



# TEST DRIVE RULES



FEATURING

DEAD  LANDS





# WELCOME TO THE WEIRD WEST!

Welcome to the Weird West, as powered by the *Savage Worlds* rules system! This “Test Drive” is designed to give you everything you need to run the included adventure “Blood on the Range.” The full rule book of course comes with rules for character creation, hundreds of Edges, Hindrances, combat options, powers, and monsters as well as a lengthy gear list, including vehicles, across multiple eras. Maybe most important to a universal rules system are our Setting Rules, which allow you to emulate anything from gritty crime dramas to swords & sorcery to supers, all with the same core rules.

Let’s explain how to play then dive into one of the many mysteries at a little Wyoming town the locals call Headstone Hill!

## TRAITS

Every character or creature has five attributes (Agility, Smarts, Spirit, Strength, and Vigor) and a number of skills. Attributes and skills are collectively called Traits. Each Trait is rated from d4 to d12, with d6 being average and d12 being world class.

Some characters or creatures have Traits higher than a d12, such as a d12+3. That means to roll the d12 and add the number that follows (3 in this case).

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Characters often have similar skills, especially at first, but become specialized by the Edges they choose—special advantages that make one gunslinger a Two-Gun Kid and another an expert rifleman, even if they both have Shooting at d8, for example.

## DERIVED STATISTICS

Characters also have three statistics:

- **Pace** for humans is 6” unless modified by Edges or Hindrances.
- **Parry** is equal to 2 plus half of the character’s Fighting die. (Characters with no Fighting skill have a 2 Parry!)
- **Toughness** is equal to 2 plus half the character’s Vigor die. Add the bonus granted by armor worn on the torso to this value.

## TRAIT TESTS

When you want your character to do something, the Game Master (GM) tells you what Trait to use, then you roll that die. If your roll (plus or minus any modifiers) is equal to or greater than the “Target Number (TN),” you succeed.

- **TARGET NUMBERS (TN):** The usual target number for most tasks is 4. Apply any modifiers to your roll and compare it with the TN.
- **RAISES:** A roll that’s 4 points over the TN is called a “raise.” If your hero needs a 4 to shoot an opponent and rolls an 8 or higher, he hits with a raise.



- **THE WILD DIE:** Wild Cards (see below) roll an extra d6 called a “Wild Die.” If the result of the Wild Die is higher than the Trait die, use the result of the Wild Die instead. Any modifiers apply to the highest total.
- **CRITICAL FAILURE:** A roll of 1 on both the Trait die and Wild Die (see above) is a Critical Failure. The roll automatically fails and something bad may happen depending on the situation as well. Critical Failures cannot be rerolled, even with **Bennies** (see below). If an Extra rolls a 1 on a Trait check *and it’s important to know if it’s a Critical Failure*, roll a d6. On a 1, it’s a Critical Failure. Otherwise it’s just a normal failure.
- **UNSKILLED:** If a character doesn’t have a skill for an action he’s attempting he rolls a d4 but subtracts 2 from the total.
- **ACES:** Trait tests and damage rolls in *Savage Worlds* are “open ended.” When you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, etc.), roll that die again and add it to the total. This is called an “Ace,” and you can keep rolling and adding as long as you Ace!
- **OPPOSED ROLLS:** Some rolls are “opposed” by an opponent. A spell might be opposed by a target’s Spirit, for example. In these cases, the acting character gets his total first, followed by whoever is opposing him. The highest total wins. A basic success (4) is still required for success, and every four points over the target’s total is a raise.

## WILD CARDS & EXTRAS

Your hero (a player character), and unique villains and monsters are collectively called “Wild Cards.” These are the “named” characters important to the plot and generally more powerful than unnamed “Extras.”

Wild Cards are noted with a symbol of some sort by their name, like this:

⊕ RED

### BENNIES

Wild Card player characters start each game session with three “Bennies,” gaming stones or other tokens that give the player a little extra agency over the game. (“Bennies” is a slang term derived from “benefits.”)

The Game Master starts with one Benny per player character, and each of her Wild Cards has two of their own as well.

The GM should occasionally award a player a Benny for roleplaying her character’s Hindrances, trying something heroic, telling a cool story, or simply making everyone laugh.

Here’s what you can do with Bennies:

- **REROLL A TRAIT:** Reroll *any* Trait check, keeping the *best* total rolled. The only exception is a Critical Failure, which ends the attempt and must be accepted.
- **RECOVER FROM SHAKEN:** This is instant and may be done at any time, even interrupting another’s actions if desired. (See Shaken on page 6.)
- **SOAK ROLLS:** Bennies can be used to prevent Wounds. See **Soak Rolls** on page 6.
- **DRAW A NEW ACTION CARD:** When the game is in rounds, a character can spend a Benny to get a new **Action Card** (see page 4). This occurs after all cards are dealt and any Edges or Hindrances that affect card draws are resolved.
- **REROLL DAMAGE:** Bennies can be used to reroll damage. Include any additional dice for a raise on the attack roll.
- **REGAIN POWER POINTS:** A character with an Arcane Background can spend a Benny to regain 5 Power Points (see page 6).
- **INFLUENCE THE STORY:** This one is entirely up to the Game Master, who may allow your character to spend a Benny to find an additional clue if you’re stuck, come up with some mundane but needed item, or push a nonplayer character into being a bit more agreeable.

## GEAR

The heroes in this adventure already have all their gear chosen for them. Here’s what some of those notes mean:

- **AP (ARMOR PENETRATION):** Ignore this many points of Armor when figuring damage. A weapon with an AP of 2, for instance, ignores the first two points of armor a target might have.
- **PARRY:** Apply the listed modifier to the user’s Parry.
- **RANGE:** This is listed in inches for ease of use on the tabletop. Note that every inch on the tabletop equals 2 yards in the real world. A target at 25”, for example, is actually 50 yards away.
- **REACH:** A character may make a melee attack against an opponent up to this many tabletop inches distant.



## COMBAT

*Savage Worlds* uses a unique system of initiative when fights break out to keep the action fast, furious, and fun.

### GAME ROUNDS

When combat breaks out, the game changes to combat rounds:

- **ROUND:** A “round” is an entire countdown of Action Cards, from the Ace to the Deuce (Two).
- **TURN:** A character’s “turn” occurs when his Action Card comes up in the countdown. A hero with the Six of Diamonds, for example, takes his turn when that card comes up in the round.
- **ACTION:** Characters perform “actions” on their turn. A character can move and perform one regular action at any point in their movement, attacking, casting a spell, and so on, without penalty. More complex actions like lighting a torch or digging through a backpack for a small item might require a set or random amount of time (such as 1d6 rounds—GM’s call).

### MULTI-ACTIONS

Characters can perform up to three actions on their turn. Each additional action beyond the first inflicts a -2 penalty to all actions. Taking two actions, for example, incurs a -2 penalty to both, and three actions is a -4 penalty to all three.

Wild Cards get their Wild Die on each action as usual.

All actions must be declared at the start of the turn and before any dice are rolled. Penalties remain even if a later action doesn’t happen (usually because it was dependent on an earlier success).

**Movement and Multiple Actions:** A character may perform multiple actions at different points in his movement as he wishes.

**Free Actions:** Multi-Action penalties do not apply to free actions.

- **FREE ACTIONS:** Speaking a short sentence or two, moving up to the character’s Pace, falling prone, or dropping an item are all free actions. A hero can generally perform several free actions on her turn simultaneously (speaking and dropping an item while walking, for example). The GM must decide how much is too much. Some free actions occur automatically at the beginning of a character’s turn and may only be tried once, such as recovering from being Shaken (see page 5). Free actions that are “reactions,” such as resisting opposed rolls or powers, are unlimited and occur each time the situation presents itself.

### INITIATIVE

To determine the turn order each round and add a little tension and excitement, we use a standard deck of playing cards with two Jokers (54 cards).

Every Wild Card is dealt an “Action Card” face up. Any allies that player is controlling act on his card as well. Every villain or each general type of Game Master character share a card.

Once the cards are dealt, the Game Master counts down from Ace to Deuce (2), with each character or group resolving their turn when their card comes up. Ties are resolved in suit order: Spades first, then Hearts, Diamonds, and Clubs. When all actions are resolved, start the process over again, dealing from the remaining deck.

- **JOKERS:** If your Action Card is a Joker, you get to take your turn whenever you want in a round, including automatically interrupting another’s actions. Best of all, you add +2 to all your Trait and damage rolls this round! All players also receive a Benny (see page 3). Reshuffle the deck at the end of the round after a Joker is dealt to any character.

### HOLD

A hero can choose to wait and see what happens by going on Hold. He may then go later in the round if he chooses, and can then take his action normally. A Held action lasts until it’s used. If a character has a Held card when a new round starts, he’s not dealt in.

- **INTERRUPTING ACTIONS:** If a character on Hold wants to interrupt an action, he and the opponent make opposed Agility rolls to determine who goes first.



## MOVEMENT

Player characters usually have a Pace of 6, meaning they can move that many inches on the tabletop in a round as a free action.

Characters who want to cover more ground can choose to use an action to run. This gives them an additional 1d6" of movement but they suffer a -2 penalty (the standard multi-action penalty) to all other actions made while running that round. This isn't a Trait roll, so there is no Wild Die and it can't Ace.

## MELEE ATTACKS

A character may make one Fighting attack per action. Roll a Fighting skill roll and compare it to the opponent's Parry (the target's Parry is the TN for Fighting attacks). On a success, your character makes a melee damage roll based on the weapon in hand (see **Damage**). With a raise, you add an additional +1d6 bonus damage for that strike as well. Add the damage dice together (don't roll them separately like Traits).

- **WITHDRAWING FROM CLOSE COMBAT:** Whenever a character retreats from melee, all adjacent non-Shaken opponents get an immediate free attack (but only one—no extra attacks from Edges or wielding two weapons).

## RANGED ATTACKS

The Shooting skill covers everything from pistols to rocket launchers (use Athletics for thrown weapons).

Ranged weapons have a set of numbers under "Range." This is their Short, Medium, and Long range brackets (in inches). Hitting a target at Short range is a standard Shooting roll (a TN of 4 with no range modifier). Shooting a target at Medium range subtracts 2 from the roll, and Long range subtracts 4.

Weapon ranges are designed for using miniatures on the tabletop. Every inch on the tabletop equals 2 yards in the real world. A target at 25", for example, is actually 50 yards away from the attacker.

- **COVER:** Subtract 2 from the attack if the defender has light cover (less than half the target is hidden), -4 for medium cover (about half the target is hidden), and -6 if the defender has substantial cover (most of the target is hidden).

## DAMAGE

After a successful hit, the attacker rolls damage. When rolling damage, *add* the results of the dice together to figure your total damage. Damage rolls can Ace as well (see page 3), which means you keep rolling and adding whenever damage dice Ace!

- **RANGED DAMAGE:** Ranged weapon damage is fixed, such as 2d8 or 2d6+1. A Peacemaker pistol, for example, does 2d6+1, meaning you roll two six-sided dice, add them together (along with any Aces), and then add +1 to the total.
- **MELEE DAMAGE:** Roll the attacker's Strength die for a punch (no Wild Die), and add the weapon's damage die if armed. A hero with Strength d8 and a large knife (d6), for example, rolls d8+d6 damage. Melee damage is derived from Strength but is not a true Trait roll, so the Wild Die is not used.
- **BONUS DAMAGE:** Well-placed attacks are more likely to hit vital areas. If you get a raise on the attack roll, add +1d6 to the damage as well! (Bonus damage can also Ace!) Don't add additional dice for more than one raise.

*Remember: Wild Dice are only used on Trait rolls, not damage.*

## RESOLVING DAMAGE

After hitting your target, subtract their Toughness from the damage. If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no game effect. If the damage is equal to or greater than Toughness, he's Shaken and might be wounded as well.

- **SHAKEN:** If the damage of an attack is a simple success (0-3 points over Toughness), the target is Shaken—he's rattled or suffers minor injuries that have no game effect. If the target was already Shaken, she remains so and takes a Wound as well.
- **WOUNDS:** Each raise (every 4 full points over the target's Toughness) on the damage roll means the victim suffers a wound. Extras only have one wound and are Incapacitated (out of the fight). Wild Cards can take three Wounds. If they take more than that, they're out of the fight as well. Each Wound causes a -1 cumulative penalty to the victim's Pace (minimum of 1") and all Trait rolls—up to a maximum penalty of -3.



## DAMAGE EXAMPLE

Red is Toughness 5. If she's hit by an attack and the damage is less than her Toughness, nothing happens — she rolls with the punch or the shot goes right through her clothes.

If the damage equals or exceeds her Toughness but isn't four points (a raise) over it, she's Shaken. That would be a damage total of 5 to 8 in this case. If Red was already Shaken, she remains Shaken and takes a Wound as well.

If the damage result is a raise over Red's Toughness, 9–12 in this case, she takes a Wound and is Shaken. If she's taking an actual Wound it doesn't matter if she was Shaken before this attack. Each additional raise also causes an additional Wound as well.

## SHAKEN EFFECTS

Shaken characters are nicked, bruised, or otherwise rattled. They may only take free actions, such as moving (including running). At the start of their turn, Shaken characters must attempt to recover from being Shaken by making a Spirit roll at the start of their turn as a free action. If she fails, she remains Shaken. If

she succeeds, she's no longer Shaken and may act normally.

**Spending Bennies:** Remember a character may spend a Benny at any time to remove her Shaken status (even when it's not her turn).

## INCAPACITATION RESULTS

Incapacitated characters may not perform actions but are still dealt Action Cards for the remainder of the encounter in case they recover or must roll for other effects such as **Bleeding Out** (below). Edges or Hindrances that affect card draws, such as Quick, Level Headed, or Hesitant are ignored when the hero is Incapacitated.

An Incapacitated character must make an immediate Vigor roll:

- **Critical Failure:** The character dies.
- **Failure:** The character is **Bleeding Out** and must make a Vigor roll at the start of each turn. With a raise, he stabilizes. If he fails, he dies.
- **Success:** The character stabilizes. She won't pass, but remains unconscious or otherwise Incapacitated for 2d6 hours.

## SOAKING DAMAGE

Immediately after determining Wounds from a single attack, a character may spend a Benny to make a Vigor roll. Each success and raise on the roll reduces the number of wounds suffered from that attack by one. Don't count the Wound modifiers you're *about* to suffer when making this roll — they haven't happened yet!

If the character Soaks *all* the Wounds, she's also no longer Shaken.

## POWERS

Most *Savage Worlds* settings feature “magic” in one form or another. Whether it's hidden occult lore practiced only by dark cultists, voodoo rituals, the eldritch sorcery of powerful wizards, weird gadgets created by mad scientists, superpowers, or the psionic powers of the mind, these rules handle it all in one simple system.

For ease of use, we call all of these effects “powers.” Powers work the same from game to game, but the particular use and trappings give the same powers endless variations. That means you can create wizards, mad scientists,





superheroes, or even creatures with one set of easy-to-remember powers.

Every power has an associated “arcane skill.” The archetypes for this adventure use Faith for the blessed and Spellcasting for the huckster.

To use a power, the player states what he’s doing, spends the desired number of Power Points, and rolls her arcane skill. If the roll fails, she loses 1 Power Point (and loses her turn on a Critical Failure). If successful, consult the particular power to determine the results.

- **DURATION:** Powers last for a number of rounds equal to their Duration, and some can be maintained by spending a Power Point to extend it by its listed Duration again.
- **POWER POINTS:** Arcane characters energize their powers with “Power Points.” Heroes recover five spent Power Points every hour.

## BLOOD ON THE RANGE

Uinta County, Wyoming, is the setting featured in our boxed set *Horror at Headstone Hill*. This little tale can take place on its own, or serve as an extra “Savage Tale” for those playing the campaign. Pregenerated characters can be found on our website or attached to this PDF if you downloaded it. Give it a try, and if you enjoy yourself, consider picking up the *Savage Worlds* Adventure Edition core rules, any of our settings, or those created by our many fantastic licensees!

Heath Crittenden does his best to maintain a large ranch a few miles southeast of town, but it’s not easy. The thing people call Bogwater Bill lurks nearby, some sort of predator keeps eating his beeves, and rustlers like the Ghost Steel Gang are always on the prowl for his strays. He’s only got a few hands, and now one of them’s been killed. He’s at his wit’s end when the heroes happen by and asks for help.

Heath posts a \$100 reward for the capture or conviction of whoever killed his man, Hank Beamer, two nights past. For the purposes of this little adventure, we’ll cut to the chase and assume your posse answers the call.

Heath himself takes the party out to a distant part of his ranch several miles from his house and points to a section of barbed-wire fence.

*“That’s where we found Hank, all caught up on the wire. It was probably the Utes. We’re*

*usually pretty friendly with Black Horse’s folks, but my boys have seen a war party a couple of times in the last month running along the edge of our property. I don’t think it’s the Ghost Steel Gang – they’re not killers – especially when there weren’t even any steers out here to rustle. My men have their hands full right now though, so I could sure use some help.”*

## FOLLOWING LEADS

Here are the leads the party might want to follow.

### THE CRIME SCENE

There’s not much to see at the crime scene other than a little dried blood on the wire. A Survival roll allows a character to read the tracks, but the party and the men who pulled Hank off the wire have wiped out any useful footprints.

If a character gets a raise on the Survival roll, or specifically jumps the fence to check out the grass on the other side, they notice there *aren’t* any pony tracks—a sure sign the local Utes haven’t been here in the last week or so.

### THE UTES

The posse can try to track down the Ute war party if they like. Unless they have a better plan, they can simply criss-cross the area looking for tracks. This takes a Survival roll, made once per day. (If you have access to the *Deadlands* or *Headstone Hill* books, feel free to draw for other encounters each day!)

The Utes are very wary of those outside their tribe, so the party needs to approach them carefully. The War Party is led by Chipeta, nephew of the tribe’s leader, Black Horse. He and seven other warriors are actually out looking for a creature they call “shunka warak’in.” If the Utes describe it, anyone who makes an Occult roll knows Westerners call it the “ringdocus.” That particular critter doesn’t enter into this adventure, but it’s why the Utes are in the area. They had nothing to do with Hank Beamer’s death.

Interacting with the Utes is a great chance for your players to roleplay their characters and try a peaceful transaction. If Chipeta is attacked, though, his war party takes a few shots and then heads off. Black Horse has told everyone to stay out of trouble, at least until other threats have been dealt with (all detailed in *Horror at Headstone Hill!*).



⊕ **Chipeta:** Black Horse's nephew is a Wild Card and uses the same profile as his warriors, listed below, but rolls a Wild Die with his Trait rolls.

■ **Ute Warriors (6):** See below.

## UTE WARRIORS

**Attributes:** Agility d8, Smarts d6, Spirt d8, Strength d8, Vigor d8

**Skills:** Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Riding d8, Shooting d6, Stealth d6, Survival d6

**Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Suspicious

**Edges:** Woodsman (+2 to Stealth and Survival made in the wilderness).

**Gear:** Bow (Range 12/24/48, Damage 2d6, RoF 1), tomahawk (Str+d6), horse.

## THE BODY

Hank's body is still at Crittenden's ranch waiting on the undertaker to come out and prepare it. If anyone investigates it, they see Hank's arm, shoulder, and right side is covered in holes. They look something like messy bullet holes. A Healing roll reveals a bit more, however. With success, the investigator is sure something jagged burrowed into the flesh, causing massive damage to the muscle and organs beneath. With a raise, she can see bruises and marks on Hank's arms consistent with being wrapped up in barbed wire.

So what happened? Hank stumbled onto some bloodwire hiding on a stretch of fencing. It killed him then slithered off for new prey. It eventually worked its way into a group of hardy steers. The wire hasn't killed them yet, but is able to worm their way into the brains and control them for a while. The party has to fight the infected steers in the finale below.

## BLOOD ON THE WIRE

Once the heroes have exhausted their leads, one of Crittenden's men comes riding in from over a nearby hill. He's covered in blood and small wounds and yelling for help.

*"HELP! It's got into the beeves! They're killin' ever' body!"*

The cowboy won't go back with the party willingly but points frantically over the hill behind him while patching up his many wounds.

When the group crests the hill they see a scene of pure horror. Three of Crittenden's men are running from a group of five longhorn bulls.

The steers are wrapped in coils of barbed wire, and stray strands writhe and whip from their skulls and shoulders!

One of them, a big brown longhorn with a broken horn, seems to be their alpha.

It's time to whip out the shootin' irons, tomahawks, and flamethrowers, Marshal. These beeves are infected with a particularly evil strain of bloodwire! You can find out more about bloodwire in *Deadlands: The Weird West*, but it's not important for this adventure since it's animating the longhorns. Once the steers are put down, the bloodwire is relatively spent for now—it can easily be gathered up and burned.

## BLOOD STEERS

**Attributes:** Agility d6, Smarts d4 (A), Spirit d4, Strength d10, Vigor d10

**Skills:** Athletics d6, Fighting d6, Notice d6

**Pace:** 8; **Parry:** 5; **Toughness:** 9

**Special Abilities:**

- **Horns:** The longhorns cause Str+d6 damage with their horns.
- **Size 2:** Cattle weigh over half a ton. This is already calculated into their Toughness.





## BLESSED

*A holy presence entrusted you with power to bring light to the world and heal its wounded.*



RANK: SEASONED

### ATTRIBUTES

AGILITY	d6	PACE	6
SMARTS	d6	PARRY	5
SPIRIT	d8	TOUGHNESS	5
STRENGTH	d6		
VIGOR	d6		

### SKILLS

ATHLETICS	d4
COM. KNOWLEDGE	d6
FAITH	d8
FIGHTING	d6
HEALING	d6
INTIMIDATION	d8
NOTICE	d6
PERSUASION	d8
SHOOTING	d6
STEALTH	d4

DEAD & LANDS

### HINDRANCES

**HEROIC (MAJOR):** You've been entrusted with divine power, and you're going to use it for good.

**LOYAL (MINOR):** They're your flock and you're here to protect them.

**PACIFIST (MINOR):** The good book says, "Thou shalt not kill." It was a mite less specific about kneecaps, though.

### EDGES

**ARCANE BACKGROUND (BLESSED):** You cast miracles using your Faith skill.

**BOLSTER:** After a successful Test, you may remove a Distracted or Vulnerable condition from an ally.

**CHAMPION:** You are favored by the Almighty and add +2 to damage rolls versus supernaturally evil creatures.

### GEAR

Hickory stick (Str+d4), Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), .45 ammo (x50), holy cross and vestments, well-worn Bible, \$197.

### POWERS

**POWERS:** Boost/lower Trait, healing, holy symbol, relief, smite.

**POWER POINTS:** 15

**BACKLASH:** Fatigue, all active powers terminate.

**SINNIN':** If you commit a sin, you find your powers forsake you. The greater the sin, the worse the consequence (see *Deadlands*).

⊕ **ADVANCES:** Intimidation d8 and Persuasion d8, Bolster, Fighting d6 and Shooting d6, New Powers (*relief, smite*).

## EXPLORER

*Vast areas of the American West remain uncharted. You're here to see it all and report back to the Explorer's Society.*



RANK: SEASONED

### ATTRIBUTES

AGILITY	d6	PACE	5
SMARTS	d8	PARRY	4
SPIRIT	d8	TOUGHNESS	5
STRENGTH	d6		
VIGOR	d6		

### SKILLS

ACADEMICS	d6
ATHLETICS	d4
COM. KNOWLEDGE	d8
FIGHTING	d4
HEALING	d4
LANGUAGE (YOUR CHOICE)	d4
NOTICE	d8
PERSUASION	d6
RIDING	d4
SHOOTING	d6
STEALTH	d6
SURVIVAL	d8

DEAD & LANDS

### HINDRANCES

**CURIOS (MAJOR):** Like a moth to a flame, you are drawn to things you've never seen before.

**ELDERLY (MAJOR):** You're getting on in years. This grants you 5 extra skill points but subtracts 1 from Pace, running, Agility, Strength, and Vigor rolls.

### EDGES

**ELAN:** Your enthusiasm grants you a +2 when spending a Benny to reroll a Trait roll.

**RELIABLE:** You are stout and dependable, granting you a free reroll when making Support rolls.

**SCOUT:** You can read the land like the back of your hand. You get a Notice roll at -2 to detect traveling encounters before they occur, ignore up to 2 points of penalties when tracking with Survival, and +2 to Common Knowledge rolls to recall information about towns, outposts, landmarks, tribes, or watering holes along routes you've traveled before.

**STRONG WILLED:** You are unflappably down-to-earth and gain +2 to resist Smarts or Spirit-based Tests.

**WOODSMAN:** You're at home in the wilderness. Add +2 to Survival rolls and Stealth rolls made in the wild (but not in towns or underground).

### GEAR

Springfield rifled musket (Range 15/30/60, Damage 2d8, RoF 1), knife (Str+d4), .58 ammo (x50), stylish monocle, pipe, magnifying glass, hunting clothes and hat, \$195.

⊕ **ADVANCES:** Woodsman, Reliable, Strong Willed, Scout.



## GUNSLINGER

RANK SEASONED

Your twin smokevagons have done in more than their fair number of deadly scoundrels and weird critters.



### ATTRIBUTES

AGILITY	d8	PACE	6
SMARTS	d6	PARRY	5
SPIRIT	d6	TOUGHNESS	5
STRENGTH	d4		
VIGOR	d6		

### SKILLS

ATHLETICS	d6
COM. KNOWLEDGE	d4
FIGHTING	d6
GAMBLING	d4
INTIMIDATION	d4
NOTICE	d6
PERSUASION	d4
RIDING	d4
SHOOTING	d8
STEALTH	d4
TAUNT	d8



### HINDRANCES

**GRIM SERVANT O' DEATH (MAJOR):** Death follows wherever you roam. You add +1 to all your damage rolls, but a Critical Failure on an attack hits an ally. Sorry, partner!

**OVERCONFIDENT (MAJOR):** You're not cocky, you're just the best.

### EDGES

**AMBIDEXTROUS:** You're just as skilled with your left hand as your right and ignore the Off-Hand penalty.

**GALLOW'S HUMOR:** You can use Taunt instead of Spirit to make a Fear check. With a raise, your quip provides a +1 to allies making rolls for that same Fear check.

**DUELIST:** You get two extra Hole Cards at the beginning of a duel.

**MARKSMAN:** You can either gain +1 to your first Shooting roll each turn or you can ignore up to 2 points of penalties from Range, Cover, Called Shots, Scale, or Speed. You cannot move or fire greater than RoF 1.

**STEADY HANDS:** You ignore the penalty for firing from an Unstable Platform and reduce the running penalty to -1.

**TWO-GUN KID:** You can make a second Shooting roll on your turn (with your off-hand) at no Multi-Action penalty.

### GEAR

2x Colt Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), knife (Str+d4), .45 ammo (x50), fancy gun belt, 2x speed loaders, \$157.

⊕ ADVANCES: Taunt d8, Steady Hands, Duelist, Marksman.

## HUCKSTER

RANK SEASONED

You cast "hexes" gleaned from codes in Hoyle's Book of Games. It's a tricky business, and requires gambling with manitous for power, but what's life without a little risk?



### ATTRIBUTES

AGILITY	d6	PACE	6
SMARTS	d8	PARRY	4
SPIRIT	d8	TOUGHNESS	5
STRENGTH	d6		
VIGOR	d6		

### SKILLS

ATHLETICS	d4
COM. KNOWLEDGE	d6
FIGHTING	d4
GAMBLING	d8
NOTICE	d6
PERSUASION	d6
OCCULT	d4
RIDING	d4
SHOOTING	d4
SPELLCASTING	d8
STEALTH	d6
TAUNT	d6



### HINDRANCES

**NIGHT TERRORS (MAJOR):** Your dreams are haunted by terrible nightmares. Subtract 1 from all Spirit rolls.

**TROUBLE MAGNET (MINOR):** Whenever you roll a Critical Failure the consequences are subtly worse in some way, as determined by the Marshal.

**QUIRK (MINOR):** You constantly shuffle decks of cards to help hide when you're casting a hex.

### EDGES

**ARCANE BACKGROUND (HUCKSTER):** You cast spells using the Spellcasting skill. You can Deal with the Devil to cast any power available to hucksters (see *Deadlands*).

**CARD SHARP:** You get one free reroll when making a Gambling roll. That includes when you Deal with the Devil.

**HIGH ROLLER:** You draw an extra card any time you Deal with the Devil.

### GEAR

Derringer (Range 3/6/12, Damage 2d4, RoF 1), knife (Str+d4), .41 ammo (x50), deck of cards, extra cards stashed in wrist holders, *Hoyle's Book of Games*, \$216.

### POWERS

**POWERS:** Boost/lower Trait, bolt, trinkets.

**POWER POINTS:** 10

**BACKLASH:** Fatigue, all active powers terminate.

⊕ ADVANCES: Persuasion d6 and Taunt d6, Card Sharp, Gambling d8 and Spellcasting d8, High Roller.



## WARRIOR

RANK SEASONED

You fight bravely in battle for your people and your ideas. You stoically protect the weak and you charge without fear at your enemies – be they man or beast!

### ATTRIBUTES

AGILITY	d8	PACE	6
SMARTS	d6	PARRY	8
SPIRIT	d6	TOUGHNESS	6(1)
STRENGTH	d8		
VIGOR	d6		

### SKILLS

ATHLETICS	d6
COM. KNOWLEDGE	d6
FIGHTING	d8
LANGUAGE (ENGLISH)	d4
NOTICE	d8
PERSUASION	d4
RIDING	d6
SHOOTING	d6
STEALTH	d6
TAUNT	d4



DEADLANDS

## HINDRANCES

**HEROIC (MAJOR):** You battle evil and protect the innocent.

**OUTSIDER (MINOR):** Subtract 2 from Persuasion rolls with “civilized” types who are bigoted against your people’s way of life.

**OLD WAYS OATH (MINOR):** You honor the spirits and avoid manufactured goods, especially those powered or created with ghost rock!

### EDGES

**DON'T GET 'IM RILED!:** You add your current Wound penalties to your Fighting damage.

**FRENZY:** You are a force to be reckoned with in hand-to-hand combat. You can roll an extra Fighting die with one melee attack each turn. This can be against a different target.

**GUTS:** You have seen your share of strange events in the wilds. You get a free reroll on Fear checks.

**TWO FISTED:** You are adept at fighting with both hands. You can make an extra Fighting roll with a melee weapon in your off-hand with no Multi-Action penalty.

### GEAR

Native armor (+1), native shield (+2 Parry, subtracts 2 from ranged attacks from front and shielded side), knife (Str+d4), lance (Str+d6, Reach 2, only while mounted), tomahawk (Damage Str+d6), bow (Range 12/24/48, Damage 2d6, RoF 1), hair pin breastplate, a good horse, \$48.

⊗ **ADVANCES:** Stealth d6 and Notice d8, Guts, Two Fisted, Frenzy.

## TERRITORIAL RANGER

RANK SEASONED

You're a hard soul. You travel all over, relying on your guts and guns to deal with desperadoes, scoundrels, and worse...things most folks don't even know exist.

### ATTRIBUTES

AGILITY	d8	PACE	5
SMARTS	d6	PARRY	8
SPIRIT	d6	TOUGHNESS	8 (2)
STRENGTH	d8		
VIGOR	d6		

### SKILLS

ATHLETICS	d6
COM. KNOWLEDGE	d4
FIGHTING	d8
INTIMIDATION	d6
NOTICE	d6
PERSUASION	d4
RIDING	d6
SHOOTING	d8
STEALTH	d4
SURVIVAL	d6



DEADLANDS

## HINDRANCES

**DRIVEN (MAJOR):** You don't just do the job, you live it. You help the innocent and bring the guilty to justice. And you always get your man.

**OBESE (MINOR):** You enjoy good grub. +1 Size, -1 Pace and your running die is a d4. You treat your Str as one die lower for purposes of gear's Minimum Strength.

**STUBBORN (MINOR):** It's your way or the highway.

### EDGES

**BRAVE:** You've seen your fair share of horrors. Add +2 to Fear checks, and -2 to rolls on the Fear Table.

**DOUBLE TAP:** You can fire two bullets as one action, granting +1 Shooting and +1 damage (weapon must be a double action revolver with RoF 1).

**GUTS:** You get a free reroll when making a Fear check.

**TEXAS RANGER:** You serve the Texas Rangers, and can occasionally call on them for Favors (see *Deadlands*).

### GEAR

Armored duster (+2), Single-barrel Shotgun (Range 12/24/48, Damage 1-3d6, RoF 1), Colt Thunderer (Range 12/24/48, Damage 2d6, RoF 1, AP 1), Bowie knife (Str+d4+1, AP 1), shotgun ammo (×20), .41 ammo (×50), horse, Ranger badge (+1 Persuasion to lawful types), 2 sticks of dynamite, *Fugitives from Justice in the US Territories*.

⊗ **ADVANCES:** Agility d8, Fighting d8 and Shooting d8, Guts, Double Tap.



## ADDITIONAL RULES

Here are some additional rules you'll need to make use of all the blessed, territorial rangers, and hucksters' special abilities.

### SINNIN' & THE BLESSED

Blessed who violate their core beliefs are forsaken by whatever forces of good grant them their powers. **Minor** sins give the character -2 to his Faith rolls for a week. **Major** sins rob him of all arcane powers for a week. **Mortal** sins cause the character to be forsaken until the penitent hero completes some great quest or task of atonement to regain his lost powers (Marshal's call).

Here's what constitutes a sin to Christians—the most common religion on the frontier. You can use these to easily figure out what other religions might consider a sin as well.

#### SINNIN' TABLE

Severity	Example
Minor	Taking the Lord's name in vain, getting drunk, lying, refusing aid to those in need, envying another's possessions.
Major	Theft, turning away from those in dire need, failing to take communion (for a Catholic).
Mortal	Adultery, killing other than in self-defense, blasphemy (denial of faith).

### TERRITORIAL RANGERS & FAVORS

Rangers are expected to handle most trouble themselves, hence the motto, "One riot, one ranger." But the organization knows it's a big evil world out there, and even the toughest ranger needs a little help now and then.

Rangers start play with one Favor and gain another each time they help lower the Fear Level. The maximum number of Favors a ranger can spend on a single request (any one of the categories listed on the **Favors Table** is based on his rank, as shown on the table below. Of course the ranger must also be able to reach someone in authority who can grant the request.

You'll need the full *Deadlands* book to tell you how rangers gain new ranks.

#### RANGER RANK

Grade	Pay	Max Value of Favor
Field Ranger	\$40	1
Sergeant	\$60	2
Lieutenant	\$80	3
Captain	\$120	4

### DEALING WITH THE DEVIL

Instead of casting a spell normally, a huckster can choose to engage his manitou directly. This is more dangerous than the huckster's usual game, but has much greater potential as well.

Dealing with the Devil is an action which includes casting the spell but can only be attempted once per turn. While the game seems to take minutes or even hours in the Hunting Grounds, only a few seconds pass in the real world.

There are two main reasons a huckster might want to Deal with the Devil. First, he can cast any spell in his Available Powers list, even those he doesn't normally know, and including those above his current Rank!

Second, with a good hand, he can add any leftover Power Points to his Spellcasting roll or his personal total.

Here's how to do it:

- 1. Ante Up:** Spend a Benny. That's the cost the manitou requires to play, partner!
  - 2. Choose a Power:** Tell the Marshal which power your huckster is trying to cast and total up the number of Power Points it requires, including all Power Modifiers.
  - 3. Gamble:** Make a Gambling roll, then draw five cards plus one extra card for a success or two with a raise (no cheating on this roll, amigo, the manitou is watching). Failure simply means you get no additional cards. A Critical Failure means you get no additional cards, and *after* the spell is resolved, the Marshal rolls on the **Backfire Table!** (See the next page.)
  - 4. Make a Poker Hand:** Put together the best poker hand from the cards you drew and consult the **Dealing with the Devil Table**. Jokers are Wild Cards that can be used as any other card, and you get your ante (Benny) back!
- You can only use the Power Points granted by the hand—not your own pool—when Dealing with the Devil.



## DEALING WITH THE DEVIL

Hand	Cards	Effect
Ace High	One Ace	2 Power Points
Pair	Two cards of the same value	3 Power Points
Jacks or Better	A pair of Jacks or better	4 Power Points
Two Pair	Two sets of two cards	5 Power Points
Three of a Kind	Three cards of the same value	6 Power Points
Straight	Five sequential cards	8 Power Points
Flush	Five cards of the same suit	10 Power Points
Full House	Three cards of one value, two of another	10 Power Points, Duration, effect, or damage is doubled
Four of a Kind	Four cards of the same value	15 Power Points, Duration, effect, or damage is doubled
Five of a Kind	Five cards of the same value (requires use of a Joker)	15 Power Points, Duration, effect, or damage is doubled. Huckster may retroactively add any available modifiers to the power (Additional Recipients, More Armor, etc.).
Straight Flush	Five sequential cards of the same suit	As Five of a Kind and the Huckster gains Conviction

If you didn't get enough Power Points, subtract however many points you came up short from the Spellcasting roll in the next step – the game ain't over yet!

**5. Cast the Spell:** Now make a Spellcasting roll at -2 for each Rank the power is above your current Rank, if any, and -1 for each Power Point you came up short in the last step. If the hand gave you more Power Points than you needed, you may *add* them to the Spellcasting roll to increase its total, or use them to recharge your regular Power Points for later – your call, but decide before rolling.

Failure (after adding any leftover Power Points, if possible) means the spell fails. The huckster doesn't spend a Power Point but does lose the ante unless a Joker was used. Critical Failure has the usual consequences and the Marshal rolls on the **Backfire Table!**

**6. Resolve the Hex:** If the power was successful, resolve its effects as usual.

## BACKFIRE TABLE

d20	Effect
1	<b>Mindwipe:</b> The manitou fries the huckster's mind with energy channeled from the darkest parts of the Hunting Grounds. Her Spellcasting die permanently drops one type.
2-3	<b>Brain Drain:</b> As Mindwipe, but the effect lasts only until the end of the encounter.
4-8	<b>Corruption:</b> The spell is twisted to have the worst possible result for the huckster. Damage-causing spells affect her or her allies, <i>protection</i> aids her foes, information-gathering incantations lie, and so on.
9-12	<b>Overload:</b> Supernatural energy overwhelms the huckster. She's Distracted, Stunned, and Vulnerable!
13-16	<b>Backlash:</b> The manitou overloads the huckster's nervous system with eldritch energy. She suffers 2d6 damage plus the number of Power Points she needed to successfully activate the power.
17-19	<b>Madness:</b> The manitou drives the huckster insane. Roll on the mad scientist's <b>Madness Table</b> if you have Deadlands the Weird West. Otherwise the Marshal can just get creative – and a little mean!
20	<b>Dirty Dealer:</b> The huckster catches the manitou cheating. Immediately after the hand is resolved, she's Shaken.



## NOVICE

## BOOST/LOWER TRAIT

**Power Points** 2  
**Range** Smarts  
**Duration** 5 / Instant

This power allows a character to increase or decrease a target's Trait.

*Boosting* an ally's Trait increases the selected Trait one die type, or two with a raise, for five rounds.

*Lowering* an enemy's Trait reduces the selected attribute or skill a die type with success, or two with a raise (to a minimum of d4). A victim automatically tries to shake off the effect with a Spirit roll as a free action at the end of his following turns. Success improves the effect one die type, and a raise removes the effect entirely.

Additional castings don't stack on a single Trait (take the highest), but may affect different Traits.

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

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

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## NOVICE

## BOLT

**Power Points** 1  
**Range** Smarts\*2  
**Duration** Instant

*Bolt* sends damaging bursts of energy, streaks of holy light, or shards of matter toward one's foes.

There are no Range penalties, but the arcane skill roll is affected by Cover, Illumination, and all other usual penalties.

The damage of the *bolt* is 2d6, or 3d6 with a raise.

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

## NOVICE

## TRINKETS

**Power Points** 3  
**Range** Smarts  
**Duration** 5

*Trinkets* allows a huckster to create a minor mundane item weighing less than one pound – a Derringer, a playing card, hand mirror, and so on. With a raise, the Duration is in minutes instead of rounds (and is Maintained in minutes as well if desired).

Conjured items typically appear in a pocket, pouch, or bag to hide the magic that conjures them, but it's not strictly necessary.

Once the Duration expires, the item fades from reality. If the slyster used conjured coins to buy something, he might be in trouble if the merchant figures out who swindled him.

■ **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.

## NOVICE

## RELIEF

**Power Points** 1  
**Range** Smarts  
**Duration** Instant

*Relief* removes one Fatigue level, or two with a raise. It can also remove a character's Shaken status, and removes Stunned status with a raise.

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

## NOVICE

## SMITE

**Power Points** 2  
**Range** Smarts  
**Duration** 5

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM determines the exact quantity for unusual weapons). While the power is in effect, the weapon's damage is increased by +2, or +4 with a raise.

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

## NOVICE

## HOLY SYMBOL

**Power Points** 3  
**Range** Self  
**Duration** 5

Once invoked, any supernaturally evil creature (Marshal's call) that wants to make a direct, physical attack on the bearer of the symbol must make a Spirit roll as a free action (-2 if cast with a raise).

Attacks include area effect attacks that would catch the bearer in their template, but doesn't include knocking a shelf over to land on the bearer, for example. *Holy symbol* has no effect on Tests or other non-damaging attacks.

The blessed must have an actual holy symbol to invoke the miracle. An improvised symbol works, but the blessed subtracts 2 from the invocation without a proper symbol.

■ **AREA EFFECT (+2/+3):** For +2 points the power affects allies in a Medium Blast Template centered on the caster. For +3 points the area is increased to a Large Blast Template.

■ **STRONG (+1):** Spirit rolls by the creature are made at -2 (-4 with a raise).