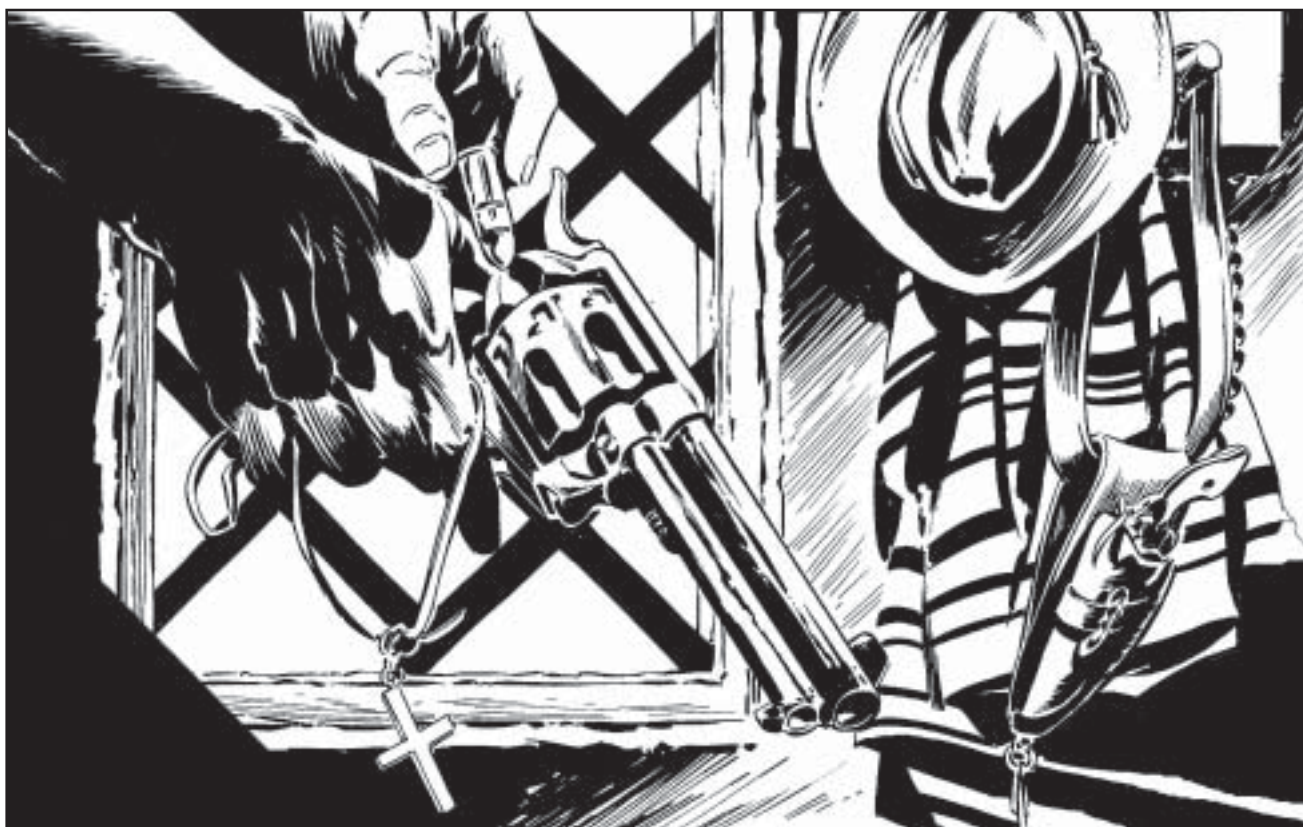




Deadlands D20 and Hell on Earth D20

Optional Rules

As found in *Deadlands Epitaph #4*.



See Deadlands D20 and Hell on Earth D20 for the Open Gaming License and Product Identity. All material contained in this supplement, with the exception of Product Identity, is released as Open Gaming Content.

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D20 UPDATE

Deadlands and D20

We stirred up quite a ruckus when we became the first company to do a d20 version of an existing game line, and then make all subsequent releases dual-statted. Those on the *Deadlands* listserv know there was a fair amount of dissent there, though we're happy to report that fans of both *Deadlands* classic and the d20 version now get along like old trail mates.

During the many discussions, a few things became apparent to us. Most notably, fans of *Deadlands* really like a few of our wacky mechanics, such as Edges & Hindrances, cards for initiative, and so on.

In these pages, you'll find absolutely official rules you can add to your D20 *Deadlands*, *Hell on Earth*, or *Lost Colony* game to better capture the original flavor of the classic system while still using the d20 rules.

Damage

One of the first things folks complain about in the d20 system is hit points. We decided not to change the basic d20 system or it just wouldn't be compatible with all the other d20 books out there, but we've since been playing with a change to the "massive damage" rules that makes *Deadlands* a bit more deadly without ruining its 100% compatibility.

Anytime a character suffers damage greater than his Constitution in one shot, he must make a Fort save equal to the damage taken or immediately drop to -1. He continues losing hit points until he reaches -10 and dies unless he is stabilized.

This rule only applies to non-supernatural creatures that are subject to critical hits. Supernatural creatures or mortals who are somehow immune to criticals are not subject to these rules.

Gettin' Plugged

The following first appeared in *Way of the Gun*. Since we're making basic changes anyway, it seemed a good idea to repeat it and make it official. Note that this version is slightly different than what appeared there.

A character's ability to withstand pain and fatigue or cope with injuries is measured by his hit points. The way the rules work, however, losing hit points doesn't affect the character until he actually keels over from wounds and blood loss. That's not very frightening—or very in keeping with the spirit of *Deadlands*.

Use these rules to make gunfighting (and combat in general) a little more worrisome.

First, divide each character's or critter's hit points into fifths. Leave the remainder in the very last portion if the hit points don't divide evenly by five. For example, a character with 65 hit points divides them this way: 13/13/13/13/13. If he had 68 hit points, they'd divide out like this: 13/13/13/13/16.

Those five parts of your hit points are called "Wound Levels." They define how much punishment you can withstand before it starts to take its toll.

The first level, the one at the end that often has an extra portion of hit points, is called *Healthy*. As long as you're within that portion, you're fine—just a little tired or nicked, at worst. The remaining four levels are *Light*, *Heavy*, *Serious*, and *Critical*. As you lose hit points, you gradually drop from one level to another.

The problem with this is the more hurt you get, the harder it is for you to function: you're in pain, you're tired, maybe you're even bleeding. To represent this, for each Wound Level you cross into, you suffer a cumulative -1 circumstance penalty on all rolls you make. See the table below for a crystal clear breakdown.

Wound Level	Hit Points Lost
Healthy	20% or less
Light	21-40%
Heavy	41-60%
Serious	61-80%
Critical	81-100%

Example: Let's look at our cowpoke with 68 hit points and Wound Levels of 13/13/13/13/16. If he suffers 16 or fewer hit points of damage in a fight, he remains Healthy—no problems there. But when he loses that 17th hit point, he has a Light level of injury and subtracts -1 from all future skill or attribute checks.

D20 UPDATE

Cards for Initiative

We know some of you love 'em, and some of you hate 'em, so consider this one optional.

Instead of using the standard d20 method for resolving initiative, characters are dealt a playing card from a standard poker deck (with two Jokers) instead. The Marshal then counts down from the Ace to the Deuce, with each player resolving his action when his "Action Card" comes up.

So what does an initiative modifier do for you? Half that number (rounded up) is the number of cards you're dealt. You then take the highest of the cards as your Action Card and discard the rest.

Delaying/Readying/Refocusing

You'll need to forget about delaying, readying, and refocusing if you're using cards for initiative. Fortunately, you can use a much simpler system instead, called "holding."

You can always go later than the card you drew. When your Action Card comes up, simply turn it face-down and tell the Marshal you're "holding your action."

You may then go at any point in the round as long as you still have your held card. If you haven't acted before the next round comes up, you aren't dealt a new card. Once your held card is used, you're done for that round, but are dealt in normally again in the next round.

Interrupting: You can also interrupt another character's action with a held card. To do so, you must beat the opponent in an opposed Initiative check (Dexterity plus your original Initiative bonus). If successful, you interrupt the foe. If failed, your action takes place immediately after the foe's is resolved.

Fear

The fear rules in d20 are intended for big brawny barbarians who don't run when Cthulu himself rises from the depths. That's just not the way things work in *Deadlands*.

Anytime a character fails a Will save due to fear or terror, roll on this brand spankin' new Fear Table instead, and add the amount he missed the Will save by to the roll.

Grisly Scenes: In addition to the effects on the table below, failed fear checks from a gruesome scene make the character *nauseated* for 1d20 rounds as well.

Fear Table

1d20 Roll Effect

- | | |
|--------------|---|
| 1-5 | Startled: The character is momentarily shocked. If in combat, she loses her next action. |
| 6-10 | The Willies: The character suffers a -1 morale penalty to all actions for the next 2d10 minutes. |
| 11-15 | Heebie Jeebies: The hero is so taken aback that he suffers 1d6 hit points subdual damage. |
| 16-20 | Minor Phobia*: The hero gains a minor phobia of some mundane element associated with the scene. When he is in the presence (usually sight) of this element, he suffers a -2 morale penalty to all actions. |
| 21-25 | Major Phobia*: As above, but the character suffers a -4 penalty and won't go within 50' of such an element if he can help it. |
| 26-30 | Corporeal Alteration: The hero gains a Major Phobia and suffers a physical change as well. A white streak appears in his hair, his eyes change color, etc. This subtracts 1 from his Charisma. |
| 31+ | Heart Attack: The hero suffers a massive heart attack. He must make a DC 15 Fort save or die in 2d6 rounds. A DC 15 Heal roll, or a healing spell of 3rd level or more can halt the effects as well. |

*Phobias should never be of a creature. Fearing a vampire isn't a phobia, it's common sense. Corpses, blood, and other phobias are okay, but more mundane elements the hero just happens to associate with an event are much more interesting. For example, say a hero encounters a Hangin' Judge along the Chisholm Trail one night and gains a phobia. Maybe he gains a fear of judges, or courts, or of tress with thick, overhanging limbs (hanging trees), or badges. The exact nature of the fear is up to the Marshal, of course.

D20 UPDATE

Hindrances

Hindrances are disadvantages that negatively affect your character in some way, but gives him other advantages in points or Feats. These are beloved staples of *Deadlands* classic, and aren't that difficult to translate into d20 if you're willing to shake things up a bit.

Characters in any d20 *Deadlands* world may take up to three Hindrances. The most common Hindrances straight out of the classic core rulebooks are listed below.

Each Hindrance allows you to make one of the following modifications during character creation:

- The player may designate two skills that are not class skills to become class skills.
- The character may raise any attribute by one point.
- The character gets one bonus feat.

All Thumbs

Your character is not very mechanically inclined. Anything more complicated than a pistol poses problems for you. Your character suffers -2 to hit with any weapon more complicated than a normal revolver. You also have a -5 to any check made to construct, adjust, or fix a mechanical device.

Bad Ears

Maybe your hero was too close to the artillery during the war, or maybe a high fever burnt out his hearing as a child. For whatever reason, you don't hear well and suffer a -5 penalty to all Listen checks.

Bad Eyes

Your eyes have started to go south. Or maybe you just saw one too many horrors and your brain is shutting them down before any more show up.

Either way, you can hardly see a charging elephant. Subtract 5 from all Spot and Search checks.

A character with glasses or other correctives can't take this Hindrance. This is only for those unfortunates who are more or less permanently without clear vision.

Bad Luck

Lady Luck doesn't ride with you. You draw one less Fate Chip at the beginning of each game session.

Big Mouth

You always run your trap and seldom know when to stay quiet. You may be fidgety or just a braggart, but in any case it's not good. You suffer a -2 to all Wisdom checks and -2 to any Innuendo and Diplomacy checks.

Cautious

You like to think things through and know the story before you jump in. That's good when you're planning strategies, but not so good when the lead starts flying. Your constant hesitancy costs you a permanent -2 Initiative penalty.

Clueless

You are generally oblivious to what's going on around you, and so suffer a -2 to all Spot, Search, and Listen checks.

Enemy

Someone really has it in for you. It could be an organization such as the Agency or the Texas Rangers (bad news!) in the Weird West, the Law Dogs in *Hell on Earth*, or a den of outlaws you've angered for foiling their deeds in any setting.

These folks show up on occasion to make your life Hell. If they catch you, you'd best make sure you're armed.

These folks know your hero's tricks, so he suffers a -10 circumstance penalty to Bluff and Diplomacy checks when dealing with them.

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Ferner

You ain't from these parts. You are from a foreign country (or culture) and most folks find some of your habits and customs odd. They figure you're in America now so you better act like one.

Your hero suffer a -2 penalty to all Charisma-based checks when dealing with anyone not from his own culture.

Geezer

Your cowpoke is old as dirt. He's over 50 and showing it. As per the rules for age from the *Player's Handbook*®, your hero loses 2 points of his Strength, Constitution, and Dexterity, but adds +1 to his Intelligence, Wisdom, and Charisma.

Heavy Sleeper

When they said "sleeping like a log," it was you they were talking about. You sleep through most anything, even gunshots and thunderstorms. You suffer a penalty to wake up every day from a sound sleep, and must make a DC 15 Fort save to awaken from even loud noises.

You also snore like a drunken pig. This sometimes attracts unwanted nocturnal visitors to your camp. Even worse, your tortured snorting ruins the sleep of anyone in earshot trying to get some shuteye. The victims of your snores cannot recover spell points, and halve hit point recovery during the period due to their restlessness. Have fun dealing with your trail-mates, amigo.

High Falutin'

You like all the comforts of good living—clean rooms, silk sheets, imported drinks, and so on. You enjoy these comforts and try to maintain a certain standard for your self, even while in the field. This means large tents with furniture instead of bedrolls (or maybe an RV in the Wasted West), possibly a servant or two, and generally being a pain in the tuckas when traveling.

This Hindrance only means something if your Marshal keeps a real economy in his

game. If room and board are \$.50, but every other adventure lands you a couple of grand, it won't have much effect.

Illiterate

You have little or no formal education, and were never taught to read or write.

Lame

You might have a war injury that never healed properly, been born with one leg longer than the other, or otherwise become partially crippled. Your Move rate is 30' instead of the usual 40'.

Lyin' Eyes

You're one of those folks who has trouble telling lies. You don't keep a straight face and always give signs that betray you. You suffer a -5 penalty to all Bluff and Gambling checks. Any time you tell a lie it triggers an opposed Sense Motive check.

Old Ways Vow

This Hindrance is usually only for Indians. It means you've sworn off all technology that cannot be made by you or your tribe. Shamans who violate the vow cannot cast spells until they somehow atone to the spirits. Braves don't receive any beneficial spells cast on them until they atone for forsaking the Old Ways.

Pacifist

You detest capital punishment and feel there are always alternatives. You realize a swift kick in the pants or a punch is needed sometimes, but try to use all methods available to achieve your goal without resorting to deadly force.

Poverty

You're poorer than the proverbial Church mouse. You might be a poor monk or a drunk on the streets, but either way, you're flat busted all the time.

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You start with one-quarter the usual starting cash. In addition, your hero can only own the clothes he wears when the adventure begins and ends, plus a few battered necessities such as a canteen, blanket, walking stick, one weapon, and one reload of ammo. Anything more is somehow squandered, lost, or ruined for lack of upkeep.

Relics and other “magical” objects are an exception. Even a fool like your hero hangs onto such precious possessions.

Squeaky

You have a voice that just gets to people. Your voice might be high and shrill, or it might constantly crack when you talk. You receive a -5 penalty on any Charisma based checks or skills that require you to talk or sing.

Squeamish

You have a weak stomach when it comes to dealing with blood and gore, be it from man or beast. If you see a grisly sight you must make a DC 15 Fort save or become *nauseous* for 1d20 rounds.

Ugly as Sin

Your hero won't win any beauty contests. Or maybe it's just his dull personality and constant frown. Either way, his Charisma is lowered by 2. No character with a 14 or higher Charisma score can take this hindrance.

Yeller

You are a coward, whether you want to be or not. When the action gets deadly, you get scared. You suffer a -2 on all Fear-based checks including saves. Your hero won't usually go wading into danger without a gun to his head either.



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