

# Deadlands Vet's Guide

(A Work in Progress)



# Introduction

I love Deadlands. I'm sure you do too. But if you have ever read more than just the basic books, you know the Weird West gets very, VERY weird. All sorts of skills, powers, and other stuff gets jumbled about through all the books. I understand this makes you wanna buy them all, but flipping through them all is such a hassle.

So, I am making this little guide here. I have no issue with this because A: Information wants to be free. B: Deadlands is an older game. No new content is coming out for it. Sure, there's the Deadlands: Reloaded, but I haven't garnered an interest in that as much as I have the good ol classic edition. C: I am not posting all of the rules of how to play the game, all of the fluff (excellent writing), art, adventures or secrets. And D: I still encourage you to buy the books. You can order them from Pinnacle, the authors of Deadlands.

Mostly A, though, if I'm honest.

This guide is a work in progress. The books that I have looked through, the features that I have taken from them, and what I intend to work on next, are posted in the Table of Contents page. I will be posting the most updated rules to the best of my ability, for consistency. I do fully intend to look through ALL of the books, to ensure I do not miss anything, but I will start with the core and Archetype books before checking locations and the Tombstone Epitaph.

This is a game about secrets and surprises. This rule sheet, though I do not expose the bigger secrets, have many minor spoilers in it. If your a Marshal and you want to surprise heroes about what Harrowed are, be careful with using this guide. I'm entertaining the idea of a 100% spoiler free guide, but that is pretty unlikely.

I clarify some confusing rule kerfuffles and make recommendations in this document. I also intend on adding custom content at the end of the document. An adventure, for sure, and probably some extra haunts and abominations. So, yeah, keep an eye out for all of that!

Finally, one last thing. This document is free. F-R-E-E, Free. If someone charged you for this, get your money back. Remember, information wants to be free!

All that being said, let's get started!

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## Books

BD: Book of the Dead  
FB: Fire and Brimstone  
GD: Ghost Dancers  
Ha: Hexarcana  
HH: Hucksters & Hexes  
LD: Law Dogs  
LS: Lone Stars, the Texas Rangers  
MH: Marshal's Handbook

PG: Player's Guide

QD: the Quick and the Dead

RVC1: Rascals, Varmints & Critters

RVC2: Rascals, Varmints & Critters 2: The Book of Curses

SR: Smith and Robards

TA: The Agency, Men in Black Dusters

TC: The Collegium

Finished: Edges & Hindrances, Gunplay

Working on: Martial Arts

# Aptitudes

There are a lot of Aptitudes, skills that nearly all characters can do. All the ones your character will need are in PG, thankfully, but there are a few corner cases that are needed for specialty builds. As such, I have listed where you can find all the Aptitudes. I have included all Concentrations that Deadlands recognizes, but I did not include page numbers for each individual one.

One thing to note, I posted along the lines of 'other concentration' on those which the books have listed there are other concentrations (duh), but common sense will dictate that some that 'Other' is not listed, there are indeed others. Try not to Power-Game, and work with your Marshal on determining proper concentrations. I post Other only to say precisely what the books write.

Additionally, I have not posted the rules for using most Aptitudes (exceptions exist to make clarifications.) That would make this document bigger than it needs to be. If you need the weird Doohickey Aptitude, you probably already know what its for.

Finally, I listed Strength and Vigor, but they have no Aptitudes recognized by the books. This is just for a sense of completion. Oh, and there is a last category for Special, for those weird mystic Aptitudes.

## **Unskilled and Related Checks**

A reminder, if you don't have the exact skill, but you do have a related one (Bluff and Persuasion, for example), you may use the related check at a -4 penalty of the result. If you do not have the skill, or any related skill, you may use it at one level, at a -8 penalty.

## **Similar Aptitudes**

Some character and NPC abilities target Aptitudes of other characters, such as the Blessed's Hinder. This makes specific Aptitudes important to differentiate. For convenience sake, I recommend just writing them down under the same Aptitude if it saves space. However, this isn't a challenge. If you FIND some way to tweak the rules, remember that this recommendation isn't an official one, and your Marshal is welcome to take this pamphlet and whack you over the head for it if you try it.

## **Professional vs. Trade**

So...what's the difference? Professional is the Aptitude for the jobs that require a 'proper' education, whereas Trade is the Aptitude for those you could conceivably get an apprenticeship for hands on training.

## **Fightin'; Martial Arts**

Normally, Concentrations won't be given page numbers, but this one is special. Ha, pg. 58. Martial Arts is actually the catch-all for many different fighting styles. When buying a Martial Arts, you do have to pick one, but they don't restrict your ability to use martial arts. However, see my argument in Similar Aptitudes. Everybody's Kung-Fu Fightin!

## **Faith Vs. Professional; Theology**

Another weird one. I'm gonna direct you to FB pg. 26. Up until Ha, both were used to determine your starting (and gain more) Miracles, and Faith was used to get better dice. However, Professional; Theology is used for a few things as well. For one, if you the player are stuck on something that your hero should know, it's used to back him up and keep him from looking stupid. Two, it's used to convert, preach to, and debate those of differing (or no) religion. Finally, it can be very useful to learn about other religions that may crop up.

If you're paying attention, you'll note I mentioned Ha. Page 9 of Ha updates the ruling, that you no longer gain or lose Miracles by raising or lowering Faith. As of this writing, I believe the same applies to Professional; Theology as well, but I have yet to find proper citation for it, aside from the passage on pg. 9 of Ha stating the only way to gain new miracles is to pay 5 Bounty Points. I said that I would post only the most updated ruling, but this is a rather confusing (and almost missed) rule update, and a stubborn Marshal may stick with the previous ruling. The two still determine your starting Miracles.

To put it all simply, You start with Protection, as well as a number of Miracles equal to the level of either Faith or Professional; Theology, whichever is higher. Without Ha, you gain/lose Miracles as you gain/lose levels. With Ha, you don't.

## **Cognition**

Artillery (PG pg. 41)  
*Cannons, Gatling Guns, Rockets*  
Arts (PG pg. 41)  
*Painting, Sculpting, Sketching*  
Marksman (LS pg. 78)  
Scrutinize (PG pg. 47)  
Search (PG pg. 47)  
Trackin' (PG pg. 50)

## **Deftness**

Bow (PG pg. 42)  
Filchin' (PG pg. 43)  
Gunplay (LD pg. 46)  
Lockpickin' (PG pg. 45)  
Shootin' (PG pg. 48)  
*Automatics, Flamethrower, Pistol, Rifle, Shotgun*  
Sleight O' Hand (PG pg. 48)  
Speed-Load (PG pg. 48)  
*Pistol, Rifle, Shotgun*  
Throwin' (PG pg. 49)  
*Balanced, Unbalanced, Bullet, Flying Guillotine*

## **Knowledge**

Academia (PG pg. 40)  
*Philosophy, History, Occult, Religion, other.*  
Area Knowledge (PG pg. 41)  
Towns, Counties, States, Regions  
Demolition (PG pg. 42)  
Disguise (PG pg. 42)  
Language (PG pg. 44)  
*Apache, French, Gaelic, German, Latin, Indian Sign Language, Sioux, Spanish, other languages*  
Mad Science (PG pg. 45)  
Medicine (PG pg. 45)

*General, Surgery, Veterinary, Chinese Traditional*  
Professional (PG pg. 46)  
*Journalism, Law, Military, Photography, Politics, Cryptology, Theology, other careers*  
Science (PG pg. 47)  
*Biology, Chemistry, Engineering, Physics, other*  
Smoke Signaling (GD pg. 37)  
Trade (PG pg. 50)  
*Blacksmithin', Carpentry, Seamanship, Mining, Telegraphy, Undertaking, Forgin', Gunsmithin', Other careers*  
Tribal Customs (GD pg. 37)

## **Mien**

Animal Wranglin' (PG pg. 40)  
*Horses, Dogs, Bulls, Snakes, other animals*  
Leadership (PG pg. 44)  
Overawe (PG pg. 46)  
Performin' (PG pg. 46)  
*Actin, Singin*  
Persuasion (PG pg. 46)  
Tale-Tellin' (PG pg. 49)

## **Nimbleness**

Climbin' (PG pg. 42)  
Dodge (PG pg. 42)  
Drivin' (PG pg. 42)  
*Steam Boat, Ornithopter, Steam Wagon, other Vehicles*  
Fightin' (PG pg. 43)  
*Brawlin', Knife, Lariat, Sword, Whip, Wrasslin', Rifle, Martial Arts\*, Butterfly Knife, Flying Claw, Flying Crescent, Three-Sectional Staff, other melee*

Horse Ridin' (PG pg. 44)  
Sneak (PG pg. 48)  
Swimmin' (PG pg. 49)  
Teamster (PG pg. 49)

## **Quickness**

Quick Draw (PG pg. 47)  
*Knife, Pistol, Rifle, Shotgun, Sword, other weapons*

## **Smarts**

Bluff (PG pg. 41)  
Fastin (FB pg. 28)  
Gamblin' (PG pg. 43)  
Meditate (FB pg. 28)  
Ridicule (PG pg. 47)  
Scrougin' (PG pg. 48)  
Streetwise (PG pg. 49)  
Survival (PG pg. 49)  
*Desert, Mountain, other wilderness*  
Tinkerin' (PG pg. 50)

## **Spirit**

Ch'i (Ha pg. 60)  
Faith (PG pg. 43)  
Guts (PG pg. 43)  
Meditation (Ha pg. 62)

## **Strength**

-

## **Vigor**

-

## **Special**

Hexslingin' (PG pg. 44)  
Ritual (PG pg. 47)  
Conjurin' (Ha pg. 98)

# Edges & Hindrances

You may select up to ten points worth of Hindrances, and then use the points gained to buy Edges or otherwise improve your character. Some Edges and Hindrances may have variable costs. Anything separated by a forward slash (1/3/5) is a choice between those numbers, were as anything separated by a dash (1-5) is a range of numbers.

## Undead Hindrances

The Hindrances from QD are for the Harrowed only. You also can not buy off the Harrowed Hindrances like normal ones.

## Indian Edges and Hindrances

So, a bit of a weird one. GD says that all the Hindrances are for Indians only, except for the Old Ways vow. You'd think that would apply to the Edges as well, and all of the Edges do appear to be mostly appropriate only for Indians, but there is no such restriction for the Edges.

What it DOES clarify, however, is that some of them work differently for Indians then for others. I'll list the differences with the normal Edges and Hindrances.

Also, there is an update. As of GD, not all Indians have the penalties and/or bonuses of the Old Ways vow. Only the ones who actually take the Vow have them.

## Huckter's and Hexes Edges and Hindrances

Kinda the same story with the Indians, but in reverse. HH says the Edges are for Hucksters only, and the Hindrances only really make sense for Hucksters, but there's no rule saying you can't take it. Stranger still, Arcane Prodigy reverts on that, saying "This Edge is available only to Hucksters. Well, actually, anyone can purchase it, but they'd be wasting Bounty Points."

I'll be noting the ones the books say you can't buy unless your a Huckster, and not noting the ones that have no such restriction, but I think that entry is further evidence of "Ask your Marshal".

# Hindrances

*Ailin'* 1/3/5 (PG pg. 51)

You have some disease that you can't cure. The Point Gain is dependent on the severity of the illness.

Minor (1): A minor, but incurable ailment. You cough at poor times or get the shakes or otherwise have a hard time with social engagements. -2 to all Persuasion and Sneak rolls.

Chronic (3): You are in constant agony and the illness may eventually kill you. You suffer as above, and at the start of each game session, you make a Fair (5) Vigor roll. If you fail, -4 to all tasks you perform this session. The Marshal may modify this roll due to weather or your particular illness.

Fatal (5): You have a chronic illness that may kill you at any time. You suffer as above, and if you go bust on the Vigor roll, you must make a second, Onerous (7) Vigor roll. If you fail the second roll, your character has died.

*All-Thumbs* 2 (PG pg. 51)

Scientific and Mechanical aptitudes cost twice as much to learn or improve, and all rolls made to use or repair machinery are made at -2.

*Angst* 1-5\* (QD pg. 13)

You realize the weight of the undead 'life'-style, and its implications are too much to bare. Starting at the start of every session,

you have a penalty to all rolls equal to the value of this Hindrance.

Every time you spend a Chip, in addition to the normal benefits, you also forget some of the Angst as your busy raising hell. A White chip removes 1, a Red removes 2, and a Blue chip removes 3 Angst. They must be spent during normal play (and you get all the normal benefits of using the Chip).

Between sessions, the Angst penalty re-sets to it's value.

[Note: It says all rolls, but I would guess it doesn't include damage from your attacks. Your bullet doesn't care how sad you are. However, it does say ALL rolls. Also, while this is a Harrowed only Hindrance, I see some Marshals modifying it to be useful on the living. Depression hits everyone for all sorts of reasons.]

*Aura O' Death* 1-5\* (QD pg. 14)

People may not know your dead, but they DO know your creepy as hell. You have a penalty equal to the value of this Hindrance to all Mien rolls, and all traits under Mien, except for Overawe. With Overawe, you get a bonus. The Marshal should also keep this Hindrance in mind when you try to form relationships, get information, or ask for help.



*Bad Ears* 3/5 (PG pg. 51)

Its harder for you to hear.

Mild (3): -2 to all Cognition tests based on hearing.

Stone Deaf (5) You can't hear at all.

*Bad Eyes* 3/5 (PG pg. 52)

Its harder for you to see. The Marshal may allow you to gain a bonus to your Guts checks when viewing horrors. If your character wears spectacles, reduce the value of the Hindrance by 1.

Myopic (3): -2 to all Trait and Skill rolls made to see or affect things at greater than 20 yards.

Near Blind (5): -4 to all Trait and Skill rolls made to see or affect things at greater than 20 yards.

[Note: I would argue that glasses are fragile enough to not warrant the change in value of the hindrance, and I am unsure what would occur if you would pick up glasses after character creation, but I have left the rule here as it is in the books.]

*Bad Karma* 5 (HH pg. 17)

When casting Hexes, you always take backlash for drawing a Joker of either color.

*Bad Luck* 5 (PG pg. 52)

Whenever you Go Bust, do not roll randomly to see the effects. Simply pick the worst possible effect.

*Big Britches* 3 (PG pg. 52)

You are overly confident. You believe you can do anything, and you never turn down a challenge.

*Big Mouth* 3 (PG. pg. 52)

You can't stop talking about anything even remotely interesting or important.

*Big 'Un* 1/2 (PG pg. 52)

Your unhealthy large.

Husky (1): +1 Size, reduce your Pace by one step (Minimum 4), and your maximum Nimbleness is d10.

Obese (2): +2 Size, reduce your Pace by two steps (Minimum 4), and your maximum Nimbleness is d8.

*Bloodthirsty* 2 (PG pg. 53)

You take no prisoners, and you enjoy confrontations. If you MUST take prisoners, they don't tend to live long when they aren't useful.

*Cautious* 3 (PG pg. 53)

You prefer to plan out any and every action before doing it.

*The Cup Overflows* 2 (Ha pg. 63)

You must have Martial Arts Training to take this Hindrance. Your Chi is just a bit overzealous. You are obvious to everyone whenever you use any Martial Arts.

*Curious* 3 (PG pg. 53)

If there is a mystery, you must do everything you can to solve it, no matter how dangerous the situation.

*Clueless* 3 (PG pg. 53)

Things just fly over your head. -2 to all Cognition checks to notice things, including Surprise checks.

*Death Wish* 5 (PG pg. 53)

There is some reason you want to die, but only under certain circumstances. Usually, out in a heroic blaze of glory.

*Degeneration* 1-5\* (QD pg. 14)

Your body decomposes. It heals just fine from wounds, but your manitou either can't or won't stop your carcass from rotting. You can try and hide it with heavy clothing and perfume or whiskey.

Normal Harrowed (0): Animals avoid you, and you stink just a little, noticeable on a Fair (5) Cognition roll by anyone right next to you. All Horse Ridin', Animal Wranglin', and Teamster rolls are at -2.

Pallid (1): You have an unhealthy gray complexion, your eyes are dull, and the odor is stronger, requiring a Foolproof (3) Cognition roll by anyone next to you, or a Hard (9) one by anyone in the same room.

Slimy (2): Your skin has a slick film, and your eyes are milky. Your odor is noticeable with an Onerous (7) Cognition roll by anyone near you. Anyone who gets a good look at you needs to make a Guts check against a Terror score of 5.

Marshals may make the target number higher dependent on the ambient fear. The animal related aptitudes listed at Normal are made at a -4 penalty instead.

Bloated (3): Your abdomen is distended with gas and fluids. Your eyes are watery, and your various orifices leak a bit. The smell is automatically noticeable, and the animal related aptitudes listed at Normal are made at a -6 penalty instead. Finally, the Terror score is 7.

Tattered (4): Your skin is falling off your bones and muscles. Some bone even sticks out! Your eyes are sunken. Your odor is starting to lessen, and requires people to make an Onerous (7) Cognition roll. Animals will not have anything to do with you. The Terror score for looking at you is 9.

Desiccated (5): Your skin is practically leather, and your bones are bleached. Your eyes are dry little raisins. They're so stiff, you have a -4 to all Cognition rolls made to notice things by site. There is little to no odor, but you creak slightly when you move. You can deal with Animals again, though the animal related attributes are at a -4. You take double damage from fire, and your Terror score is at 9 (It didn't go up).

*Disloyal* 3\* (GD pg. 40)

You have turned your back on your tribe, and this has shook the tribe and others. -2 to all social Aptitude rolls with Indians who are aware of your status.

*Doubting Thomas* 3 (PG pg. 53)

You find the supernatural hard to believe, and you always try to find a more reasonable explanation.

*Enemy 1-5* (PG pg. 53)

Someone(thing?) wants to plug you up with slugs. This Hindrance dictates both the threat and the frequency of the threat.

*Ferner 3* (PG pg. 54)

You come from another culture. The standard assumption is that the game will take place within the White Man's cities in America, but if you should move (or start) elsewhere, then said cowpoke will be a Ferner from that local. Any Ferner entering their homeland does not suffer the prejudices that normally come from this Hindrance.

This Hindrance is the mark of how hard it is to fit in with the new culture, and also is the target for those intolerant of outsiders.

[Indian: This works pretty much the same. There is a note in the books, but it's just a common sense ruling.]

*Focus 1-3* (HH pg. 17)

You have some object that you find it difficult to cast Hexes without. When you do not have this item, you have a -3 penalty to your Attribute rolls for casting Hexes, per level of Focus (-3, -6, and -9).

*Geezer 3/5* (PG pg. 54)

You are old, and your body doesn't always keep up. Some folks feel old at 40, and others are still spry at 90.

3: -2 Vigor and Pace (no lower than 2), +5 points to buy any Knowledge-based skills during character creation.

5: Reduce your Vigor by two steps (Minimum d4) and your Pace by -4 (no lower than 2), +10 to buy any Knowledge-based skills.

[Note: I left the 3 variant as it is in the book, but I believe your Vigor is supposed to be reduced by one step.]

*Greedy 2* (PG pg. 54)

Money and power mean everything to you. You will do anything to get both. Compare to Miser.

*Grim Servant O' Death 5* (PG pg. 54)

Your fine, but people around you just seem to die. A lot. It isn't always your fault, but courts can only believe self defense so many times.

*Habit 1-3* (PG pg. 54)

There is some habit others find annoying or revolting. This Hindrance gives you a penalty to Persuasion rolls equal to the value of the Hindrance. The value of the Hindrance depends on the occurrence of the frequency of the habit, as well as how gross or obnoxious it is.

*Half-Breed 2\** (GD pg. 40)

You were born half-Indian and half-something else. You considered a proper member of your tribe, but advancement is hard to come by. Those who are Intolerant against either race is, naturally, intolerant of you.

*Hankerin' 1/3* (PG pg. 55)

You are addicted to some substance.

Mild (1): You are addicted to some mildly harmful substance (such as tobacco), or slightly addicted to a more dangerous substance. -2 to all Mental skills if you don't get your fix for 24 hours.

Severe (3): You are addicted to a dangerous drug (Such as Alcohol or Peyote). You suffer the above penalty, as well as a total -4 penalty to Mental and Corporeal skills if you don't get your fix for 48 hours.

[Indian: You can not have a Hankerin' for tobacco or peyote, for differing reasons. Oddly, Alcohol is listed as a Severe addiction entry in both PG and GD, despite GD assuming it was a Mild addiction in PG. Finally, Jimson Weed is considered Severe.]

*Haunted* 1-5\* (QD pg. 15)

You have a penalty to your Spirit roll when checking for Dominion equal to the value of this Hindrance.

*Heavy Sleeper* 1 (PG pg. 55)

-2 to Cognition rolls made to wake up. You also usually oversleep.

*Heroic* 3 (PG pg. 55)

You can't turn down a cry for help. You don't have to like it or be nice, but you must help those in need.

*High-Falutin'* 2 (PG pg. 55)

You are snobby and believe yourself of a higher class. -2 to all friendly Persuasion rolls towards those your hero believes to be 'beneath' them.

*Illiterate* 3 (PG pg. 55)

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*Impulsive* 3 (PG pg. 56)

You prefer to rush out and act, rather than stall and talk.

*Intolerance* 1-3 (PG pg. 56)

You can't get along with a particular group of people, be it a particular race, career, family or faith. If you are forced to get along with them, you insult and provoke them whenever you get the chance. The value of the Hindrance depends on the frequency of the encounters with them.

*Kid* 2/4 (PG pg. 56)

Your a young kid.

2: You are between 11-15 years old. Reduce your Strength and Knowledge by one step (Minimum d4).

4: You are between 8-10 years old. Reduce your Strength and Knowledge by two steps (Minimum d4).

As your character grows up, you must buy this Hindrance off with Bounty Points. Your Traits will be adjusted as appropriate.

*Law O' The West* 3 (PG pg. 56)

You live by a code of honor that not everyone subscribes to. You treat all women with respect, including soiled doves, you won't draw your weapon first (Unless you are outnumbered five to one, and even then you use the guns as a threat), and you never shoot a man in the back or is distracted (Excepting for large fire fights).

On the plus side, folks tend to know your a good guy. You get +2 to all negotiations or friendly Persuasion attempts whenever your reputation is known and might make a difference.

[Indian: You can't take this Hindrance.]

*Lame* 3/5 (PG pg. 57)

Something is wrong with your leg.

Limp (3): Your pace is reduced by 2 (Minimum 2), and you subtract -2 from all active Dodge rolls and other tests requiring mobility.

Crippled (5): One of your legs is missing or otherwise disabled. Your pace is 2 with crutches, 1 without, and you subtract -4 from all active Dodge rolls and other tests requiring mobility.

*Loco* 1-5 (PG pg. 57)

You have some mental oddity, ranging from being absent-minded to full on schizophrenia. The cost depends on the severity of the illness.

As a guideline, phobias usually inflict a -2 penalty to Trait and Aptitude rolls when in the presence of the feared object or situation, and are usually a 2-point hindrance, or greater if said fear is very common. Major phobias inflict a -4 penalty to Trait and Aptitude rolls, and are usually a 3-point hindrance, greater if said fear is very common.

*Loyal* 3 (PG pg. 57)

You are extremely loyal to your friends, and you willingly risk your life to defend and protect them from danger.

[Indian: You are already considered Loyal to your Tribe (though not necessarily your fellow Tribesmen). This also includes those who have Gone Native, but does not include those who are Disloyal or Tribeless. Other Loyalties still count, though.]

*Lyin' Eyes* 3 (PG pg. 57)

Its harder for you to lie. You have a -4 to all Bluff rolls, and you can't mislead, deceive, or even omit the truth from others without giving yourself away.

*Mark O' The Devil* 1-5\* (QD pg. 16)

Anyone with the Arcane Background Edge (except for Mad Scientists), and anyone with Academia: Occult 3 (including Mad Scientists), has a chance to know your Harrowed just by looking at you. They make a Scrutinize roll verses the manitou's Spirit. The witness gets a bonus to their roll equal to the value of this Mark.

*Mean as a Rattler* 2 (PG pg. 57)

You're hateful and mean-spirited. You subtract -2 from friendly persuasion attempts. At Marshal's discretion, you may add +2 to Hostile and Persuasion and Overawe rolls.

*Miser* 3 (PG pg. 57)

You stretch the dollar as thin and far as it can get. You must always buy the cheapest goods available, and you haggle incessantly over everything. You may only buy 'El Cheapo' gear.

*“My Kung Fu Is Superior”* 1-3 (Ha pg. 63)

You must have Martial Arts Training to take this Hindrance. Not only do you find it hard to back down from someone challenging your ability to fight, you also tend to attract challengers!

At level 1, you must make an Onerous (7) Smarts roll to turn down a fight. At level 2, it's an Incredible (11) Smarts roll. At level 3, you simply can't refuse a challenge.

*Night Terrors* 5 (PG pg. 58)

They aren't just dreams. They aren't even nightmares. They are something else all together. You don't want to sleep, and usually only get about 3-4 hours of sleep each night.

Immediately after you get your Fate Chips at the start of the session, you make an Onerous (7) Spirit check. You may spend chips as normal, but not any of the ones you just drew. If you fail, you lose your lowest value chip, including one of the ones you just drew. If you Go Bust, you instead lose the highest value.

Your Night Terrors really are more than dreams. Your 'dream self' is dragged into the Hunting Grounds, and evil spirits torment you with your worst fears. Occasionally, however, you may get a clue to help your current waking predicament.

If you fail your Spirit roll, the Marshal should take you aside and quickly describe your dream. Hidden in the symbolism and pseudo-reality of the dream will be a clue about the current adventure or the character's background.

*Oath* 1-5 (PG pg. 58)

You have an oath to perform some important task or react to certain conditions. The value of the oath depends on how often it might come into play and the risk it involves.

[Indian: You already have this Hindrance if you follow the Old Ways vow, as well as those with your Guardian Spirits. Other Oaths still count, though.]

*Obligation* 1-5 (PG pg. 58)

You have an obligation to your family, job, military, town or duty of some sort. This should be inconvenient, as you have to report to work or go off on assignment from time to time. This is not the same as Oath.

[Note: I don't see how it differs from Oath.]

*Obvious* 1-5 (HH pg. 17)

You are obvious when you cast a Hex.

[Note: There aren't any specific rules for this one. The assumption is that the value of this Hindrance is how obvious you are, but the books don't say that.]

*Old Ways Vow* 3 (GD pg. 40)

If you are a Loyal member of a tribe that follows the Old Ways movement, you already have this Hindrance. You have sworn to never own any of the white man's modern, mass-produced, soulless goods. This includes, but isn't limited to, guns, wagons, and steel hatchets.

In return for this, you get +2 to all Ritual rolls. Violating this vow, however, turns that bonus into a penalty; -4. This penalty remains in effect until you return to following the vow. Don't try and get tricky here, the spirits are observant and not fooled by setting the object aside during the rituals.

*One-Armed Bandit* 3 (PG pg. 59)

You are missing an arm. -4 to all skills that require two hands.

*Outlaw* 1-5 (PG pg. 58)

You have little respect for the law, and the feeling is mutual. The point value depends on how little respect you have for others legal rights. For one point, you swipe bottles of whiskey from behind the counter, and for five points, you're a stone cold killer.

*Pacifist* 3/5 (PG pg. 59)

You don't like killing.

3: You won't kill unless it's unavoidable (in your judgment).

5: You won't kill. Ever.

[Indian: Unless you're a Berdache or a Shaman, you can't take this Hindrance]

*Poverty* 3 (PG pg. 59)

You have a hard time saving money, and you start with only \$50.

[Indian: You can only take this Hindrance if you're also Tribeless.]

[Indian Note: I would also assume Disloyal Indians can also take this Hindrance, but that is not stated in the book. Ask your Marshal.]

*Rage* 1-5\* (QD pg. 16)

When ever you take a Wound, or when ever you get particularly upset, you must make a Fair (5) Smarts check. You have a penalty to this roll equal to the value of this Hindrance. If you fail, you charge at the poor sod who triggered the Rage and attack them.

You don't care about cover or attempt to protect yourself. You can use guns on the way, but if you get to them, you're attacking with your bare hands (or Claws, if you have them).

When the target is dead and bloody, you make another Smarts roll, as above. If you fail it, you go after the nearest ally of the target. You won't hurt your own, but you aren't so pleasant to be around.

*Randy* 3 (PG pg. 59)

You have a desire for the 'horizontal tango.' Like it or not, in the setting of Deadlands, this Hindrance affects men and women differently.

If you're a male, polite society avoids you, and women think you're a pig. -4 to any Persuasion rolls to influence pure doves, and -4 to resist the charms of the soiled ones.

If your female, all other women disrespect you. You suffer the same penalty to polite society, but other men may treat you differently, especially if your alone with them. You may never gain any authority or respect if it becomes known you have this Hindrance.

Not fair, but it's true. However, you do get +4 to any persuasion rolls made to seduce a fellow.

*School Rivalry 2 (Ha pg. 65)*

You must have Martial Arts Training to take this Hindrance. The school you trained in has a beef with another school. You may make up the school your hero studied in when writing your character, or you can pick an existing one described in The Great Maze. If the latter, your opposition is already written down.

You have a habit of coming across your rivals, no matter how rare it is. And while you are under no obligation to fight them, they sure think they have one to fight you!

*Scrawny 5 (PG pg. 59)*

Your thin and light. -1 Size, and your maximum Strength is d10. This may be a blessing in disguise when you want to fit in somewhere narrow.

*Self-Righteous 3 (PG pg. 60)*

Everything you do, you are convinced it is for a greater purpose. You never back down from your beliefs.

*"Sifu! Sifu!" 2-4 (Ha pg. 64)*

You must have Martial Arts Training to take this Hindrance. You are still in touch with your Sifu, the master who trained you. Whenever you see your Sifu, you must bow before them and otherwise show them respect. Your Sifu will, in turn, treat you like you've never accomplished anything in your life, but you must grin and bare it.

The Marshal is encouraged to threaten the Sifu from time to time, and you are required to do what you can to protect them. If you fail and your Sifu should perish, you have to mourn his death, and then you get two options. Either buy off this Hindrance, or your Sifu's Sifu comes and gives you hell for letting your previous Sifu pass, and then takes their stead.

The value of this Hindrance is how often your Sifu shows up. At 2, he shows up rarely, sometimes sending you on missions via letter. At 3, he shows up every couple of sessions. And at 4, he's in every adventure.

*Slowpoke 1-5 (PG pg. 60)*

Your Pace is slower by the value of this Hindrance, to a minimum of 2.

*Squeaky 2 (PG pg. 60)*

You have a high-pitched voice. -2 to any test of wills that you initiate that requires your voice. You may defend normally.

*Squeamish 3 (PG pg. 60)*

-2 to all Guts rolls from gory scenes.



*Stubborn 2* (PG pg. 60)

It is your way, or no way. You hold out until everyone agrees with you, or some major concession to your ideas have been made.

*Style Vulnerability 1-3* (Ha pg. 65)

You must have Martial Arts Training to take this Hindrance. You have a vulnerability to other fighting styles. You pick a style other than yours for each level in this Hindrance. Those who fight with that style have their TN to hit you reduced by 3.

*Superstitious 2* (PG pg. 60)

You believe. You avoid stepping on cracks, and you keep a rabbit's foot with you at all times.

*Thin-Skinned 3* (PG pg. 60)

You can't take a hit. Increase any Wound penalties you have by 1.

*Tinhorn 2* (PG pg. 60)

You use a lot of big, fancy words, and you brag about your family a lot. Those who live on the frontier don't take too kindly to you.

[Note: This seems similar to Ferner'. I wouldn't know the difference between the two, aside from the Value.]

[Indian: You can only take this flaw if your Converted or if your a white guy who's Gone Native.]

*Tribeless 3\** (GD pg. 40)

Your tribe has gone, one way or another. You did not turn away from it willingly (that's Disloyal). However it happened, you can't learn tribal rituals, take part in any large ceremonies, or request favors known only to certain tribes.

*Tuckered 1-5* (PG pg. 60)

Its harder for you to catch your breath. You reduce your Wind by the value of this Hindrance, to a minimum of 4.

*Ugly As Sin 1* (PG pg. 60)

-2 to all friendly persuasion rolls made whenever your looks may intervene, but +2 if being ugly is a plus, such as overawe or hostile persuasion attempts.

*Unnatural Appetite 1-5\** (QD pg. 16)

You crave some disgusting substance. You must eat the stuff once a day, or else you'll lose 2 Wind. This damage cannot be healed except by gorging on your craving. Every day you resume eating it, you heal 1d6 Wind. The value of this Hindrance determines how outlandish the substance is.

*Vengeful 3* (PG pg. 61)

You must always attempt to right any wrongs committed against you. Whether the vengeance is violent or not depends on you.

*Wanted 1-5* (PG pg. 61)

Your wanted by the law, for something you did or did not do. The value of the Hindrance depends on the nature of the

alleged crime and the jurisdiction that you are wanted in.

Thief (1): You are wanted for a petty crime in a single town or county, or for something more serious in a foreign country.

Swindler (2): You are wanted for a slew of crimes that could net you a few years in prison.

Outlaw (3): You robbed a bank or a train, and you are wanted in either the North or South (not both).

Desperado (4): You've likely killed a few guards, and people in both the North and South have at least heard of you.

Villain (5): Everyone hates you. You've killed innocents in cold blood, and you are wanted in the North and the South. No one wants you alive.

*Yearnin'* 1-5 (PG pg. 61)

You have a dream or goal that you wish to achieve. The value depends on how difficult or dangerous the goal is. If you ever achieve this goal, you may have to buy off the Hindrance.

*Yeller* 5 (PG pg. 61)

You are a coward. If you are male, no one will respect you. If you are female, some men may actually prefer that. Regardless of which, -2 to Guts checks and to Persuasion rolls made against anyone with no respect for you.

[Indian: First, this flaw is called Berdache. Men are sent to do "woman's work" and made to wear women's clothes, and both genders can't join any war parties. They may still become powerful medicine men, but you can never gain any Rank.]

# Edges

## *Arcane Background 3 (PG pg. 62)*

If your not a normal cowpoke, you will likely need this. This is a requirement for Hucksters, Shootist, Mad Scientists, the Blessed, Shamans, the Enlightened, and Voodoo. Each one requires its own Arcane Background, but there is nothing stopping you from buying more than one. Well, maybe a few things.

First, some advice: It's expensive, points wise. Not only do you have to buy this edge for each one, each Arcane Background may also have some minimum requirements, let alone the stuff you would need to buy to make any of the Backgrounds useful. Also, save some for the other players!

If you want to be a Shaman, you must either be a native, or have Gone Native. And then, you cant buy any other Arcane Backgrounds unless the Marshal says it's ok.

If you want to be Enlightened, you have to take the Martial Arts Training Edge, and I'd also recommend putting points in the Ch'i Aptitude.

If you wanna cast Voodoo, you must have one level in Faith: Voodoo. I also recommend putting points in the Conjurin' Aptitude.

If you want to be a Shootist, you can't start with any Huckster Hexes, and vis versa. You can learn the other one's spells during play, however.

I haven't gotten anywhere close to the book yet, but in the second Lost Angles location book, there is a 'Blessed' faith that functions more like a 'Shaman' faith. Until I get to that book, just assume that there's no cross-over with this guide.

[Indian: There's a note about this one. I already noted it above.]

## *Arcane Prodigy 3\* (HH pg. 16)*

It's easier for you to learn and create Hexes. To Learn a Hex, it takes half the normal time, and you make an Easy (3) Academia: Occult roll to speed it along. To create a new Hex, the TN for all Trait rolls is Fair (5). The research time and other requirements remain the same.

## *Belongin's 1-5 (PG pg. 62)*

You start the game with either some valuable and unusual equipment, or a large sum of cash. The more money your belongin' is worth, the more expensive in value it is. A rough estimate in cash is listed below, but you are encouraged to work with the Marshal to determine what it is.

<b>Cost</b>	<b>Cash</b>
1	\$500
2	\$1,000
3	\$5,000
4	\$20,000
5	\$50,000

[Indian: Check with the Marshal when taking a blessed or sacred object as a Belongin'. There's different rules for him there.]

*Big Ears* 1 (PG pg. 63)

+2 to all Cognition tests based on hearing.

*Born on Horseback* 3 (GD pg. 38)

You do not suffer the normal -2 penalty for attacking while mounted.

*Brave* 2 (PG pg. 63)

+2 to Guts tests.

*Brawny* 3 (PG pg. 63)

Your muscles make you bigger. You must have at least 2d8 Strength to take this Edge, and you can't be a Big Un'. You add +1 to your size.

*Clown* 3 (GD pg. 38)

Clowns, also known as Heyoka, are spiritually powerful. You must act contrary to the norm of any situation (wearing nothing during the winter, laughing when your sad, yelling when you should be quiet, and so on). This increases your Spirit die type by one.

If the Marshal ever feels your not acting contrarily, you must make a Hard (7) Faith roll. If you fail it, you lose the benefits of this Edge until you act contrary again.

[Notes: Nothing rules-wise, but I find the concept of the spirits laughing their asses off and then rewarding you for the good show, amusing.]

*Converted* 1 (GD pg. 38)

You have given up your pagan beliefs and started following the path of The Lord (of whichever faith it is). You can not learn Rituals or Favors, and you can not have a Guardian Spirit. Instead, you can be Blessed, which other Native Americans cannot be.

You are still counted as a member of your tribe, but you have a -2 to all Social Aptitude rolls when dealing with other tribe members. Whites who find out your Converted do not have any social penalties related to you being a Ferner, and those who are Intolerant towards Indians half their penalties.

You may use the Protection Miracle if you have one point in Faith, like any white character.

*Dinero* 1-5 (PG pg. 63)

You have a consistent source of cash. Unlike Belongin's, it must be cash, but you get a starting value at character creation, as well as extra after some time and a reason, whether it's a salary, a divined, or a wealthy relative's allowance.

<b>Cost</b>	<b>Starting Cash</b>	<b>Extra Funds</b>
1	\$250	\$100
2	\$500	\$500
3	\$1,000	\$2,000
4	\$2,000	\$5,000
5	\$5,000	\$10,000

[Indian: Indian nations and most tribes deal mostly with barter. You can still get Union and/or Confederate cash, or you can get an equivalent amount of barter goods.]

*Don't Get 'Im Riled!* 2 (PG pg. 63)

You add Xd4 damage from hand-to-hand combats, where X is the highest wound penalty you have. This ignores Edges or other Abilities that ignore penalties.

*Eagle Eyes* 1 (PG pg. 64)

+2 to all Cognition rolls made to see or things at greater than 20 yards.

*Familiar* 5\* (HH pg. 16)

You have an animal companion, no larger than a medium-sized dog. This creature can serve as a spy, a guard, or even assist you when casting Hexes. First, the Animal's Smarts and Knowledge traits are raised to one die type below yours (if it was already there or higher, then it remains as it), and it's Coordination in those traits is set to 1. It now thinks on a human level, and can reason and learn Mental Aptitudes. It also understands all languages you can, as well as can speak and read them.

You can mentally communicate with your Familiar when you are within 10 yards of it, and you gain +1 to all Hex-casting Aptitude rolls, and they can feel the general emotion you have when outside of that range.

If the Familiar should die, you must make an Incredible (11) Vigor roll, or be stunned until you manage to make the roll. When you do succeed, you have a -2 to all Trait and Aptitude rolls for 1d6 days. If you mistreat your Familiar, it may decide to leave you on its own accord.

You can bond with a new familiar after character creation, but it takes time. First, you must spend triple the Bounty cost for this Edge, and then spend a month in study and preparation. After that, you make a Fair (5) Academia: Occult roll. If you succeed, you get a new Familiar of the above restrictions. If you fail, you can try again in a week.

*Favored Chual* \* (PG pg. 99)

First, to buy this edge, you must have 1 level in Faith (Voodoo). Arcane Background (Voodoo) is not required for this Edge, but it is for some of the Voodoo spells. The cost of this Edge depends on which rada loa you pick. I will list the loa in this guide at a later date.

From time to time, you may call upon aspects of the spirit to aid you. This requires a Faith (Voodoo) roll, and the expenditure of a Fate Chip.

*Fleet-Footed* 1-5 (PG pg. 64)

Your Pace is increased by the value of this Edge.

*Friends in High Places* 1-5 (PG pg. 64)

You know someone important and powerful, and they like you. The value of the Friend depends on how powerful they are, as well as how likely they are to show up and help.

*Gift of Gab* 1 (PG pg. 64)

With a few minutes of conversation in any language you do not know, you have an effective oral skill of 1 in that language.

*Gone Native 3* (GD pg. 38)

You were born white, but you turned to the Indians and joined a tribe. You select one tribe to which you now belong to. This allows you to have a Guardian Spirit, you may request Favors that do not cost more than one Appeasement point (if you have at least one level in Faith), you may participate in group rituals and ceremonies, and even become a Shaman, just like any other Indian. You may not be Tribeless, and you may not use the Protection Miracle.

You can pass as a member of white society if your not obvious about having Gone Native, but if it becomes known, you suffer a -2 (or greater, at the Marshal's discretion) penalty to all rolls made to interact with those Intolerant of Indians.

*Guardian Spirit 1-5* (GD pg. 38)

Guardian Spirits will be described in further detail when I write down Shaman Favors.

Any native, including those who have Gone Native, may buy a one point Guardian Spirit. Only Shamans may buy a greater value Guardian Spirit. In many tribes, this Guardian Spirit is incredibly important in your day-to-day life.

*Keen 3* (PG pg. 64)

You notice small details better than others. +2 to any Cognition, Search, Trackin' or Scrutinize rolls to notice them.

*Kemosabe 1/2* (PG pg. 64)

You have an understanding of a foreign culture, and have a friend or two from that culture. For a value of 1, it is a culture

similar, though different, from your own. For a value of 2, it is of one entirely different from your own.

*Knack 1-5* (QD pg. 8)

You might not be able to buy this one. See the chapter on Knacks for more details.

*Law Man 1/3/5* (PG pg. 64)

You have the legal authority to uphold the law within your jurisdiction. You should also have an Obligation or an Oath to this position, as well.

Deputy (1): You are deputized for a specific, long-term purpose. You have no official law-enforcement powers, but the government will likely give you authority in specific regions or situations.

Sheriff (3): You have the legal authority within a County. Due to the limiting nature of this edge, ask your Marshal if it's right for you.

Marshal (5): Your authority stretches across all of the United or Confederate States of America.

[Indian: Tribes handle their own law enforcement, with the village chief serving as judge and jury. Some cases go to the tribal council, but that's it. You can buy this Edge for 1 point, and be designated as an Akicita, or camp police officer. Your an armed extension of the tribe council's will, and you only have authority during times of crisis or when many bands of the same tribe are gathered for a ceremony or powwow. There is no 3 or 5 variant of this Edge.]

*Level-Headed 5* (PG pg. 65)

When you draw Action Cards in combat, and you do not draw a Black Joker, you may discard your lowest card and draw another.

*Light Sleeper 1* (PG pg. 65)

+2 to Cognition rolls to wake up quickly.

*Luck O' The Irish 5* (PG pg. 66)

You draw an extra chip at the beginning of every session. This chip may not be used for Bounty points.

[Indians: This Edge is called Favored by the Ancestors. Nothing else changes.]

*Martial Arts Training 3* (Ha pg. 62)

You trained long and hard to fight hand to hand, and breath slowly while you do it. To take this Edge, you must have at least one level in Fightin: Martial Arts.

First, when fighting with just your hands and fists, the damage you deal is your Strength + 1d6, and you may choose if it's lethal or not.

Next, you gain a special Fighting Maneuver for each level in Fightin: Martial Arts you have. Fighting Maneuvers will be added to this guide later.

Finally, when you buy this Edge, you may also buy Arcane Background (Enlightened), if you so wish.

*Mechanically Inclined 1* (PG pg. 66)

All rolls made to use or repair machinery (including Tinkering and Mad Science) are made at +2.

*Nerves O' Steel 1* (PG pg. 66)

Whenever you fail a Guts Check, and you are forced to flee, you may stand your ground instead. All other results still apply.

*Old Hand 3\** (HH pg. 17)

In addition to being a Huckster, you must also have Academia: Occult 4 or greater to take this Edge.

When drawing cards to cast a Hex, you may draw as many or as few of the cards you earned as you wish, one at a time. For example, if you were entitled to 8 cards from an impressive roll, but decide after drawing two Aces that's all you want, you can stop drawing cards.

*Paleface 1* (GD pg. 39)

You were born of a Tribe, but your skin is white as a rail baron's son. Your tribe accepts you for who you are, but other tribes do not, unless you have Renown or Friends in High Places amongst them.

You can try to pass as white among whites, but you must speak English, and either Performin': Acting or Kemosabe to play it up. If someone figures out who you really are, whites may either think you've Gone Native, or they become angry at the deception.

[Note: This is not the same as Gone Native, as you were born and raised with the culture.]

*Purty 1* (PG pg. 66)

You are beautiful. +2 to Persuasion rolls and other instances where your looks matter.

*Quick Thinker 2* (Ha pg. 63)

When rolling Cognition to see if you are surprised, your TN is never higher than 5. Additionally, even if you fail, you still draw a single card, and you do not have to roll to recover from surprise. You simply aren't caught off guard during the rest of the encounter.

*Rank 1-5* (PG pg. 66)

You have an existing standing within the military, either the USA or CSA. The value of the Rank is dependent on how much command you have. Due to the limiting nature of this edge, ask your Marshal if it's right for you.

Enlisted Man (1): You are a Private or Corporal.

Enlisted Officer (2) You are a Sargent, and command a cavalry troop of 50 men, or an infantry company of 100.

Young Officer (3): You are a Lieutenant or Captain, and command a troop or company.

High-Ranking Officer (4): You are a Major or Colonel, and command a regiment of 8 troops or companies.

Commander (5): You are a General. You command an entire force, usually no more than a brigade, typically 2-4 regiments out West.

Higher ranking generals should never be player characters.

[Note: This is for those currently within the military. If your trying to get some pull from past service, that's Renown. Also, the Indians bit below says Kids can have Rank. There is nothing in the rulebook that says White Kids can't, but if the military finds out you lied about your age, that's a dishonorable discharge.]

[Indians: The Ranks work differently, but cost the same. 1; Brave. 2; War Party Leader. 3; Chief. There is no 4 and 5, and if your a Kid, you can be a Brave, but nothing greater until you grow.]

*Renown 1/3/5* (PG pg. 67)

You are known by a lot of people, and you can use that reputation to get you places. People can recognize you with a Fair (5) check, or a Foolproof (3) one if they have a good understanding of the sort of work you do (same town, service, sport, etc).

**Cost Reputation**

1	Well known among a small group.
3	Well known among a large group.
5	Well known everywhere.

*Sand 1-5* (PG pg. 67)

+1 to Stun and Recovery checks made during combat.

*Sense O' Direction 1* (PG pg. 67)

You know which way is which. You can make a Fair (5) Cognition roll to determine which way is North, and you can make a Hard (9) Smarts roll to determine the time.



*Sidekick 4/5* (PG pg. 67)

You have a friend in me! You get to write up a background and description of your friend, but the Marshal creates their statistics, as well as dictates their actions. At 4 points, the Sidekick is with you half the time. At 5, he's always by your side.

There are rules for both animal and human sidekicks, so if you want Lassie to be by your side, ask your Marshal. Both you and your Sidekick have the Loyal Hindrance for each other.

*"The Stare"* 1 (PG pg. 68)

+2 to Overawe attacks, so long as the target can see your eyes.

*Stone-Faced 3* (GD pg. 39)

All Social skills directed against you (Overawe, Persuasion, and Scrutinize) are made at one die type lower.

*Strong Stomach 1* (TA pg. 74)

When you fail any Guts check that came from blood or dead bodies (not undead), you can ignore any Wind loss, and you do not have to run away. All other penalties still apply.

*Thick-Skinned 3* (PG pg. 68)

-1 to all Wound Penalties.

*Tough as Nails 1-5* (PG pg. 68)

+2 Wind for each point in this Edge.

*Two-Fisted 3* (PG pg. 68)

Without this Edge, you suffer a -4 penalty for using your off hand. With it, you may ignore that penalty. You still have a -2 penalty if you use a second action.

*Veteran O' the Weird West 0* (PG pg. 69)

The man this guide is made for. You are suggested to have Academia: Occult of at least 1 when you take this Edge. You get an additional 15 points for Edges, Aptitudes, or even your Traits, at character creation.

There is a drawback, though. Marshals are encouraged to check MG pg. 43.

*"The Voice"* 1 (PG pg. 69)

There are three different voices. You may buy multiple voices, at 1 point per.

Soothing: +2 to Persuasion rolls in peaceful situations.

Threatening: +2 to Overawe rolls.

Grating: +2 to Ridicule rolls.

## **Knacks**

In QD, you could buy a Knack as an Edge, in addition to possibly getting one for free at character creation. Every book since then, however, has said Knacks are only gained from Jokers when making a character. Ask your Marshal if you can buy one.

Some Knacks do not have an entry for Legendary Chips. I find this unfair. In QD, the same Knacks listed in MH are listed without Legendary chip effects. If you want to make them all equal, you could drop the Legend chip entry of all Knacks, or ask your Marshal to create Legendary entries for those which don't have them. If you take that first option, just note that Child of the Cat's Legend entry in MH is the Blue entry in QD.

Also, all the Knacks from GD require you to be a Native American. However, in MH, it is recommended that you can buy the Knacks of those holidays that your faith does not celibate so long as you assume your faith has some similar holiday. I would argue that this should apply to the MH Knacks as well, but your Marshal has final say on that.

*Bastich* (5) MH pg. 39

Your a bastard. No, really, you were born out of wedlock. Most people don't really care, but some tinorns will snub their noses at you if they learn about it. It is said that some Bastich can see the unseen. There is some truth to that.

- WHITE: You can find an inanimate object that you are looking for, so long as it is within 10 feet of you.
- RED: You spot someone or thing that is actively hiding from you using natural means, for five minutes.
- BLUE: You spot something "Invisible", such as those who supernaturally blend in with their surroundings, for ten minutes.
- LEGEND: Same as a Blue Chip, except it will last for a full day.

*Blue Veil* (5) MH pg. 39

You were born with a "Blue Veil", a purplish bit of the womb, wrapped tight around you. This is an old sign of foresight.

- WHITE: You cannot be caught surprised. If you are ever caught off guard, toss in a white chip and retroactively un-surprise your cowpoke.
- RED/BLUE/LEGEND: You may only spend one Red chip and one Blue chip per session, though you may spend one of each. The Marshal describes a vision or dream of the near future. Hidden within the vision is an enigmatic clue that may help your hero survive. A Blue chip vision is stronger than a Red chip, and a Legend chip is stronger than a Blue chip.

*Born on All Hallow's Eve* (5) MH pg. 39

You were born on Halloween night. This gifts you an innate “sense” of matters relating to the arcane or supernatural.

- WHITE: You sense magic or supernatural energy within 50 feet.
- RED: As above, and you can garner some idea as to the purpose of the magic.
- BLUE: Can only be used by Hucksters or Mad Scientists. When you draw a hand for casting or designing, you may discard a single card and draw another to replace it. Only one Blue Chip per hand, and you may not discard Jokers.
- LEGEND: Can only be used by Hucksters or Mad Scientists. When you draw a hand for casting or designing, your hand is automatically a Royal Flush.

*Born on Christmas* (5) MH pg. 40

You were born on Christmas day or night. This gives you a natural “shield” from matters relating to the arcane or supernatural. You may use these abilities even when your character is unaware of the source of the magic, but she cannot use it against anything that is not directly against her.

- WHITE: Against any type of damage-causing effect, gain one point of Armor. Against resisted spell effects, add +2 to your roll.
- RED: As before, but Two points of Armor, and +4 to your roll. You cannot add a White and a Red effect together.
- BLUE: You force a backfire of some sort on the caster. Hucksters roll on the Backlash Table, Mad Scientists suffer a malfunction, and Cultists suffer the wrath of their dark masters. All other arcane effects simply don't work with no further effects.
- LEGEND: You may spend a Legend chip when you are targeted by a supernatural spell or power. You become immune to all further supernatural abilities from the caster for a scene.

*Born under a Blood-Red Moon* (5) MH pg. 40

You were born on a night of the Blood-Red moon. Nature's feral and wild side washed onto you. You are unable to work anything more complex than a pistol, and you must buy the All-Thumbs hindrance.

Natural animals, however, are easy to sway with these abilities (Roughly One Bear or Wolf, Six Beavers or Small Cats, or twelve Rats or Fish, per chip). Creatures may be calmed with these abilities, but may become aggressive again if you, or your posse, rile them up afterwards.

- WHITE: You can get an idea of what the creature within ten feet is thinking or feeling.
- RED: The creature is calmed, and turns neutral to you.
- BLUE: You may ask the creature a simple question. While it cannot speak, it will attempt to answer your question. If it does not know, it will simply look to you to acknowledge that it heard the question.
- LEGEND: An animal native to the environment comes to your hero's side, and becomes a companion until it's death. It will be fiercely loyal to your hero, and as long as your posse doesn't harm it, will remain neutral to them. It understands and obeys all commands given to it as if it were trained from birth to do so, but it still remains of animal intelligence.

*Breech Birth* (5) MH pg. 41

You were born ass backwards, which granted you the uncanny ability to heal sprains, lumbagos, and other discomforts.

You can heal Serious and Critical wounds, so long as you have the Medicine: General aptitude, and so long as you are somehow touching the patient. This ability costs no chips.

- WHITE: The Healer can remove 5 points of his own or a companion's Wind in a single action. This requires physical contact with the patient.
- RED: You can speed up natural healing, by making a roll succeed automatically.
- BLUE: Normally, healing wounds less than an hour they were received are healed one per area. With a Blue Chip, and a Medicine roll, you heal two levels.
- LEGEND: As long as you can touch the body within a minute of their death, and the body is reasonably intact, you may revive someone from death.

*Brush with Death (2\*)* GD pg. 42

You suffered a great illness or injury that nearly kicked your bucket. Unlike other birth-based knacks, you may have this knack with any other knack, but you may not have this knack if you are, in fact, dead.

- **WHITE:** While on a vision quest or in the Hunting Grounds, you may summon any ancestor spirit that the hero knows by name. The spirit will speak with the hero for the duration of the vision quest or visit in the Hunting Grounds.
- **RED:** You may summon any ancestor spirit that the hero knows by name, regardless of where you are. The spirit is visible only to the character, and stays in contact for a number of hours equal to your Spirit die type.
- **BLUE:** You may 'mark' another person. If that person should die, you may contact that person's spirit at any time by spending a White chip, just like an Ancestor Spirit.

*Child of the Cat (5)* MH pg. 41

A cat snuck into your crib, and stole your breath. It left something in its place, though. Your Wind is reduced by 4 as part of buying this Knack.

- **WHITE:** You land on your feet after a fall, not falling prone. You also can safely fall up to ten yards with no damage.
- **RED:** You can see in darkness as long as there is any source of light, no matter how dim, as if it were a bright and sunny day. Starlight counts. This lasts for ten minutes.

- **BLUE:** Your Nimbleness increases by two steps for one scene, increasing your die rolls and your Pace accordingly as well.

- **LEGEND:** You have nine lives. You may spend a single Legend chip to negate all damage taken in a single action segment (In other words, A single card in the initiative). The Marshal must come up with a bizarre circumstance to explain it. You may use this ability nine times in your character's life, so make it count!

*Child of the Raven (5)* MH pg. 41

A Raven was in the window as you were born, looking in. While it didn't say "Nevermore", it did grant you the ability to look into the past. Touching any nonliving thing (including corpses, but see the note below) and focusing grants you a vision or feeling about the thing's past. It will be shrouded in symbolism or puzzles, but it will be the most dramatic event that occurred in the time frame imposed by the chip.

- **WHITE:** One day.
- **RED:** One Year.
- **BLUE:** Centuries.
- **LEGEND:** The object's entire span of existence, and the vision is perfectly clear.

It's really not pleasant to experience someone's death, your own or others. Using this ability on any dead body, blood, or murder weapon will test your heart. Make a Hard (9) Vigor test.

Failing this still grants you the vision, but you take 3d6 Wind, your Vigor is permanently reduced by one step, and you make a second Hard (9) Vigor test. Failing this second test will kill you in 2d6 rounds, unless someone makes an Incredible (11) Medicine roll during your heart attack.

*Difficult Labor* (5\*) GD pg. 42

You were slow to come to the world, and the medicine men gave you and your mother extra protection as a result. This knack functions just like Born on Christmas.

*Dream Birth* (5\*) GD pg. 42

Your character's mother was visited by her guardian spirit shortly before your hero was born. That is when the hero met their guardian spirit (Which means you must buy the Guardian Spirit edge as well), as well as all the other spirits who promised to protect you after your birth. This knack functions just like Born on All Hallow's Eve, except for the Blue Chip.

- BLUE: You may spend a Blue Chip to change your character's Guardian Spirit. The new spirit is the same size as the old one, and has as many appeasement points stored within it as before. The favored medicine, special abilities, and restrictions all change to the new Guardian Spirit's. You may not store any additional Appeasement points in the new spirit, and the next time you use this ability, you must revert back to the original Guardian Spirit.

*Earth Bond* (3) MH pg. 42

You have a mystical bond with Mother Nature, and understand the way of the wild, and can sometimes use it's secrets as well.

These gifts do not function in towns, cities, trains, and other 'developed' areas, and should you fail to protect nature or thank it for the game that you hunt and consume, your Knack is revoked until you fulfill a quest chosen by the spirits, told to you in a dream.

- WHITE: You may add +2 to your Climbin', Survival and Trackin' rolls, and +4 to your Sneak rolls. One chip per roll.
- RED: You can find, within a few hours and a few acres of wilderness, enough herbs and roots to make magical poultices that allow characters with Medicine: General to heal wounds requiring Medicine: Surgery.
- BLUE: You can completely vanish in the wilderness, and If you are still and silent, you are invisible to all but magical means. You also leave no tracks in natural surfaces, including mud, snow, wet steps on dry land, and sand.
- LEGEND: You call upon the spirits of nature to return to an area flooded with fear. This returns plants to life, encourages birds to sing, and the sun or moon shines just a little brighter. You make a Spirit roll. The Fear Level is 0 for one hour per success and raise you make. (If you don't know what the Fear Level is, don't worry, your Marshal does. It's a good thing for it to be as low as possible.) This negates Guts penalties as well as certain special powers gained by the forces of ambient fear.

[Note: for the Blue Chip I presume the TN is tied to the area's Fear Level, but this is never stated.]

*Nightmare Birth (5\*) GD pg. 43*

Your birth wasn't just difficult. Your mother was visited by manitous in the Hunting Grounds before you were born, and she was exposed to the horrors of the Deadlands for a brief moment. It seems you were also exposed to the evil medicines as well, and evil spirits have watched over you from the Hunting Grounds. And even if you ignored that, the Raven Cult has probably tracked you down. How you react to that could determine the length of the rest of your life.

- **WHITE:** Spend as many Appeasement points as another Indian is spending to cancel the spending.
- **RED:** Spend a Red chip to temporarily increase the Fear Level of the area by one for an hour. (If you don't know what the Fear Level is, don't worry, your Chief does.)
- **BLUE:** Physically enter the Deadlands of the Hunting Grounds. This is a soul-searching event, and requires an Incredible (11) faith roll. If you fail, you lose one point from your Spirit Coordination, or a die type if the Coordination is already as low as it can get. On a success, however, you may speak freely with any dark spirit in the Deadlands, without fighting them as normal.

*Tempest (5) HH pg. 18*

There is a strange wind about you. You may not buy this Knack if you are a Huckster. Chose any Hex. You may use that Hex, spending a Chip to get the appropriate hand. You then draw a card, regardless of whichever Chip is spent. If you draw a Joker, you lost control of the Hex.

This is not necessarily a Backlash effect, but the Marshal has final judgment on what happens.

Additionally, whenever you are surprised or otherwise in duress, you reflexively cast the Hex as if you had spent your lowest chip (If you have no chips, as if you had spent a white chip). When you cast from a surprise, no chip is spent and no card is drawn. Any effects, like Range or Duration, that are based on Hexslingin' level use the Coordination in the Trait associated with the Hex.

- **WHITE:** The Hex works as if you had drawn a Pair.
- **RED:** The Hex works as if you had drawn a Pair of Jacks.
- **BLUE:** The Hex works as if you had drawn Two Pairs.
- **LEGEND:** Marshal's Call.

*Seventh Son/Daughter (5) MH pg. 42*

You are fated for greatness. Your legend will loom large in the Weird West! You can control, or at least stabilize, fate itself! Whenever anyone spends a Fate Chip within your hero's presence, you may spend a like-colored or greater chip to stop the effects!

Additionally, you can spend a Legend Chip for the following ability

- **LEGEND:** If your character dies, and there is enough of their body left, he automatically comes back Harrowed.





# Gun Tricks

This isn't really character creation, but it's the nifty things people may try to do with their guns. The most updated rules are in LD, but I will also reference PG and QD if the rule was not updated.

## A Quick Word On Quick Drawin' And Holsters

Standard Quick Draw holsters are awesome! +2 to your Quick Draw rolls, right? Well, that depends on how you use it. The standard way to holster it allows you to do a fast draw (aka the side draw), and has the butt of the gun facing backwards and the hammer facing forwards. The catch is, this is harder to do when your riding a horse, a -1 to the Quick Draw roll.

There is a variant of the fast draw known as the twist draw (aka the underhand draw). The gun faces the opposite way in the holster, and when you draw your gun, your wrist twists to push the hammer down with your thumb, then you draw the gun. I see no rules that differentiate it from the standard fast draw, so I assume it has the same horseback penalty.

The way around the horseback penalty is what is known as the cross draw (aka the border draw, the plains draw, the reverse draw). This requires a special cross draw holster that holds the gun similar to the twist draw (the butt of the gun facing forward). To cross draw, you reach across your body, so that the right hand grabs the gun on your left holster. There is a catch, though. You have -1 on all Quick Draw rolls not made on horseback, so you have the reverse issue.

To get around all of those issues, there are special pivoting holsters. The gun is held in it, like a standard fast draw (the butt facing backwards). Rather than pull the gun out of the holster, you simply turn the gun and the holster to face your target, literally shooting from your hip. This gives you a +3 to your Quick Draw roll. But if you go bust, well, you shoot your leg or foot.

The last holster that affects Quick Draw rolls is the springsleeve holster. The gun hides in your sleeve until you twist your hand in a particular way, which then triggers a spring to slide up your sleeve and into your hand. This adds a +1 to your Quick Draw roll, but if you go bust, the gun flies past your hand and lands across the room. Also, the gun has to be fairly small, with a Concealment of 1.

Finally, there are other tricks aside from holsters and fancy drawing that let you get your gun out quick. You can either apply grease or wax in the holster, or file the sight of your gun down so it won't snag on anything. Either of these can add +1 to your Quick Draw rolls, but they don't add together. If you have a waxy holster and a filed sight, you still only get +1 for using those tricks together.

## **Quick Drawin' Two Guns**

You may try and draw and fire two pistols, all as a single action. First, it's an Onerous (7) Quick Draw roll, -2 for using your off hand, and you must have a success and a raise on the Quick Draw. If you get only a Success, you fire the gun in your main hand only, but you drew both guns fine. The raise is what lets you fire the second gun. With no successes, you drew the guns, but you can't fire either one. On a Bust, you either drop both guns, or one or both of them misfire.

Fast-draw holsters help you duel draw only if both guns are each in a Fast-draw holster. At the Marshal's option, if you don't have Two-Gun Kid, you can eliminate the -2 penalty to your Quick Draw Roll by making a Fair (5) Gunplay roll first.

## **The Border Shift**

You switch two guns, one in each hand, to the opposing hands. This is a single action, and requires a Fair (5) Gunplay roll. If you miss, the guns remain in their starting hands. If you go Bust, you drop both guns. There is no penalty for using your off hand with this roll.

## **Buffaloin'**

You can use your gun as a melee weapon, hitting the opponent with the butt of the weapon. This is a standard Fightin' (Brawlin') roll, but if you don't have this Attribute, then as well as taking the penalties for using untrained skills, you might break the gun. Treat it as a gizmo with Reliability 19. If you fail that roll, the gun is damaged and cannot shoot until you repair it.

When used as clubs, Pistols do Strength + 1d4 damage, and Rifles and Shotguns do Strength + 1d6 damage. Derringers and Bows cannot be used to Buffalo. The extra damage only applies if you make a called shot at the head, but if you make it, you may decide if you do Wind or Lethal damage.

## **Fightin (Rifle)**

LS has a special Attribute that has different rules for Buffaloin. It's used with rifles, fixed bayonets, and both together. It makes no mention of the risk the weapon breaks, but I will assume it won't break if you have this Attribute. What's more, because your swinging from both the left AND the right, the opponent has a -2 penalty to both their Defensive Bonus and their Dodge roll. Rifles still do Strength + 1d6 damage, and Bayonets do Strength + 2d6 damage.

## **Disarming Shots**

There's two ways you can do this. Either you can shoot the bastard in the hand, or you can shoot the weapon itself. Shooting the hand has the standard -6 Called Shot penalty to hit it, but if someone gets hurt on their hand, they must make a Vigor roll against the standard Wound

Difficulty. If they fail the Vigor roll, they drop their weapon, and if the hand is suffering a Serious or greater wound, it's too badly damaged to do anything.

If you don't want to hurt the poor sod, you fire with a Called Shot to the weapon, which varies depending on what it is. You still roll the damage, but it doesn't hurt the fellow holding the weapon. They must make a Strength roll, the damage you rolled being their Target Number. If they fail the roll, the weapon is knocked 1d6 yards away from them. If they went bust, the weapon is knocked away and broken!

### **Fanning the Hammer**

You hold the trigger of a single-action revolver, and slap the hammer repeatedly with the palm of your other hand. This results in a lot of shots, even if they are inaccurate. To do this, you must have a single-action revolver in one hand, and nothing in the other.

Then, you have to pick your target, and then make a Shootin' (Pistol) roll, with a -2. (This is in addition to other modifiers, such as shooting from the hip.) On a success, you hit the initial target. Every raise, up to a maximum of 6 per action, you hit either the same target, or someone within 2 yards of the last one you hit. (You can chain hits together, effectively firing a circle around you, on a good roll.)

You can't draw a bead, but you can make a called shot for the first bullet, if you don't mind making things harder on yourself.

### **The Road Agent's Spin**

You 'offer' your guns to an opponent in a show of surrender, but at the last moment, you spin the guns around your fingers and fire at the target.

First, a note. While not everyone knows about this trick, you do have to slip your fingers in the trigger guards, and anyone who is aware of it might notice it. Bluff is your friend, in those cases.

You may do this one or two handed, but using your off hand incurs the standard penalty. It's an Onerous (7) Gunplay roll, regardless. If you fail the roll, the guns are tangled in your fingers and the maneuver fails. Going bust means you dropped the guns you tried to spin.

### **Shooting Reflections**

You can try and fire using the reflection from a mirror as your vision. Such shots are made at a -8, but if you take an action before to adjust yourself, you can make a Fair (5) Gunplay roll to reduce the penalty to -4.

### General Shot Modifiers

Your walking	-2	Moonlight	-6
Your mounted	-2	Your running	-6
Target is moving Pace 20+	-4	Blind, Total Darkness	-8
Target totally concealed	-4	Your Wounded	Varies
Torchlight, Twilight	-4	Size	Varies

### Called Shot Modifiers

Guts	-2	Groin	-6	Lariat	-8
Arms	-4	Hand	-6		
Gizzards(general area)-4		Head	-6	Derringer	-9
Legs	-4	Knee	-6		
		Pistol	-6	Belt Buckle	-10
Rifle	-5			Eye	-10
Shotgun	-5	Knife	-7	Finger	-10
				Hat	-10
Elbow	-6	Bow	-8	Heart	-10
Foot	-6	Whip	-8	Holster	-10

# Blessed

When creating a Blessed, you start with as many Miracles and Gifts as your levels in Faith and Professional; Theology. You also start with the Miracle Protection for free!

## Faiths

While there are many more religions than the books cover, and you will have to work with your Marshal with those ones, the following Faiths have been listed to forbade the corresponding Miracles and Gifts. Lenient Marshals may consider ignoring this list entirely.

Christian Faiths forbid Dervish, Enigma, Mysterious Ways, Two Places, and Self-Discipline.

Orthodox and Reform Judaism forbid Exorcism and Mysterious Ways. Cabbalists forbid Battle Hymn and Inspiration. All Jewish faiths forbid Dervish, Self-Discipline, and Two Places.

Sunni and Shi'ite Islam forbids Burnt Offerin', Mysterious Ways, Snake Handlin', Two Places, Walk on Water, or Self-Discipline. Sufi Islam forbids Battle Hymn, Chastise, Feast, Mighty Fortress, Sanctify, or Smite.

Zen Buddhism forbids Burnt Offerin', Consecrate Armament, Consecrate Item, Exorcism, Feast, Protection, Mighty Fortress, Sanctify, and Snake Handlin'. As Protection is normally given to all Blessed, Zen Buddhists get to take a Gift in its place. Tibetan Buddhism forbids Babble On, Burnt offerin, Feast, Mighty Fortress, and Snake Handlin'.

Taoists who worship the Celestial Hierarchy are forbidden from taking, Battle Hymn, Dervish, Retribution, Smite, and Two Places. They also do not gain Protection for free, though they may take it as a standard option. They are given the gift Longevity in its place. Taoist Philosophers are forbidden from taking Burnt Offerin', Consecrate Armament, Consecrate item, Exorcism, Protection, Mighty Fortress, Sanctify, and Snake Handling. They may take any Gift in place of Protection.

## Blessings & Divine Interventions

You gain a Blessing any time you lower the Fear Level by defeating some horrid fear-monger and succeeding in the Tale-Tellin' of it to the local folk. You may gain and save up Blessings, but you may not use them until your level in Faith is 6.

You may use a Blessing in one of two ways. Either you gain a one time use of a Miracle (Not Gift) that you do not currently know, or you may request a Divine Intervention. Divine Interventions are similar to Miracles, but are much more powerful, and much harder to invoke

with a Faith Roll. When you use a Blessing in either instance, you spend it. If you go Bust invoking a Divine Intervention, you lose an additional Blessing if you have one.

As far as I understand, your character does not need to 'Know' the Divine Interventions. The almighty is lending it to them. In essence, you already 'know' these Divine Interventions. You just spend the Blessing and attempt the Faith Roll. You also don't need to pick the Divine Intervention (or Miracle) when you pick up the Blessing, only when you use it.

## Divine Interventions

*Ascension* (FB pg. 85)

TN: 11

Speed: 1

Duration: Concentration

Range: 5 yards

You and a number of other targets equal to your Faith level gain a limited ability to fly. All who wish to fly must remain within Range of you (5 Yards), and must concentrate on their movement. They gain a horizontal Pace of 6, and a Vertical Pace of 1.

*Atone* (FB pg. 85)

TN: 11

Speed: 1 hour

Duration: Permanent

Range: Touch

You help a Harrowed character regain lost Dominion Points (If you don't know what that is, trust me, that's a good thing). The character must be willing to Atone. If this Intervention is cast successfully, the Harrowed makes an immediate Dominion Test against their manitou, adding the Total of your Faith roll to their roll, along with any other bonuses they might already have.

If the character wins, they gain total Dominion. If the manitou wins the test, they do not gain any Dominion. There is simply no effect. A Harrowed Blessed may invoke this Intervention on themselves.

*Communion* (FB pg. 85)

TN: 13

Speed: 1 minute

Duration: 1 Round/2 Faith levels

Range: Special

You may ask any question, and the almighty will answer you. If the question can be answered simply as a Yes or No, then you will receive that as an answer. If the question is more complex, then you will receive a vision. This Intervention is still more powerful than the gift Prophecy, as you can ask for specific information, rather than hope for a general answer.

*Companion* (FB pg. 86)

TN: 13

Speed: 1 Hour

Duration: Permanent

Range: Touch

You gain an animal companion. You first must find an animal to become your companion. You then spend the hour with the animal as you invoke the Intervention. If you are disturbed in any way (such as the animal attacking you), the TN is raised to 15.

During the invocation, the animal is still an animal, and is not obligated to remain peaceful with you, or simply to remain with you. You may bond with any natural animal (Supernatural critters are right out), and only with one animal at a time. This bond lasts until the death of either you or the creature.



You may speak with the companion, and it will understand. It will follow your instructions to the best of its ability, and is fiercely loyal to you, willing to fight on your behalf, even to the death. In fact, it never has to make any Guts checks, as long as you make yours.

*Crusade* (FB pg. 86)

TN: 11

Speed: 1 day

Duration: 1 day/Faith level

Range: 5 yards/Faith level

You grant followers of your faith the strength and courage to defend themselves. You affect 10 characters for each level of Faith you have, as long as they are within range for the last hour of the invocation (they may move about freely before and afterwards). You must also be able to talk to the soon-to-be heroes to encourage them. Finally, you must have a tangible goal for the group to accomplish, such as defeating a powerful foe, or building defenses against a great and powerful twister.

For the duration of the Crusade, those affected receive +2 to all Trait and Aptitudes while pursuing the goal of the intervention.

*Deluge* (FB pg. 87)

TN: 13

Speed: 1 hour

Duration: 1 hour/Faith level

Range: Self

You create a storm of biblical proportions. It centers on you, and has a diameter equal to half a mile per level of Faith. Rain, wind, and occasional lightning bolts will ensue, with one inch of precipitation for each level of faith every hour. This will cause rising waters and flooding in low areas.

The wind will blow at 20 mph, plus 5 mph per level of faith. This makes it almost impossible for flying creatures to take flight, and is rough on structures, ripping up tents at 40 mph, and wooden buildings at 70 mph. At 100 mph, wooden buildings are simply gone. Stone buildings are unaffected.

Characters exposed to winds over 75 mph take 1d4 damage each minute from the debris, plus 1d4 for every additional 5 mph above that. Roll for random hit locations. For every 10 minutes people spend outside, they must make a Spirit test. There is no TN, but if they go bust, they are struck in the guts by lightning for 3d10 damage.

Remember, you are at the center of the storm at all times!

*Deny* (FB pg. 88)

TN: 11

Speed: 1

Duration: 1 hour

Range: 5 yards/Faith level

You may deny someone the use of an Aptitude. You chose a target, and an Aptitude. That hero can not use that Aptitude, or any of it's concentrations. They may still use the Trait it's tied to, as if they were not trained in the Aptitude, with the usual penalty.

*Divine Wrath* (FB pg. 88)

TN: 7

Speed: 1

Duration: Instant

Range: 10 yards/Faith level

You knock the holy wind out of a target. The target loses the result of your Faith Roll's worth of wind. If this brings them to 0 Wind, they are knocked out. The target, if they are still up, is then stunned, losing all actions and cards up their sleeve for the round. The next round, they may attempt to recover from the stun by rolling Vigor against a Hard (9) TN.

After they recover from the stun, their Trait and Aptitude rolls are at -2 for one round per level of Faith.

*Dust To Rust* (Ha pg. 19)

TN: Special

Speed: 3

Duration: Instant

Range: 5 yards

You turn a Mad Scientist's Gizmo into a useless pile of rusted junk. The TN of this Intervention is the Construction TN of the Gizmo.

*Empower* (FB pg. 88)

TN: 13

Speed: 1 month

Duration: Permanent

Range: Touch

You create a minor but permanent holy item. You create it from any object, but if the item is appropriate to your faith, you get a +2 to your Faith Roll to invoke this Intervention.

You may select any Miracle or Gift, and this item grants the bearer the use of that power. If you do not know the Miracle or Gift you wish to impose on the object, you have a -2 to your Faith roll to invoke this Intervention.

You may apply multiple Miracles and Gifts to the same object with a single casting of this Intervention, simply by spending an additional Blessing. If you wish to add an additional Miracle or Gift to the same object at a later date, you must re-invoke this Intervention.

If a Miracle is chosen, the user must still make a Faith roll, and spend all other additional costs or fulfill all other requirements. If a Gift is chosen, the character with the object in their possession simply has that Gift.

To make the object usable by the non-blessed, the invocation roll has a -2 penalty. To allow those not of your faith to use it, you must spend an additional Blessing.

*Excommunicate* (FB pg. 89)

TN: 9

Speed: 1

Duration: Permanent

Range: Touch

You mark a target's aura, and average folk get a sense that they are dangerous. The bystander will not know why, but they will feel uneasy around the target. Animals also act hostile or shy away from the target, and young children will usually react like they just met the boogeyman.

Additionally, the target receives a -2 to all persuasion rolls with people for each raise you got on the Invocation. The only way to lift the mark is for the target to convince you (or someone of the same faith) that they truly repent. You may lift an Excommunication at no cost at that point.

*Fiery Furnace* (Ha pg. 19)

TN: 13

Speed: 1 (Vamoose)

Duration: Concentration

Range: 5 yards

You protect yourself and a number of characters equal to your Faith level from death from natural or environmental hazards. This includes fires, avalanches, mine collapses, or being swallowed by large marine life.

All you may do is pray and attempt to move away from the area. If you are stuck, you're stuck with praying as you await rescue. Others protected by you must remain within 5 yards of you.

This Intervention has no effect against direct attacks such as artillery fire, black magic, or an abomination's attack.

*Healing Touch* (FB pg. 90)

TN: 11

Speed: 30 minutes

Duration: 5 minutes/Faith level

Range: Touch

You heal wounds with but a touch and a prayer. After invoking this Intervention, healing all wound levels on a single person takes a minute. This also heals all normal diseases and poisons. This has no effect on diseases and poisons of a supernatural origin, nor does it effect spells or curses.

*Hellfire* (FB pg. 90)

TN: 11

Speed: 2 rounds

Duration: Instant

Range: 100 yards

You call forth a holy, cleansing fire to roast any creature unfortunate to be in the area of one yard for every level of Faith you have. If Hellfire erupts in an enclosed area, or even underwater, it burns just fine. It requires no oxygen or fuel to burn. You can even dictate the shape of the fire, be it a cross, a straight line, or even remaining on the branches of a tree and not spilling off.

Those in the fire suffer 1d12 damage to all of it's hit locations for every 3 levels of Faith. Armor does not defend against it. Fires sparked by Hellfire will burn normally.

*Intervene* (FB pg. 90)

TN: 9

Speed: 1

Duration: Special

Range: Self

You shield someone from harm. No damage or wind loss can be inflicted upon whoever is protected for three rounds, no matter the source. They are also protected from other harmful spells. It's the Marshal's call, but anything that immobilizes, weakens, or warps the subject's will is generally considered harmful.

At the end of the three rounds, the hero may make a Fair (5) Faith roll. If they succeed, they are protected for another 3 rounds, and the TN to further extend it next time is increased by 2. When the Intervention finally ends, any effects which inflict continuing damage are still nullified by Intervene and deal no damage to the subject.

[Note: I believe it is intended that the protection from continuous damage effects is to those that originated during the duration of the Intervention, but the strict wording does say that the target is simply immune to all such effects.]

*Part Water* (FB pg. 91)

TN: 9

Speed: 10 minutes

Duration: 20 minutes/Faith level

Range: 20 yards/Faith level

You divide stretches of water to create a path. You may split bodies of water up to 10 yards across per level of Faith. The Depth may not exceed the Width. The invocation takes 10 minutes, but the water will take 5 minutes per 10 yards to part.

The water parts from your side towards the opposite side, and the ground exposed will be dry and firm enough to support the weight of fully loaded wagons, though large rocks and uneven ground may still impose an obstacle.

You may end the parting at any time, and when you do, or when the duration ends, water will flow back into the part, starting at the same end that the part started at a rate of 10 yards every 30 seconds.

*Peacemaker* (FB pg. 91)

TN: 11

Speed: 2

Duration: Concentration

Range: Self

You cause a sudden outbreak of peace, whether people like it or not. All hostilities become nearly impossible within a range of 10 yards per Faith level. First, all characters gain 5 levels of Armor. Second, anyone attempts a hostile action of any sort, they must make a Spirit roll against your invocation of this Intervention. If they fail, they are unable to act out their aggression.

Knowingly maneuvering to gain a better position or moving out of range of this miracle counts as an aggressive action.

*Plague* (FB pg. 92)

TN: 13

Speed: 1 day

Duration: 1 day/Faith level

Range: Special

You call upon the lord to send a plague of biblical proportions upon a city. You affect an area up to 1 mile across per level of Faith. You may choose to reduce the area to focus the retribution only on those deserving, and even select areas to remain untouched, but this must be picked during the Invocation. A common way of doing this is to tell those to be protected to mark their homes with some sign.

You must spend the invocation at the center of the region you wish to plague, preaching against the wickedness and immorality of the local and warning the inhabitants of the consequences. At the end of that period, the plague begins unless the guilty repent, or the blessed chooses not to call for the intervention. Once it starts, it either lasts for its full duration, or until the Blessed ends it.

While there are many forms of plagues, and there are examples listed below, feel free to create your own to fit the situation. The effects are severe and not to be lightly imposed upon an area or its inhabitants.

**Darkness:** The sunlight is dimmed for the duration, so that even at midday, the area is no brighter than dusk. Non-residents must make a Fair (5) Guts roll to enter the area.

**Vermin:** The area is overrun with flocks of crows, toads, rats, nonpoisonous snakes, or toads. The vermin invade buildings, find their way to food and water, and even invade unattended clothing. 10% of all the food in the area spoils for every day the plague persists, and frighten livestock and potential visitors.

**Locusts:** Insects swarm the local farmland, and devour 5% of the harvest every day the Plague persists.

**Pestilence:** The livestock are inflicted with a disease. It has no effect on humans, but 5% of the animals will die each day of the plague. The surviving animals are left with sores. No one from outside the area will buy the animals. The disease is not contagious outside of the area.

**Water to Blood:** All drinking water turns into thick blood. Rivers flowing in turn foul, and flowing out turn clean again. Water can be brought in from the outside area, but will remain water only for a single day before becoming undrinkable.

*Resurrection* (FB pg. 93)

TN: 13

Speed: 3 hours

Duration: Permanent

Range: Touch

You bring someone back from the dead. Their wounds and Wind are healed entirely. The formerly deceased will forever bear a scar of whatever killed them. They must have been dead for less than a number of Days equal to your Faith level.

You do not gain the normal bonus for casting this Intervention upon those of your faith, but you still incur a penalty for those who follow another faith.

This Intervention has no effect on zombies, as their soul is long gone, but it can be used on the Harrowed. The manitou will be banished, and the Harrowed will truly become alive again.

[Note: Due to the time it takes to become a Harrowed being a minimum of 12 days, I believe this Intervention may ignore the death grace period of normal bodies for the Harrowed.]

*Second Chance* (FB pg. 94)

TN: 11

Speed: 1

Duration: Special

Range: Self

You can rewind time, and try something again. Time is rewound one round, plus an additional round for each Blessing spent for this purpose. The intervention effects everyone, enemies included. All actions and effects from the previous rounds are erased, Wounds are removed, and death is undone.

One person per level of Faith remembers what happened before the Intervention, and are able to change their course of action. It is possible for you to not remember your own intervention.

[Note: Dispute it rewinding everything, I would say that yes, the Blessing is still spent, even though you went back in time to before you spent the Blessing.]

*Walls O' Jericho* (FB pg. 94)

TN: 13

Speed: 1 hour

Duration: Instant

Range: 100 yards

You target a single inanimate object with a base no larger than 10 square feet per level of Faith. This can be a wall, building, ship, train, steam wagon, or even flying gizmos and other vehicles, though this Intervention is best suited for buildings and walls.

You deal 2d20 damage to walls and buildings per level of Faith. You can lower the Armor level of the building by -1 for each additional Blessing spent. Against other objects, it is only 1d12 damage, but you may still lower the Armor.

This Miracle has no effect on animate beings.

*Wither Limb* (FB pg. 95)

TN: 11

Speed: 2

Duration: 1 month/Faith level

Range: 1 yard/Faith level

This Intervention only affects humans (and Harrowed). You maim an arm or leg of the target. The limb immediately takes enough Wound Levels to become Maimed. These wound levels cannot be prevented by spending Fate Chips. The target suffers no Wind loss, nor do they bleed, but they do have to roll to resist being stunned.

The target may spend a Blue Fate Chip to resist this Intervention, making a Vigor roll against your Faith. If they win, they resist the effects, but lose all actions for the round.

This Intervention lasts for a month per level of Faith, or when you chose to end it. If the target should kill you, then the effects last until another Blessed of the same faith uses Lay on Hands. All blessed recognize this Intervention and its effects for what it is.

# Gifts

## *Beast Friend* (FB pg. 70)

+2 to all Mien based Aptitudes when dealing with animals, and to Horse Ridin', Teamster, and Medicine: Veterinary.

## *Charismatic* (FB pg. 70)

+2 to all Mien Aptitudes when dealing with people and certain human-like abominations, such as the Harrowed and Nosferatu.

## *Clarity of Thought* (Ha pg. 18)

When you only draw a single Action Card for a round, unless it's a Joker, you may discard it and draw another. This effect is cumulative with Level-Headed.

## *Comforted* (FB pg. 70)

You do not suffer from temperatures until they drop below 32°F or above 110°F. Outside of that range, you must make a Fair (5) survival roll for the proper surrounding environment. The TN is +1 for every 5°s more. Failure inflicts 1d4 Wind damage for every number you missed the TN by. If you go bust on this roll, you must make a Vigor roll like every other character, but the Vigor roll TN is only Fair (5).

## *Divine Providence* (FB pg. 70)

You can spend Chips, even if you Go Bust, on a roll. This can help you improve your roll to avoid going bust.

## *Favored* (FB pg. 70)

You gain a bonus White Chip every session. It must be used by the end of the session, and can not be used for Bounty Points. It can be used for all other uses a normal White Chip could be used for.

## *Favored of Heaven* (Ha pg. 18)

If you should die from any means that would bring you back to life as an unholy undead, you simply remain dead. If you should die for any other reason, draw a number of cards equal to your Faith. A Red Joker means you do not die. You still suffer a Critical Wound, but you are somehow still alive. If you draw a Black Joker, you come back as Harrowed, but you have a bonus to your first Dominion Roll equal to your Faith.

## *Good Karma* (Ha pg. 18)

Whenever you spend a Red Chip to add a die to a Trait or Aptitude roll, or whenever you draw a Black Joker from the Action Deck, the Marshal doesn't get a free draw from the Fate Pot.

## *Gumption* (Ha pg. 18)

Once per session, you may re-roll a single Trait or Aptitude check.

## *Guardian Angel* (FB pg. 71)

All Shootin' attacks against you have a -2 penalty, in addition to any others they may have. This includes point blank ranged with you immobilized and the gun to your head.



The attacker must roll to shoot with the -2 penalty, and if they miss, it is due to some freak accident.

#### *Hardy* (FB pg. 71)

You can ignore two levels of Wound Modifiers. This is cumulative with other abilities that ignore Wound Modifiers.

#### *Humility* (FB pg. 71)

You are immune to all attempts to Overawe, Ridicule, and Bluff you, and you can not attempt to use any of those, or the miracle Chastise. All attempts to use those skills against you end with a tie.

#### *Insight* (FB pg. 71)

You have +2 to all Cognition checks, and all Aptitudes tied to Cognition. This is cumulative with all other bonuses you may have.

#### *Lion-Hearted* (FB pg. 72)

You have a +2 to all Guts checks, and the Marshal applies a -5 penalty to the Scart table for effects on you. The minimum of the Scart table roll is 1.

#### *Longevity* (FB pg. 72)

You age only half as quick as normal. This applies to supernatural forms of aging as well, reducing the effects of any by half.

#### *Magic Resistant* (FB pg. 72)

Black magic spells cast against you are given a -4 penalty. Hexes cast against you are given a -2 penalty. This applies to harmful and beneficial spells and hexes alike, but has no effect on those not cast directly at you.

#### *Manna* (FB pg. 73)

You are always provided food in the wilderness.

#### *Pious* (FB pg. 73)

The Fear level in the area around you is reduced by 2. The area is 1 yard per Faith level. The minimum Fear level is 0, but you can not reduce it if it is at 1. This does not apply to Tale-Tellin' rolls (the Fear Level is normal for that regard), but you have a +2 bonus to your roll. If you do not know what the Fear Level is, just know it's bad and you want it low.

#### *Portents* (FB pg. 73)

Whenever you are about to take a dangerous course of action, the Marshal will have you make an Onerous (7) Spirit test. If you succeed, you sense the danger. The Marshal is encouraged to call for bogus rolls, so that you don't instantly know when there is danger.

#### *Prophecy* (FB pg. 73)

You may pray for a prophetic vision once per adventure. It requires no roll, but takes 1d8 hours of prayer and meditation. The vision will be cryptic, but will always reveal a future threat and how to defeat it.

*Refuge O' Faith* (FB pg. 73)

You may use your Faith instead of Fightin' or Dodge when defending yourself.

*Restoration* (FB pg. 74)

You make a healing roll once every three days instead of once a week, and you gain +2 to natural healing rolls.

*Saint Patrick's Boon* (Ha pg. 18)

You are completely immune to all natural animal venom, and you have a +4 bonus on all Vigor rolls to resist the venom of Abominations, academical toxins, or poisons created through black magic.

*Self-Discipline* (FB pg. 74)

You may go without food or water for a number of days equal to your Faith level. You also take only half the amount of Wind damage from suffocation. Finally, you can stop your heart for a number of 1 minute equal to your Faith. Anyone examining you must make an opposed Medicine: Any roll against your Faith.

*Spiritual Giant* (FB pg. 74)

Your Size is +1 for determining damage against you.

*Strong-Willed* (FB pg. 74)

You have +2 to all rolls to resist Overawe, Persuasion, Bluff and Ridicule checks, and all magical attempts to influence your will or actions receive -2 to the roll.

*Tongues* (FB pg. 75)

You can convey and understand simple messages from other languages. To say something simple, you make an Onerous (7) Mien roll. To hear a simple message being told to you, you make an Onerous (7) Smarts roll. In both instances, complex ideas are simply lost, but the general idea is translated.

*Vitality* (FB pg. 75)

You gain +5 to all Traits and Aptitudes to resist and heal from normal diseases, as well as supernatural ones that grant you a roll to resist them. You can also get a roll against ones that don't normally allow a roll with a Hard (9) Vigor Roll, without the bonus.

*Wisdom* (FB pg. 75)

You have +2 to all Smarts and Knowledge rolls, and to Aptitudes tied to Smarts and Knowledge.

*Zeal* (FB pg. 75)

At the start of each session, you may choose a single Aptitude, except Faith. You gain a +2 to all rolls with that Aptitude for the duration of the session.

# Miracles

*Anoint* (Ha pg. 10)

TN: 5

Speed: 2

Duration: 1 minute/Faith level

Range: Touch

You target someone of the same faith as you, other than yourself. You grant them a bonus to all of their Mien based rolls (Trait or Aptitude), equal to your Faith level.

*Anxious Seat* (Ha pg. 10)

TN: 7

Speed: 1

Duration: 1 round/Faith level

Range: 5 yards

You lend spiritual aid to someone (never yourself), provided they are patient. Once invoked, the target may spend Action Cards preparing for a single Trait or Aptitude roll. As each Action Card comes up in the round, the target announces they are in the Anxious Seat and discards the card. They may discard a number of Action Cards equal to your Faith.

On their next action, they gain a bonus to the Trait or Aptitude roll they have been preparing for, equal to the number of cards discarded. This bonus lasts until the action or one round per your Faith, whichever comes first.

*Armor O' Righteousness* (FB pg. 37)

TN: 5

Speed: 1

Duration: 1 Round

Range: Self

You receive protection from wounds. The result of the roll is subtracted from any damage rolls taken during the round, before Wound levels are calculated. If the attack requires at least a single Wound level to be inflicted for any other effect, the secondary effect only applies if the damage can beat the Miracle. If no Wound, no Secondary effect.

Wind damage taken from the reduced damage is calculated at the reduced damage rate. Attacks that only deal wind are reduced by this Miracle as well.

*Ashes to Ashes* (Ha pg. 11)

TN: Opposed (Faith vs. Spirit)

Speed: 1

Duration: Instant

Range: Touch

You put down a Walkin' Dead or other reanimated corpse like Zombies or Skeletons. This Miracle has no effect on more dedicated undead, such as Harrowed, Vampires and Ghosts.

You touch the target's head with your bare hand. The target is likely unwilling, and this will require a Fightin': Brawlin' attack to the head, Either with a called shot to the head (taking the normal -6 penalty) or swinging wildly hoping they are lucky.

Once the target's head is hit, you may choose to deal no damage and instead cast this Miracle immediately. This is considered the same action as the strike. You make an opposed Faith roll against the target's Spirit. If you win, the target drops (un-)lifeless to the ground. If they win, there is no effect.

*Babble On* (FB pg. 37)

TN: 5

Speed: 1

Duration: 5 Rounds/Faith Level

Range: 10 yards/Faith Level

All spoken word in the area is distorted and reduced to gibberish. This also applies to those within the area listening to words from outside, as well as those outside trying to listen in. This has no effect on spells or abilities require a vocal component, but a mystic command is garbled. Simply, this miracle affects attempts to convey information. It does not affect written words, or any form of sign language. The clever Blessed also takes the Parley Miracle with Babble On.

*Battle Hymn* (FB pg. 37)

TN: 5

Speed: 1

Duration: Special

Range: Earshot

You build courage in those who can hear the Battle Hymn. Every success on the roll allows you to choose an effect below. Each effect may be chosen only once.

First, grant +2 to all Guts checks.

Second, grant +2 to all Fightin' Rolls.

And Third, ignore one level of Wound penalties, just as if you had the Thick-Skinned Edge. This is not cumulative with other such abilities and effects.

The miracle affects you, plus one other hero of your choice per level of Faith that can hear you (folks who are Hard of Hearing must make an Easy (3) Cognition roll to gain the benefits, those who are deaf are ineligible, but language barriers do not apply. They need to hear you, not understand you).

The effects of the Hymn last for as long as you continue to sing it. If the Blessed is silenced, or speaks anything else, the effects end. You can maintain the miracle for 5 minutes without any difficulty, but every 5 minutes after require a Vigor Roll. It starts at Easy (3), and increases by a level for each roll made.

Failing the roll means your voice falters, and the miracle ends. You cannot invoke any other miracles while this miracle is active. Folks can only be affected by one Battle Hymn at a time.

*Bear the Cross* (Ha pg. 11)

TN: 7

Speed: 1

Duration: 1 round/Faith level

Range: 5 yards/Faith level

You accept the Wound Penalties for another character for a short time. This Miracle does not transfer any wounds, only the pain. The target has no Wound penalties while this Miracle is active. The Blessed receives the penalty for the wound penalty, in addition to any Wound penalty you may already have. It is possible to have wound penalties greater than the normal -5 maximum in this way.

Should the target be Thick-Skinned or otherwise suffer less than the full penalty for their wounds, this immunity does NOT transfer to you. If you have any such abilities, it applies to the combined total, not each set of modifiers.

*Benediction* (FB pg. 38)

TN: 7

Speed: 1 Minute

Duration: Until the next sunset

Range: 10 yards.

You cast this miracle on one character that follows your faith for every level of Faith you possess. All those affected gain +1 to all Guts checks, and the first Wound level done to them is negated (Just like a white chip had been spent to negate it). A character can only be affected by a single Benediction at a time.

*Bless Crops* (FB pg. 38)

TN: 5

Speed: 1 minute

Duration: Special

Range: 10 square acres/Faith level

You invoke this miracle on a single field of crops at any season, and the harvest will be increased by 10% per level of Faith. If the same field is Blessed again, only the more powerful of the miracles takes effect.

*Burnt Offerin'* (FB pg. 39)

TN: 7

Speed: 2

Duration: Instant

Range: Touch

You cause an object, no larger than one square foot per Faith, to burst into flame. The object must be readily flammable. If you get a raise, the object will burst into flame even if it is water-soaked or otherwise treated (even chemically) to prevent it from burning. The fire is not in any way mystical, and once it burns, it is under the control of the Marshal.

*Calm* (FB pg. 39)

TN: 5

Speed: 1 minute

Duration: Permanent

Range: 1 mile/Faith level

You can influence the weather. Following the table below, you can lessen the severity of conditions by a single step for each success, or increase them for every two success. You can only raise it up to a Downpour, but you may lower it down from worse conditions. This miracle is very taxing, and every casting of this miracle in a single day is made at a cumulative -2 penalty.

Tempest

Thunderstorm

Rainstorm

Downpour

Rain

Drizzle

Partly Cloudy

Clear

*Censure* (FB pg. 39)

TN: Special

Speed: 1 (Vamoose)

Duration: Instant

Range: 5 yards/Faith level

This miracle is a direct counter to Hucksters. You can make it harder for them to cast 'Hexes', but you must be aware of it being cast. You must make a Vamoose, discarding your highest Action Card (cards up your sleeve are the highest) when the Huckster is casting the hex. If you have no further actions this turn, you cannot use this Miracle.

If the miracle is successfully invoked, it lowers the effect level of the hand the Huckster draws by one step for each Success the Blessed gains. This is generally done on a Hex-by-hex basis. If there is no table listed under the Hex's description, use the standard Poker Hands table instead. If the Blessed goes bust on the roll to invoke censure, the Huckster's hand is instead increased by a level.

This miracle cannot end a Hex once it is already slung. That's Dispell. The TN for this miracle is dependent on the following table.

<b>Huckster's Hex Level</b>	<b>TN</b>
2 or less	7
3	9
4	11
5	13
6 or more	15

*Chastise* (FB pg. 41)

TN: Opposed (Faith vs. Guts)

Speed: 1

Duration: Instant

Range: Self

You may use your Faith instead of Overawe in a Test of Wills. Any modifiers that would normally go to your Overawe apply to your Faith as well.

[Note: This seems more like a Gift than a Miracle, as it could be considered to be 'always on'. It is listed as a a Miracle, however, and thus I place it here. If I find any reason this is not a Gift listed in the books, I will write it here.]

*Cloak* (FB pg. 41)

TN: 7

Speed: 1

Duration: Concentration

Range: 1 Yard/Faith level

To use this miracle, you and those affected by it must actually attempt to hide. You may cloak yourself or another person in range for each success you gain. Any character or creature of hostile intent must make an opposed Cognition roll vs the blessed's Faith to sense anyone under the Cloak. If the Blessed had spare successes from the casting of this Miracle, each one grants him a +2 to this roll. If the hostile fails their roll, they cannot detect those under the cloak for as long as they remain hidden. If the protected leave their hiding spot, make noise, or attack, the cloak is lifted.

[Note: The strict wording of the Miracle says the cloak is lifted from all those protected by it, but some forgiving Marshals may say it is lifted only for the one individual.]

*Confession* (FB pg. 41)

TN: 5

Speed: 1 round

Duration: 1 minute/Faith level

Range: 10 feet

When casting this miracle, you must choose a target. If the miracle is cast successfully, the target must make an opposed Spirit roll against your Faith. You get a +2 to this roll for each raise you had casting the miracle. If the target loses, he cannot lie directly, though they may play around with words and omit the truth. If the target botches the roll, they blurt out the full truth, and nothing but.

*Consecrate Armament* (BD pg. 72, FB pg. 41)

TN: 7

Speed: 1 minute

Duration: Until the next sunset

Range: Touch

You spend a minute in silent prayer with a weapon, then spend a Chip (the color determining the power of the concentration). The Chip spent here does not affect the Faith Roll, but you may still spend other Chips as per normal. Failing the roll still spends the chip without blessing the weapon.

In the case of firearms, you must Consecrate each individual bullet. You may not Consecrate natural body weaponry (Claws, hands, teeth...). If you like, you may consecrate multiple weapons at a time, so long as they are all similar types (All knives, all bullets, all shells...). Each additional weapon to be Consecrated raises the TN by +2. If the roll is failed, none of the weapons are Consecrated. You may

have as many Consecrated weapons equal to your Faith at any single time.

For the duration of the Miracle, the blessed weapon can damage creatures of evil that are usually immune to normal damage. (Examples include Walkin' Dead, Hangin' Judges, Werewolves, and Harrowed.) Additionally, if the faithful are the ones using the weapon, they may add the result of a Faith check to the damage roll against such creatures!

WHITE: The weapon is consecrated to work against one specific individual.

RED: The weapon is consecrated to work against one specific class of creature or individuals in a specific location. ("The Mojave rattlers terrorizing the town", "The vampires in the crypt under the graveyard.")

BLUE: The weapon is consecrated to work against an entire class of creatures ("Walkin' Dead", "Members of the Cult of Worms".)

*Consecrate Item* (FB pg. 43)

TN: 7

Speed: 1 minute

Duration: Until the next sunset.

Range: Touch

You bless an item important to your faith. First, any Consecrated item provides a +2 to any rolls to invoke the following miracles: Bless Crops, Consecrate Weapons, Exorcism, protection, and Sanctify. You can only gain this benefit from a single Consecrated Item.

Second, the servants of darkness find this item distasteful, and will avoid it. If they should directly touch this item, they will lose 1d6 Wind per round. (Holy water and oil will cause Wind loss for two rounds.)

This miracle is similar to Consecrate Weapons, but does not require a Chip to be spent.

*Console* (Ha pg. 12)

TN: Special

Speed: 1

Duration: Instant

Range: 5 yards/Faith level

You calm those whose Guts have been shaken. The TN is the same as the Guts Check the target had failed, but the Fear Level does not impose a penalty to you for this roll; You roll against the original number.

Any ongoing effects of the failed Guts check end, but any Wind or Faith loss, or any Aging, is not reversed. Any Phobias caused by the failed check are only cured if Reassurance is cast within the same round of the Guts check. In the case of a Heart attack, you cannot restore Vigor lost, but you can prevent further effects. You cannot cast this miracle on yourself.

[Note: This Miracle is similar to, but a direct upgrade from, Reassurance.]

*Dervish* (FB pg. 43)

TN: 7

Speed: 1

Duration: 1 round/Faith level

Range: Self

You gain an extra Fightin' attack per success and raise on each action while you are in melee combat. There is no penalty to these bonus actions. While under the effects of this miracle, you must make every effort to engage your foes in hand-to-hand combat. You may not choose non-combat options,

such as invoking miracles or using ranged weapons.

If there is no one within reach of your melee attacks, you must advance towards the nearest target. You may make use of cover while on the move, but every action must be used to reach the target, until they are within melee range.

You may not voluntarily end this miracle, but you are not obligated to attack those who surrender. The miracle ends when all foes have been defeated or surrendered.

*Devil's Plaything* (FB pg. 43)

TN: 7

Speed: 2

Duration: Concentration

Range: Self

This miracle is a direct counter to Mad Scientists. Any gizmo created by a Mad Scientist does not work against you. Flamethrowers refuse to spray, Gatling Pistols don't fire, and Owl Vision Goggles do not detect you. The device still functions normally against other targets, and the user of the device must roll reliability regardless. The Reliability roll is made at a +2 for every raise the Blessed got to invoke this miracle.

This Miracle has no effect on 'mundane' objects, like pistols or trains.

*Dispell* (FB pg. 44)

TN: Special

Speed: 1 Round

Duration: Instant

Range: 10 yards

This miracle affects both Hexes and Black Magic spells with a duration. Instant and Permanent spells are not effected. If there is any confusion, ask the Marshal. He has final



say. If the miracle is cast successfully, the effects of the spell end immediately.

This Miracle cannot prevent a spell from being slung in the first place. That's Censure. The TN for this miracle is dependent on the following table.

<b>Caster's Spell Level</b>	<b>TN</b>
1	5
2	7
3	9
4	11
5 or more	13

Empathy (FB pg. 44)

TN: 7

Speed: 2

Duration: Concentration

Range: 5 yards/Faith level

While not true mind-reading, you can get a sense of the target's emotions. With a raise, you can also have some idea of the target's intentions for the immediate future (1 round per Faith). The information gained is vague. A growling wolf may feel angry and intend to attack, for example.

*Endure* (FB pg. 44)

TN: 5

Speed: 1

Duration: 2 Rounds/Faith level

Range: Self

This spell prevents you from losing Wind from wounds. It does not prevent damage that causes only Wind damage, or prevent any modifiers.

*Enigma* (FB pg. 45)

TN: Opposed (Faith vs. Smarts)

Speed: 1 round

Duration: 1 round/Faith level

Range: 5 yards.

You ask your target a spiritual riddle, such as "What is the sound of one hand clapping?" The target must be able to hear and understand the riddle, and casting this miracle during combat is difficult, if not downright impossible. If successful, the target is aware of you, and that you have asked him the question, but he is totally absorbed by the puzzle. He ignores his surroundings, and only an actual attack can break this concentration. Once the miracle ends, he acts normally and can remember things that happened meanwhile.

[Note: It is unclear if shoving or pushing the target is considered an attack. I will post it here if I find out.]

*Exorcism* (PG pg. 177, FB pg. 46)

TN: Contested (Faith vs. Spirit)

Speed: 8 Hours

Duration: Permanent

Range: 1 yard.

You cast out an evil spirit from a mortal host. While it is tiring to you, it is painful to the spirit, and it will express this by speaking in tongues, vomiting all sorts of foulness, and curses the mother of the Blessed (the normal kind, not an enchantment).

If the target is a manitou, it's Spirit is determined randomly, as normal. If the Blessed is successful, the manitou is banished and leaves the body, killing the Harrowed. If the manitou is successful, it gains a +2 to resist further Exorcism attempts by the same Blessed.

*Expose* (FB pg. 45)

TN: 5

Speed: 1

Duration: 10 rounds/Faith level

Range: Self

When cast, this miracle grants you a +5 bonus to Cognition to detect any disguised or hidden person. This bonus applies even when magic is involved in hiding. Every raise in the casting of this miracle also grants an additional +2. You gain a similar bonus when looking for hidden or disguised abominations and Harrowed. You need only a single success of the appropriate opposed Trait or Aptitude roll to clearly see through a disguise or detect a hidden creature.

*Falter* (FB pg. 46)

TN: 5

Speed: 1

Duration: 1 round

Range: 5 yards

You stun someone for an action for each success and raise of this miracle. If the target has no further actions this round, the extra raises have no effect. Casting this Miracle on the same target on the same day is harder, garnering you a -5 penalty on the invocation roll. This Miracle can only be used on those who understand your intent.

*Fast* (Ha pg. 12)

TN: 5

Speed: 1 Minute

Duration: 1 day/Faith level

Range: Self

You may survive a number of days without food. You still require water, and at the end of the Miracle, you must eat real food for at least a day before you may cast this Miracle again. You cannot benefit from this miracle at the same time your using the Fastin' Aptitude.

*Feast* (FB pg. 46)

TN: 5

Speed: 1 minute

Duration: Permanent

Range: Touch

To cast this Miracle, you must have at least enough food to feed a single person for a single meal. Every success and raise you get doubles the amount of food. The food created in this way will spoil by the next sunrise. A blessed with the gift Manna can use the food made that way with this miracle.

*Grace* (FB pg. 46)

TN: 5

Speed: 1

Duration: Permanent

Range: Touch

You cleanse any uneaten food and unimbibed drink of impurities, such as poisons, rot, diseases, and unnatural threats such as tummy twisters. Stagnant water and Spoiled food is also made drinkable/edible. You purify one person's portion per level of Faith. You may also purify animal feed, one animal's daily feed per Faith.

Each Raise also grants you one of the following effects. Each effect can only be chosen once.

First, each person or animal eating the purified food gains +2 Vigor for four hours.

Second, Each person or animal eating the purified food gains +1d6 Wind that lasts for four hours. Any Wind loss is subtracted from this bonus first.

*Guide* (FB pg. 47)

TN: 5

Speed: 10 minutes

Duration: Special

Range: Special

This Miracle can either find lost or hidden items, or it can show the way to a distant location.

When locating an item, the miracle has a duration of 1 minute per faith, and a range of 10 yards per faith. You must have a clear mental picture of the item. If you have never seen it before, but you have had it described to you, you may cast this miracle at a -5 penalty. The item must be a specifically named object. You will 'feel' the way to the object, being lead around any obstacles such as walls or chasms, provided the route exists within the range.

When used for a location, you will be lead to any known location. When used this way, the range is virtually unlimited, and has a duration of 1 day. The only restriction to the range, is that it must be located somewhere on Earth. You must know of this location, but you do not have to of been there yourself. It could be a map, hearsay, or any number of other means. The location itself must also cover an area of at least 100 square yards.

It must be a genuine geographic feature, such as a town or the falls of Wichita. God knows the difference between that and “The hiding place of Blackbeard's treasure”, and will nix the miracle if you try and pull that. Similar to looking for an object, you 'Feel' the way rather than know it.

Going bust on the invocation means you can never use this miracle on the item or location ever again.

*Hinder* (FB pg. 48)

TN: 3

Speed: 1

Duration: 3 rounds

Range: 5 yards/Faith level

Chose a target's Aptitude. If the Aptitude has any concentrations, this miracle applies to all such concentrations. For every success you get on your Faith roll, the target loses one level of the chosen Aptitude for the duration of the miracle. The target can only be under the effects of a single Hinder at a time.

*Holy Roller* (PG pg. 177, FB pg. 48)

TN: 5

Speed: 1

Duration: Permanent

Range: Self

The lord helps those who help themselves. But some simply need help! On a success, you gain a White Chip for your next action. On a raise, you gain a Red chip, and on two raises, a Blue chip. A failure, however, takes your highest chip and puts it back in the pot.

The Chip gained may only be used for Trait or Aptitude checks, or to avoid damage. It may be given to another player with the

Sacrifice miracle, but they may only use it for the same purposes.

*Holy Vestments* (FB pg. 48)

TN: 5

Speed: 2

Duration: 10 minutes/Faith level

Range: Touch

You are protected from extreme temperatures, such as hot and cold. You are not protected from any secondary effects (Such as smoke inhalation). Against any supernatural heat and chill, you are granted 1 level of Armor from damaging effects. If the damage caused is only Wind, it is ignored entirely. You may affect one character for each success you receive on the roll to invoke this miracle.

*Illuminate* (FB pg. 49)

TN: 5

Speed: 1

Duration: Concentration

Range: Self

You brighten an area ten feet across, centered on you, as if it were in sunlight. No shadows are created from this light, though it seems to radiate from above. Any search rolls made in the light are made at +2, and all Sneak rolls are made at -5. Additionally, all supernaturally evil beings suffer a -2 to all Trait and Aptitude rolls made in the Light. Any attacks from outside the light that affect those within it are given a -1 penalty.

*Inspiration* (PG pg. 177, FB pg. 49)

TN: 5

Speed: 1-minute sermon

Duration: Special

Range: Special

Fear is a nasty thing in the world. With this miracle, you can fight the effects fear has on it. If you don't know how Fear works, just know that this miracle is best used after defeating a major villainous presence to relay the inspiring story of your posse's accomplishment to the desperate and bedeviled masses!

Each success and raise of the Miracle adds +2 to the Blessed's Tale-tellin' roll to reduce the Fear Level. The miracle is cast before you use the Tale-tellin' roll, and you then share with the witnesses the heroics you witnessed and (ideally) enacted. The Bonus must be used immediately, and cannot be saved for later occasions.

*Intercession* (FB pg. 50)

TN: 7

Speed: 1

Duration: 1 round

Range: 10 yards/Faith level

You may swap the value of a single Trait with another character. This applies to both level and coordination. This swap applies to all Aptitudes related to the Trait. Your die type must be greater than or equal to the other character's before the swap, and any modifiers are not transferred (except from a supernatural Trait).

*Interpret Vision* (FB pg. 50)

TN: 5

Speed: 1

Duration: Instant

Range: Self

You may not use this Miracle on visions you are given, but you may cast it for visions others describe to you. This Miracle will not grant you the exact answer, but it will translate any symbols to the real world counterpart. Every success translates one symbol.

You may hear someone's retelling of someone's vision, but this garners a -2 penalty to the roll. If this vision is from legend or hearsay, the penalty is at a -5. The miracle can only be attempted once on any single vision. Finally, the miracle informs you if the vision is genuine, or if someone is telling you stories, unless you go bust on the roll.

Marshals are encouraged to check MH pg. 105.

*Jawbone of an Ass* (Ha pg. 12)

TN: 5

Speed: 1

Duration: 1 round/Faith level

Range: Touch

You turn any vaguely club-like item into a holy weapon. The item must be rigid, roughly cylindrical in shape, and at least a foot and a half long. The weapon deals your character's Strength damage, plus 1d6 per success and raise on the Faith roll. It also has a DB of +1 for each success and Raise. This weapon may be used to deal Lethal or Non-lethal damage, at your choice.

*Judgment of the Unrighteous* (Ha pg. 12)

TN: Special

Speed: 1

Duration: 1 round/Faith level

Range: 10 yards/Faith level

Before you may use this Miracle against someone, they must have dealt at least a single Wound to you, and they must be of Human intelligence. This Miracle converts any wound level penalties caused by the target who wounded you into bonuses, so long as it is used to attack that target! Wound penalties from Wounds caused by other sources are still penalties.

This Miracle ignores Thick-Skinned, and you have the bonus equal to the penalty you would have had without it. This Miracle cannot be used with Bear the Cross, but it can be used with Martyrdom.

*Last Rites* (FB pg. 50)

TN: 5

Speed: 1 minute

Duration: Permanent

Range: 1 yard.

This miracle must be cast either over the body of the recently deceased, or over a fresh grave site, and must be performed within 12 hours of the deceased's death. This prevents them from coming back as any type of zombie, vampire, ghost, Harrowed, or other form of undead.

You may also cast this miracle on any reanimated corpse or walking dead, but it is much harder. First, the creature must lay still for the minute necessary to invoke the miracle! Second, against the Harrowed, it only instills a -2 penalty to all Trait and Aptitude rolls for 1 minute per Faith.

*Lay on Hands* (PG pg. 178, FB pg. 51)

TN: Special

Duration: Permanently

Range: Touch

The blessed can heal the wounds of others (but not themselves). Be warned, as you will feel the same pain as the patient! When casting this Miracle, you subtract the patient's total wound modifiers from your faith roll. You also add the Faith level of the patient to yours for this roll if you share the same faith, or subtract it if you do not. If you succeed, the patient is cured, though the phantom pain will still cause a penalty for one more hour. If you fail, the patient is not cured, and you take on the same maladies as the patient, taking any wounds to the Blessed's Guts.

You cannot revive the dead (or undead), and you cannot cure Maimed Gizzards and Noggins with this Miracle.

<b>Wound Level</b>	<b>TN</b>
Wind	3
Light	5
Heavy	7
Serious	9
Critical	11
Maimed/ Diseases	13

*Lion's Den* (FB pg. 51)

TN: 5

Speed: 1

Duration: Concentration

Range: Sight

You may pick a single type of animal, and you tame one animal of that type per Faith. Any animals affected will stop all attacks, and attempt to lay peacefully aside and watch over you. If you got a raise, the affected animals perform a simple, non-aggressive favor for you, such as fetching a small object or offering it's paw to your hand. On two raises, you are granted a limited ability to communicate with the animals. They perform any task requested, to the best of their abilities, including attacking a foe. They must make a Guts check to attack a supernatural creature, but they gain +2 to the roll.

The animals must be natural animals, but they can be those that were summoned or are controlled by others via any means.

*Martyrdom* (FB pg. 52)

TN: 5

Speed: 1 (Vamoose)

Duration: Permanent

Range: Sight

You take the wound from someone else's attack. You must make a Vamoose, discarding your highest Action Card (cards up your sleeve are the highest) when the poor sap is injured. You can take multiple wounds this way only if the wounds are delivered from the same action (like an explosion).

When you take wounds, they appear in the same place on your body as the original target's, but use your size to calculate the wound level. All mundane effects, such as damage, wind loss and stun checks, are transferred to you. If there are any supernatural effects (vampirism, hex effects...) cause an Onerous (7) Faith roll. If you succeed, the juju is negated. If you fail, it applies to you.

If you go bust invoking this miracle, both you and the original target suffer the wound.

*Mediate* (FB pg. 52)

TN: Opposed (Faith vs. Spirit)

Speed: 1

Duration: 1 round

Range: 10 feet/Faith level

You can calm a situation before things get violent. You do not have to roll to invoke this miracle, merely declare it and spend the action calling for all parties to calm themselves. Anyone who wishes to take any hostile action must roll their Spirit against your Faith. If they succeed, they may do as they wish. If they fail, they may not take any hostile action until the next round.

This miracle applies to all humans and Harrowed within the range of it, friend, foe, or the blessed themselves. It does not apply to other undead, any abominations, or a manitou in control of a Harrowed.

[Note: The strict wording of the Miracle dictates that it does not work on normal animals either. If little bunny Fufu wants to attack you, you're outta luck.]

*Mercy* (FB pg. 53)

TN: 5

Speed: 1

Duration: 5 rounds/Faith level

Range: Self

You may convert any lethal damage you deal to nonlethal damage. Every wound level you would deal to the target, you inflict 3 Wind instead. Every 2 full wounds inflicted this way causes a real wound. This miracle works with all weapons and means of attack, except gizmos made from Mad Science.

*Mighty Fortress* (FB pg. 53)

TN: 7

Speed: 1 minute

Duration: 1 hour/Faith level

Range: Touch

You temporally strengthen the fortification of a building. Every success grants the Durability of the structure +10, and it's Armor +1. You may also use this miracle on vehicles, including Gizmos, but it only gains +5 Durability, and no Armor. Any loss of Durability is lost from the bonus first, and after the miracle ends, any renaming bonus Durability and Armor is lost. This miracle does not repair damage to structures or vehicles in any way.

*Mysterious Ways* (FB pg. 53)

TN: 7

Speed: 1 round

Duration: 1 round

Range: Self

You may walk through solid objects. You must focus on the area you wish to pass through. A single success allows you to walk through wooden walls or structures. With a raise, you may walk through stone, and with 2 raises, you may walk through metal. This miracle can be used to free yourself from shackles or bonds, but it cannot be used to avoid any attacks (they affect you normally). If the miracle ends while you are in solid matter, you become a permanent fixture.

[Note: If your face is still in solid matter when the miracle ends, there is no air. Time to look up suffocation rules.]

*Opportunity's Knock* (Ha pg. 14)

TN: 5

Speed: 1

Duration: 1 round

Range: Self

You turn one of your Action Cards into a Red Joker. This does not get a draw from the Fate pot, but otherwise follows all the rules of a Red Joker. You cannot cast this Miracle on a Card up your sleeve, and you may not put the Card you cast this miracle up your sleeve.

*Ordain* (FB pg. 53)

TN: 7

Speed: 1 hour

Duration: Special

Range: Special

You may recruit allies to your faith, either for the short or long term.

For the short term, you can bestow a Miracle you have to someone else who follows your faith (and has one level in Faith). The chosen patronage may use this Miracle, successful or not, once for every success you gained in the invoking of Ordain. They use the miracle granted to them using their own Faith. A single non-Blessed can only be ordained once, but you may ordain as many characters as you wish. However, you have a cumulative -2 penalty to Faith rolls to invoke any miracle granted to someone else, until Ordain ends.

In the long term, you help the recipient become properly Blessed. The character gains +1 to all Faith and Spirit rolls for the duration of their holy quest. The Marshal has notes in MH pg. 103.

[Note: Regarding the Range, I believe it is intended that you be able to speak with the initiate, but the wording isn't clear. As for the duration, I believe the duration for the short term use is unlimited, up until you wish to reclaim the Miracle, and for the long term, it's Permanent.]



*Pancea* (FB pg. 54)

TN: Special

Speed: 1 minute

Duration: Permanent

Range: Touch

This miracle cures any sort of disease or poison, regardless of source, though supernatural illnesses are harder to cure. There are some spells that resemble diseases that aren't, and sadly, this Miracle does not affect them. This miracle only works on living creatures. Characters with the Ailin' Hindrance must spend the required Bounty points to buy it off if they are cured of the Ailin'.

Unlike with Lay on Hands, you do not feel the pain, and unless you go bust, you do not gain the illness on failure. This Miracle has no effect on Harrowed, though it may kill illnesses harbored with the Sicken power.

The TN for this miracle is dependent on the following table.

<b>Malady</b>	<b>TN</b>
Normal Disease	5
Infection	7
Poison	9
Parasite or Supernatural Disease	11

*Parley* (FB pg. 54)

TN 7

Speed: 1

Duration: 1 minute/Faith level

Range: Self

You, and all those who are within speaking range, instantly understand each other's spoken words, regardless of any language barriers. This only effects you and those who speak to you and hear your words: Others still must deal with the language barrier, if there is any.

This only applies to actual languages, and is not a way to speak with animals or other non-speaking abominations. The clever Blessed take Babble on with Parley.

*Perseverance* (Ha pg. 14)

TN: 7

Speed: 1

Duration: 1 round/Faith level

Range: Self

You choose a single Trait or Aptitude roll, as well as an action you are attempting. For the duration of the Miracle, you gain a +1 bonus to the next attempt to the same task with the same roll. This modifier is cumulative until you succeed, and then the modifier vanishes. If you try any other action or method, the bonus vanishes as well, but if the duration allows, you may start over.

*Prayers of the Faithful* (Ha pg. 14)

TN: 7

Speed: 2

Duration: 1 round/Faith level

Range: 10 yards/Faith level

When you cast this miracle, all others with the same faith may make a Vamoose action to say a small prayer. They discard their highest card (if they have a card up their sleeve, that is the highest card). Each character may do this once, and you may not do so yourself. For each Action Card discarded in this way, you gain a +1 to your next Trait or Aptitude roll, which you must specifically state when casting the miracle.

The maximum bonus you may gain in this way is +5, except for your own natural healing rolls. Even though such healing normally takes longer than the Duration allows, Heaven cuts you a little slack and allows it. You may only benefit from prayers of the Faithful once at a time.

*Protection* (PG pg. 178, FB pg. 55)

TN: Opposed (Faith vs. Spirit)

Speed: 1

Duration: 1 round

Range: Self

This Miracle is the reliance of the great above to protect you from supernatural evil. In fact, any character with at least one level in Faith, except for those who follow the Indian spirits, may attempt to call upon this Miracle, by presenting their holy symbol or otherwise declaring the power of their deity. This requires no roll.

The Supernatural Evil must make a Spirit roll vs. the Character's Faith. Should the Supernatural Evil lose, it cannot touch or otherwise cause the character direct harm (casting hexes, firing weapons, using special abilities), but it may cause indirect harm (casting an area of effect, pushing a bookcase over, saying really mean things).

This only protects the character.

Companions are not protected. However, you can stand in between an attacker and attacked to ward off the Supernatural Evil, and if you succeed on the roll, you force the being to either find another way around or simply back off.

*Quench* (Ha pg. 15)

TN: Special

Speed: 2

Duration: Special

Range: 10 yards/Faith

You can extinguish fires of both earthly and unearthly origin. Once extinguished, no fire can be restarted for one round for each level of Faith you have, after which requires an outside source to re-ignite it as per normal. Ghost Rock fires will reignite themselves, however.

<b>Flame</b>	<b>TN</b>
Lantern, Torch	3
Campfire	5
Bonfire	7
Small Burning Building	9
Large Burning Building	11
Magical Fire, Ghostrock	13

*Reassurance* (FB pg. 55)

TN: Special

Speed: 1

Duration: Permanent

Range: Touch

You calm those whose Guts have been shaken. You must touch the poor fellow when you make your Faith roll. The TN is the same as the Guts Check the target had failed.

Any ongoing effects of the failed Guts check end, but any Wind or Faith loss, or any Aging, is not reversed. Any Phobias caused by the failed check are only cured if Reassurance is cast within the same round of the Guts check. In the case of a Heart attack, you cannot restore Vigor lost, but you can prevent further effects. You cannot cast this miracle on yourself.

[Note: This Miracle is similar to, but is inferior to. Calm.]

*Retribution* (FB pg. 56, \*Ha pg. 10)

TN: Special

Speed: 1 (Vamoose)

Duration: Permanent

Range: Sight

You inflict a wound upon someone who has just wounded you. The Wound level given is identical to that which was received. It must be exacted from the last wound received, and to the same target that gave it to you. If multiple wounds were received from a single attack, you inflict all of the wounds.

This Miracle must be cast after the wound was received, and while the Blessed is still alive. You must make a Vamoose,

discarding your highest Action Card (cards up your sleeve are the highest).

If you reduced the wounds by any means (such as with Fate Chips), the Wounds dealt is the reduced amount. Size plays no role in this, as you do not calculate the damage. You simply inflict the Wound upon the transgressor. This miracle may only be cast once per wound.

[Note: The TN, due to a printing error, is not in FB. Ha states that it mirrors the standard healing TN for wounds inflicted, PG pg. 141. This is still incorrect, as it is on page 140. It is printed below, as well.]

#### **Wound Level TN**

Wind	3
Light	5
Heavy	7
Serious	9
Critical	11
Maimed	13

*Sacrifice* (PG pg. 179, FB pg. 56)

TN: 5

Speed: 1

Duration: Permanent

Range: Sight

An important central belief in most religions. With the successful calling upon of this Miracle, you may give one of your chips to another character that you can see, without spending the usual "equal cost" of trading chips. You may give chips to non believers as well as members of your flock, but never to those whose religion run counter to your own.

*Safekeepin'* (FB pg. 56)

TN: 7

Speed: 10 minutes

Duration: 1 hour/Faith level

Range: Touch

You temporally ward an area from Supernaturally evil creatures. While not as effective as Sanctify, and not permanent, it is much quicker to cast. You protect an area 15 feet in diameter. Any supernatural creature attempting to enter the area is stopped for one round. Creatures summoned or created by magical means are also affected by the miracle. You are immediately awakened and aware of the nature of the threat, no surprise or Cognition roll required.

After the first round, the intruding creature may attempt to force its way through the Safekeepin' by making a Hard (9) Spirit roll. Once the breach is broken by anyone, the miracle ends. This Miracle does not protect against mundane threats, such as angry people, grizzly bears, or even black-hearted cultists.

*Sanctify* (PG pg. 179, FB pg. 57)

TN: 11

Speed: 1 week

Duration: Permanent

Range: Touch

You call upon your deity to consecrate hallowed ground, making it painful for evil creatures to walk upon it. To work this miracle, you must remain in the place to be sanctified for an entire week. Once the ritual is completed, a circle with a radius of 10 feet times the Blessed's Faith is hallowed.

When an evil creature steps upon sanctified ground, it must make an Incredible (11) Spirit roll every round. If it fails, it begins to smoke and steam as if burning, and takes the difference in wind. This damage is spiritual, and so will affect Undead as well as other abominations. Sanctify only effects Harrowed if the manitou is control. Otherwise, while the Harrowed may be evil, she's only humanly so.

*Sentinel* (FB pg. 57)

TN: 5

Speed: 1 minute

Duration: Concentration

Range: Self

You stay vigilant over others as they rest. When you cast this miracle, you designate a person or place to watch over. You may not designate yourself, but you may watch over your campsite or your church.

This miracle has two possible effects. You may choose one for each success gained on the Faith roll. First, you gain a +5 bonus on Cognition rolls to avoid surprise. Second, you do not need to sleep during the Sentinel, but each hour you stay awake in this manner, or does not receive at least four hours of rest, grants a -1 penalty to all Trait and Aptitude rolls, until you receive a full 8 hours of sleep.

*Smite* (PG pg. 179, FB pg. 57)

TN: 5

Speed: 1

Duration: 12 Rounds

Range: Touch

You call upon the strength of the holy to smite the evils of the Reckoning. When invoked, your deity fills the Blessed with

holy power, raising your Strength by one step for every success and raise.

*Snake Handlin'* (FB pg. 57)

TN: 7

Speed: 1

Duration: 5 rounds/Faith levels

Range: Touch

You must have a fairly stout stick of at least the length of an ax handle to invoke this miracle. You throw the stick to the ground, and the miracle turns the wood into a living snake for the duration of the miracle. You may also end the miracle at any time by picking up the serpent.

With a single success, the snake is a non-poisonous snake with no special abilities. With a raise, the snake is a poisonous snake, usually a rattler (though any kind is possible, it retains the stats of a rattler).

Regardless, the snake will obey all commands you give it, to the best of its ability. The commands need not be spoken aloud, as the serpent can sense your intent, but it still has no real intelligence, and so the commands must be simple. Unlike many summoned animals (and animals, in general), the snake created by this miracle does not have to make a Guts check to attack supernatural creatures.

### **Non-Poisonous Snake**

Corporeal: D:1d4, N:2d8, Q:2d8, S:2d8, V:2d4

Fightin': Wrasslin' 3d8

Mental: C:2d6, K:1d4, M:1d6, Sm:1d4, Sp:1d4

Size: 3      Pace: 8      Wind: 8

Special Abilities:

Squeeze: If the snake gets a hit to the head or Guts on a man-sized or smaller

target, it causes the victim to lose 1d4 wind at the start of each round.

The target may break free by winning an opposed Strength roll.

### **Poisonous Snake**

Corporeal: D:1d4, N:1d6, Q:4d12+2, S:1d4, V:2d4

Fightin': Brawling 4d6

Mental: C:2d10, K:1d4, M:1d6, Sm:1d4, Sp:1d4

Overawe 2d6

Size: 2      Pace: 12      Wind: 8

Terror: 3

Special Abilities:

Bite: STR

Poison: If the snake bite causes a wound, the fangs poison the victim. The victim must make a Fair (5) Vigor roll. If the roll is successful, the area of the bite swells painfully and (if it is a limb) cannot be used for 1d6 days. If the victim fails, they die in 1d6 hours unless someone treats the wound with a Hard (6) Medicine: Any.

*Solace* (FB pg. 59)

TN: Special

Speed: 1 Week

Duration: Permanent

Range: Touch

You can cure the insanity of another person. This Miracle can cure Dementia from another person, including those bought as a Starting Hindrance, though the player must pay the Bounty Point cost to remove the Dementia. This also works on Harrowed Hindrances of mental natures, also requiring the expenditure of Bounty Points.

Only one dementia at a time can be healed with this Miracle, and only on any individual person once a month. The base TN to heal a character's Dementia is shown on the table below. The difficulty is based

on the relative severity of the dementia, as determined by the Marshal.

Examples have been given. Harrowed Hindrances are harder to cure, and only one point of a Harrowed Hindrance is removed for every successful casting of Solace.

<b>Dementia</b>	<b>TN</b>
1-Point Hindrances; Mumbling, Eccentricities, Mild Delusions	5
2-point Hindrances; Absent-minded, Minor phobias	7
3-point Hindrances; Paranoia, more serious delusions	9
4-point Hindrances; Major phobias, Manic-depressive	11
5-point Hindrances; Schizophrenia, very serious delusions, evil deeds, any Harrowed Hindrance	13

*Solomon's Advice* (FB pg. 59)

TN: 7

Speed: 1 minute

Duration: Instant

Range: Sight

When you are faced with difficult choices, this miracle can help narrow down options. You must be faced with a dilemma with no more options than your levels in Faith. For each success gained on the Faith roll, the Marshal eliminates an incorrect solution or choice. If you have only two possible solutions, then Solomon's Advice informs you which one is correct.

You must clearly understand the problem and your choices, and the correct solution

must be among the options. This miracle can only be used once per adventure.

*Soothe* (FB pg. 59)

TN: 5

Speed: 1

Duration: 5 rounds/Faith level

Range: Touch

You help ease the pain of another character. Like Lay on Hands, you cannot use this Miracle on yourself. You remove all wound modifiers from the target character. They still retain all Wounds, but they ignore any pain it causes. This Miracle also prevents wound modifiers from new wounds gained while the Miracle is active. After the miracle ends, the target suffers the normal Wound modifier from their highest current wound level.

*Sparrow's Fall* (Ha pg. 15)

TN: 5

Speed: 2

Duration: 1 day/Faith level

Range: 1 mile/Faith level

You cast this Miracle on a willing target that you know the name of, and you become constantly aware of the state of the subject's well-being. In game terms, you know their Wound Levels and current Wind. With a raise on the Faith roll, you also know the rough direction and distance of the target.

You may give Fate Chips to the target to prevent Wounds or Wind loss for the duration of the miracle without having to sacrifice one of equal value, regardless of the distance, but you must be conscious to do so. You may only cast one Sparrow's Fall at a time.

*Spiritual Backhand* (FB pg. 60)

TN: 7

Speed: 1

Duration: Instant

Range: 5 feet/Faith level

You strike the target with an invisible force. The force cannot be seen, but the effects are obvious. Every success on the Faith Roll causes 1d4 Wind. Once a target is reduced to 0 Wind, this Miracle has no further effect. This Miracle has no effect to creatures immune to normal Wind Loss.

*Strength of Fellowship* (Ha pg. 16)

TN: 7

Speed: 1 (Vamoose)

Duration: Instant

Range: 5 yards/Faith level

You provide a bonus to Guts rolls of all characters within range who share your Faith (and have at least 1 level in the same Faith aptitude). This bonus is equal to the total of characters with the same Faith within range. Those who do not have the same Faith do not gain or contribute to the bonus. There is no upper limit to this modifier, but it may only apply to a single Guts check made in the same round the Miracle is invoked.

This Miracle is cast as a Vamoose. To invoke it, you must discard the highest Card you have (If you have a Card up your sleeve, that is the highest Card). If you are Surprised, you may still cast this Miracle by spending a White Chip or greater.

Unlike most other Miracles, you gain the benefit (and contribute to it) of this Miracle.

Characters may only benefit from a single Strength of Fellowship at a time.

*Strike Blind* (FB pg. 60)

TN: Opposed (Special)

Speed: 1

Duration: 1 Round/2 levels of Faith

Range: 10 yards

This miracle blinds an opponent! While blind, the target is at a -6 to any Trait or Aptitude roll that relies on sight. Ranged attacks, like Shootin' or Throwin, take an additional -4 (total of -10). This miracle is ineffective against creatures that don't use sight as their primary sense.

The Target rolls a Vigor check when you cast this Miracle. Their TN is based on your Invocation roll. If they pass it, the Miracle doesn't work on them.

<b>Invocation</b>	<b>Vigor TN</b>
5	3
7	4
9	7
11	9
13+	11

*Succor* (PG pg. 179, FB pg. 61)

TN: 5

Speed: 1

Duration: Permanent

Range: Touch

The quick and dirty version of Lay on Hands. When invoked, the recipient heals 1d6 (reroll Aces) Wind per success and raise. You cannot grant this miracle on yourself or to Harrowed.

may not find exactly what you want, but you will find what you need.

*Temperance* (FB pg. 61)  
TN: Opposed (Faith vs. Spirit)  
Speed: 1 minute  
Duration: 5 minutes/Faith level  
Range: 5 feet

To cast this miracle, you must be able to speak to the target calmly and rationally. You then make an opposed Faith roll against the subject's Spirit. If successful, they ignore any behavior effects of a single mental Hindrance for the duration of the Miracle (the Stubborn listen to reason, the Vengeful set aside their vendetta, the Randy think above their waistline, and the Yeller grow a backbone).

This does not affect other parts of the Hindrance (such as their reputation). This miracle has no effects on the tenets of a character's religion, but it can temporarily affect Dementia.

*Test O' Faith* (FB pg. 61)  
TN: 9  
Speed: 1  
Duration: 1 round  
Range: Self

You can use your Spirit Trait in place of any other Trait for the purposes of a single Trait or Aptitude roll during the same round.

*The Lord Provides* (Ha pg. 16)  
TN: 7  
Speed: 1 minute  
Duration: 1 hour/Faith level  
Range: Self

You gain a +5 bonus to Scroungin' Rolls, plus an additional +2 for every Raise. You

In the wilderness, you have a similar bonus to the appropriate Survival rolls to find food and water. There, it's more clear cut. Each success and raise grants you food and water to feed a single person for one day.

*Two Places* (FB pg. 61)  
TN: Automatic  
Duration: 1 round/Faith level  
Range: 100 yards/Faith level

You create a spiritual double of yourself anywhere within range of the miracle, outside of eye-sight of you (and you of it). The obstruction of sight can be as thick as a mountain or as thin as a door. The moment either you/it sees it/you, the miracle ends.

The double created looks exactly like you. You can see, hear, and speak through the image. It is otherwise intangible and unable to affect the physical world. If you get at least a Raise on the roll to cast this miracle, you can invoke the following miracles through the double: Falter, Martyrdom, protection, Sacrifice, and Succor.

You have a -2 penalty to any Trait or Aptitude rolls during this Miracle. If the game has moved to Rounds, you roll a single imitative for yourself and your Double. On each card, you must choose who acts: You or the Double. It cannot be both.

The double is immune to all forms of physical attacks, even against other insubstantial beings. The only magical effects that can affect you through the Double are your own Martyrdom, and spells that influence or target the mind.



*Unfetter* (FB pg. 62)

TN: 5

Speed: 1 round

Duration: Instant

Range: Touch

This miracle unties bonds, unlocks shackles, and opens doors holding you and your companions captive. Every success springs one such device holding the hero.

The purpose of Unfetter is to free you from captivity. It can open other doors or locks, but that is harder. The Faith roll is at a -6 for any such device, and you may only try this miracle once per day on each such device.

*Walk on Water* (FB pg. 62)

TN: 5

Speed: 1

Duration: Concentration

Range: Special

You may walk on water, just as if it were solid ground, regardless of if it is a still pond or a storm-tossed sea. You may also enable others of their faith to do the same. Each character must make an Onerous (7) Faith roll on their own to do so. You may allow one other character to follow you per level of your Faith, and you must be able to see the character at the time of the miracle.

*Water of Life* (Ha pg. 16)

TN: 7

Speed: 1

Duration: Instant

Range: 10 yards/Faith level

You clean any liquid of any harmful impurities and turn it to a revitalizing tonic. You make any liquid, no matter how foul, caustic, or flat-out dangerous or disgusting, into pure, clean, drinkable water.

You may change a gallon of liquid per level of Faith to water. You don't have to see it, but you must know it is there.

Additionally, the water has healing properties. Anyone who drinks it regains 1d6 Wind for each success and raise the Blessed revived when invoking this miracle. After a minute, the healing effect vanishes, but it remains water.

*Water to Wine* (Ha pg. 17)

TN: 7

Speed: 2

Duration: 1 hour/Faith level

Range: Touch

You turn one gallon per level of Faith of non-alchemical beverage into a pleasant, but powerfully intoxicating, drink. A single sip of the liquid is enough to cause its effects. Anyone who drinks it must make a Fair (5) Vigor roll. Every raise you had on your Faith roll, the TN of the Vigor roll is increased by +2. Failing the Vigor roll causes the drinker to settle down for a nice, relaxing nap. Those who succeed suffer a -1 penalty per Success and Raise of the Faith roll, to all Trait and Aptitude rolls for the duration of the Miracle.

*Wellspring* (FB pg. 62)

TN: 5

Speed: 1

Duration: 1 minute/Faith Level

Range: Touch

You bring forth water from the ground. The water can come from the dry sands of the Mojave or a rock shelf in the Sierra

Nevadas, and the water is pure, fresh, clean, drinkable, and even refreshing. The water comes forth from the ground at ten gallons a minute.

If the surrounding terrain permits, the water pools up and remains until it is removed or evaporated. The water can become contaminated from other sources (such as the ground), so it is recommended to get the water quickly.

*Wings O' Angels* (FB pg. 63)

TN: 5

Speed: 1

Duration: Concentration

Range: 10 yards/Faith level

This Miracle does not let you fly. It lets you fall with style. When falling, you descend at a Pace of 10. This allows a safe landing with no damage when you touch the ground.

*Word O' Honor* (FB pg. 63)

TN: Opposed (Faith vs. Spirit)

Speed: 1 Minute

Duration: 1 day/Faith level

Range: 10 yards

You make the target keep their word. You must speak with the target. This must be a two-way conversation, not a lecture or a sermon. At some point in the conversation, the target must make a promise with you. The promise must be something that they can reasonably do, and must not be something morally objectionable, such as "I promise I will quit swearing" or "My gun is at your side".

When the promise is made of the target's own free will, the blessed rolls to invoke the miracle, against the target's Spirit. If he is successful, the target has to do their best to live up to the intent of the promise. No

fancy word games. This miracle still functions if the promise was given as a lie.

The duration lists Day, which in this instance means until the following dawn.

*Wrath* (FB pg. 64)

TN: 5

Speed: 1

Duration: 1 round/Faith level

Range: Self

You add holy damage to your next attack. When casting this miracle, you must also spend a chip, which determines the additional damage your attack deals. This effect lasts for the duration of the miracle, or until you actually hit a target, whichever comes first. Unsuccessful attacks do not cause this Miracle to end.

# Martial Artists and the Enlightened

First, it should be stated that, as of writing this Guide, I have access to The Great Maze book, but not any of the supplements therein. Therefor, all of what I have to write here is from Ha. It appears to be the most updated rules anyway, but there may be powers and such that I have no access to.

Now, in truth, there are many different kinds of Martial Arts. Hell, Boxing is a martial art! There are a few options for you.

You can make a pugilist. If pile-drivers are more your thing, this is just as simple as buying the particular move (or trying to do it and hope your Marshal lets you).

You can make a Martial Artist. This requires you to buy the Martial Arts Training Edge, which requires that you have a level in Fightin' (Martial Arts). Don't forget to pick your Fighting Style. This grants you the ability to buy the Edges and Hindrances, Aptitudes, and Fightin' Maneuvers, listed below.

Finally, you can be a true-blue crouching-tiger-hidden-dragon, flying through the air, and grabbing bullets from the air Enlightened. That requires the Martial Arts Training Edge, the Arcane Background (Enlightened) Edge, a level in Fightin' (Martial Arts), and a level in Ch'i. This allows you the above listed, as well as the ability to buy Ch'i powers.

It should be noted that Ha may have had an error in it. It simultaneously says that you can, and that you can't, buy Ch'i powers with just the Martial Arts Training Edge. I'm writing this guide with the assumption that if you want Ch'i powers, you must be Enlightened.

# **Puglists**

This is a placeholder. I know there are abilities in the book, but I have yet to cite them. I will include basic punching and standard brawling here as well.

## Martial Artists

First, you gotta pick a style. For simplicity, I've been writing the Fightin' (Martial Arts) Aptitude as the end-all-be-all, but really, there's nine different forms of it. You can see the description of them in Ha pg. 59, and they do not have game applications (well, technically, there's a Hindrance related to them, and the Marshal may have some ideas), but they are listed (in name only) here:

Drunken Style, Eagle Claw, Mantis, Monkey, Shaolin Temple, Shuai Chiao, Tai Chi, Tan Tui, and Wing Chum.

Being a Martial Artist has its perks. Check everything you get in the Edge, but here's a few extras.

You can damage someone or something through armor. Normally, Armor prevents Fightin' damage all together, but you can punch through all the padding enough to hurt. You still turn down the die type by the Armor Value, like other normal damage. Also, normal folks punching something especially well armored may hurt themselves. You don't have to worry about that.

The Martial Arts Training Edge lets you choose between Lethal and Non-lethal damage. When you deal Lethal damage, you will also get bonus dice for attacking the noggins or gizzards.

Finally, you learn a fighting maneuver for each level you have in Fighting (Martial Arts). You can't buy them separately, so the only way to learn a new maneuver is to better your Fighting (Martial Arts) Aptitude.

# Fighting Maneuvers

## *Disarm (Ha pg. 66)*

This requires a Vamoosing action as someone armed is attacking you. You roll Fightin' (Martial Arts), based on your Nimbleness rather than your Deftness, against the opponent's attack roll. If their roll is higher, their attack is successful, but if you rolled higher, the attack not only misses, but the opponent must roll a Strength roll against an Easy (5) check. The TN is raised 2 higher for every raise you had on the Fightin' (Martial Arts) roll. If they fail, they drop their weapon.

## *Eye Gouge (Ha pg. 66)*

You must make an opposed Fightin': Martial Arts with two raises to use this maneuver. If you do, you roll your Strength against the target's Vigor, and if you succeed that, they take 1d6 Wind damage and suffer a -4 to all rolls for the next hour. If they go bust on the Vigor roll, the target is permanently blinded in one eye.

## *Flying Kick (Ha pg. 66)*

You launch yourself into the air, towards your opponent, moving your Pace towards them. You can leap over tables, other opponents, and other obstacles with this move. You must make an opposed Fightin': Martial Arts roll with a -4 penalty to hit your target, but you deal an extra 1d6 damage, and add +2 to the Hit Location (on top of the standard +2 for Fightin', making a total of +4). If you miss, make a Fair (5) Nimbleness roll to avoid falling down and taking 1d6 Wind damage.

## *Get Up (Ha pg. 66)*

You can stand up from the ground and take an additional action all at once. This requires a Fair (5) Fightin': Martial Arts roll. The Marshal may adjust the TN for difficult conditions.

## *Ground Fighting (Ha pg. 66)*

This is less of a maneuver and more of a method of fighting. With Ground Fighting, opponents do not get the usual +2 to hit your character when your on the ground. You also do not suffer the full -4 penalty for fighting on the ground: it is lessened to -2. You still subtract -4 from the Hit Location roll.

## *Head But (Ha pg. 66)*

You must get a raise on your Fightin': Martial Arts roll to hit the opponent. If you do, roll your Strength against their Vigor. Do not add the normal 1d6 bonus for Martial Arts to this roll. If you win, your opponent takes the difference in Wind damage, and must make a Hard (9) Vigor roll to avoid being stunned. No matter the outcome, you take 1d4 Wind damage yourself.

*Lock* (Ha pg. 67)

You grab your opponent in a painful and restrictive hold. First, you must win a contest of your Fightin': Martial Arts verses your target's Fightin' skill with at least a raise. If you succeed, the target must then roll Vigor against your Fightin': Martial Arts. If they lose, they suffer a minus to any action they take equal to the difference, until they break the hold. You may only take simple actions without releasing your target. The target may spend an action to try and break the lock by winning an opposed Fightin' verses your Fightin': Martial Arts.

This maneuver only works on normal - and living - human opponents.

*Spin Kick* (Ha pg. 67)

You must make an opposed Fightin': Martial Arts roll with a -2 penalty to hit, but deals an additional 1d4 damage.

*Sweep* (Ha pg. 67)

You must make an opposed Fightin': Martial Arts roll with a +4 to hit. This attack does no damage, but if successful, your opponent is knocked prone and must spend an action to get back up. This maneuver only works on roughly man-sized and two-legged (or fewer) opponents.

*Throwin' (People)* (Ha ph. 67)

You may use this maneuver as either an attack or as an active defence, provided you have an unused action card for a Vamoose. Either way, you must make an opposed Fightin': Martial Arts against your opponent's Fightin' roll. If you beat your opponent, you may chuck them to the ground anywhere within six feet of you (two yards).

Your opponent must then make an Easy (3) Vigor roll to avoid being stunned by the impact of the ground. This TN is raised by 2 for every raise you got on your Fightin': Martial Arts roll. Even if they are not stunned, the opponent must spend an action to get back up.

This maneuver only works on roughly man-sized and shaped opponents.

## **Enlightened Ch'i Powers**

You start off knowing as many powers as you have levels in Ch'i. You may use Ch'i powers until your Strain is equal to your Vigor die type. You may reduce your Strain with rest and meditation (no mental or physical exertion). One hour removes one Stress.

When you use a power, you roll Ch'i against the TN. If you succeed, you gain Strain, but if you fail, you don't. If you would gain enough Strain to push you above your breaking point, the power fails and no Strain is gained. If you go Bust on your Ch'i roll, Marshals should check Ha pg. 126 to see what happens. (I will post that page to the Guide at a later date.)

Finally, the TN for all the Ch'i powers are at minimum, 5. Even if it says Opposed, you require at least 5 on the roll to succeed, even if your opponent went Bust.



*Abundance of Pecking Birds* (Ha pg. 69)

TN: 7  
Strain: 1/arrow  
Speed: 1  
Duration: Instant

You can string and fire multiple arrows simultaneously. You may aim at a single or multiple targets, all within your normal arc of fire and range. You may fire up to five arrows, but you have a -1 modifier to the attack roll for each target after the first. You make a single Bow roll for all the targets.

*Blood of Gold* (Ha pg. 70)

TN: Special  
Strain: Special  
Speed: Special  
Duration: Permanent

You speed up your natural healing. You pick a wound location on yourself, make the Ch'i roll, and pay the appropriate Strain. Every success and raise against the TN for the wounded location heals one wound level. Blood of Gold only heals a single location at a time, but you may use multiple times simultaneously for different locations.

You can not use Blood of Gold to cure Maimed wounds. You can recover Wind, but Closing the Gate is a much quicker way to do that.

Wound	TN	Strain	Time
Wind	3	1	1 minute
Light	5	2	5 minutes
Heavy	7	3	15 minutes
Serious	9	4	20 minutes
Critical	11	5	1 hour

*Cobra Strike* (Ha pg. 70)

TN: 5  
Strain: 1 + 1/Action Card Held  
Speed: 1  
Duration: Instant

When using Cobra Strike, you must declare how many actions you will spend, not counting the first one to start the power. At that point you make the Ch'i roll and spend only the first Strain. You may not perform any actions aside from simple ones, or move more than half pace, until you release the strike. When your action cards come up, set them aside.

If you draw the black Joker, discard your set-aside cards. You can build them back up again without paying another Strain or making another Ch'i roll. You also must discard the set-aside cards if you perform any complex actions, move more than half-pace, or take a vamoose action.

You may unleash the strike on any new Action cards. You pay one additional Strain for every set-aside action card. If you can't pay it, the Cobra Strike fails. You lash out with a hand-to-hand attack with +2 to hit and damage for each card you set aside.

*Closing the Gate* (Ha pg. 70)

TN: 5  
Strain: 1  
Speed: 1  
Duration: Permanent

You recover wind very quickly. You heal 1d6 Wind for every success and raise you received on the Ch'i roll. Don't forget to re-roll aces. You may not gain more than your maximum.

blabla