



# RELOADED!

## Additions to the second printing

### NEW HINDRANCE

#### Old Ways Oath (Minor or Major)

Whether your hero is an Indian or he's gone native, he's decided to forego modern technology to honor the spirits. As a Minor Hindrance, he will travel in modern conveyances such as trains or steam wagons, but won't use any modern device himself (including guns, steel knives/tomahawks, etc.). As a Major Hindrance, he won't even passively use such devices, refusing to ride in anything more complex than a horse-drawn wagon (and unhappy to do even that).

### DYNAMITE!

Good ol' TNT gets a bit of a boost this time around. Here are the important notes and a table for easy reference.

Dynamite is sold by the stick or by the case; a typical case contains 24 sticks (Cost: \$65). The weapon table lists the effects for combining sticks of dynamite. A demolitionist may use up to eight sticks as a single, throwable weapon. For any number not listed, add +1 damage to the base value per additional stick. For example, three sticks of dynamite inflict 3d6+1 damage and otherwise work like throwing two sticks, while seven sticks would do 4d6+3 damage and otherwise work like four sticks.

Exploding dynamite automatically sets off any other dynamite in the blast radius. Increase the effect based on the total number of sticks in the area, with any additional sticks beyond eight counting as separate damage rolls.

Eight (or more) sticks of dynamite exploding at once is considered a Heavy Weapon.

For example, Mike tosses four sticks of dynamite at Steve, not knowing that Steve has 10 sticks of dynamite in his saddlebags, so a total of 14 sticks explode, resulting in two damage rolls—one roll for eight sticks doing 5d6 damage in a Large Burst Template, and one for six sticks doing 4d6+2 damage in a Medium Burst Template.

For purposes of this rule, center the first explosion on the original target, and any secondary explosions on the location(s) of the additional dynamite. This may result in cascading explosions as more dynamite is covered by the expanding area. Try not to giggle *too* much when this occurs.

### FUNDAMENTALS

A single ounce of gold typically sells for \$5 (and \$80 a pound) on the open market, and an ounce of silver nets \$1 (or \$16 for a pound of it).

#### *Dynamite*

Number of sticks	Range	Damage	RoF	Cost	Wt.	Shots	Min. Str	Notes
1 stick	4/8/16	2d6	1	\$3	.5	1	–	SBT; see notes
2 sticks	4/8/16	3d6	1	\$6	1	1	–	SBT; see notes
4 sticks	3/6/12	4d6	1	\$12	2	1	–	MBT; see notes
8 sticks	2/4/8	5d6	1	\$24	4	1	–	LBT; AP 4; HW; see notes

# DEADLANDS RELOADED

## TINKERIN' AND MANUFACTURIN'

Your average scientist simply doesn't have the equipment, time, or ready capital to manufacture elixirs and infernal devices. But once scientists make names for themselves—and fortunes to go with them—it's possible to turn out infernal devices just as reliable as the ones the big boys make!

Using their own blueprints, mad scientists can build or re-engineer any Infernal Device (elixirs can only be created by a scientist with the Alchemy Edge). To do this, they need to buy basic supplies equal to half the cost of the finished device. Building the device requires a number of days equal to the finished cost divided by 10. Up to four assistants can aid in the construction—provided each has Repair of at least d6—thus reducing the time needed (divide the base time by the total number of people working on the device, including the scientist).

At the end of the time required, the scientist must make a Weird Science roll to determine the quality of the finished product. On a success, the device works exactly as listed. On a raise, the device only suffers a malfunction on a critical failure (there's no additional effect for devices that work this way already). On a failure, the time is lost, but the materials may be reused on another attempt to build the same device. On a critical failure, roll as per a malfunction for the device. Regardless of the results, both the time and materials used are lost.

## GAMBLING

The rules presented in *Savage Worlds* under the Gambling skill work just fine for nearly any game of chance you can conceive, but they do it in shorthand.

That's fine most of the time. But sometimes, given the Weird West's focus on poker and other card games, you might want to get a little more involved with your gamblin', even if you don't want to play a full-blown game of poker. That's when this system comes in real handy, amigo.

It works almost exactly the same as Duelin', but uses only the first two steps—Face Off and Luck o' the Draw. Up to five or six hombres can participate instead of just two.

Instead of rolling Intimidation or Taunt, each player makes a Gambling roll during the Face Off (modified as usual for those who cheat). Each player is dealt one card for each success and raise on the Gambling roll.

Everyone looks at their hand, and has the opportunity to fold if they wish (but if they do, they lose the stake). Those who stay in attempt to make the best possible poker hand using their cards and the ones dealt onto the table.

The winning hand gets an amount of dollars equal to the stake, multiplied by the Power Point value for that hand (with a Flush worth 7, a Full House 8, and so on). Everyone with a losing hand *pays* an amount of dollars equal to the stake times the Power Point value for that hand.

## SHAMANS

While shamans are not required to take the Old Ways Oath Hindrance at character creation, those who do tend to have a more powerful connection with the spirits.

### Playing a Shaman

To become a Shaman, your character must take the Arcane Background (Shamanism) Edge, which works much like Arcane Background (Miracles) from the *Savage Worlds* rulebook. Shamanism uses the arcane skill Tribal Medicine (which is linked to Spirit), so be sure to put a few points into that.

First, decide whether to take the Old Ways Oath Hindrance to reflect the shaman's devotion to the ways of the ancestors. For shamans, the Old Ways Oath carries extra significance, as it helps to maintain a strong connection with the spirits.

### Appeasing the Spirits

Shamanic "sins" work differently from other miraculous Arcane Backgrounds. The spirits require rituals, performed daily, to appease them so they grant favors. A shamanic ritual takes four hours with a Tribal Medicine of d4. For each die type above d4, the time required is reduced by 30 minutes. Therefore, a shaman with Tribal Medicine d8 must perform rituals for three hours each day.

Instead of the usual effects of a "sin," shamans who do not regularly perform rituals suffer the penalty listed to their Tribal Medicine roll and may regain Power Points slower, as noted below.

## SECOND PRINTING ADDITIONS

The spirits are more forgiving to those shamans who follow the Old Ways; a character with the Minor version of the Hindrance can ignore 1 point of penalties while the Major version ignores 2 points. Power Point recharging is unaffected by the Hindrance, as the spirits only forgive so much. To gain the benefit, the character has to actually *follow* the Old Ways—paying lip service to the spirits is not enough.

### Ritual Requirements

<b>Severity</b>	<b>Tribal Medicine Penalty</b>
Minor	Has not performed a ritual within the prior day. Tribal Medicine -1.
Major	Has not performed a ritual within the prior week. Tribal Medicine -2; Power Points recharge at rate of 1/two hours.
Mortal	Has not performed a ritual within the prior month. Tribal Medicine -4; Power Points recharge at rate of 1/four hours.

Shamans still begin with two powers, but they get 15 Power Points instead of the usual 10 and are able to recharge them faster than other arcane types. As long as the shaman is in the wilds, sleeps under the stars, is warmed by an open fire, or otherwise away from “civilization,” he regains Power Points at twice his usual rate (subject to the limitations imposed by his “sins,” of course).

### Tribal Medicine

To use a power, the shaman must also perform some sort of ritual on the spot. At the very least this involves chanting and a Tribal Medicine roll. If the shaman cannot speak, he cannot use any powers.

### Bad Medicine

If a Shaman ever rolls a 1 on his Tribal Medicine die (regardless of the result of his Wild Die), the power he was trying to summon fails and he gains a Fatigue level that can only be regained by several hours’ meditation, communing with the spirits in a sweat lodge, or suchlike.

### Shaman Edge

#### Spirits’ Favor

**Requirements:** Seasoned, Arcane Background (Shamanism), Tribal Medicine d8+

Normally a shaman who follows the Old Ways is proscribed from using technology under any circumstances. The shaman with this Edge may petition the spirits to allow him to use one normal technological device (no Mad Science gizmos or Infernal Devices) without offending them, in return for a surrender of personal power. Petitioning the spirits involves a ritual offering, which takes 1d10+10 minutes. This Edge may only be applied to one device at a time.

For as long as the shaman makes use of the device, he has 5 less Power Points than usual. When he stops using the device these points return at the usual rate. The shaman may abandon one item and switch to another, which requires another 1d10+10 minutes. During this time the favor does not apply to either device.

### MAD SCIENTIST EDGE

#### Eureka!

**Requirements:** Legendary, Arcane Background (Weird Science), Weird Science d12+

After tinkering and working, you may create a true Infernal Device out of one of your powers. When this Edge is taken, pick one power you currently have. The gizmo no longer uses Power Points, and thereafter functions solely on ghost rock.

One pound of ghost rock allows a maintainable power to be used for two hours of total use (regardless of its normal duration) and allows an Instant power to be used 20 times. For purposes of such powers, it’s best to track each pound of ghost rock as 20 “charges.” When the device runs out of fuel it’s time to buy some more California coffee, hombre.

Your prototype is more stable than most other Infernal Devices; it only suffers a Malfunction on a critical failure. On top of that, your blueprints and patent earn you prestige and money from a corporation capable of reproducing your device on a mass market scale (most likely Smith & Robards or Hellstromme Industries, but a Rail Baron or national government might also express interest). Thereafter, you have +2 Charisma when dealing with other mad scientists and receive 1d6 x \$50 in royalties every month (which you’ll probably need to pay the ghost rock bill).