

HUCKLEBERRY

BY HORACE BLACK*

ARCANE BOON:

HUCKLEBERRY 3

There is something special about your hombre that makes him different than the usual cowpoke. The difference may be subtle or the stuff of legends but it's there. When you take this edge you draw one card and get that special ability from the Huckleberry list and that's what makes you a Huckleberry.

Note: If the character has the Kid Hindrance he gets an extra draw for the 2 point level and two extra draws for the 4 point level.

- Deuce** **CLUBS**
Night Vision: Your eyes adjust quickly to the darkness and you even have the uncanny ability to see in the absence of all light. This reduces the penalty of darkness by -2.
- Three** **Well, At Least Animals Like You:** Your huckleberry may or may not be popular with people, but animals seem drawn to you. As long as your intentions are good you gain a +2 bonus to any roll involving animals.
- Four** **Natural Survivor:** You are unusually adept at surviving in any terrain; this gives a +2 bonus to all *Survival* rolls.
- Five** **Elementary, My Dear Watson!:** You have an

uncanny ability to find clues to the mysterious of the universe. Whenever, the Marshal calls for a roll to find a clue to help you solve the adventure you then gain a +2 bonus to find those clues.

Six **Know It All:** O.k. not really, but you do have an uncanny knowledge of all things academic. Whenever making an *Academia* roll of any kind you gain a +2 bonus.

Seven **No Prison Can Hold Me:** Your huckleberry has escaped from more hoosegows than he can remember. Whenever involuntarily confined your hero can make a *Hard (9) Smarts* roll to figure out a way to escape, the catch is that this can only be tried once per day.

Eight **Resourceful:** You often have the right tool for the job at hand, whenever you need an item of \$2.00 or less in value then you can make a *Fair (5) Smarts* roll to see if you might have picked it up in your travels. This roll must be made per item, so each bullet counts as one item, also you can only have one of these items at a time.

Nine **Saddletramp:** Your hero never has to worry about finding food or water, it just seem to find him. Whether it be a ranch providing meals to hungry travelers or saloons providing free peanuts. The amount of food is enough to feed or water the hero only and disappears (or the opportunity is lost) by the next day.

Ten **Midas Touch:** Each session your hombre just seems to come across money, whether he finds it, wins it by gambling or the tooth fairy is paying him to keep quit, who knows. Each session he gains 2d6 dollars in the local currency and this roll is open ended.

Jack **Natural Born Athlete:** You where born to perform great acts in athletics. Whenever you make a *Climbin'*, *Dodge*, *Swimmin'* or *Throwin'* roll you gain a +2 bonus.

Queen **Roguish Nature:** For some reasons you've always been good at doing stuff that others might consider sneaky. Whenever your huckleberry makes a *Disguise*, *Lockpickin'*, *Filchin'* or *Sneak* roll you gain a +2 bonus. The downside is that you gain the Wanted Hindrance at +2 points, seeing that you just look guilty.

King **Miracle Worker:** You've been blessed with the ability to work one miracle of your choice. You get to choose a miracle and can cast it by using you *Smart* trait. If you're a Blessed you instead can choose one miracle in which the Faith target number is lowered by -2.

Ace **Magicians Apprentice:** You know a limited amount of magic in the form of a Hex, you may choose one Hex that you cast like a huckster or three tricks. You can cast this Hex using your *Smart* trait. If by chance you are a Huckster or Shootist then you can choose to have a hex with the target number lowered by -2.

DIAMONDS

Deuce **Big Bahda Boom!:** You have a knack for working with things that blow up. Whenever using the Artillery or Demolition aptitudes you gain a +2 bonus.

Three **Natural Healer:** You have a knack for healing the sick and injured. All *Medicine* rolls you make gain a +2 bonus.

Four **Tougher Than You Look:** You are tougher than you look so that when figuring damage you add +1 to your Size.

Five	Deja Vue: Your cowpoke often has the feeling that he's been to the place he's currently at, even if he's never heard of it before. This gives you a +2 bonus to any <i>Area Knowledge</i> rolls.		creature you can sense magical things about it. Make an Easy (3) Spirit roll with a success telling you that it possesses supernatural powers and each raise tells you what those powers are. This can only be tried once per item or creature.
Six	Fate's Child: Lady Fate looks out for you every once in a while. If you draw three White chips at the beginning of a session then you get an additional draw from the Fate pot. This must be done before any other special draws such as <i>Luck O' the Irish</i> and this chip cannot be converted into bounty.	Ten	Gremlin Resistant: Gizmos and man made devices just seem to function better for you than other cowpokes. The Reliability of devices you use are increased by +1 up to a max. of 20.
Seven	Sparklin' Personality: Your hero just has a way with people and his personality always comes shining thru. You gain a +2 bonus whenever using <i>Leadership</i> , <i>Streetwise</i> and <i>Tale-Telling</i> . A huckleberry with this ability suffers a -2 penalty to Disguise rolls because he's so damn memorable.	Jack	I See Dead People: Some people might wonder why that feller smells so funny, but you know because no matter how well disguised he might be you see him as a walking corpse. Also, you can see ghost when encountered as real people.
Eight	Great Orator: You have a great ability to speak to people and persuade them into your way of thinkin'. Anytime you are speaking to a group of people (say 3 or more) then you gain a +2 bonus on any aptitude using the spoken word.	Queen	Hard to Hit: You always seem to be just barely hit or missed when shot at. Any one shooting at your huckleberry suffers a -2 penalty to their roll.
Nine	Feel For Things: By concentrating and touching an object or	King	Master of Arms: You have an uncanny ability with hand to hand combat and are a natural warrior. This gives you a bonus of +2 to all Fightin' roll.
		Ace	Fearless: Well not exactly, but you have a good start at it gaining a +1 to your Grit.

HEARTS

Deuce	Deadshot: You are extremely accurate at long ranges. Any weapon you fire has its range doubled for figuring penalties to the Target Number.	Eight	ages well. You only age 1 year for every 3 that passes, starting after reaching the age of 18. Born to Ride: If it can be driven or ridden then you're on it, as if you were born to the saddle or seat as the case may be. Any <i>Horse Ridin'</i> or <i>Drivin'</i> rolls are made at a +2 bonus.
Three	Dazzle Me with Science: Your mind works in a scientific fashion, thus giving your hero a +2 bonus to any <i>Science</i> roll, except of course for <i>Mad Science</i> .	Nine	Rawhide: Your hombre skin is tough as leather, this gives you light armor -2 to all locations.
Four	Rambler & Gambler: You were born to play cards and have the ultimate poker face. Whenever using <i>Bluff</i> , <i>Gamblin</i> , or <i>Persuasion</i> you gain a +2 bonus to your rolls.	Ten	Grease Lightning: You've grown up around guns and have an uncanny ability to get that hog-leg out and smoking, reloading comes naturally to you also, now if you can only hit something with it. Whenever you make a <i>Quick Draw</i> or <i>Speed-Load</i> roll you gain a +2 bonus.
Five	A Little Extra Luck: Your hero can call upon fate a little more often than other. This allows you to have a maximum of 12 Fate Chips instead of 10 at one time, although you can trade in chips that exceed 10 for bounty immediately if you so choose.	Jack	Noggin' Buster: In combat your attacks are more likely to hit the Noggin' than the usual shooter. You can modify the hit location of any of your attacks by +/- 1 towards the Noggin'.
Six	Stuff of Legends: Your hero has the mark of greatness whether he knows it or not. The Fate Chip Pot will always have an additional Legend Chip in it when your character is part of the posse.	Queen	True Versatility: You just have a knack for doing different things. At the beginning of each session you must state one <i>Aptitude</i> that you're going to be really good at this session, this gives you a +2 bonus for this session only. Note that if
Seven	Longevity: Your family line is very long lived and		

	you don't state an <i>Aptitude</i> then the first one you use will be it for that session.		and one favor which he can use (even one restricted to full shamans). If your huckleberry is already a Shaman the he can hold an additional
King	Reverse Mojo: Whenever someone or something tries to use a spell or power that has a negative effect on you, then their Target Number is increased by +1. If the caster botches their roll then the effect is re-rolled against the caster.		Appeasement point in his Animal Spirit above and beyond his level.
Ace	Aura of Courage: Your hero just exudes a sense of courage about him; this has the effect of lowering the fear level in your immediate area by -1.	Six	Superior Trait: Your huckleberry has a Trait that is increases by +1 die type, but not only that it can go above human norm up to d12+2. The player gets to pick the Trait.
		Seven	Ancient Chinese Secret Huh!: Your hero knows one Martial Arts power that he can use based off of his <i>Smarts</i> trait to successfully use the power and Fightin': Brawlin' in place of Figthin': Martial Arts, he also has Strain equal to half of his <i>Vigor</i> die. If your hero already has Martial Arts powers then he gains an additional +2 Strain.
	<i>SPADES</i>		
Deuce	Born to the Stage: You're a natural actor and enjoy being in the lime light. Whenever you make a <i>Performin'</i> roll you gain a +2 bonus.		
Three	Jack of All Trades: You've done a little bit of this or that and you always have been a quick learner. Anytime you make a <i>Trade</i> roll you gains a +2 bonus.	Eight	Gamble with Fate: Your hero likes to tussle with fate. Whenever you receive a Red Fate Chip you may immediately throw it back in the pot and draw again, but you must keep the result (even another Red Chip).
Four	Calculator: You're like the rain man of the west, you may look at a group of things and make a Easy (3) <i>Smarts</i> roll to determine the exact number.		
Five	Injun Ways: Your huckleberry has learned a little Indian mojo and knows on ritual at level 2	Nine	Fleet Footed: This cowpoke doesn't just poke along, but can get out and move when

needed. Increase your base Pace by +1.

Ten **Healthy as a Horse:** Your hombra is unusually healthy, although you still get sick and can be struck with an ailment. Any *Vigor* checks to resist poison, disease or for natural healing gain a +2 bonus.

Jack **Insomniac:** Unlike other folk you never need to sleep, but have no trouble if you chose to. That's right you never suffer fatigue or other bad effects from poor rest. The down side is that if you suffer effects like Night Terrors then you will have these horrible visions while awake.

Queen **Dreamer:** Your huckleberry has dreams that sometime reveal glimpses to the future. Once per session the character can make a *Spirit* roll to get some sort of insight into the adventure. The Marshal sets the Target Number and can give cryptic visions as an answer.

King **No Tender Vitals:** For some reason attacks that would put any other cowpoke down leave you hurt but standing. Any attack to your Gizzards is considered a Guts hit instead.

Ace **Divine Gift:** The powers that be have given you a gift. You can choose a

Gift from Fire & Brimstone.

JOKERS

Black **Draw a Card:** You can choose from the Huckleberry list what power you want with the exception of the Red Joker.

Red **True Huckleberry:** When the Red Joker is drawn by your character in combat your hero can either draw an extra chip or card. Also, you can count coup on a creature just like a Harrowed.

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