Western Talents (in addition to the normal talent list)

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| Absolute Timing | You know how much time has passed between two events and can make accurate assessments of how much time some action will take. At the GM’s discretion, you get a +2 to any skill test for which knowing the exact time would be important. | * Demolitions 10+ * SPI 13+ | 3 |
| Big Boom | The radius of any grenade or demolitions you use is increased by 1 hex. | * Demolitions 12+ * Thrown 15+ | 4 |
| Born in the Saddle | You get a +1 to all skill rolls that pertain to riding, or dealing with horses in any way. | * None | 4 |
| Bulgy | You get a +2 bonus to conceal any pistol or knife on your person. | * Conceal 12+ * Knife 15+ * Pistol 15+ | 3 |
| But Who’s Counting | When using a revolver, or a rifle that holds at least 4 rounds, the size of that magazine is increased by one. | * Pistol 15+ * Rifle 15+ * Tactics 12+ | 3 |
| Degrader | When you attack a target in cover with a firearm, you degrade his dodge by 3 as though you were attacking him in the open. | * Ranged 15+ | 5 |
| Gun Mage | You may deliver your ranged and touch spells through the bullets of your gun and use your combat: pistol skill to determine if you hit your target.  When delivering spells, the bullets will not actually damage their target. Instead, a successful hit means the spell is delivered. | * Magic 15+, Pistol | 5 |
| Holdup Spin | When covered, you can offer your guns to your captor, handles first and then spin the guns and shoot. This requires you to succeed in a Fast Draw test vs. your captor’s Perception, or Fast Draw (whichever is higher). You still have to hit your opponent. | * Fast Draw 15+ | 4 |
| Improved Double Fire | The double fire penalty is reduced to -3 for each shot. | * Ranged 15+ | 5 |
| Improved Snap Shot | When you snap shot, your penalty is reduced to -4 and only enemies that trail your initiative by 2 or less may counter attack. | * Ranged 15+ * Tactics 12+ | 5 |
| Iron Skin | You get a +1 AV as long as you are not wearing armor, but take a -1 to your defenses. | * Toughness 13+ | 5 |
| Martyr | The character may use the maneuver “Take a Bullet” if he is within a half move of the line of fire. | * Agility 13+ * Speed 13+ | 4 |
| Old Reliable | 1. When rolling for a jam, increase the die step of the mishap roll by 1. 2. When rolling for a jam, increase the die step of the mishap roll by 2. | * Ranged 15+ * Spirit 13+ | 5 |
| What Do I Do With This? | You may use a pistol as a thrown weapon that does 1d6 + STR(-1) damage. | * Pistol 15+ * Thrown 12+ | 3 |