

# "Sly" Rix Anderson

Seasoned Male Human

Player: Shane



### Damage

-1	-2	<b>INC</b>	-3	-2	-1
Fatigue			Wounds		

### Derived

<b>Pace</b>	<b>Parry</b>	<b>Toughness</b>
6	4	5

### Armor

(Unarmored) 0

Toughness: 5

### Gear

Boots	4
Derby	0
Harmonica	0
Holster	1
Horse	0
Bedroll	10
Canteen	5
Saddle	30
Saddlebags	5
20x Pistol Ammunition (Large, .40-.50 caliber)	2
2x Playing cards	0
Shirt/blouse, dress	1
Suit/fancy dress	6
Trousers/skirt	2
Watch, gold	0.5
Wealth: \$5.30	0

### Hindrances

**Greedy (major)**  
The individual is obsessed with wealth and material possessions / SWADE p24

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**Quirk (minor, Always shuffling cards)**  
The individual has some minor but persistent foible that often annoys others. / SWADE p26

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**Vengeful (minor)**  
The adventurer seeks payback for slights against her. / SWADE p28

### Attributes

Agility:	4	6	8	10	12
Smarts:	4	6	8	10	12
Spirit:	4	6	8	10	12
Strength:	4	6	8	10	12
Vigor:	4	6	8	10	12

### Edges

**Arcane Background (Huckster)**  
Magical dueler who often uses his Gambling skills for effects. / Deadlands p18

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**Luck**  
+1 Benny at the start of each session. / SWADE p40

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**New Powers (Trinkets, Boost/Lower Trait)**  
Your character learns a new power. Wizards must have access to an Arcane Laboratory and Clerics must complete a quest. / SWADE p47

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**Power Points**  
Gain 5 additional Power Points, no more than once per Rank. / SWADE p47

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**Quick**  
Action Card must be higher than a Five. / SWADE p40

### Skills

(Unskilled): 4 6 8 10 12 -2

Athletics: 4 6 8 10 12

Common

Knowledge: 4 6 8 10 12

Fighting: 4 6 8 10 12

Gambling: 4 6 8 10 12

Language (Native): 4 6 8 10 12

Notice: 4 6 8 10 12

Performance: 4 6 8 10 12

Persuasion: 4 6 8 10 12

Shooting: 4 6 8 10 12

Spellcasting: 4 6 8 10 12

Stealth: 4 6 8 10 12

Trade: 4 6 8 10 12

### Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Colt Peacemaker (.45)	2d6+1	12/24/48	1	1	6	4	
Bolt	2d6	Smarts x2	0	-	-	0	Power, Power Points: 1

## Special Abilities

### Huckster

Power Points: 15; Powers: Bolt (Savage Worlds: Adventure Edition p156), Boost/Lower Trait (Savage Worlds: Adventure Edition p156), Deflection (Savage Worlds: Adventure Edition p157-158), Speak Language (Savage Worlds: Adventure Edition p168), Trinkets (Deadlands - The Weird West p76) / Deadlands

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### Deal With the Devil

May not Short nor spend Bennies for Power Points, but can cast powers they don't have and are above their Rank. Also gain PP or bonus to Spellcasting from such castings. See page 64. / Deadlands p64

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### Languages Known

Native (native, d8)

## Advances

### Novice

- 1 Edge: Quick
- 2 Edge: New Powers (Trinkets,, Boost/Lower Trait)
- 3 Raise Skills:, Shooting/Spellcasting

### Seasoned

- 4 Raise Skills:, Spellcasting/Fighting
- 5 Edge: Power Points
- 6 Raise Attribute: Spirit

## Description

Lean, sharp-dressed gunslinger with a perpetual half-smirk, fanned cards in one hand and a smoking Peacemaker in the other—very much the iconic Huckster archetype.

## Background

Rix Anderson started as a smooth-talking faro dealer working the paddlewheelers out of New Orleans. One stormy night in Natchez, facing ruin at a rigged table, he finally cracked the deeper secrets of Hoyle's forbidden games—summoning a manitou to flip the odds. He won big... and never looked back. Now he drifts the Weird West from Tombstone to the Great Maze, playing high-stakes poker in dusty saloons, always one step ahead of Pinkertons, vengeful gamblers, and the whispering entities he bargains with.

"Sly" is quick with a smile, quicker with a quip, and deadly when the cards (or manitous) turn against him. His greed pushes him toward bigger risks, and his vengeful streak has left more than a few bodies in shallow graves. Rumors follow him: that deck never loses when it counts... and sometimes the aces have eyes.

# Huckster - 15 Power Points

## SWADE Power Modifiers (p152)

**Armor Piercing (+1 to +3):** Each Power Point spent grants the power AP 2 (see page 65), MAX AP 6.

**Fatigue (+2):** This modifier may be attached to any power that can cause damage or is resisted by the target. If she's affected by the power in any way, she also suffers Fatigue. This cannot cause Incapacitation, however.

**Glow/Shroud (+1):** This creates soft light in a Small Blast Template centered on the target, and lasts until the power expires. It subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character. Shroud dims and slightly obscures the target so that attacks against her suffer a -1 penalty and she adds +1 to her Stealth rolls.

**Heavy Weapon (+2):** The attack counts as a Heavy Weapon.

**Hinder/Hurry (+1):** Target's base Pace is reduced by 2 until the power expires. A caster can Hurry the recipient instead. He might get increased energy, sure footing, or more powerful muscles. His Pace is increased by 2. Effects of either modifier aren't cumulative.

**Lingering Damage (+2):** On the victim's next turn, he suffers the power's base damage minus one die type (one additional turn only). If hit with a 2d6 bolt, for example, the victim takes 2d4 damage at the start of his next turn. If the base damage is already a d4 die type, it loses a die instead.

**Range (+1/+2):** Double the power's listed Range for 1 Power Point, or triple it for +2. This modifier may not be used on powers with a Range of Touch or the Cone Template.

**Selective (+1):** With intense focus, the caster can choose not to affect any or all individual targets within a power's area of effect (picking all enemies instead of allies in a blast, for example).

## Bolt

Savage Worlds: Adventure Edition p156

**Power Points: 1**

**Spellcasting Roll: d8**

**Range: Smarts x2**

**Duration: Instant**

**Damage: 2d6**

**2d6 ranged attack. -**

**DAMAGE (+2):** The bolt causes 3d6 damage (4d6 with a raise).

Savage Worlds: Adventure Edition p156

## Boost/Lower Trait

Savage Worlds: Adventure Edition p156

**Power Points: 3**

**Spellcasting Roll: d8**

**Range: Smarts**

**Duration: 5 for boost/Instant for lower**

**Increases or decreases a skill or attribute. -**

**ADDITIONAL RECIPIENTS (+2):** The power may affect more than one target for 1 additional Power Point each.

**STRONG (+1):** The Spirit roll to shake off the effect is made at 2.

Savage Worlds: Adventure Edition p156

## Deflection

Savage Worlds: Adventure Edition p157-158

**Power Points: 2**

**Spellcasting Roll: d8**

**Range: Smarts**

**Duration: 5**

**2/-4 to attack recipient. -**

**ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

Savage Worlds: Adventure Edition p157-158

## Speak Language

Savage Worlds: Adventure Edition p168

**Power Points: 1**

**Spellcasting Roll: d8**

**Range: Smarts**

**Duration: 10 minutes**

**Caster can speak and understand languages. -**

**ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

Savage Worlds: Adventure Edition p168

## Trinkets

Deadlands - The Weird West p76

**Power Points: 3**

**Spellcasting Roll: d8**

**Range: Smarts**

**Duration: 5**

**Temporarily summons a minor, mundane item weighing less than one pound (on Raise in minutes instead of rounds). -**

**COMPLETE (+1):** The object is a complete set or loaded (for firearms), though it still must fit under the weight limit. A deck of cards has all 54 cards in it, a firearm is completely loaded, and so on.

**WEIGHT (+2):** The item can weigh up to two pounds.

Deadlands - The Weird West p76