



Deadlands Reloaded

Character Creation "Classic" Style

This quick system for creating Deadlands: Reloaded character using a deck of cards was sent to us by Yuri.

My wife is a huge Deadlands fan, in fact it is probably her favorite game. She loved making characters, the drawing the cards and arranging them to fit her concept. Somewhere there is a binder in which is an entire village of character!

In order to duplicate that old classic feel, I worked up a quick way to make characters using a deck of cards. It is pretty quick, and relatively balanced. Naturally, a lucky player could end up with a bunch of d12s and d10s for stats, but them's the breaks.

Character Creation

Howdy partner. First grab yourself a regular deck of playing cards with the Jokers left in. That's right, hombre, the Jokers are useful.

Next deal yourself seven cards. Take a peek at them, then chuck one away. The only cards you can't chuck are deuces and Jokers. You're stuck with those.

Assign the six cards you've got left to your five attributes and your skill point pool. You don't have to assign the cards in the order you dealt them. If you want to be the strongest cowpoke in the Weird West, stick your best card in Strength, amigo.

Once you've assigned the cards, take a quick peak at the table below. This tells you what die you get in your attributes and how many starting skill points you end up with based on the card you assigned.

CARD DRAWN	ATTRIBUTE	SKILL POINTS
Joker	d12	20
King-Ace	d10	18
Ten-Queen	d8	16
Four-Nine	d6	15
Deuce-Three	d4	13

Jokers

In Classic Deadlands, drawing a Joker was always a mixed blessing. It's no different here, hombre. After arranging your stats and skill points, give the deck a shuffle, and draw a card for each Joker you pulled. Have the GM consult the chart below.

Any Edges and Hindrances gained from this chart don't count toward you're starting limits. That's right, amgio, you can be screwed over royally, but you can also end up one mean hombre.

Joker Chart

DEUCE: Your hombre couldn't pick the winner in a two horse race. He has the Bad Luck Hindrance. If you feel really unlucky, you can take the Hindrance again.

THREE: You picked up an Enemy (like the Major Hindrance) at some point.

FOUR: There's somebody else out there with your face! She's not a very nice person, and is sullyng your reputation wherever she's been.

Have the Marshal draw a card whenever you visit a town or city. If he draws a face card, she's been there before you and your name is dirt. You get -2 to Charisma so long as you stay in town. If the Marshal draws a Joker, you're Wanted.

FIVE: You've got a family member who makes a semi-regular appearance in the game. Did you say your family all died? Well, isn't that interesting? The Marshal should create a Novice character.

SIX: Everytime dangers rears its ugly head, you get a tingling down your spine, like there's a spider crawling on your skin. You've got the Danger Sense Edge. If you already bought this, the modifier to your Notice rolls is reduced to zero.

SEVEN: Your character has some pretty significant blackouts. Long stretches of time are gone. It could be from the bottle, or the horrors of war. You have no memory of what happens to you during this blackouts.

EIGHT: A pact between your ancestors and

the spirits (just don't ask which ones) has given you a nice heirloom. Gain one Harrowed power of your choice.

NINE: Somebody with some degree of power owes you a favor. This is a significant favor that you can trade in at any time. Assuming, you can contact the person of course. Treat this as the Connection Edge. You get +4 to Persuasion rolls when trying to contact this person or call in the favor.

TEN: Animals either love you or hate you. If you drew a red Ten, you get the Beast Master Edge for free. If you drew a black Ten, then animals hate you and growl, hiss or make all sorts of noise when you are around. These critters will attack you with the least bit of provocation.

JACK: One of your family members died and left you something. Depending on the suit drawn it could be a good thing or not. Have your Marshal draw a card for you. If it is red, than the inheritance is something worthwhile. Otherwise it is more trouble than its worth. Regardless, to claim your inheritance you'll need to recover it, and that's an adventure to be sure.

QUEEN: You have attracted the spirit of something. It is constantly around you, silently tormenting you. You gain the Night Terrors Hindrance, but you do get a +2 bonus to any Intimidation rolls. It will take a quest to rid yourself of this haunting.

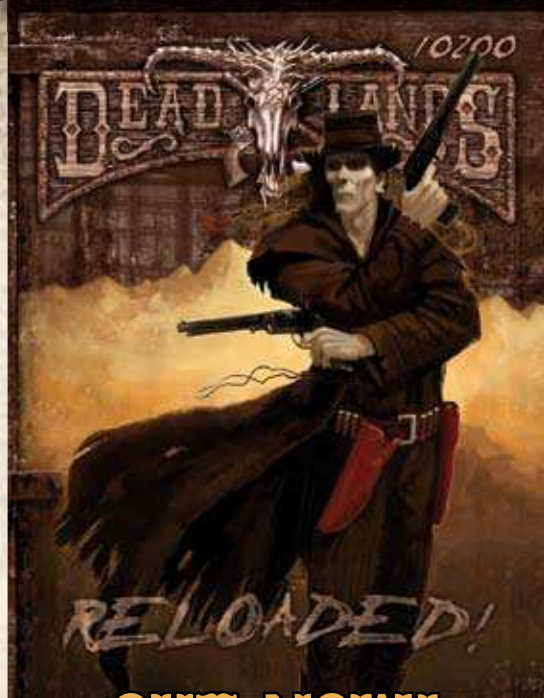
KING: You have acquired a powerful relic: a modern day Excalibur or Horn of Roland. Have the Marshal draw a card for you. A red card means that the relic is a power for good, the black is in the employ of the Reckoners. The Marshal gets to pick or design a relic of his choice. Regardless, this relic is known and you can expect others to come looking for it. Cursed relics require a quest (or your death) to be rid of.

ACE: Something odd happened to your character. Perhaps you were captured by cultists who when trying to sacrifice you imbued with some power. Regardless, you now have a power. Pick one Novice ranked Power. You can cast this once per day. Use your Smarts as your arcane skill die and you get 5 Power Points to use this power.

If you end up being one of them spellslinger types, you can't use these Power Points for other powers, but you can use your other Power Points to cast this strange power.

JOKER: You died, and didn't know it. You are Harrowed. Have the Marshall draw a card. On a red card you have +1 to your Dominion, on a black card the Manitou has +1 Dominion. Enjoy the ride, amigo.

BACK WITH A VENGEANCE!



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www.deadlands.com

Want to check out the game before you drop your dinero on the book? No problem, amigo. Check out the Test Drive rules. With a One sheet, the Test Drive rules, and a fist full o' characters, you can get a flavor of the weird west. We think you'll get a taste for it!

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