

# **Expertise Feats Compendium**

**Supplement to Boot Hill 3<sup>rd</sup> Edition**

*Version 3.0 June 2019*

# Introduction and background

This compendium list all the available expertise feats that can be added as an option or supplement to the standard Boot Hill 3<sup>rd</sup> edition rules. This supplement adds an element of player character progression. The missing advancement / character building element has been a criticism to the system compared to e.g. D&D.

Only requirement needed is that players keep track of both the current available XP they have for purchasing skill points and attributes *as well as the total accumulated XP* earned throughout the lifetime of their character.

It becomes harder and harder to further improved ones advanced skills as you move up the expertise level ladder, which is also reflected in the mount of XP needed to be earned for the next tier as you go along.

## Total Experience Advancement rule

- When a certain amount of total XP has been earned, the experience of the character grants the character the benefit that a bonus Expertise feat can be selected without any additional XP cost.
- This expertise feat reflects that the character has become more seasoned and experienced and develops his skills and abilities more advance levels
- The character must meet any requirements stated first before the Feat can be selected. The Player is allowed to wait selecting the bonus feat when reaching the XP threshold until the character meets all the requirements
- The same Feat can only be selected once.

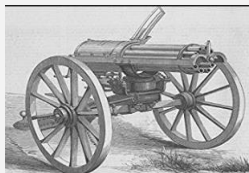
### Experience advancement table

Total Experience points accumulated	Expertise Level	Expertise Bonus
500	1	-
1.000	2	<i>Select one Expertise Feat</i>
1.500	3	-
2.000	4	<i>Select one Expertise Feat</i>
2.500	5	-
3.000	6	<i>Select one Expertise Feat</i>
3.500	7	-
4.000	8	<i>Select one Expertise Feat</i>
4.500	9	-
5.000	10	<i>Select one Expertise Feat</i>

## Expertise Feat    Description

### Advanced Artillerist

*Pre-requisite: Skilled in artillerist and a score of at least 10*



You become a specialist for operating heavy weapons, gaining the following benefits:

- When you operated a Gatlin Gun it only misfires on 19-20 and you can unjam it in only 2 combat rounds (instead of the normal 1 minute)
- When you operate a cannon it only requires a crew of 3 men (instead of 4) to reload and it can be done in 2 combat rounds (instead of 3)

### Medical Expert

*Pre-requisite: Skilled in Medicine and a score of at least 10 and skilled in Chemistry*



You become a specialist in medicine and healing remedies, gaining the following benefits:

- You can craft following at 50% of the normal price (to cover cost of ingredients):

Henbane Treatment

Natural Healing Ointment

Willow Bark Extract

Alrune root Ointment

Gunpowder Gauze

Each potion/treatment takes ½ a day to craft. Must have access to a General store and/or ingredients. A successful Medicine check roll must be done at the end of the ½ day. If failing something failed in the creation of the potion or treatment and it is useless.

### Advanced Dynamite Handling

*Pre-requisite: Skilled in Explosives with a score of at least 10 and skilled in Throwing*



You become a specialist for handling dynamite, gaining the following benefits:

- If you throw a dynamite stick there is only 30% chance of failure (instead of 50/50)
- When you throw back dynamite with a lit fuse you get +2 to your luck roll

### High Roller

*Pre-requisite: Skilled in Gambling and a score of at least 10*



You have played extensively and improved your gambling skills and strategic understanding of the game to expert level, gaining the following benefits:

- when gambling and rolling your gambling check – you can add the half the difference between your Gambling score and the number rolled +2 (instead of normally ½ of the difference rounded down)
- This also applies the rolls if cheating

## Alertness



*Pre-requisite: Skilled in Tactics and a score of at least 10*

You are very alert and observant, gaining the following benefits:

- If you succeed your Tactics check at the beginning of an encounter, you can add +2 to your initiative roll for the combat encounter (instead of +1)

## Ambidexterity



*Pre-requisite: Skilled in Pistol and Coordination score of minimum 15*

You are ambidextrous being able to use both hands at almost equal level, gaining the following benefits:

- When shooting with wrong hand with a pistol you do not have any accuracy penalty (instead of normal -2)
- When shooting with both hands with pistols, you only have a -4 accuracy penalty (instead of normal -6)

## Shotgun Specialist

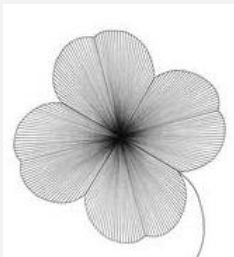


*Pre-requisite: minimum 5 Weapon Skill points in Rifle*

You have done extensive training in shooting with shotguns and scatterguns, gaining the following benefits:

- When shooting with a shotgun or Scattergun you gain +1 to the 1d6 die roll on the Shotgun/Scattergun wound table
- When shooting with a shotgun or Scattergun the speed category of the weapon is 1 category better than normal (e.g a “slow speed” shotgun has “average speed” for you)

## Lucky Bastard



*Pre-requisite: None*

You have been born under a lucky star, gaining the following benefits:

- When you have to roll a luck check after receiving a Mortal wound you can subtract -2 from your roll

## Sniping (Rifle)



*Pre-requisite: minimum 5 Weapon Skill points in Rifle*

You have done extensive training in sniping with a rifle, gaining the following benefits:

- When sniping with a rifle you get +2 to accuracy modifier (instead of the normal +1)
- When shooting with a rifle the speed category of the weapon is 1 category better than normal (e.g a “slow speed” Revolving Rifle has “average speed” for you)

This does not apply to Shotguns or Scatterguns

## Horse Riding Specialist



*Pre-requisite: Skilled in Riding and a score of at least 10*

You are an expert on a horseback, gaining the following benefits:

- You do not gain any accuracy penalty when shooting from a moving horse (normal -4)
- It only cost you 25% of your movement to mount or dismount a horse (normal ½)
- You gain +2 to all checks to stay in saddle when riding a horse

## Lasso Specialist

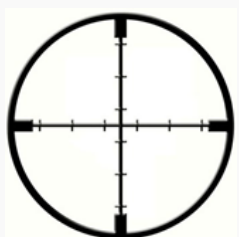


*Pre-requisite: Skilled in Roping and a score of at least 10 and skilled in throwing*

You are an expert with a lasso, gaining the following benefits:

- You can both throw and reel in the Lasso during the same combat round (normal it takes 1 round reeling it in)
- You get no accuracy penalty a long and extreme range when throwing a Lasso
- Your target gets +2 penalty to its Strength or Coordination check to escape check if you hit it with a Lasso

## Trick Shooter



*Pre-requisite: minimum 5 Weapon Skill points in the weapon type selected*

You have extensive training in trick shots both against moving targets and while moving yourself, gaining the following benefits:

- You must choose either Rifle or Pistol when selecting this feat. Feat benefits will only apply to this weapon type. This cannot be changed later.
- You only need to apply half the normal accuracy modifier when shooting with this weapon type even if target or yourself has moved (instead of normal -2 and -4)

## Charismatic



*Pre-requisite: Skilled in at least one of following: Entertainer, Thespian or Public Speaking*

You have been born with a very charismatic attitude and people generally likes you, gaining the following benefits:

- The Judge must add a positive +2 modifier to rolls when checking NPC reactions (Table 25 and 26 in rulebook). This is in addition to the normal +1 modifier if your Stature is 10 or above
- When you have to roll a skill check using either Entertainer, Thespian or Public Speaking skills subtract -2 from your roll.

## Orienteering and Survival Specialist



*Pre-requisite: Skilled in Orienteering and Survivalist*

You have done numerous trips into the wild and done a lot of cross country travelling, gaining the following benefits:

- You have an excellent sense of selecting the right track that stays within natural resources of food and water and only have to roll checks once every 2 days of travelling (normally once per day)
- When you have to roll a skill check using either Orienteering or Scouting skills subtract -2 from your roll.

## Fist Fighter



*Pre-requisite: Skilled in Brawling and a Strength score of minimum 12*

You have fought numerous fights and brawls in various Saloons and become a seasoned veteran within this field of expertise, gaining following benefits:

- You have a personal customized set of Brass Knuckles you always carry on you for quick use
- When fighting a brawl you can add +1 extra modifier to your Brawling roll (Table 15). This is in addition to the normal +1 modifier if your Strength is higher than your opponent
- You can use your bare hands with your brass knuckles as a brawling weapon gaining a +2 bonus to the roll (as if you have used a chair)
- You also add +1 to all damage delivered with your hands and brass knuckles.

## Expert Tracker



*Pre-requisite: Skilled in Tracking and a score of at least 10*

You are an expert tracker that learnt from one of the best trackers (being an native Indian or white), gaining the following benefits:

- You have an excellent eye for tracking and only need to apply a reduced conditional modifier compared to normally:
  - 1 if ground is hard or rocky (normally -3)
  - 3 if trails leads through town or a across a river (normally -6)
  - 2 additional modifier if trail is lost and try to recover it (normally -4)
- You only need to make a check for every 5 miles (normally one per 2 miles)

## Rogue Style



*Pre-requisite: Skilled in Stealth and in knife*

You are specialized in stealthy operations and knives, gaining the following benefits:

- You have an excellent way of moving around without being noticed. When you have to roll a skill check using your stealth skill subtract -2 from your roll.
- You are experienced in knife fighting and only reduce your Coordination or Observation score to 2/3 (rounded up) when approaching a person wielding a knife in a fight a roll a check to see if you can find an opening (normally  $\frac{1}{2}$  of Coordination)
- When fighting a knife fight you can add +1 extra modifier to your roll (Table 15)

## Wrestler



*Pre-requisite: Skilled in Brawling and a Strength score of minimum 12*

You have participated in numerous wrestling competitions and become a seasoned veteran within this field of expertise, gaining following benefits:

- When grappling you can add +2 extra modifier to your grapple roll (Table 16). This is in addition to the normal +1 modifier if your Strength is higher than your opponent
- You also add +1 to all damage delivered
- If locked in a Bear hug you can modify your roll by up to +/- 2 (on table 16) until you get a 16-17 throw result and breaks free

## A person with a reputation



*Prerequisite: None*

You are a person with a reputation from either your previous deeds, participation in shootouts, by family heritage or by focusing on socializing with the right people, gaining following benefits:

- Your Stature attribute increase by 1

## Bronc Buster



*Pre-requisite: Skilled in either Wrangling or Teamster*

You have worked a lot with handling wild mounts and taming them, gaining following benefits:

- An eye for qualities in a horse. When the Judge rolls or determines attributes scores for a horse you are acquiring he must add an extra +1 modifier to all 4 attribute scores for the horse (see page 56 rule book) and the horse does not need to roll for any undesirable traits (Table 22)
- When trying to tame a horse you get +2 to all Bronc busting rolls (Table 23)
- If you get thrown off a horse either while bronc busting or in any other situation you can subtract -2 to your wound location roll and -1 1 to your wound severity roll
- If you manage to stay on a horse while trying to bronc busting it for 8 turns the horse will stop and automatically is considered to be broken (normally 20 turns)

## Expert Trader



*Pre-requisite: Skilled in Trading and at least a score of 10*

You have advanced negotiation skills within trading, gaining following benefits:

- If you make a successful Trading check when buying items you get a discount of 25% off the normal price (normally -10% discount)
- If you try to sell something and makes a successful Trading check – the buyer offers to pay 10% more than the normal price (assuming buyer is interested in the goods)
- When you have to roll a skill check using your Trade skill subtract -1 from your roll.

## Athletic



*Pre-requisite: Coordination score of minimum 15*

You are trained in moving extremely agile through obstacles and difficult terrain, gaining following benefits:

- If you make a successful Coordination check (free action) before you start moving you can move normally through obstacles and difficult terrain (normally only moving ½ your speed)
- If you make a successful Coordination check (free action) before you move you do not pay ½ your movement to stand up from prone or mounting/dismounting a horse
- You do not suffer from movement penalties light wounded in legs (you still apply penalties from serious wounds in legs)
- When you have to roll a check using your Coordination skill in connection with movement, jumping or other agile maneuver you can subtract -1 from your roll.

## Native training



*Pre-requisite: Skilled in Indian Contact and a score of minimum 10*

You are trained in the martial arts of the Native Indian people, gaining following benefits:

- You get +1 Weapon skill point in Archery
- You get +1 Weapon skill point in Knives/Spear/Axe
- Native Languages: You can speak, read and write Native Indian language fluently (does not require skill in Linguistics)
- Your short, long and extreme range when throwing a knife, axe, spear or shooting a bow is 1.5 times longer

## Dualist (Pistol)



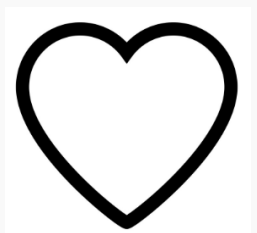
*Pre-requisite: minimum 5 Weapon Skill points in Pistol and skilled in Fast draw*

You are specialized in one on one dueling with pistols, gaining the following benefits:

- When in a 1 on 1 dual and using a pistol you have +2 to your initiative roll in the first round (still apply modifiers for tactics or fast draw)
- When in a 1 on 1 dual and using a pistol you apply wound location modifiers as if firing careful shot (e.g. adjusting with full weapon skill) regardless of type of shot selected.

## A Horses Endurance

*Pre-requisite: Minimum Strength attribute score of 15*



You are born with an extremely robust body and a health that can endure a lot of pain, gaining the following benefits:

- Opponents does not add +1 to wound modifier to severity rolls against you if they hit you in the Chest
- Your Light wounds can recover without receiving a successful medicine check

## Education



*Pre-requisite: Skilled in Literacy and a score of minimum 10*

During your youth you had access to a private teacher and received various education, gaining the following benefits:

- Select 2 working skills that you are not skilled in already.
- The working skills has to be academic/educational oriented so following cannot be selected:

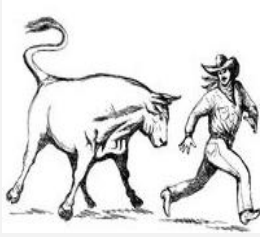
*Artillerist, Bartending, Cow Handling, Entertainer, Explosives, Farming, Fast Draw, Gambling,, Indian Contact, Orienteering, Pocket Picking, Prospecting/Mining, Riding, Roping, Scouting, Sheepherding, Stealth, Survival, Teamster, Throwing, Tracking, Trapping, Wainwright, Whip, Wrangling*

- Roll 2d10 for each to determine skill level



## Running

*Pre-requisite: None*

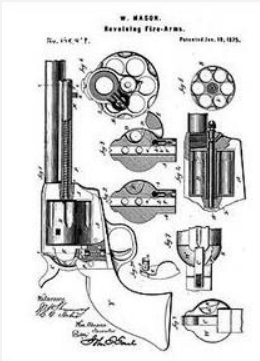


You have been trained to run both short and long distances, gaining the following benefits:

- Your movement speed on foot is increased by 50% for both Crawling, Walking, Evading and running
- If you moved opponents has an additional -1 accuracy modifier to hit you with a weapon

## Customized Weapon

*Pre-requisite: Skilled in Gunsmithing and a score of minimum 10*



You have learnt to reinforce and modify weapons, gaining the following benefits:

- Pick one specific weapon from the Weapons list (Table 14 -e.g. Cab/Ball Revolver, Lever action Rifle etc...)
- If you carry this specific weapon type – you can consider it modified so it has a +1 wound severity modifier

You cannot subsequently change the selected weapon type and the modifier does not stack with weapons that already have a wound severity modifier as standard.

## Blind-fighting

*Pre-requisite: Minimum Observation attribute score of 15*



You have learnt to fight and shoot blindfolded, gaining the following benefits:

- You do not need to apply any accuracy modifier if target is obscured (normal -2)
- You only suffer 50% penalty (-2) if you are shooting in darkness or blinded (normal -4)

Above benefits apply to both shooting, brawling and grappling.