooist uses a voodoo doll to control the target's actions.
Uses Puppet rules in PHB.
- Wonder
 - Rank: Novice
 - Description: The Loas grant the voodooist control over the elements. Uses Elemental Manipulation rules in PHB, Air, Water, and Fire only.
- Zombie Master
 - Rank: Veteran
 - Description: The voodooist stands over a corpse and prays to the Ghede Loa, resurrecting the corpse under his control. Uses Zombie rules in PHB.

Arcane Background: Huckster

I found that the rules in Deadlands Reloaded for hucksters worked very well. I attempted to expand on the Blood Mage edge like I did the Voodooist edge. However, I found that, while I would have liked to recreate the original Blood Mage, too many of the original features were overpowered and it was simpler to leave that feature as is.

Spell List:

- Ace in the Hole
 - Rank: Seasoned
 - Description: The huckster hurls a card that explodes in a ball of green energy. Uses Blast rules in PHB.
- All In
 - Rank: Seasoned
 - Description: The Huckster concentrates on bringing good luck. Success lets him exchange power points for a fate chip. Uses Gambler rules in PHB.
- Bang!
 - Rank: Novice
 - Description: The huckster summons a massive boom that stuns targets. Uses Stun rules in PHB.
- Beast Master-
 - Rank: Novice
 - Description: The huckster produces an appropriate treat from his sleeve, letting him talk to or command an animal. Uses Beast Friend rules in PHB.
- Bedazzle-
 - Rank: Novice

- Description: The huckster fans his cards, which burst in a brilliant light, blinding the target. Uses Blind rules in SWD.
- Call o' the Wild
 - Rank: Novice
 - Description: The huckster concentrates and summons an animal to him, Uses rules for Summon Ally in SWD and addendum in Deadlands Deluxified.
- Clear Out!-
 - Rank: Seasoned
 - Description: The huckster directs an invisible field of force that knocks a group of enemies to the ground, Uses Havoc rules in SWD.
- Confound-
 - Rank: Novice
 - Description: The huckster summons illusory shapes that swirl around, confusing the target. Uses Confusion rules in SWD.
- Detect/conceal Arcana
 - Rank: Novice
 - Description: The huckster masks the presence of his magic or sense other's magic, Uses rules for Detect/Conceal Arcana in PHB
- Draw!
 - Rank: Seasoned
 - Description: The huckster magically grants himself supernatural quickness. Uses Quickness rules in PHB.
- Foil-
 - Rank: Seasoned

- Description: The huckster waves his hand, dispersing a spell, miracle, etc. Use Dispel rules in PHB.
- Flypaper Fingers-
 - Rank: Novice
 - Description: The huckster's palms and soles become sticky and grip surfaces like walls and ceilings, Uses Wall Walker rules in SWD.
- Ghost Trail
 - Rank: Novice
 - Description: The huckster stalks silently through outdoor areas, magically erasing his trail. Uses rules for Wilderness walk in PHB.
- Graveyard Mists-
 - Rank: Novice
 - Description: The huckster snaps his fingers and a cloud of dense fog rolls in, obscuring vision. Uses Obscure rules in PHB.
- Hunch
 - Rank: Novice
 - Description: The huckster deals and studies a hand of cards, gaining insight into something that happened in the target object or person's past. Uses Hunch rules in PHB.
- Imposter
 - Rank: Seasoned
 - Description: The hucksters features morph and change until he looks like a different person. Uses Disguise rules in SWD.
- Interpret-

- Rank: Novice
- Description: The huckster magically deciphers the things he hears and says, allowing him to speak any language. Uses Speak Language rules in PHB.
- Kentucky Windage-
 - Rank: Novice
 - Description: The huckster casts a spell on a gun, card, or thrown weapon, causing it to fly true. Small sparks of crackling lighting come out of the weapon. Uses Aim rules in PHB.
- Lethargy
 - Rank: Seasoned
 - Description: The huckster causes a target to grow extremely tired and lazy, moving more sluggishly. Uses Slow rules in SWD.
- Looking Glass
 - Rank: Seasoned
 - Description: The huckster stares into an ordinary mirror like a crystal ball, viewing something over a great distance. Uses Farsight rules in SWD.
- Mage Armor
 - Rank: Novice
 - Description: The huckster gains an invisible shield around himself that shimmers when struck, Uses Armor rules in PHB.
- Missed Me!
 - Rank: Novice
 - Description: The huckster redirects incoming attacks. Uses Deflection rules in PHB.

- Misdirection
 - Rank: Novice
 - Description: The huckster waves his hand and controls the elements in a flashy way. Uses Elemental Manipulation rules in PHB.
- Mystic Bonds
 - Rank: Novice
 - Description: The Huckster summons mystical bands of supernatural energy that bind the target. Uses Entangle rules in PHB.
- Now You See Me-
 - Rank: Seasoned
 - Description: The huckster concentrates and fades away, becoming invisible. Uses Invisibility rules in PHB.
- Parch
 - Rank: Seasoned
 - Description: The huckster drains the water in an area around him, dealing damage to those who enter it. Uses Damage Field rules in SWD.
- Phantasm
 - Rank: Novice
 - Description: The huckster pulls a Joker from his deck that changes into the target's worst fear. Uses Fear rules in PHB.
- Phantom Fingers
 - Rank: Seasoned
 - Description: The huckster waves his hands, controlling invisible forces that can move and interact with objects. Uses Telekinesis rules in phb.

- Private Eye
 - Rank: Novice
 - Description: The huckster inhabits a target's mind, seeing what they see and hearing what they hear. Uses Mind rider rules in PHB.
- Quick Getaway
 - Rank: Novice
 - Description: The huckster channels magical energy in order to run faster and farther. Uses Speed rules in PHB.
- Ring of Fire
 - Rank: Seasoned
 - Description: The huckster summons a blaze around him that deals 2d4 damage to anyone who tries to cross it. Uses Barrier rules in PHB.
- Sandman
 - Rank: Seasoned
 - Description: The huckster shuffles his deck hypnotically, lulling a target to sleep. Uses Slumber in SWD.
- Shadow Walk
 - Rank: Seasoned
 - Description: The huckster steps into a nearby shadow and emerges from a different shadow. Uses Teleport rules in PHB.
- Soul Blast
 - Rank: Novice
 - Description: The huckster hurls one or several playing cards from his sleeve with devastating force. Uses Bolt rules in PHB.

- St. Elmo's Fire
 - Rank: Novice
 - Description: The huckster creates a flash of green light that spreads and "sticks" to everything it touches, causing the room to glow faintly. Uses Light rules in PHB.
- Tame the Wilderness
 - Rank: Novice
 - Description: The huckster casts a spell that protects his posse from dangerous environments. Uses Environmental Protection rules in PHB.
- Texas Twister-
 - Rank: Novice
 - Description: The huckster hurls a deck of cards into that air that swirls into a twister. Uses rules for Windstorm in PHB.
- Thunderclap!
 - Rank: Seasoned
 - Description: The huckster summons a loud peel of thunder that knocks over enemies with its force. Uses Pummel rules in SWD.
- Trait Tweek
 - Rank: Novice
 - Description: The huckster magically affects a target, causing them to grow more or less capable. Uses Boost/Lower Trait rules in PHB.
- Trinkets
 - Rank: Novice

- Description: The huckster reaches into a pocket, pouch, or bag and pulls out a minor, mundane object. Uses Trinkets rules in PHB.
- **Unknowing Skill**
 - Rank: Veteran
 - Description: The huckster plants a card on the target that allows him to control the target's actions. Uses Puppet rules in PHB.

Arcane Background: Shaman

I found that I was happy with how Shamans work in Deadlands Reloaded, so I didn't make any mechanical changes. This section simply includes a new spell list.

Spell List:

- Aid of the Wind
 - Rank: Novice
 - Description: The shaman calls on the spirits of the wind to redirect incoming attacks. Uses Deflection rules in PHB.
- Arboreal Growth
 - Rank: Seasoned
 - Description: The shaman asks the spirits of the trees to grant her size and resilience. Uses Growth rules in SWD.
- Beast friend
 - Rank: Novice
 - Description: The shaman gains the ability to speak to and direct animals. Uses Beast Friend rules in PHB.
- Breath of the Spirits
 - Rank: Novice
 - Description: The shaman paints glyphs on the target, restoring their vitality. Uses Succor rules in PHB.
- Call to the Earth
 - Rank: Seasoned

- Description: The shaman calls to the earth spirits, who run throughout the battlefield turning the earth and knocking targets to the ground. Uses Pummel rules in SWD.
- Call Wind
 - Rank: Novice
 - Description: The shaman calls upon the spirits of the wind, exhorting them to her will. Uses rules for Windstorm in PHB.
- Cast Out the Spirits
 - Rank: Veteran
 - Description: The shaman performs a long, exhausting dance that rids a person of evil spirits. Uses Exorcism rules in PHB.
- Confuse
 - Rank: Novice
 - Description: The shaman performs a chaotic, disorienting chant that confuses targets. Uses Confusion rules in SWD.
- Commune with Elements
 - Rank: Novice
 - Description: The shaman offers a short oath to the animal spirits. The spirit then appears and performs the desired act. Uses Elemental manipulation rules in PHB, earth and air only.
- Contact Spirit World
 - Rank: Special
 - Description: The shaman enters a trance state through a rigorous ritual, involving chanting, dancing, incense, fire, sacrifices, peyote, sweat lodge or grueling

physical exertion, in order to contact the Hunting Grounds. Uses Contact Spirit

World rules in Last Sons

- Detect/conceal medicine
 - Rank: Novice
 - Description: The shaman gains the ability to conceal her magic or sense the magic of others. Uses Detect/Conceal Arcana rules in PHB.
- Devil's Dance
 - Rank: Seasoned
 - Description: The shaman performs a short dance to the trickster, Coyote. Use Dispel rules in PHB.
- Dream Spirit's Song
 - Rank: Seasoned
 - Description: The shaman blows strange dust at the target and petitions the dream-spirits to lull the target to sleep. Uses Slumber rules in SWD.
- False Face
 - Rank: Seasoned
 - Description: The shaman puts on a fetish mask that magically changes into a realistic face . Uses Disguise rules in SWD.
- Farsight
 - Rank: Seasoned
 - Description: The shaman performs a purification ritual that allows her to see far away things. Uses Farsight rules in SWD.
- Gift of Gab
 - Rank: Novice

- Description: The shaman gains the power to speak, read, and write any language. Uses Speak Language rules in PHB.
- Glimpse the Spirits
 - Rank: Novice
 - Description: The shaman gives the target a glimpse into the Hunting Grounds. Uses Fear rules in PHB.
- Greater Healing
 - Rank: Veteran
 - Description: The shaman dances around the injured character, asking the Great Spirit for divine aid. He then prepares foul-smelling poultices and paints glyphs over the victim's body. Uses Greater Healing rules in PHB.
- Guiding Wind
 - Rank: Novice
 - Description: Gusts of wind guide the shamans thrown or fired weapons. Uses Aim rules in PHB.
- Healing- use Healing rules in PHB, Shaman utters oaths and promises to the spirits
 - Rank: Novice
 - Description: The shaman utters oaths and promises to the spirits . Uses Healing rules in PHB.
- Horned Owl's Fury- use Smite rules in PHB, no visible effects
 - Rank: Novice
 - Description: The shaman strikes with spiritually empowered strength. Uses Smite rules in PHB.
- Mind rider

- Rank: Novice
- Description: The shaman sways or dances, entering a trance that allows them to see and hear through another. Uses Mind Rider rules in PHB.
- Nature's Wrath
 - Rank: Novice
 - Description: The shaman summons animated roots or branches that bind the target. Uses Entangle rules in PHB.
- Protection of Nature
 - Rank: Novice
 - Description: The shaman calls on the nature spirits to protect her and her posse. Uses Environmental Protection rules in PHB.
- Quickness of the Wolf
 - Rank: Seasoned
 - Description: The shaman moves with supernatural quickness, the slight outline of a spiritual wolf visible behind her. Uses Quickness rules in PHB.
- Refuge in the Earth
 - Rank: Novice
 - Description: The Shaman burrows into the ground and can move slowly before reemerging. Uses Burrow rules in PHB.
- Sacred Space
 - Rank: Novice
 - Description: The shaman makes an elaborate sand painting (or some other ritual), consecrating the area around it. Use Sanctify rules in PHB.
- Shape change

- Rank: Special
- Description: the shaman morphs into the chosen creature. Uses Shape Change rules in PHB.
- Speed of the Hawk
 - Rank: Novice
 - Description: The shaman moves with spiritually empowered speed. Uses Speed rules in PHB.
- Spider Spirit's Gift
 - Rank: Novice
 - Description: The shaman petitions a spider spirit to borrow its skills, allowing the shaman to climb walls. Uses Wall Walker rules in SWD.
- Spirit of the ...
 - Rank: Novice
 - Description: The spirit of an appropriate animal appears behind the shaman, but only to others with arcane backgrounds. Animal is based on the trait (Bear for strength, owl for Smarts, Wolf for Agility, Turtle for Vigor, ? for spirit). Uses Boost/Lower Trait rules in PHB.
- Spirit Walker
 - Rank: Seasoned
 - Description: The shaman steps into the Hunting Grounds and steps out somewhere else. Uses Teleport rules in PHB.
- Spirit Warrior
 - Rank: Seasoned

- Description: The shaman enters a state of frenzied dancing or self-lacerations that causes the spirits to aid her in combat. Uses rules for Warrior's Gift in SWD.
- Spiritual Affliction
 - Rank: Seasoned
 - Description: The shaman asks the healing spirits to abandon the target, causing the target to suffer from a spiritual sickness. Uses Curse rules in PHB.
- Spiritual Rebuke
 - Rank: Novice
 - Description: The shaman quietly utters a repetitive chant that drives attackers away. Uses Protection rules in PHB.
- Steal Medicine
 - Rank: Heroic
 - Description: The shaman drains the target's magical energies. Uses Drain Power Points rules in SWD.
- Steal Sight
 - Rank: Novice
 - Description: The shaman calls on the spirits to steal a target's sight. Uses Blind rules in SWD.
- Summon Animal
 - Rank: Novice
 - Description: The shaman calls out to the spirit of the animal he wishes to summon. Uses rules for Summon Ally in SWD and addendum in Deadlands Deluxified.
- Turtle's Shell

- Rank: Novice
- Description: The shaman receives a shimmering, spectral war vest that blocks incoming attacks, Uses Armor rules in PHB.
- Vision of the Coyote
 - Rank: Novice
 - Description: The spirits empower the shaman's sight, allowing her to see in darkness. Uses Darksight rules in SWD.
- Vision quest
 - Rank: Veteran
 - Description: The shaman dances, meditates, tattoos, creates sand paintings, or performs other rituals in order to gain a glimpse of the future from the spirits. Uses Vision Quest rules in PHB.
- Wilderness walk
 - Rank: Novice
 - Description: The shaman stalks silently through outdoor areas, magically erasing her trail. Uses rules for Wilderness walk in PHB. May not be used in civilized areas or settlements.
 -

Arcane Background: Martial Artist

I have no issues with how Martial Artists are handled in Deadlands Reloaded, so this section only contains a revised spell list.

Spell list:

- Cat Arches its Back
 - Rank:
 - Description: The martial artist controls the flow of his vital fluids, appearing to grow bigger or smaller. Uses Growth/Shrink rules in SWD. (Verify trappings)
- Chi Becomes a Mirror
 - Rank: Novice
 - Description: The martial artist uses his chi to seem less threatening to animals. The martial artist can speak with and guide the actions of any animals affected. Uses Beast Friend rules in PHB.
- Chi Boost/Drain
 - Rank: Novice
 - Description: The martial artist manipulates the wells of chi within himself or others, increasing or decreasing their performance. Uses Boost/Lower Trait rules in PHB.
- Crane Beats its Wings
 - Rank: Novice
 - Description: The martial artist waves his hands, causing gusts of air. Uses Elemental Manipulation rules in PHB, air only.
- Crane Guides the Arrow- use Aim rules in PHB, adopting a fighting stance, no other visible effects

- Rank: Novice
- Description: The martial artist adopts a stance and focuses his chi, guiding a thrown or fired weapon. Uses Aim rules in PHB.
- Dawn Pierces the Night
 - Rank: Novice
 - Description: The martial artist redirects his chi to his eyes, allowing him to see in darkness. Uses Darksight rules in SWD. (See if there are trappings)
- Dim Mak
 - Rank: Seasoned
 - Description: The martial artist strikes a target with the dim mak, the "death touch" strike to a cluster of nerves, that causes the target to become physically ill. Uses Curse rules in PHB.
- Earth Loosens its Hold
 - Rank: Veteran
 - Description: The martial artist leaps high into the air, defying gravity. Uses Fly rules in PHB.
- Earth's Rotation
 - Rank: Novice
 - Description: The martial artist spins into and out of the earth with great speed, like a human top. Uses Burrow rules in PHB.
- Fangs of the Serpent
 - Rank: Heroic
 - Description: The martial artist strikes a critical nexus of chi, impeding the flow of the target's magical energies. Uses Drain Power Points rules in SWD.

- Fury Fans the Flame
 - Rank: Seasoned
 - Description: The martial artist bursts into action, pummeling targets in an area in a flurry of fists and feet. Uses Blast rules in PHB.
- Many Arms of the Spider
 - Rank: Seasoned
 - Description: The martial artist becomes a flurry of movement, darting around the battlefield. Uses Quickness rules in PHB.
- Monkey Goes to the Mountain
 - Rank: Novice
 - Description: The martial artist becomes a blur, moving faster than the eye can track. Uses Speed rules in PHB.
- Palm of Prevention-
 - Rank: Seasoned
 - Description: The martial artist readies himself to counterstrike anyone who attempts to attack him. Uses Damage Field rules in SWD.
- Path of Trials
 - Rank: Novice
 - Description: The martial artist concentrates, moving through dangerous environments without apparent harm. Uses Environmental Protection rules in PHB.
- See the Way
 - Rank: Seasoned

- Description: The martial artist concentrates, allowing fate to guide his actions.
Uses Gambler rules in PHB.
- Seize the Pearl of Death
 - Rank: Novice
 - Description: The martial artist makes an Agility roll at -6 for bullets and -4 for thrown weapons. If successful, player hurls it back at attacker for STR + d6 damage. Uses Deflection rules in PHB.
- Shower of the Earth
 - Rank: Novice
 - Description: The martial artist kicks the ground with great fury, showering those in the temple with pebbles and other debris. Only works outdoors or in areas with such debris. damage is 2d4 rather than 2d10 and is never fatal. Uses Burst rules in PHB.
- Snake Dances with Quarry
 - Rank: Seasoned
 - Description: The martial artist seems to move much faster than his opponents.
Uses Slow rules in SWD.
- Step Back to Ward Off Monkey- use Armor rules in PHB, essentially "bullet time"
 - Rank: Novice
 - Description: The martial artist enters a sort of "bullet time", nimbly dodging incoming attacks. Uses Armor rules in PHB.
- Stones Fly from the Hand
 - Rank: Novice

- Description: The martial artist hurls pebbles or other small projectiles at tremendous speed. Uses Bolt rules in PHB.
- Ten-Foot Punch
 - Rank: Seasoned
 - Description: the martial artist throws a punch into mid-air that scatters targets in an area. Uses Havoc rules in SWD.
- The Slithering Eel
 - Rank: Novice
 - Description: The martial artist tangles a target in a rope or chain . Uses Entangle rules in PHB.
- Tiger Stalks its Prey
 - Rank: Novice
 - Description: The martial artist walks carefully through the environment, moving silently and leaving no trail. Uses Wilderness Walk rules in PHB.
- Tiger's Fury
 - Rank: Novice
 - Description: The martial artist empowers his strikes with his fists or a weapon with extra force. Uses Smite rules in PHB.
- Unblock the River
 - Rank: Novice
 - Description: The martial artist massages the target, using acupressure to heal damage. Uses Healing rules in PHB.
- Wall Walker
 - Rank: Novice

- Description: The martial artist runs with blinding speed right up walls and across ceilings. Uses Wall Walker rules in SWD.
- Warrior's Gift
 - Rank: Seasoned
 - Description: The martial artist quickly improvises new combat maneuvers. Uses Warrior's Gift rules in SWD.
- Wind Blows Over the Earth
 - Rank: Seasoned
 - Description: The martial artist launches into the air and strikes the ground, knocking targets to the ground. Uses Pummel rules in SWD.

Arcane Background: Mad Scientist

The Mad Scientist arcane background is the one I was least happy with in Deadlands Reloaded. The original Mad Scientist was definitely overpowered, but this was largely because making gizmos was originally a blank check of a power and designing Mad Scientists to use a set list of clearly defined powers, as well as giving them a chance of exploding every time they're used, did plenty to balance them. Thus, while I agree that gaining insanities was important to the feel and themes of the Mad Scientist, automatically going insane every time they want to make a new device seemed like overkill. So I've revised those rules in a way that I hope will restore the feel of the original system and offer a chance of avoiding insanity without removing it entirely.

Class Features:

- When a Mad Scientist takes the New Power edge, he is drafting the blueprints for an invention that has the trappings of one of the powers in his spell list. Thus, taking the New Power edge is not necessary to repair or replace an already purchased power, nor is it necessary to redesign a previously purchased power.
- One of the things that made Mad Scientists unique in the original Deadlands system was the fact that they were free to create whatever inventions they could imagine. While this system is what made Mad Scientists inherently broken, I wanted to preserve this feel in the newer system. Because of this, the spell list in this section has no trappings. When a Mad Scientist takes the New Power edge, he chooses what he wants the invention to look like. Most Mad Scientists should choose some sort of reusable device, while those with the Alchemist edge should opt for some sort of potion, cream, or unguent. The Mad Scientist should feel free to modify these designs later, or even make a whole new invention, so long as the redesigns still follow the rules of the power that was purchased.

The GM should oversee any new inventions, but as long as the player follows the rules for the power this should not be an issue.

- I've made some changes to how the New Power edge generates insanities. When a mad scientist gains the New Power edge, he draws a hand of poker and compares it to a chart similar to the Huckster chart. If his hand matches or beats the hand needed, he creates the device without a problem. If his hand is not high enough or he draws a joker, he gains a random dementia. Every time the mad scientist takes the New Power edge, the difficulty on the next one is increased
 - Starting Power: free
 - 1st time: Jacks
 - 2nd time: Two Pair
 - 3rd time: Three of a Kind
 - 4th time: Straight
 - 5th Time: Flush
 - 6th time: Full House
 - 7th time: four of a kind
 - 8th time: five of a kind
 - 9th time: royal flush

Spell List:

- Aim
- Armor
- Barrier
- Beast friend
- Blast

- Blind
- Bolt
- Boost/lower trait
- Burrow
- Burst
- Confusion
- Contact Spirit World (Last Sons)
- Damage Field
- Darksight
- Deflection
- Detect/conceal arcana
- Disguise
- Dispel
- Drain Power Points
- Elemental manipulation
- Entangle
- Environmental protection
- Farsight
- Fear
- Fly
- Greater healing
- Havoc
- Healing
- Invisibility

- Light
- Mind rider
- Obscure
- Pummel
- Puppet
- Quickness
- Shrink
- Slow
- Slumber
- Smite
- Speak language
- Speed
- Stun
- Succor
- Telekinesis
- Teleport
- Wall Walker
- Warrior's Gift
- Wilderness walk
- Windstorm
- Zombie

Arcane Background: Hexslinger

I really like how hexslingers were adapted to Deadlands Reloaded. The original system never found an identity for hexslingers and material for them was very scattered. I prefer the new take, which combines all of the old ideas into one cohesive whole and gives it an identity that feels unique. Because of this, I haven't made any mechanical changes to hexslingers and this section only contains a spell list.

Spell list (note that trappings and titles imply a pistol as the focus):

- Albuquerque Circus
 - Rank: Novice
 - Description: The shootist performs rapid and dazzling pistol spins, leaving observers dumbfounded. Uses Confusion rules in SWD.
- Back Off!- use Pummel rules in SWD, hexslinger fires a cone-shaped surge of magical force from his gun
 - Rank: Seasoned
 - Description: The hexslinger fires a cone-shaped surge of magical force from his gun that knocks enemies around. Uses Pummel rules in SWD.
- Bulletproof Chest
 - Rank: Novice
 - Description: The hexslinger gains an invisible shield around himself that deflects most attacks. Uses Armor rules in PHB.
- Blinded by the Glare
 - Rank: Novice
 - Description: After performing some complex pistol work, the shootist's weapon reflects available light in a blinding prism. Uses Blind rules in SWD.

- Bullseye- use Aim rules in PHB, shootist performs a complex pistol spin
 - Rank: Novice
 - Description: The shootist performs a complex pistol spin that makes his bullets fly true. Uses Aim rules in PHB.
- Bushwhacker
 - Rank: Novice
 - Description: The hexslinger cocks the hammer on his gun and fires a round that does extra damage. Uses Smite rules in PHB. Only works with the hexslinger's gun.
- Clamp In Irons
 - Rank: Novice
 - Description: The hexslinger summons mystical bands of supernatural energy that bind the target. Uses Entangle rules in PHB.
- Critter Friend
 - Rank: Novice
 - Description: The shootist performs a slow, hypnotic pistol spin that calms animals and allows the shootist to speak to them and guide their actions. Uses Beast Friend rules in PHB.
- Detect/Conceal Arcana
 - Rank: Novice
 - Description: The hexslinger masks the presence of his magic or sense other's magic. Uses rules for Detect/Conceal Arcana in PHB
- Dust Devil
 - Rank: Novice

- Description: The hexslinger twirls his gun so fast it conjures up a twister. Uses rules for Windstorm in PHB.
- Easy Trails
 - Rank: Novice
 - Description: The hexslinger stalks silently through outdoor areas, magically erasing his trail. Uses rules for Wilderness walk in PHB.
- Eatin' Gravel- use Havoc rules in SWD,
 - Rank: Seasoned
 - Description: The hexslinger fires a bullet that unleashes a shockwave when it strikes the target, knocking targets to the ground. Uses Havoc rules in SWD.
- Elemental Manipulation
 - Rank: Novice
 - Description: The hexslinger spins his gun and controls the elements. Uses Elemental Manipulation rules in PHB. Earth and Water only.
- Fast as Lightning
 - Rank: Seasoned
 - Description: The shootist cuts loose with a few pistol spins, and seems to move as fast as the guns . Uses Quickness rules in PHB.
- Gun Wise
 - Rank: Novice
 - Description: The shootist performs a series of awe-inspiring pistol spins that make a target more or less capable. Uses Boost/Lower Trait rules in PHB.
- Gunsmoke
 - Rank: Novice

- Description: The hexslinger creates a blinding cloud of gunsmoke with a single shot. Uses Obscure rules in PHB.
- Hale n' Hearty
 - Rank: Novice
 - Description: The shootist performs a few elaborate spins to loosen up stiff and sore joints. Uses Numb rules in Stone and a Hard Place.
- Hand Cannon
 - Rank: Seasoned
 - Description: The hexslinger fires a bullet that explodes in a massive burst. Uses Blast rules in PHB.
- Hellfire
 - Rank: Novice
 - Description: The hexslinger's muzzle flash looses a cone of flame . Uses Burst rules in PHB.
- Hex Repellent
 - Rank: Seasoned
 - Description: The Shootist performs an intricate, multi-part spin that drains power from nearby spells . Use Dispel rules in PHB.
- Hit the Deck!
 - Rank: Novice
 - Description: the shootist's pistol spins seem so reckless as to result in wild shots any second, striking fear and apprehension in nearby enemies. Uses Fear rules in PHB.
- Hunker Down

- Rank: Seasoned
- Description: The hexslinger summons an invisible wall that protects him from attacks. Uses Barrier rules in PHB.
- Jackrabbit
 - Rank: Novice
 - Description: The shootist's pistol spins blur faster and faster until hexslinger's legs seem to match. Uses Speed rules in PHB.
- Load 'em Up
 - Rank: Novice
 - Description: The shootist magically conjures new ammunition for his gun. Uses Trinkets rules in PHB. Can only summon ammunition in this way, but rounds are automatically loaded into his gun.
- Molasses in January
 - Rank: Seasoned
 - Description: The hexlinger fires a shot in the air, distracting targets . Uses Slow rules in SWD.
- Phantom Fingers
 - Rank: Seasoned
 - Description: The hexslinger waves his hand while twirling his gun in the other, manipulating invisible forces that can interact with objects. Uses Telekinesis rules in phb.
- Read the Signs
 - Rank: Novice

- Description: The hexslinger casts a handful of pebbles with runes carved on them and reads the pattern in order to gain insight about something that happened in a person or object's past. Uses Hunch rules in PHB.
- Rollin' Thunder
 - Rank: Novice
 - Description: The hexslinger fires a shockingly loud, resounding shot from her weapon, stunning enemies. Uses Stun rules in PHB.
- Sandman's Gunpowder
 - Rank: Seasoned
 - Description: The hexslinger seems to gun down one or more targets with a single shot, in reality they've fallen asleep. Uses Slumber in SWD.
- Searchlight
 - Rank: Novice
 - Description: The hexslinger's gun glows softly, illuminating whatever space it is in. Uses Light rules in PHB.
- Shootist
 - Rank: Special
 - Description: The shootist learns 13 runes of power that he can engrave into a bullet to give it special trappings. Uses Shootist rules in Stone and a hard Place.
- Skin o' the Teeth- use Deflection rules in PHB, shootist spins her pistol to activate the hex, which causes attacks to simply miss
 - Rank: Novice
 - Description: The shootist spins her pistol to activate the hex, which causes incoming attacks to miss. Uses Deflection rules in PHB.

- Slip Away
 - Rank: Seasoned
 - Description: The hexslinger concentrates and fades away, becoming invisible.
Uses Invisibility rules in PHB.
- Translation
 - Rank: Novice
 - Description: The hexslinger magically deciphers the things he hears and says, allowing him to speak any language. Uses Speak Language rules in PHB.
- Unwitting Accomplice
 - Rank: Veteran
 - Description: The hexslinger spins his gun and controls the target's actions. Uses Puppet rules in PHB.
- Vamoose!
 - Rank: Seasoned
 - Description: The hexslinger disappears and reappears in a different location.
Uses Teleport rules in PHB.
- Vantage Point
 - Rank: Novice
 - Description: The hexslinger idly twirls his gun while he inhabits a target's mind, seeing what they see and hearing what they hear. Uses Mind rider rules in PHB.
- Walk the Earth
 - Rank: Novice
 - Description: The hexslinger casts a spell of protection, keeping him safe in dangerous environments. Uses Environmental Protection rules in PHB.

