



PREGENERATED CHARACTERS: DEADLANDS RELOADED

The following characters are for use with *Deadlands Reloaded*, for our *Savage Worlds™* rules system. Use them as-is, change their names and backgrounds, or tweak their traits and gear however you desire.

Cut along the dotted line and hand out to each of your players. If they'd like, they can copy their character onto a *Savage Worlds* character sheet found at www.peginc.com.

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GABRIELA "VENDETTA" VASQUEZ

Gabriela spent a little time as a hired gun for Black River, but couldn't quite stomach the things Mina Devlin asked her to do. The Wichita Witches are said to be gunning for her, but fortunately the Great Rail Wars have so far kept them quite busy.

Gabriela gets her nickname from a vengeful streak wider than the Colorado River. It's said she once crossed the Sierra Nevadas in the dead of winter—through Donner Pass—to track down a crooked sheriff who took a bribe to lock her up for a while in Carson City.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

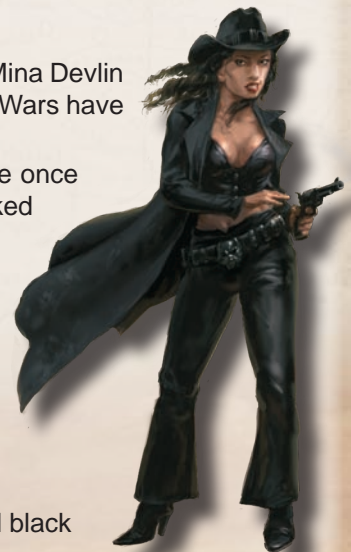
Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Riding d6, Shooting d8, Streetwise d4, Tracking d4

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Stubborn, Vengeful (Major), Wanted (Minor – 100\$ paid by Black River)

Edges: Attractive, Quick, Duelist

Gear: SA Peacemakers (Range 12/24/48; 2d6+d4 damage; RoF 1; Shots 6; AP 1), Bowie knife (Str+d4+1; AP 1), box of bullets, gunbelt and quick draw holster, black clothes, black duster and black Stetson, horse (black mare, called Mina with saddle and saddlebags), outdoor equipment.



FATHER SAM JOHNSON

Father Sam was a tinkerer in Hellstromme Industries for a while, but then he had a vision about the machines he helped to build. In that vision, an angel told him, that the inspiration behind the gadgets was actually the muttering of demons. He swore off any further help on those infernal devices and gave himself to God, his last sin was "borrowing" a Gatling Shotgun from the factory he was working at. He still remembers how to repair a few infernal devices, and he protects the innocents with his Gatling, but that's as far as it goes these days.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d4

Skills: Faith d8, Fighting d4, Healing d4, Guts d6, Notice d4, Persuasion d6, Repair d6, Shooting d6

Charisma: 0; **Pace:** 5; **Parry:** 4; **Toughness:** 5

Hindrances: Obese, Vow (protect the innocents from evil), Wanted* (Major - 2000\$ paid by Hellstromme Industries)

Edges: Arcane Background (Miracles), Conviction

Gear: Gatling shotgun (Range 12/24/48, Damage 1-3d6, RoF 2, Shots 12, Full Auto only; el cheapo), box of shells, axe handle (Str+d4), priest's robes, el cheapo horse (stubborn Appaloosa called Charity with saddle and saddlebags), outdoor equipment.



*Sam gets the expensive Gatling shotgun thanks to his backstory with Hellstromme. That's the nice thing about RPGs—sometimes you get to break the rules!



"SHADY" DOUG LIVEAUX

Shady Doug grew up in New Orleans where black magic and voodoo were as much a part of life as gumbo. Doug was educated and all set to follow in his father's footsteps as a doctor, but there was more gambler in his soul than medicine.

His passion for the game eventually lead him to Hoyle's coded works, which he deciphered with the help of certain "bad" elements in New Orleans. A nasty argument with his family over his "declining morals" induced him to head West. Doug seeks out the shadiest places he can find, hoping to continue learning more about the mystical powers he's beginning to develop.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Gambling d6, Guts d6, Healing d4, Knowledge (Occult) d6, Notice d6, Shooting d4, Spellcasting d6, Streetwise d4, Taunt d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Heavy Sleeper, Quirk (New Orleans accent)

Edges: Arcane Background (Magic), Card Sharp

Spells: Bolt, boost/lower trait, deflection; Power Points: 10.

Gear: Derringer (5/10/20, 2d6, shots 2, AP 1), knife (Str+d4), deck of cards, fancy suit, horse (named Baron with saddle and saddlebags).

"PLAYS WITH FIRE"

"Plays," as his non-native friends call him, is a follower of the Old Ways, but only because he believes it's the right thing to do. In truth, he's fascinated by steaming locomotives, clanking machinery, and rotating guns that spit metal storms of death. Plays' shaman gave him this new name and asked him to journey out into the white man's world. He knows that Plays' curiosity would only be satisfied if he saw the danger of technology first-hand.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Knowledge (English) d4, Notice d6, Riding d6, Shooting d8, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Curious (paleface's technology), Outsider (Indian in non-Indian society), Vow (Plays still tries to follow the Old Ways),

Edges: Brawny

Gear: Bow (Range 12/24/48, damage 2d6, RoF 1), tomahawk (Str+d6), 40 arrows, trail rations (3 days), horse (called Warrior with riding blanket and buckskin saddlebags).



DOC LIGHTNING

Harvey Edward Millstone attended university in New York, but was asked to leave after his studies turned to ghost rock and its "aetheric effects." What he had actually invented was a "lightning gun," and he realized it would be far safer (and incur less meddling) to test it on the big creatures out West than in the crowded streets of New York.

Doc Lightning is quick to action and rarely cautious. He's also more than a little paranoid that someone else will attempt to steal his design.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Knowledge (Chemistry) d6, Knowledge (Physics) d6, Notice d4, Repair d8, Riding d4, Shooting d6, Weird Science d8

Charisma: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Delusional (Paranoid, Minor), Habit (talks with his unseen friends about his inventions, Minor), Overconfident (Doc Lightning is quick to action and rarely cautious).

Edges: Arcane Background (Weird Science), Gadgeteer

Powers: Burst; Power Points: 20.

Gear: Millstone's Aetheric Static Compressor (burst), tool kit, various spare parts for his new inventions, 1 lbs. of ghost rock, Club (wrench) (Str+d4), el cheapo Yellow horse (named appropriately enough, Bolt, with saddle and saddlebags).





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Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Riding d6, Shooting d8, Streetwise d4, Tracking d4

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Stubborn, Vengeful (Major), Wanted (Minor – 100\$ paid by Black River)

Edges: Attractive, Quick, Duelist

Gear: SA Peacemakers (Range 12/24/48; 2d6+d4 damage; RoF 1; Shots 6; AP 1), Bowie knife (Str+d4+1; AP 1), box of bullets, gunbelt and quick draw holster, black clothes, black duster and black Stetson, horse (black mare, called Mina with saddle and saddlebags), outdoor equipment.



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Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d4

Skills: Faith d8, Fighting d4, Healing d4, Guts d6, Notice d4, Persuasion d6, Repair d6, Shooting d6

Charisma: 0; **Pace:** 5; **Parry:** 4; **Toughness:** 5

Hindrances: Obese, Vow (protect the innocents from evil), Wanted* (Major - 2000\$ paid by Hellstromme Industries)

Edges: Arcane Background (Miracles), Conviction

Gear: Gatling shotgun (Range 12/24/48, Damage 1-3d6, RoF 2, Shots 12, Full Auto only; el cheapo), box of shells, axe handle (Str+d4), priest's robes, el cheapo horse (stubborn Appaloosa called Charity with saddle and saddlebags), outdoor equipment.



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Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Gambling d6, Guts d6, Healing d4, Knowledge (Occult) d6, Notice d6, Shooting d4, Spellcasting d6, Streetwise d4, Taunt d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Heavy Sleeper, Quirk (New Orlean`s accent)

Edges: Arcane Background (Magic), Card Sharp

Spells: Bolt, boost/lower trait, deflection; Power Points: 10.

Gear: Derringer (5/10/20, 2d6, shots 2, AP 1), knife (Str+d4), deck of cards, fancy suit, horse

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Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Knowledge (English) d4, Notice d6, Riding d6, Shooting d8, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Curious (paleface`s technology), Outsider (Indian in non-Indian society), Vow (Plays still tries to follow the Old Ways),

Edges: Brawny

Gear: Bow (Range 12/24/48, damage 2d6, RoF 1), tomahawk (Str+d6), 40 arrows, trail rations (3 days), horse (called Warrior with riding blanket and buckskin saddlebags).



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Doc Lightning is quick to action and rarely cautious. He's also more than a little paranoid that someone else will attempt to steal his design.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Knowledge (Chemistry) d6, Knowledge (Physics) d6, Notice d4, Repair d8, Riding d4, Shooting d6, Weird Science d8

Charisma: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Delusional (Paranoid, Minor), Habit (talks with his unseen friends about his inventions, Minor), Overconfident (Doc Lightning is quick to action and rarely cautious).

Edges: Arcane Background (Weird Science), Gadgeteer

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