

Expertise Feats Compendium

Supplement to Boot Hill 3rd Edition

Version 4.0 June 2020

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 3rd 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

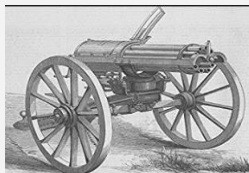
- When a certain amount of total XP has been earned, the experience of the character grants the character the benefit that a bonus Expertise feat can be selected without any additional XP cost.
- This expertise feat reflects that the character has become more seasoned and experienced and develops his 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 to select 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)

Alchemist



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.

Dynamite Handling Expert



Pre-requisite: Skilled in Explosives 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

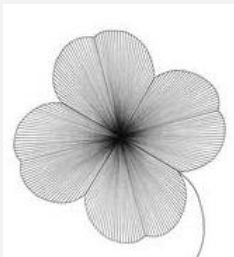


Pre-requisite: minimum 5 Weapon Skill points in Shotgun/Scattergun skill

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

Expert Sniper (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

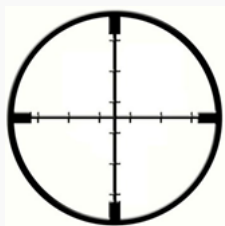


Pre-requisite: Skilled in Roping and a score of at least 10 and skilled in throwing

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 (*shotgun/scattergun not possible to select*). 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 you have moved (instead of normal -2, -4, -6)

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 dine 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 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

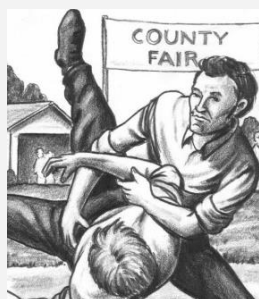


Pre-requisite: Skilled in Stealth and in knife

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 ½ 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 2

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 20% 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:

- Your movement speed on foot is increased to 6 for crawling
- 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
- When you have to roll a check using your Coordination skill in connection with movement, jumping or other agile maneuver you can subtract -2 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:

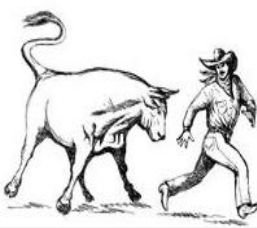
- Select 2 working skills that you are not skilled in already.
- The working skills has to be academic/educational oriented so following cannot be selected:

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

- Roll 2d10 for each to determine skill level

Extreme runner

Pre-requisite: Strength of minimum 10

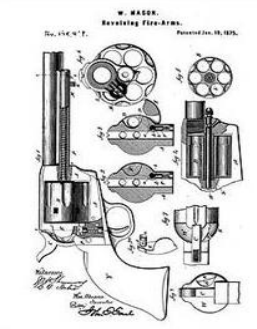


You have been trained to run both short and long distances, gaining the following benefits:

- Your movement speed on foot is increased by 50% for Walking, Evading and running
- If you make a successful Strength check (free action) before you start moving you can move normally through difficult terrain (normally only moving ½ your speed)
- You do not suffer from movement penalties light wounded in legs (you still apply penalties from serious wounds in legs)

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 (*must be a pistol or rifle except shotgun or scattergun*)
- 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.

Medical Expert



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

You have specialized in treating people's wounds, gaining the following benefits:

- If you successfully make a medicine check when treating a light or serious wound – you also reduce it with 1 wound point

Beast Hunter

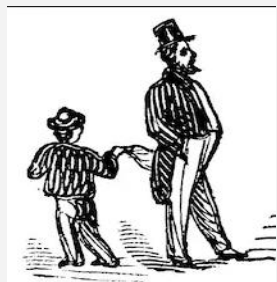


Pre-requisite: Skilled in Veterinarian and a score of minimum 10. Minimum 3 Weapon Skill points in rifle.

You have specialized knowledge not only about treating animals wounds – but also deep insight into their physics and vulnerable areas on their body, gaining the following benefits:

- If you successfully make a Veterinarian check at the start of an encounter with a wild animal or beast (free action) you can add +2 wound modifier to your attacks that successfully hit that/those beasts for the remainder of the encounter – *if using a rifle.*

Expert Thief

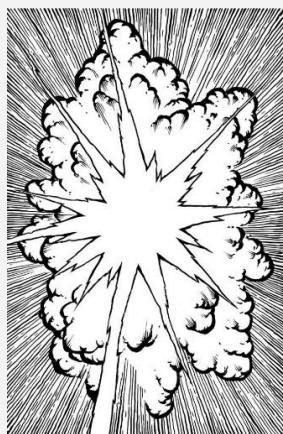


Pre-requisite: Skilled in pocket picking and Stealth

You have been trained to become a professional thief – specialized in picking people's pockets without being noticed, gaining following benefits:

- Your Pocket Picking skill increases by 1
- When attempting to pick someone's, and if your check fails, opponent has +2 disadvantage on his observation roll to see, whether the attempt was noticed

Demolition Expert



Pre-requisite: Skilled in Explosives with a score of at least 10

You are an expert in explosives and rigging dynamite, black powder or blasting powder to demolish things, gaining the following benefits:

- When you place explosives your setup is more effective than average setup. If you spend the proper time and make a successful skill check as part of placing the explosives you can add following bonuses:

When using Table 20 to check for damage your placement of explosives always counts as +1 higher number of dynamite sticks than actually placed (*i.e. if placing 3 sticks of dynamite or equaling powder it is treated as 4 sticks*)

When placing and positioning explosives (not throwing) your chance to damage and destroy things and buildings is increased.

- First roll on Table 20 to check for damage is increased by 1
- Second roll to check for destruction has a -2 advantage
- Third roll (only if second roll has been successful) to check for complete destruction has a -1 advantage

**Expert
Prospector/Miner**



Pre-requisite: Skilled in Prospecting/Mining and a score of minimum 10

You are a very experienced miner with a keen eye for finding gold, gaining the following benefits:

- Your Prospecting/Mining skill increase by 1
- If you have access to a mine or prospecting site (e.g. gold stream), the professional Miner's/Prospector's Tools (picks, drills, shovels, steel wheel barrow etc.) - you can spend 1 day (8 hours) of working. At the end of the day make a skill check. If successful you find 1D20 dollars' worth of gold dust/nuggets.

For each subsequent day of working 8 hours in the same mine or prospecting site you get a +3 disadvantage modifier to your skill check roll as you exploit the site and it becomes harder and harder to find more gold. The Judge determines the difficulty level/number that is used for the mine or site

Superior Craftsman



Pre-requisite: Skilled in at least one of following and a score of minimum 10: Carpentry, Chemistry, Gunsmithing, Locksmithing, Saddle Making, Silversmithing, Smithing, and Tailor/Seamstress

You are a very experienced craftsman specialized in creating different structures and things, gaining the following benefits:

- You increase two of the above listed craftsman skills by 1. It is a pre-requisite that you already have skill points in the skills chosen
- When using any craftsman skill (among the above listed you have skill points in) to create things, and you have access to professional tools and the materials needed, You can spend up to 7 days (8 hours each) of working. At the end of the period make a skill check. If check is successful you have created a fine quality item that can be sold for a 5 dollars profit (material cost has been covered in this roll) *per day* that you have worked. If failing, you must start over again. The Judge determines the difficulty level/number that is used for the crafting task

Chief Engineer



Pre-requisite: Skilled in Civil Engineering or Railroad Engineering and a score of minimum 10:

You are a highly educated and skilled Engineer, gaining the following benefits:

- You increase one of the above listed craftsman skills by 1.
It is a pre-requisite that you already have skill points in the chosen skill
- Your expertise is highly useful for most cities under development, in growth or railroad projects under construction. If you approach such projects your input would most likely be in demand and valuable for the project or city. If your stature is above 9 your reputation will increase likelihood and demand for your consultancy.
- If you get invited/involved you can spend 2 days (8 hours each) of working with the project plans and drawings. At the end of the two days make a skill check. If successful you have managed to come up with ideas and construction modifications that improve the project or the city infrastructure. And will receive 2d20 dollars from the city or project as remuneration for your consultancy. You can only improve the same construction/development or railroad project once. The Judge determines the difficulty level/number that is used for the project.