





BY RON MCNIEL

CREDITS

ARTWORK

Various artist, culled from around the Internet and used without permission.

DEDICATION

For C.J. Carella and the guys at Eden Studios, without them there wouldn't be a Unisystem, and for the posters on the Eden Studios Message Boards, who keep it all going and Shane Lacy Hensley, for bringing us a unique genre.

PLAYTESTERS

Ron and Kati McNiel, Rick McCandless, Lenny and Cheryl Medina, James Greenway, Josh Jorkin, Jay Ewald, Jake Nealis,, Lewis Walker, A.D. Meyer, and Grady Mobley.

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WHAT IS DEADLANDS

Deadlands is a genre-mixing alternate history roleplaying game which combines the Western and horror genres. Steampunk elements are also prominent. It was written by Shane Lacy Hensley and published by Pinnacle Entertainment Group.

The eight-times Origins Award-winning setting has been converted to many other systems over the years and is available in the original Classic Rules, the revised Classic Rules, d20 System, GURPS, as well as a Savage Worlds version called *Deadlands: Reloaded*, and now, this netbook for the Unisystem.

DEADLANDS: THE WEIRD WEST BACKGROUND

The game is set in the United States in the last quarter of the 19th Century. The canonical year for the first edition of *Deadlands* is 1876. A later supplement, *Tales o' Terror*, advances the game's backstory and metaplot ahead one year, to 1877. The second edition of *Deadlands* uses the updated backstory of 1877 as the canonical starting point.

The basic rules provide for characters and settings that could be expected to appear in the "Wild West" genre of movies and pulp fiction, and most of the in-game action is presumed to occur in the wild frontiers of the American West, or in barely-tamed frontier towns like Tombstone, Arizona or Dodge City, Kansas. However, later supplements expanded the in-game adventuring area to include places such as the Deep South, the Mississippi River, Mexico, and the Northeastern United States. These supplements often provide for adventures set in urban areas such as New Orleans, New York City, or Boston.

The canonical, basic setting is referred to as the "Weird West" due to the juxtaposition of the Western setting with the horrific and fantastical elements of the game. The history of the Weird West is identical to real-world history, up until July 3, 1863. On this date, a group of American Indians from various tribes, led by a Sioux shaman known as "Raven," performed the Great Ghost Dance in an effort to drive out the

European settlers. This ritual created a conduit to a spiritual realm populated by powerful malicious entities known as the "Reckoners." The events surrounding and immediately subsequent to Raven's ritual is known as "The Reckoning."

The Reckoners feed on negative emotions, particularly fear. Sufficient levels of fear in the population of a given location allow the Reckoners to begin subtly altering the environment of that location: the sun shines a little less brightly, trees become stunted and "evil" looking, rock formations take on the appearance of corpses or monsters, and so on. The more powerful the fear, the greater the environmental changes.

The ultimate goal of the Reckoners is to turn the entire Earth into an evil, haunted wasteland---literally a Hell on Earth. However, the Reckoners cannot directly enter Earth's realm unless the overall fear level of the entire planet becomes sufficiently high. To this end, they use their powers to create monsters, madmen, zombies, and other creatures and villains that will sow fear and terror throughout the land.

The first instance of this occurred on July 4, 1863, shortly after the Great Ghost Dance when, at the site of the Battle of Gettysburg, dead soldiers from both sides of the conflict rose from the battlefield and began indiscriminately attacking the surviving soldiers and civilians. Since then, undead gunslingers, hostile Indian spirits, strange cults, and deadly creatures have begun terrorizing the world. The American Civil War drags on thanks to the machinations of the Reckoners, and the country remains divided into U.S. and Confederate sections, while federal agents and Texas Rangers struggle to deal with the eldritch menaces while hiding the awful truth from the general public.

The unleashing of the Reckoners has had a number of important side effects. Magic was revealed to be real, although it involves challenging otherworldly spirits, "manitous". These same manitous can possess a recently deceased body and reanimate it, creating a "Harrowed". Harrowed beings are sometimes under the control of the spirit (who uses the opportunity to

spread fear) and sometimes under the control of the deceased being. Scientific progress rapidly advances as the Reckoners support experimental designs that normally would not work. This progress drives Deadland's technological level from historical levels to a "steampunk" setting. The Reckoners create "ghost rock," a mineral that burns hotter and longer than coal and supports the steampunk technology.

Players take on the role of various mundane or arcane character types, including Gunfighters, Lawmen (such as U.S. Marshals or local sheriffs), Hucksters (magic users), Shamans, Blessed (those of faith), and Mad Scientists in an attempt to learn about the Reckoning and the mysterious beings behind it.

UNIQUE ASPECTS IN A DEADLANDS GAME

In a Deadlands game, the Game Master is called **The Marshal**, and the players are called **The Posse**.

THE POSSE (CHARACTERS)

Each of you create a character, an alternate persona that becomes your "in game" role. This is your Posse Member. You choose the character's strengths and weaknesses, abilities and limitations, and--in particular personality. During the course of the game, you make this Posse Member's decisions, utterances, and actions. You can get yourself a sweet leather duster too, but that costs extra a lot extra.

If you like, you can play any of the Archetypes from the Deadlands RPGS. Or you might take another role, perhaps one you've seen in another movie or read in a book. Or perhaps you could just get creative and make up a character of your own. He could be a Outlaw, that is reformed or even became a Preacher at one time.

Whatever you do, you've got an edge. You're one of the good guys, the champions your fighting the good fight. Of course, that's not to say your creations can't have a dark side...or two.

THE MARSHAL (DIRECTOR)

All players and Posse Members are important, but one of you is the linchpin, the guy who makes it all work. That key player is called the Marshal. The Marshal sets the scene, plots the plot, details the descriptions, and engages in other nifty alterations.

The Marshal casts and speaks for the other characters anyone that the Posse Members meet in their adventures. If these folks are neutral or helpful, they are called Guest Stars. A Guest Star could be an innocent running from a Bounty Hunter, a Law Dog searching for a way to bring down corruption. These folks come into the Posse Members' lives, do their part for the plot and leave. Unless, of course, they're recurring types.

If the Marshal-controlled are out for Posse Member blood (or worse), they are called Adversaries. These include the bounty hunters, assassins, outlaws, and other nasties--up to including the real bad guys: The Reckoners. These folks cause all sorts of problems and make the heroes work for their good-guy dinero.

All rule decisions are handed down by the Marshal (usually with some discussion from the other players, we like to think of it as enlightened despotism). He figures out how and when to use the game mechanics and decides the outcomes of certain rolls.



WHAT THIS IS & WHAT IT AIN'T

Inside this netbook you'll find rules for converting Deadlands characters into the Unisystem, as well as brand new Qualities & Drawbacks, weapons, spell and gizmo conversions, and more! What you won't find is a complete conversion of every single character, critter, spell, and device they've ever created. That would fill more saddlebags than even los diablos could carry. Also the basics (Attributes, Skills and for the Classic Unisystem Arcane Backgrounds; they will differ in the Cinematic version here) are covered in the All Flesh Must be Eaten supplement Fistful o' Zombies, pages 136 to 141.

CASTING CALL

Casting is a pretty important step. Scratch that. Casting is the most important step in setting up a roleplaying game. Just like a Movie or TV show, the characters make or break the story. You need an interesting Posse to make a good Series, and the casting process is the way to do it.

Your Marshal should guide you through character creation. He should start by giving you an idea of the setting and needs of the Series. This may be as open as "the game is set Deadwood. Your characters have to be there for whatever reason" or as restricted as "the game is about a group of adventurers on the range. I want one Texas Ranger, a Preacher and three Gunslingers, and no Hucksters allowed."

Now, your Marshal may simply hand out the Original pre-generated characters and let you players pick and choose. That's the quick and dirty way nothing wrong with that. At some point though, you gaming pros are gonna want to create you own personas.

CHARACTER TYPE

There are three character types that fit into a Deadlands game; Greenhorns, Heroes and Big Damned Heroes. Below is a list of starting points for the three character types.

These are the basic Character Types. Various other characters will be able to fit into one of these categories.

GREENHORNS:

Attributes: 15
Qualities: 10
Drawbacks: up to 10
Skills: 15
Drama Points: 20

HEROES:

Attributes: 20
Qualities: 20
Drawbacks: up to 10
Skills: 20
Drama Points: 10

BIG DAMNED HEROES:

Attributes: 25
Qualities: 25
Drawbacks: up to 10
Skills: 40
Drama Points: 20

SKILLS

These are the standard starting skills for my Deadlands game. Any other important skills are taken care of by Wild Card skills (for example; Gamblin').

ACROBATICS

ART

ATHLETICS (SPORTS)

CRIME

DOCTOR

DRIVIN' (DRIVING)

FIGHTIN' (KUNG FU)

GETTIN' MEDIEVAL

INFLUENCE

KNOWLEDGE

LANGUAGES

NOTICE

OCCULTISM

RIDIN' (NEW)

SCIENCE

SHOOTIN' (GUN FU)

TINKERIN' (MR. FIX-IT)

WILD CARD

STARTING FUNDS

Characters in Deadlands start out with \$250 and the clothes on their back. That's no different here. See the equipment and weapon list in the Deadlands Corebooks or the Fistful o' Zombies supplement to purchase your gear. Add another \$50 to your starting funds for every leveling opportunity if you're making an experienced hero.

QUALITIES AND DRAWBACKS

The vast majority of Qualities and Drawbacks from the Core Rulebooks are available and unaltered for any Posse Member in a Deadlands game. Marshals wishing to maintain a game faithful to the genre and/or series should probably restrict such Qualities as Vampire, Werewolf, and Robot, although there's no reason you couldn't expand your mythos to include such beings. The Qualities and Drawbacks from the Core Rulebook that need to be slightly altered for Deadlands are just renamed to maintain the genre, and this is detailed below. Other than that, I present to you the new Qualities and Drawbacks that are indeed essential for anyone wishing to participate in a Deadlands-style role playing game.

A special thanks goes to mcellis and Jason Vey for their Qualities and Drawbacks used in this netbook, Thanks!

Qualities are innate characteristics that give the character an advantage or positive trait. Qualities are bought with . . . you guessed it . . . Quality Points. Some Qualities are package deals your character buys one Quality but gets a number of benefits, or some benefits and some downsides. Demon Hunter, Occult Investigator, and Vampire are all examples of these package Qualities. In general, your character is limited to purchasing one of these types of Qualities. Now, if you want to play a Brainiac-Law Dog or Demon Hunter-Vampire, talk it over with your Marshal. You might be able to pull that off. Be aware though your Marshal is going to watch this carefully. Some combos make sense-one that reflects a job can probably be combined with one that represents a supernatural ability.

Others are just a desperate attempt to grab as many stat bonuses as (in)humanly possible. Your Marshal, in his infinite wisdom, will determine which is which. Drawbacks are characteristics that somehow limit or detract from the character being overly money conscious, having emotional problems, or suffering from only-a-mother-could-love ugly, for example. Drawbacks have values. When Drawbacks are acquired, the character gains extra points that can be used to buy Qualities or skills. Beginning characters are limited to ten points in Drawbacks. That does not mean players have to get all ten points' worth; most will probably end up with less than that.

NEW QUALITIES AND DRAWBACKS

The Quality and Drawback list presented in this chapter is far from exhaustive, although it covers most of the basics. In many cases, a "new" Quality or Drawback can be an extension or variation of an existing one. The value of the characteristic should be balanced out by the benefits or penalties it grants the character. Most Qualities or Drawbacks should be worth between one and three points; only the most powerful or crippling of them should have a value of four or higher, unless they are "combo" Qualities like Vampire or Demon. Making up "combos" is like giving specs to the Demon Quality. If you want to add a feature to a combo and aren't sure of its proper cost, make it up. You got a pretty good idea what's going on. We have faith in you. No, really, we do.

TRAINING PACKAGE QUALITIES

Certain Qualities (like Law Dog, Demon Hunter, and Soldier) represent special training and conditioning. Unlike Supernatural Qualities like Demon or Vampire, they don't include special powers, just a few Attribute bonuses (which cannot raise Attributes beyond the human maximum) and skill adds.

Some organizations may include special training for their members, justifying a newly devised Quality along these lines. Your Marshal should design the Quality to make sure it is fair and it works in his storyline. Typically, no training-based Quality should have more than three Attribute bonuses and no bonus should be higher than +1. Skill bennies should also be restricted to +1 or at most +2. Over all, a

training package shouldn't cost more than ten points (and most should be five points or less).

CHANGES DURING PLAY

Some (but not all; use common sense) Qualities and Drawbacks may be acquired or lost in the course of a game. For example, a scarring wound could reduce the character's Attractiveness, or a change in fortune might increase or reduce the character's Dinero or Contacts. When such a change is brought about during play, no bounty points are needed to purchase it. If the player wants to purposefully change a Quality or Drawback, he must spend bounty points and come up with a good reason for the change. This intentional change is relatively limited, however.

NEW QUALITIES AND DRAWBACKS

The following pages provide a plethora of possibilities for potential characters. We've got physical and psychological packages, supernatural stuff, background bonanzas, even traditional tropes. Okay, okay, don't go we promise to keep the alliterations to a dull roar from now on.

The Qualities and Drawbacks listed first are almost all of a non-supernatural nature. These are traits any character could possess your garden variety Acute Senses, Mental Problems, Obsessions, Resources, and the like. Two are exceptions to this rule: Demon/Half-Demon and Vampire. These are clearly supernatural but they factor so significantly in a Deadlands series that no basic list of abilities would be complete without them. These two Qualities also serve as gateway traits to even more extreme supernatural abilities.

After running down the "normal" character features, we work through a section on Demon Quality creation. This material is for those interested in nonevil demon or half-demon characters-- a fairly common occurrence in the Weird West. Demon and Half-Demon Qualities must be built by assembling various aspects and totaling their point costs and values. Finally, we present a list of supernatural aspects for characters. In many cases, you cannot purchase

these goodies without first taking the Demon/Half-Demon or Vampire Quality. There are choices here (like Natural Weapon and Regeneration) that are pretty well outside what's available for "regular" humans. Other Qualities are more psychically oriented (like Psychic Visions and Telekinesis) and have been seen as part of certain special humans.

Remember to check with your Marshal when you get into the more out-there stuff. He may allow you to take "demon-only" features for your non-demon character (assuming you give him a good story rationale). Alternatively, he might bar something we dropped into the "non-demon" section because his storyline calls for a less supernatural Cast.

All in all, what's reserved for "demon" and what's possible in "human" is a bit gray in the Weird West. Still, it's our job to put some coherence around it and by gum, we have done that. As always, feel free to ignore us and do it your own way if you like.

AVAILABLE QUALITIES AND DRAWBACKS FROM ANGEL AND ARMY OF DARKNESS

*Acute/Impaired Senses, *Addiction, Adversary, Artist, Athlete, Attractiveness, **Big Chin/Really Big Chin, Brainiac, **Buff Guy, Clown, Contacts, Cop/Detective (Law Dog), Covetous, Criminal/Wise Guy (Outlaw), Dependent, Eidetic Memory, Fast Reaction Time, Good/Bad Luck, Hard to Kill, Honorable, Humorless, Love, Mental Problems, *Minority, Natural Toughness, Nerves of Steel, **Nosey Reporter (Muckraker) Obligation, Outcast, Physical Disability, Rank, Recurring Nightmares, Resistance, *Resources (Dinero), Screwed-up Adolescent, Secret, Situational Awareness, **Status, Talentless*

**Represents a change in the Quality or Drawback.*

***Army of Darkness Rulebook*

ADDICTION

***As per the Fistful o' Zombies**

The only change to this Drawback is that most of the drugs on the list have not been invented yet. Alcohol is very common and is treated as usual. Opium, laudanum, and lithium are also abused. Treat these as

four-point addictions. Peyote is not particularly addictive, though it causes hallucinations and thus can be very debilitating.

ALCOHOL TOLERANCE/INTOLERANCE

1- to 5-Point variable

Quality/Drawback

Some folks are cheap drunks while some can drink entire bars full of people under the table. Depending on your particular constitution you're either a lightweight or a heavyweight when it comes to sucking down the booze. Each level gives a positive or negative to your roll to avoid becoming drunk and impaired from alcohol.

BELONGINGS (ENCHANTED OR SUPERSCIENCE ITEM)

2-Points/Level Quality

You own a piece of advanced technology. It could be a vehicle, weapon, equipment, or mad science gadget. The level of this quality is determined by size, functionality, usefulness, and level of belonging. Like spells, both enchanted and superscience items have Power Levels, and your character must pay two points for each such levels. No character can start the game with an item more powerful than level six.

BIG MOUTH

1-Point Drawback

Loose lips sink ships, the saying goes. Yours could dunk an armada. Your hombre is always flapping his gums at the worst time, revealing plans and giving away secrets best kept among friends. Hucksters in the party had best beware of these loose-talking nitwits they out their hexslingin' friends faster than crap through a goose.

BORN WITH A SILVER SPOON

3-Point Quality

You grew up among the rich and the powerful, and you received a proper education. You get +1 to one Mental Attribute, +1 to one Knowledge type skill and +1 to one science type skill to represent your education. You were also taught proper manners as part of that

education which gives you a +1 bonus to Social rolls when dealing with high society types. Conversely your manners and bearing give you away as a high class, moneyed individual regardless of your current circumstances. This can rub some people the wrong way giving you a -1 to Social rolls when dealing with the lower classes.

CAN'T BACK DOWN

3-Point Drawback

There are certain things in life you just cannot ignore. Maybe it's people talking bad about your horse. Whatever it is, you will never just let it go, or walk away even if it would be the smart thing to do. No matter how stupid or ill advised you have to make an issue of it, whether the person in question is an Texas Ranger or the local Drunk you and he are going to have words.

CRUDE

1-Point Drawback

You are a like a bull in societies' china shop. No matter what the situation you tell it like it is, and use all manner of rude words to do it. You either have no idea or don't care how to act in polite society. You are at a -2 penalty to all social rolls in any situation where good manners would be called for.

DEADEYE

4-Point Quality

Some people are just dead shots with guns. Be it because of training or just a natural, god-given knack with the weapon, there are people out there who can shoot a fly off of a milk jug at 500 yards. Those with the Deadeye Quality gain 2 free levels of Shootin', and a +1 to all Aiming rolls when employing that Combat Maneuver. In addition, Deadeyes reduce penalties due to range by one range increment, to a minimum of 0, and gain an additional +2 to base damage inflicted with any firearm.

FANNING THE HAMMER

3-Point Quality

Any hombre can fan a single-action pistol. Your hero's a natural hip-shooter, though. He ignores the usually -2 penalty for fanning.

FAST AS HELL

1-Point Quality

You are damned quick with a smoke wagon. See Fistful o' Zombies

HEALTHY AS A HORSE

2- or 3-Point Quality

You just don't get sick, colds and sniffles don't bother you, and more serious ailments just seem to pass you by. And on the rare occasions when you do get sick you may make a remarkable recovery from all but the deadliest diseases. At the first level you get +2 to resist disease and recovery rolls. For the second level you even seem to heal faster than most letting you heal at 2 x Con per day, and twice as much with proper care.

HUNTED

2-Point/level Drawback

Some very bad people want to do some very bad things to you. Maybe you are a wanted outlaw, or perhaps a runaway indentured worker. The level of Hunted determines the power level and the tenacity of those hunting you. This is different than the standard Adversary Drawback as the Adversary is actively seeking the character, so expect to see them much more than a normal Adversary.

ILLITERATE

3-Point Drawback

If you were truly illiterate, you wouldn't be reading this paragraph now, would you? But since we're talking about your character and not you, you can read this your hero can't read!

He can probably "make his mark" to sign his name, but that's about it. He doesn't know numbers either, so it's always fun to cut him out of his fair share of any loot his party manages to come by. Illiterates can't

read or write in any language, by the way, no matter how many they actually speak.

INTIMIDATING MANNER

2-Point Quality

Maybe you have a steely-eyed stare or a gruff voice. You could be bigger than most or have a nasty look about you. Or maybe you just possess a true grit that most folks lack. Whatever the reason most folks think twice before crossing you and go to pieces pretty quickly when you really lean on them, you gain +2 to all hostile influence rolls whether you are the target or the aggressor.

LEAKY BRAINPAN

2- or 5-Point Drawback

You have more than a few screws loose. Your mind is not all there and it often wanders from one incoherent thought to the next without stopping to take a rest. At the first level you are at -2 to all social rolls. At the second level you really don't see things the way others do, as a result you are at -3 to social rolls and also have a -2 to Perception. Any character with the second level of this Drawback should have a damned good reason and get the Marshal's approval.

LITTLE PERSON

2-Point Drawback

Whether you like to be called a little person or a dwarf, lots of folks will probably call you midget, small fry, short stuff or worse. Due to your short stature you have a -2 penalty when determining your running speed and your general movement including any sort of athletics roll.

MATH WHIZ

1-Point Quality

You just have a head for numbers, you calculate pi and do quadratic equations for fun. You can do complex mathematical computations in your head without the benefit of a calculator.

MECHANICALLY INCLINED

2-Point Quality

Mechanical devices aren't common on the frontier, so neither are those who know how to fix them.

Machines seem to talk to you, and seem to have a way of talking back. You also have a way of fixing what ails them that goes way beyond the instruction manual. You are happiest when covered in engine grease and who cares if you always have a few parts left over when you're done fixing something, it still works and works great. You gain a +2 to all Tinkerin' rolls both for diagnosing and for fixing any mechanical problem.

MEMORABLE

1-Point Drawback

There's something about you that sticks in folk's minds, most people remember you and you are easily to recognize in a crowd. It could be anything from a large nose, a bushy beard, a thick accent, a noticeable scar, striking good looks, or a ridiculous hat you're fond of wearing. Whatever it is folks get a +2 to Spot or Notice you when they're looking for you.

MENTAL PROBLEMS: DELUSIONS (PREJUDICE)

*As per the Fistful o' Zombies

An additional prejudice comes into play in certain periods—intolerance of Northerners or Southerners. This most often occurred during the Civil War, but can be found up to a decade beforehand as well. For one point, a bigoted character simply dislikes those across the "Mason-Dixon" line. He will poke and prod at them occasionally but does not do any real harm. For three points, he will not hesitate to double-cross an opponent given half a chance.

MINORITY

*As per the Fistful o' Zombies

Asians, blacks Indians and Mexicans are treated better out West than back East. Still, occasional intolerance and blatant bigotry by those in positions of power make this Drawback worth three points.

NATURAL BORN LEADER

1- or 3- Point Quality

You have a knack for helping and inspiring others, people look to you in a crisis. You are able to motivate those around you and encourage them to do what needs to be done. Once per game session you can give someone else a +10 to any one test. Best of all this can be done after the roll has been made. This costs the Leader a turn, and he must explain what he is doing to help or lead the other player along. Really great leaders can even restore a comrade as if they had spent a drama point on the I Think I'm Okay effect.

NUMBER ONE WITH A BULLET

1-Point Quality

You can shoot the flies off a dead dog's ass at twenty paces. See *Fistful o' Zombies*.

PACIFIST

2- or 5- Point Drawback

You don't like getting into fights. Maybe you're scared, or maybe you just don't like to hurt folks. For two points, you cannot throw the first punch. You will not fight anyone who hasn't directly attempted to attack you. And if you do fight, you generally do not kill except in clear cases of self defense. For five points you will take no hostile action of any kind, even in self defense. People with this level have often taken a vow, or have extremely strong convictions against violence. Anyone with this level of Pacifist must clear it with the Marshal and should have a very convincing reason for it.

PRIVILEGED FAMILY UPRISING

4-Point Quality

You grew up in a high class society, and came from a good family and good breeding. Sometimes your family name will get you help from someone of your social class. You also received a much greater education than normal giving you +2 to any Knowledge related skills. You also gain one level of the Resources (Dinero) Quality for no additional cost. You may take this Quality in conjunction with Born with a Silver Spoon Quality.

REPUTATION

2-Points/level Quality or Drawback

Bad or Good, people know of you, and have a positive or negative Social roll +/-1 per level. Among some criminal types a Bad Reputation can actually be a bonus.

RESOURCES (DNERO)

*As per the Fistful o' Zombies

Prices are much less in the West than they are in the 20th century. Reduce all the monetary amounts under resources to 5% of the amount listed. A Posse Member with miserable resources, for example has about \$5 in possessions.

SPENDTHRIFT

1-Point Drawback

It's not that you are careless with money it's just that once you hit a good size town it just seems to burn a hole right through your pocket. If you have money you almost immediately spend it, send it home, or to the bank either way you don't get to keep it. One half of your income is gone whenever you hit civilization, whether from outstanding debts, or from reckless spending.

STRAIGHT SHOOTER

1-Point Drawback

You cannot tell a lie, which in some circles is a virtue but more often as not it can get you into trouble. Not only do you not like to lie, you are extremely bad at when you try to lie as well. You get -2 to all deception based Influence and Gamblin' rolls.

SWEET DISPOSITION

2-Point Quality

You are just so darn nice and wholesome that folks just naturally take kindly to you. Any time you want to influence someone in a friendly manner you gain a +2 to the roll. This bonus only applies if you have not tried to fight or intimidate the target.

TALENTED

2-Point Quality

Whatever it is you're good at it. You demonstrate a knack for a particular skill that you just do better than most people. It comes easy to you and you make

intuitive leaps that others only scratch their heads at. Chose one skill that you are able to better than others with the same level of training, add +1 to all skill rolls with one particular Skill. You also get to raise that skill at normal cost even after level six.

TRUE GRIT

3-Point Quality

A character with "True Grit" has what old-timers call "sand." The son of a bitch is so tough he just will not die until he has had his way. See *Fistful o' Zombies*.

WALKING TIMEPIECE

1-Point Quality

You have an innate sense of time, you never need to look at a watch to know what time it is. You are uncannily accurate. You can accurately tell time, both in between actions and the time of day.

PROFESSIONAL QUALITIES

A profession represents a way of life embraced by a Cast Member. It serves as a starting point to help define your Cast Member, a hook on which you can hang the Cast Member's personality, skills, and other traits. You can build upon that profession as your Cast Member improves, or you can branch out into a different profession if it better suits how you want the Cast Member to develop.

AGENT

6-Point Quality

The shadowy Agency is the Union's answer to the mysterious occurrences of the Reckoning. These dedicated men and women in black scour the West for horrors and other abominations some say plague the frontier. Agents do not share their information outside their ranks, nor even with the local law if they can help it. This Quality is for full-time Agents beholden to the Agency. Other characters may work for the Agency on a part-time "troubleshooter" basis, but only those who are full-time operatives should take this Quality. Those who do work for the Agency every minute of every day of their lives until they retire (rarely) or die

(much more common). They are expected to spy on the enemies of the Union, seek out and contain, destroy, or capture supernatural creatures, and generally follow the orders handed down to them by the Agency itself.

Agents receive a free Gatling pistol upon completion of their training course and always add +2 to their Fear checks. They have authority over all civilians and military personnel who aren't in the Agency North of the Mason-Dixon line. Of course they must show their badges to exercise this power, but aren't expected to reveal their credentials except under extreme and desperate situations. Agents can advance in rank, though these ranks do not have official names. They are simply listed as Grade 0 through 5. Grade 6 is reserved for the legendary leader of the Agency, the "Ghost." Characters begin at Grade 0, and test for promotion upon the completion of each assignment or the destruction of some great evil (Marshal's call). See the Promotion Table on the following page for the procedure. Agents are paid \$40 per month at Grade 0, and have access to more funds on a temporary and returnable basis, as shown on the table below. Equipment allotments are rough guidelines per month not absolutes. If an Agent absolutely needs people, equipment, or other resources beyond his rank to stop some unholy threat, he'll either get it or a more senior Agent will be sent out to take over. If a more senior Agent is needed, however, that Agent will most likely get the promotion and accolades.

Without additional charge or value, Agents gain +1 to any two physical Attributes, to a maximum level of six (bonuses cannot be stacked on a single Attribute); Fast Reaction Time or Situational Awareness (pick one); three levels of Hard to Kill (an additional two levels can be acquired by spending points during character creation); +1 to Shootin' and Occultism; and a 3-point Obligation (or if they quit, a 3-point Adversary or 3-point Secret).

Agency Ranks

Grade	Pay	Allotment
0	\$40	\$500
1	\$60	\$1000
2	\$80	\$2000
3	\$120	\$4000
4	\$150	\$8000
5	\$200	\$15,000

BODYGUARD

5-Point Quality

You learned early on that you had a talent for convincing people to see things your way just by standing tall and letting them see your teeth. And when teeth proved to be an in-sufficient motivator, you found other (equally nonverbal) ways of making your point.

It wasn't until later that you discovered that people would pay you to exercise this skill on their behalf. Now you work as a freelance bodyguard. Bodyguards gain +1 to Dexterity, +1 to Perception, to a maximum of six; +1 to the Shootin' and Fightin' Skills. They also receive Situational Awareness, and the Humorless Drawback.

BOUNTY HUNTER

5-Point Quality

You learned early on that you had a knack for brawling. And you always got the last laugh. You didn't make many friends, but you were respected or feared so it didn't matter much to you.

You earn a living working for whoever pays. And you're one of the best. Track'em, corner'em, capture'em pretty simple actually. Dangerous for amateurs; easy for you.

Bounty Hunters gain +2 to any two Physical Attributes, to a maximum level of six (the bonuses cannot be stacked on a single Attribute); three levels of Hard to Kill (an additional two levels can be acquired by spending points during character creation); +1 to any

two of Shootin', Fightin' or Gettin' Medieval; +1 to Crime; and Adversary (Criminal or Law Enforcement) -2, Covetous (Fame and Greed) -1, Humorless, and Mental Problems: Cruelty (Mild).

COMPANION OR EX-COMPANION

7-Point Quality

You were trained as a Companion from a young age. You are conversant in all manner of things from Art and Music, to Philosophy and Culture, to things that are probably best left unsaid in polite company. You are also a registered member of the Companion's Guild for free.

You gain +1 to Dexterity and Perception attributes. You also gain +2 to Art, Influence and Wild Card (Love Play). As a registered Companion you also have a -1 Obligation to the Guild, should they leave the Guild they gain a level 1 Adversary in the form of being shunned by the Guild. Most Companions also have levels in Attractiveness but it isn't mandatory.

A Companion is a highly skilled specialist not just another pretty face.

GAMBLER

4-Point Quality

You have just about learned every game of chance there is, and know all the scams, at least the good ones. You've won and lost fortunes and been chased by bounty hunters and seductive men or women. There are rewards for those who make it and you intend to be there when the big prize is handed out!

Gamblers gain a +1 to Intelligence and Perception; Attractiveness +2; Photographic Memory or Situational Awareness (pick one); Adversary (various); Covetous (serious Greed) or Mental Problems: Recklessness (severe); +1 to the Crime and Influence skills.

HOLY MAN/WOMAN

4-Point Quality

You are a Priest, Nun, Missionary, or some other Holy type trained in the ways of your religion, and usually part of a greater religious organization. It is your job to help the souls of the needy in the Frontier. In the Weird

West there are an awful lot of needy souls. You may be able to call on the help of your particular religious organization but out on the Frontier that kind of help is often unavailable or slow in coming. But the Holy helps those who help themselves.

You gain +1 to Perception, and a total of +3 to any Social, Knowledge or Language skills. You also possess the -2 level Pacifist Drawback, something about turning the other cheek or following the eightfold path. Also most people will treat you with a little more respect if you advertise the fact you're a Holy Man. Then again some folks might take a dislike to you for the same reason.

SAWBONES

4-Point Quality

You are a fully trained and qualified Doctor. You have a lot of education and knowledge and given the right equipment and medications you can perform minor miracles with the sick and injured.

You get a +1 to Intelligence and +2 to the Doctor and Science skills. Doctors also must take the Hippocratic oath to treat the ill to the best of one's ability, and to see that no harm comes to a patient under their care. Fully trained Sawbones can be something of a rarity on the frontier, and the operating conditions out there can get downright primitive.

SCOUT

7-Point Quality

Scouts are natural explorers and adventurers, full of curiosity and trained to handle the out-of-the-way locations where they often operate. Scouts tend to be independent, signing in when the dinero is good and their skills are best utilized and tested.

Scouts understand the lay of the land and the orbit of the stars. They know how to recognize danger and locate the necessities for survival.

Scouts gain +2 to Constitution and Perception; Fast Reaction Time; two levels of Hard to Kill (an additional three levels can be acquired by spending points during character creation); Situational Awareness; Attractiveness -2; Mental Problems: Antisocial or

Cruelty (Severe) -2; +1 to Athletics, Knowledge, and Notice skills.

Snakeoil Salesman

5-Point Quality

With honey-dewed lips that weave lies and fabrications like they were the Gospel truth, this smooth talker could sell salt to the Mormons and buffalo hides to Indians. Snakeoil Salesmen are scoundrels, rogues good, bad, and neutral who either live outside the law or fight against it in order to get the upper hand.

They come from any region of the frontier. Most use their intelligence and dexterity to accomplish tasks, and many rely on their influence as a fallback when all else fails. Snakeoil Salesmen get by with bravado, cunning, duplicity, and trickery. They live by their wits, lying, cheating, stealing, and even fighting when the need arises.

Snakeoil Salesmen gain +1 to Dexterity and to Intelligence; 2 levels of Good Luck; Contacts (Criminal or Law Enforcement) 2 (pick one); Adversary (Authorities) -2; Mental Problems: Paranoia (Mild); Mental Problems: Recklessness (Severe); +1 to Crime and Influence skills.

Soldier

Variable Point Quality

A character with this quality is a member of the armed forces. This quality represents enlisted personnel, though officers must go through this level of training as well. This quality is broken up into levels of training : Basic, Officer and Elite. Still, even officers must go through basic training, and so should possess this quality as well.

Basic Training: Thanks to basic training, all those who join the military gain +1 Constitution and +1 to either Strength or Dexterity. In addition, Soldiers gain +1 to Acrobatics, Shootin', Fightin', and Tinkerin'. Also, most have to choose their specialty. All soldiers have a three-point Obligation to their Military Force, and those who betray it gain a three-point Adversary in

the form of those they served. It goes without saying the Military Rank is almost a requisite for anyone who wants to be an officer. This entry assumes the soldier to be just out of basic training with the Military Rank Quality at -1 (Private or equivalent). Basic Training costs 3 points.

Officer Training: After Basic, qualified candidates can enter Officer Training. Military Officers are trained for command responsibilities and focus less on field training. Officers receive a +1 to one mental attribute, as well as +1 to Influence and Notice. They also get two skill points to assign as they see fit. The Officer also gains an additional Major Obligation to the troops under his command. Completing Officer Training is worth another 3 points, and the character must also purchase 3 levels of the Rank Quality if they have not already done so.

Elite Training: The next level is the Elite Soldier, trained to handle missions normal soldiers can't. They undergo intense physical training for combat skill and endurance, and are psychological tested and trained for intense loyalty. A character with this quality gains two points to assign to any two attributes. They also gain +1 Acrobatics, Crime, Shootin', and Fightin'. They also gain Nerves of Steel, Resistance (Pain) 1, and Mental Problems (Mild Zealotry for their Alliance). Now this conditioning has been known to backfire should the focus of their loyalty betray (actually or perceived) them, which of course has been a chief source for cheesy action movie plots for the last decade. Elite Training is worth an additional 7 points.

Retirement: Not everyone stays in the service forever, and many only serve a few tours before returning to civilian life. In fact, many government agencies and police forces have former military in their employ. For characters who wish to retire from active duty, increase the cost of Basic Training by 3 points, and Officer Training by 2 and remove the Obligations from the character's Drawbacks.

Rank Hath Its Privilege

Rank	Command	Pay
Private	--	\$20/\$17
Corporal	--	\$25/\$20

Noncommissioned Officers

Sergeant	Squad	\$30/\$25
Ordnance Sgt	Squad	\$50/\$35
Quartermaster Sgt	Platoon	\$65/\$50
Sergeant Major	Company	\$80/\$65

Officers

2nd Lt.	1 Platoon	\$30/\$25
1st Lt.	1 Platoon	\$40/\$30
Captain	1 Company	\$50/\$35
Major	1 Company	\$75/\$40
Lieutenant Col.	1 Battalion	\$100/\$60
Colonel	1 Regiment	\$120/\$75
Brigadier Gen.	1 Brigade	\$200/\$100
Major Gen.	1 Division	\$400/\$200
Lt. Gen.	1 Corp	\$800/\$400
General	1 Army	\$1600/\$800

TEXAS RANGER

6-Point Quality

The South uses the Texas Rangers to police its interior. The public believes these hardened men (no women yet serve officially) are looking for outlaws, bandits, deserters, and Union spies. They fulfill those duties, but their true task is to ferret out supernatural terrors. Rangers advance along military ranks, but always start as privates. Ranger privates are given a badge, a copy of *Fugitives from Justice* (a book detailing all known outlaws in the South), and a general direction to mosey toward.

The badge gives them +4 Influence to those who respect its authority, and jurisdiction over all civilians of the Confederacy. Rangers who achieve the rank of Major gain access to a special version of *Fugitives* that contains information on the supernatural as well. This adds +2 to any rolls concerning the occult. Rangers of all ranks are expected to handle things themselves according to the old creed: "One riot, one Ranger." On the completion of every encounter with

outlaws or other weirdness, the Ranger must report in and the Marshal can check for promotion.

Without additional charge or value Rangers gain +1 to any two physical Attributes, to a maximum level of six (bonuses cannot be stacked on a single Attribute); Fast Reaction Time or Situational Awareness (pick one); three levels of Hard to Kill (an additional two levels can be acquired by spending points during character creation); +1 to Shootin' and Occultism; and a 3-point Obligation (or if they quit, a 3-point Adversary or 3-point Secret).

Ranger Ranks

Rank	Pay/Month
Private	\$43
Corporal	\$45
Sergeant	\$52
1st Sergeant	\$60
2nd Lt.	\$130
1st Lt.	\$135
Captain	\$140
Major	\$194
Lt. Col.	\$206
Col.	\$237

ARCANE QUALITIES

Most folks encounter the supernatural and get eaten by it. A rare few have survived the ordeal and come away from it with strange knowledge and sometimes powers beyond mortal ken.

There are four types of Arcane Qualities available in Deadlands: hucksters, mad scientist, the blessed, and shamans.

THE BLESSED

3-Point Quality

Prerequisite: Holy Man/Woman and Wild Card (Faith) skill of 2.

The blessed are those chosen by the divine beings of "goodness" as their champions. Yes, there are divine beings of goodness in Deadlands, they just have to work through humanity themselves. We don't make the cosmic rules, amigo, we just tell you about'em.

Faith

Most folks on the frontier pay lip service to God, but they don't really stop sinnin' unless they're about to meet him face to face.

A few chosen souls are nobler. They live the ideals of their faith and are beacons of hope for others. These are collectively called the "blessed."

Sometimes blessings are bestowed because the soul beneath the surface is pure, other times because a particular person happens to fit the Almighty's divine—though often obscure—plan.

To do this, the Power That Be give their chosen access to minor miracles. The blessed don't learn a list of specific powers by rote in the way that hucksters and other types do. There is no list of available hexes or blueprints to gizmos that give the blessed heroes guaranteed results, and they can't learn to perform miracles from other holy rollers. When it comes to moving in mysterious ways, it's just between the blessed and the Lord.

If your character isn't following the tenets of his religion, he starts losing his faith. Whenever a blessed character commits a sin of some sort, he must make a Willpower (doubled) roll. If successful then all is good, but if he fails then he starts to dwindle in his Faith by losing access to his Faith skill (-1 with each failure).

Using Miracles

So you wanna call down the thunder, padre? Well, first you have to decide what you want to achieve. Blessed characters in Deadlands don't choose starting powers like those with other Arcane Qualities.

Instead you petition your lord for any power available to the Blessed. If your prayers are answered, your power takes effect. That's right, your reverence, you don't have to worry about Power Levels, you just have to pray real hard.

Name the power you're trying to create and tell the Marshal what effective Power Level it should be (you don't have to verse the Power Level, but the Marshal has to know what you're trying to achieve). Your blessed hero says a short prayer and you make Willpower and Faith roll. The Marshal can apply any

modifiers he feels that are necessary, so he can apply negative modifiers if he feels what you're praying for runs contrary to the tenets of your faith. So be careful what you pray for! If the roll is successful, your prayers are answered.

The Blessed get a +1 to any three Attributes (the bonuses cannot stack on the same Attribute; as usual, the bonuses cannot increase a human being's Attribute above six). Additionally, they get a +1 bonus to any two combat-oriented skills (Fightin', Gettin' Medieval, or Shootin') and +1 to the Faith skill. On the down side the Blessed must hold dearly to the tenets of their faith, and must never go against them. This comes in the form of the 3-point Obligation Drawback.

If a blessed character breaks a commandment or hesitates in his faith, he temporarily loses the capability to perform Miracles.

HUCKSTERS

3-Point Quality

Prerequisite: Sorcery Quality and Wild Card (Hexslingin') skill of 2.

The Reckoning replenished the world's supernatural energy, but that doesn't mean magic and spooks didn't exist beforehand.

A few rare mortals have learned to tap into the power of the supernatural for thousands of years. Some of them used their knowledge for good, and others for evil. Most used it just to help them clean houses.

But other folks, being the superstitious and jealous bunch they are, usually hung or burned those who could make a broom sweep the kitchen by itself.

Around 1740, a fellow named Edmund Hoyle wandered Europe, putting some pieces back together in the process. He knew that what he learned would probably get him burned at the stake for being a witch were he to write it down, so he came up with a cover story for his journal of the arcane. You and I call it "Hoyle's Book of Games."

Those who knew the secrets of Hoyle's Book of Games benefitted greatly. Hucksters learn the key to Hoyle's power through this book. They learn how to communicate with certain mischievous spirits that he called "Jokers" to confuse the uninitiated—and besting

them in mental duels, which he would wager some of his soul against a Joker's power, and if he won, he could force the Joker to carry out some task.

As time went by, the Hucksters would start calling the Jokers "manitous" and the supernatural plane would be called the "Hunting Grounds."

Being a Huckster isn't easy. The would-be warlock must first learn to communicate with the manitous. This is easier said than done, especially since the huckster is trying to do more than scream at the spirits to leave him alone.

Assuming he's successful, the huckster must then tempt the manitou into a game of wits. The game taking place in the Hunting Grounds, and may seem to take seconds, hours, or even days. In the real world, however, it takes only a few seconds; a really good huckster can have a manitou licked fast enough to beat a gunslinger in a fair draw.

Hucksters get a +1 to any two mental Attributes (Intelligence, Perception, or Willpower) and a +1 bonus to the Hexslingin' and Occultism Skills. Furthermore, they get a +1 bonus to Fear Test, thanks to their dealings with manitou.

When presented with an opportunity to challenge a manitou in the Hunting Grounds, they must make a Willpower (doubled) roll, with penalties of -2 to fight the urge to challenge it.

Everything to Lose

This contest between hucksters and manitous is entirely cerebral, but most hucksters visualize the process as some sort of game. If the huckster wins, the manitou is forced to do his bidding.

Casting the Hex

To cast a hex, the huckster must first make a Willpower and Hexslingin' roll adding their Sorcery level to any Hexslingin' roll, to a maximum bonus of +5. If you get at least one Success Level, your huckster has managed to contact a manitou and engaged it in a game of wits. They start with the basic 5 cards, then each additional Success Level grants one extra card.

Your goal is to put together the best poker hand possible with all of the cards you drew.

If the huckster's hand matches or beats the Power Level needed, he's won his bargain with the manitou and the hex goes off as he'd hoped.

If the roll fails (i.e., the total is less than nine) and or a Joker was used in the final hand, the hex doesn't work the way it was intended and the manitou wins the battle of wills, and gets the opportunity to flex its mischievous muscles a little. After the hex takes effect, the Marshal rolls on the Spell Side Effect Table (see one of the Cinematic Corebooks or Director's Screens) and breaks the bad news to the huckster.

Poker Hands and Power Levels

Hand	Cards	Power Levels
<i>Ace High</i>	<i>One Ace</i>	1
<i>Pair</i>	<i>Two Cards of the same value</i>	2
<i>Jacks or Better</i>	<i>A pair of Jacks or better</i>	3
<i>Two Pair</i>	<i>Two sets of two cards</i>	4
<i>Three of a Kind</i>	<i>Three cards of the same value</i>	5
<i>Straight</i>	<i>Five sequential cards</i>	6
<i>Flush</i>	<i>Five cards of the same suit</i>	7
<i>Full House</i>	<i>Three cards of one value, two of another</i>	8
<i>Four of a Kind</i>	<i>Four cards of the same value</i>	9
<i>Five of a Kind</i>	<i>Five cards of the same kind (Requires use of a Joker)</i>	10
<i>Straight Flush</i>	<i>Five sequential cards of the same suit</i>	11
<i>Royal Flush</i>	<i>10, Jack, Queen, King, Ace of one suit</i>	12+

MAD SCIENTISTS

3-Point Quality

Prerequisite: Superscientist Quality and Tinkerin' skill of 2.

Though Doctor Darius Hellstromme is the most famous new scientist in the Weird West, he is by no means the only one. Even taking aside his main competitors—Jacob Smith and Clifton Robards—pioneers on the bleeding edge of the new science create and manufacture new inventions everyday.

However, only a few great men (those named above) have the wherewithal to manufacture such devices on the scale required to distribute them to the masses at a reasonable price. For most, the achievement of invention itself is its own reward.

Mad Scientist gain +2 to Intelligence and +1 to another mental Attribute (to a maximum level of six); +4 skill levels to be spread among the following (or grouped in one): Knowledge, Science and Tinkerin'; a three-point Obsession with their latest project (which can change regularly); and a -1 penalty to any social skill rolls.

Ghost Rock

Of course, without the discovery of ghost rock, no such achievements would be possible. Ghost rock is an amazing substance with many practical applications.

How it works depends on who you ask. The more superstitious believe ghost rock was placed here by the Devil himself to cause strife. It burns, they say, with Hell's own heat, and is composed of souls of the damned, which are heard screaming in infernal agony as it's consumed.

More rational minds say that ghost rock was simply mistaken for impure coal in days past and ignored.

If ghost rock is used in place of coke during the process of steel manufacturing, it produces a metal both lighter and stronger than steel, and with a higher melting point. "Ghost steel" has made many engineering advances possible, including flying machines.

Dementia

Some suggest that creating fantastic devices is actually a form of sorcery. They believe that scientist are consorting with the same spirits as witches, warlocks, and hucksters. If this is true, the scientist seem blissfully unaware of it. They see their creations as inspired by great scientific revolution.

But there seems to be some truth to the matter, for there is a reason these wild academicians are collectively called "mad scientists." Those who create fantastic devices tend to lose their grip on reality. With each new device created, he gains a random Mental Drawback (Marshal's choice).

Creating Superscience Items

This is the tricky part, in order to use the Mad Scientist Quality for creating those amazing devices, one must own the Cinematic book from the Buffy the Vampire Slayer line called the Magic Box (page 92). It's rules work well with the use of creating Superscience items.

The only changes from the Magic Box and this netbook is the roll required to create. A Mad Scientist makes a Intelligence and Tinkerin' (replaces Science skill) roll, with a bonus for each level of the Superscientist Quality. Mad Scientist can only create devices whose Power Level is no greater than the number of Superscience Quality levels they possess.

SHAMANS

3-Point Quality

Prerequisite: Sorcery Quality and Wild Card (Ritual) skill of 2.

Indians see the world a little differently than white folks. They've known about the spirits for hundreds—maybe thousands—of years. The most spiritual members of the tribe are called "medicine men," but since some are female, we call them "shamans."

Mad Scientist deal directly with the manitous, though most do so unwittingly. Hucksters are foolish enough, in the shamans' opinion, to actually contact them on purpose.

Shamans consider themselves far wiser in the ways of spirits. They never deal with manitous except by

accident. They rely instead on asking other denizens of the Hunting Grounds, the nature spirits, for "favors."

The life of a shaman is dedicated to the ideals of his particular tribe. Most are spiritual leaders and healers for their people. Some are feared, but all are respected. All must set an example for their people and live a life that pleases the spirits that give them power. Shaman characters who do not uphold these beliefs find the spirits rarely listen to their pleas.

Shamans get a +1 to any two mental Attributes (Intelligence, Perception, or Willpower) and a +1 bonus to the Ritual and Occultism Skills. Furthermore, they get a +1 bonus to Fear Test, thanks to their dealings with manitou and spirits.

On the down side Shaman must hold dearly to their Oath of the Old Ways, and must never go against their devotion. This comes in the form of the 3-point Obligation Drawback.

If a Shaman character breaches the Oath, he temporarily loses the capability to access the Spirit World, and to the powers bestowed on the faithful..

The Favor

Favors are based on ancient traditions and relationships with particular spirits. They are not based on the shaman's whims of the moment, so the rituals used to ask for them and the effects they have on the physical world are already determined.

The Ritual

Well, first the shaman has to decide what favor he wants to ask. He must attract the attention of a nature spirit. This is done by conducting a ritual of some sort, such as a chant or some form of self-sacrifice. When the ritual is complete, the shaman's skill and knowledge is tested by the nature spirit. The shaman should make a Willpower and Ritual roll immediately on completion of the ritual. That's right, you don't have to worry about Power Levels, you just have to "appease" the spirit. Each Success Level grants what is called "appeasement points," which is compared to the Power Level of the favor your trying to receive. If the appeasement points match or beat the Power Level needed, he is granted the favor he asked for.



Just to let people know, I left out the info on the Harrowed...to use something similar to them I would suggest the Revenant Quality from the Angel Corebook, Chapter Two: Chosen Champions page 62. They would give you the closest Quality.

Thanks,
Ron McNiel Jr.





LIFE POINTS

DRAMA POINTS

EXPERIENCE POINTS

CHARACTER NAME

CHARACTER TYPE

DESCRIPTION

ATTRIBUTES

STRENGTH INTELLIGENCE

DEXTERITY PERCEPTION

CONSTITUTION WILLPOWER

SKILLS

ACROBATICS KNOWLEDGE

ART LANGUAGES

ATHLETICS NOTICE

CRIME OCCULTISM

DOCTOR RIDING

DRIVING SCIENCE

FIGHTING SHOOTING

GETTING MEDICAL TINKERING

INFLUENCE WILDCARD

QUALITIES

DRAWBACKS

USEFUL INFORMATION

INITIATIVE (D10 + DEX)

PERCEPTION (D10 + PER + NOTICE)

NOTES

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-20	5	EXCELLENT
21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	

COMBAT MANEUVERS

MANEUVER BASE BONUS DAMAGE NOTES

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