



# LIVING DEADLANDS<sup>®</sup>

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## A Word From the Prospector

*Welcome to the Weird West, partner.*

*Yeah that's right. I said "Weird". You see, this here ain't the American West you know from the history books. In this version, an angry Indian shaman, name o' Raven, took revenge for centuries of oppression and wrong doing by reawakening the Reckoners. These here Reckoners are Ancient and Powerful beings who feed on fear. Now this here War Between the states has produced a lot o' fear. The Reckoners are using this power to spread supernatural energies across America.*

*Ancient Horrors, long since dismissed by most folks as myths and legends have reemerged from their holes. These energies also brought forth new evils most folks in the know call abominations. The dead even clawed their way out of their graves to get in on the fun.*

*The War drags on to a bloody Stalemate, I can't even tell you how many have died cause o' that mess. A massive earthquake also slid*

*most o' Californy into the sea, a twisted maze of canyons and islands is about all that's left. This earthquake did uncover a new kind of super fuel called ghost rock, though. We call it ghost rock because it howls and produces thick smoke when it burns.*

*It's helped scientists build some wondrous and deadly contraptions that appear to defy the laws o' physics, killin' lotsa folks and spawning something we call "The Great Rail Wars" to get more of it.*

*Yep, sometimes it seems like the whole place is going straight to Hell. That's where you come in, cowpoke. We can get the good folks to help fight all this weird stuff, and put things right again. I figure you're either for the good guys or we can just shoot and bury your carcuss now.*

*The choice is yours. Things ain't ever gonna be the same, but we gotta get rid o' the bad stuff so I can go set out the last o' my days in my rockin' chair 'stead o' hunting down heroes like yourself to fight monsters what shouldn't exist anyway.*

# THE DEAD WEST

## Chapter

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The Dead West is an RPGA Living campaign using the *Deadlands d20™* rules published by Pinnacle Entertainment Group. In the Dead West, players take on the roles of the heroes and heroines of *Deadlands* with the grit to stand up to the rising tide of evil that threatens to engulf the world.

Players can choose to play all types of characters; from deadly fast gunfighters to eccentric mad scientists, soiled doves, sorcerous hucksters, brave Indian warriors, and Bible-thumping preachers.

Set in and around Dodge City, in the disputed territory of Kansas, the “posse” has all the adventure they can handle. Gunbattles, mystery and intrigue, the Great Rail Wars, Indian raiders, and good old-fashioned monster hunting. These happenings are all par for the course in the Weird West.

The characters must work together to combat the growing power of the Reckoners. So saddle up, hombre! Adventure awaits you in the Dead West, but don't say we didn't warn ya.

## Step 1: Making Yer Hero

These guidelines give you the basic information you need to create a starting DeadWest Character. Please be aware that these guidelines will evolve. Our goal is that any changes will add options to characters as more material is published. The goal is not to take away options, but very infrequently we may have to restrict options that were previously available. We only do so after careful consideration and for the sake of a contiguous campaign that must be somewhat “standard” to enable RPGA league play. The most current version of these rules is 1.0, and all Dead West characters must comply with the current version of the guidelines.

When new options become available, you may take full advantage of these options by adding them at the next normal opportunity (usually level advancement). You may not retroactively change your character to take advantage of the new options.

To create your Dead West living campaign characters follow the simple steps outlined below.

## Ability Scores

To put all players on an even footing, Dead West campaign follows the non-standard point-buy method of ability score generation. This method can be found in Chapter 2 of the D&D *Dungeon Masters Guide*.® The Dead West setting is considered a “tougher campaign,” hence each character starts with 28 points to be distributed among all six attributes.

**Example:** Using 28 points, a character's attributes might be purchased as follows:

Strength 15: 8 points  
Dexterity 13: 5 points  
Constitution 14: 6 points  
Intelligence 10: 2 points  
Wisdom 11: 3 points  
Charisma 12: 4 points

## Ability Value Table

Cost	Score	Modifier
-	6	-2
-	7	-2
0	8	-1
1	9	-1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4

# Hindrances

In Dead West your character may take "Hindrances." These are disadvantages that negatively affect him in some way, but gives him other advantages in points or Feats. A character may not have more than three Hindrances.

You may any one of the three options listed below when taking Hindrances:

- The player may designate two skills that are not class skills to become class skills.
- The character gets two extra points for character creation, giving him 30 points instead of 28.
- The character gets one bonus feat.

## The Hindrances

### Accursed

Somewhere along the line you pissed someone upstairs off. You are not looked upon from the heavens with much favor. Your character begins each play session with only one Fate Chip.

### 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 all Disable Device checks.

### Bad Ears

You might have been too close to artillery in the war, or born deaf. For whatever reason, you don't hear good. You have a hard time hearing things and you suffer a -5 penalty on all Listen checks.

### Bad Eyes

You don't see too well, and things are fuzzy at distances. You have trouble reading print, or maybe you were just born with weak sight. Subtract 5 from all Spot and Search checks.

### Bad Luck

Lady Luck doesn't ride with you. You suffer a -2 on any attribute check you ever have to make and you may never gain a luck bonus by any means.

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### 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 on any Inuendo and Diplomacy checks.

### Cautious

You take life slow and steady, you like to think things through and know the story before you jump in. This usually means you don't act too quick. You suffer a -4 to your Initiative roll, though it may never go below 1.

### 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

Some group of people doesn't like you. It could be an organization such as the Agency or the Texas Rangers (bad news!), or a den of outlaws you've angered for foiling their deeds. You suffer a -10 penalty to Bluff and Diplomacy checks when dealing with your chosen enemy.

### 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. You suffer a -2 penalty to all Charisma-based checks when dealing with anyone not from your native land.

### Geezer

You ain't no spring chicken. You are probably old as dirt and on a first name basis with the hills. Your cowpoke must be over 50 years of age to take this Hindrance. You suffer a -1 to your Constitution score.

### Half Breed

You come from mixed parentage, and many bigots in the West don't care much for that. Most mixed races of the Dead West tend to be mixed with some form of

Indian, but that doesn't mean you can't be half Mexican, Chinese, African, or what ever else you can think of that might stand out. You suffer a -2 on all Charisma based checks when dealing with close-minded bigots. You must also decide which ethnic background you were raised from for you might not speak the lingo of the other.

### 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 noise. You also probably snore real bad, but we'll let your trail-mates deal with that.

### High Falutin'

You like all the comforts of good living—clean rooms, silk sheets, imported drinks, and son on. You enjoy these comforts and try always to keep a certain standard for your self. You must pay double your upkeep cost every new adventure.

### Illiterate

You have little or no formal education, and were never taught to read or write. You may learn this skill in game time, paying the necessary skill points over four adventures provided you have some one to teach you.

### 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 -5 on all Bluff and Gambling checks. Furthermore, 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 benefical spells cast on them until they atone for foresaking 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. If you use deadly force, you lose all fate chips saved and you can earn no more in the course of the adventure.

### 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. You can only own the clothes you wear when the adventure begins and ends, plus a few battered necessities such as a canteen, blanket, walking stick and one weapon, but anything more is out of the question.

### 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 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

You ain't gonna win no beauty contests, or maybe it's just your dull personality and constant frown. Either way, your Charisma is lowered by 1 to a minimum of 7, and you'll have to handle the ridicule that comes your way. 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. You have to make a DC 15 Fort save to knowingly go into personal danger.

## Other Character Abilities

### Hit Points

Dead West is a dangerous campaign. To help PCs survive, they get maximum hit points at 1<sup>st</sup> and 2<sup>nd</sup> level. PC's get normal hit points per level afterward.

### Feats

PC's are eligible to take any approved feats in the Deadlands D20 book or the players handbook. The staff will update any new feats as we approve them.

### Skill Points & Ranks

Normal *Deadlands D20* rules apply in the number of ranks available to the PC's.

## Step Two: Gear

### Starting Money

PC's start with the maximum allowable funds by their class found on page 57 of the *Deadlands D20* book. The only exception to this rule is if the PC has the Dinero feat, in which case he starts with double normal funds.

Note that in the Dead West, the Dinero feat allows the PC to start with double normal cash and allows him to halve his upkeep each round. Disregard what is printed in the *Deadlands D20* book when playing in the Dead West.

### Allowable Equipment

PC's can purchase any weapons or armor found on the following list. Certain items are not available at this time but may become available during normal play.

Some weapons do not appear on this list either because of RPGA game-balance considerations or because insufficient quantities were produced.

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### Simple and Martial Weapons

Weapon	Cost
Brass Knuckles	\$1
Derringer	\$8
Knife, Hunting	\$2
Knuckle-Duster	\$8
Club, small	na
Rupertus Pepperbox	\$6
Hatchet	\$3
Wesson Dagger Pistol	\$6
Knife, Bowie	\$4
Colt Army	\$10
Club, large	na
Colt Dragoon	\$11
Wood Axe	\$1
Colt Frontier (73)	\$15
Cavalry Saber	\$25
Colt Navy	\$18
Knife, Flint/Bone	\$1
Colt Peacemaker	\$15
Tomahawk	\$3
Colt Lightning	\$13
Skull Crusher	\$4
Colt Thunderer	\$14
War Club, bladed	\$4
S&W Schofield	\$14
Starr Army Revolver	\$9
Ballard Rifle	\$24
Colt Patterson '36	\$25
Enfield Musket	\$25
Henry Rifle	\$20
Sharps Big .50	\$30
Sharps Carbine	\$18
Spencer Carbine	\$15
Springfield .58	\$8
Winchester '73	\$25
Winchester '76	\$40
Double Barrel shotgun	\$35
Scattergun	\$35
Single Barrel shotgun	\$25

### Armor

#### Armor List

Cost	
\$5	Light Leather (Vest, Chaps, Duster, Leggings, etc.)
\$15	Cane Breastguard*
\$20	Boiled Hide
\$40	Wooden Slat
\$10	Sioux Shield*
\$20	Coyote Shield*

\*(used by Indians)

# Mad Scientist Gadgets

The following list is what is available to a mad scientist at character creation. The list also tells you which book you may find the item in, *Deadlands D20* or *Way of Mad Science*.

Item	Book
Grapple Gun	WMS
Gatling Pistol	D20
Flash Gun	WMS
Net Gun	WMS
Bullet Proof Vest	D20
Whisk Free Backpack	WMS
Epitaph Camera	D20

Mad Scientist creation works similar to the way it works in D&D. It costs time, money, and experience as follows:

It costs 1 Time Unit for every \$200.00 spent. It also costs one half book value for the item in material, and one quarter of that cost in experience. The Marshal reserves the right to put restrictions on what level a mad scientist must be before he can make a certain gadget.

The increase in cost of experience and time is based mainly on the fact that mad scientists are, well, mad. The manitous exact a heavy toll on these deranged inventors, and it often takes several tries to get most any gadget to work.

## STEP 3: Finishing up

### Time Units

There are 52 time units in *Deadlands D20*. That's one time unit for each week. Each round has a Time Unit cost based on that round and mode of travel (if any).

### Fate Chips

You may carry over any unused fate chips from one session to another, but you can never carry over more than your level.

### Income

At the beginning of each round, characters roll 1D6 and multiply it by the rank of their Profession or Craft. For example, a character has 4 ranks in Cowhand as a profession and rolls 3 on the D6. Multiplying 4 by 3 equals 12 for the time between rounds. The character made \$12.00

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### Upkeep

There are four types of upkeep your character can follow: High, Standard, Low, and Poor.

**High:** You live high on the hog. This upkeep is well suited to snobs and good card sharps. This cost is \$25.00 per adventure.

**Standard:** You live more or less like most people, with a roof over your head and three square meals a day. Most everyday people live this way. The cost is \$10.00 per adventure.

**Low:** You only own what you can carry. This lifestyle fits the more seedier type of characters, tramps, hobos, prostitutes, and the like. The cost is \$5.00 per adventure.

**Poor:** You are poverty-stricken. You own nothing of value and should take the Poverty Hindrance. You can have no meaningful possessions at the end of each adventure and are not sure where your next meal will come from. The cost is \$1.00 per adventure.

# LIFE IN DODGE CITY

## Chapter

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*The main campaign setting for the Living Dead campaign is Dodge City. Here's a brief overview for those who aren't familiar with the "Heart o' the West."*

Dodge City is a major city in *Deadlands* with a population near 8-10 thousand people at any given time. There are two railroads that run through the city, the Black River and the Union Blue. Cattle drives from Texas come up the trail in springtime. The influx of cowboys makes Dodge a wild and wooly place.

Fortunately there is law in Dodge—some of the best in the west—Wyatt Earp and Bat Masterson. Lawbreakers should be warned that crimes in Dodge do not go unpunished—at least on the northern “good side” of town.

South of the railroad tracks, things are wide-open. The law tries to keep peace but are nowhere near as vigilant as they are on the north side. Be warned that to tangle with the likes of Earp, Masterson, Tilghman, and Basset is near-certain death.

The most enforced law in Dodge City is the firearm law. No firearms can be carried on the north side of the tracks, and this is strictly enforced.

Smack in the Disputed Lands between North and South, claimed by both but ruled by neither, Dodge is a city of intrigue. There is a heavy spy game in town, and plenty of folks get caught in the cross-fire.

There is plenty of action and adventure for the brave and strong of heart on the western plains of Kansas.

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