



Heroes o' Gloom



DEADLANDS

HEROES O' GLOOM

BY MATTHEW CUTTER

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SCRAPPER

Ernesto Ladrillo

"Do you know what it's like to be hit by a brick? Stand aside unless you want to find out."

Born in southern Deseret, Ernesto Ladrillo moved to the City o' Gloom at a young age to seek gainful employment with Hellstromme Industries Ltd. But after a miserable year of factory work and Junkyard life, he quit the smog and soot in favor of being a gunner on a rattler-hunting landship. It was dangerous work, but salt flats and open skies provided something the city never could: adventure.

All that ended when his captain led the crew into a salt-rattler ambush. A particularly aggressive worm wrapped its tentacle around Ernesto's right arm and tore it from the socket. Pain enfolded him and everything went black. When he awoke, days later, he was at the Smith & Robards compound recovering from Dr. Marcus Perriwinkle's lifesaving surgery. It took some getting used to, but Ernesto's new arm has given him opportunities he never had before.

Worst Nightmare: *You're lost on the salt flats with no water; the sun's like a hammer. A rumbling rises in the earth. Something's coming: the worm that took your arm, returning to finish the job...*

Rank: Seasoned (20 XP)

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8 (d10), Vigor d8

Skills: Fighting d10, Guts d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4, Streetwise d4, Throwing d4

Cha: -2; **Drain:** 4; **Grit:** 2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Arrogant, Big Mouth, Vengeful (Minor)

Edges: Brawny, Frenzy, Scrapper, Trademark Weapon (Retractable Spike)

Gear: 40× ghost rock nuggets, backpack, shirt, trousers, boots, goggles, \$85.

Special Abilities:

- **Augmentations:** Hidden Compartment (Arm), Mechanical Arm (+1 Str die, Armor +2), Mechanical Hand (+1 Str die type, Armor +2), Retractable Spike (Str+d4+1).



BLESSED

DEAD LANDS

Father Houston Burroughs

"You ask for mercy, but offer none to those weaker than you. All you shall receive is the Lord's wrath, delivered by mine right hand."

Raised a Mormon in an affluent Salt Lake City household, Houston Burroughs was groomed for life as a priest from the moment he was born. He attended Deseret University and learned theology at the Tabernacle, once earning an encouraging word from Brother Brigham himself.

He first felt the Lord's light inside him in Junkyard's poverty-stricken alleys. He always felt a strong drive to use his family's wealth for acts of charity, and feeding the hungry and lending succor to Gentiles injured in factory accidents were at the top of his list. An encounter with the Devil's abominations—unholy slime-creatures as impure as Sludge Creek itself—brought forth a greater power as he smote them with his word. Since then, he's devoted his life to driving back the foul darkness that threatens to consume the world.

Worst Nightmare: *Your feet and legs tingle, then itch, then burn as if wreathed in flames. You're sinking, drowning in Sludge Creek, screaming as the acid slime oozes up your neck to your open mouth...*

Rank: Seasoned (20 XP)

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

Skills: Driving d6, Faith d8, Fighting d4, Guts d6, Intimidation d4, Knowledge (Theology) d6, Persuasion d6, Shooting d6

Cha: +4; **Grit:** 2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

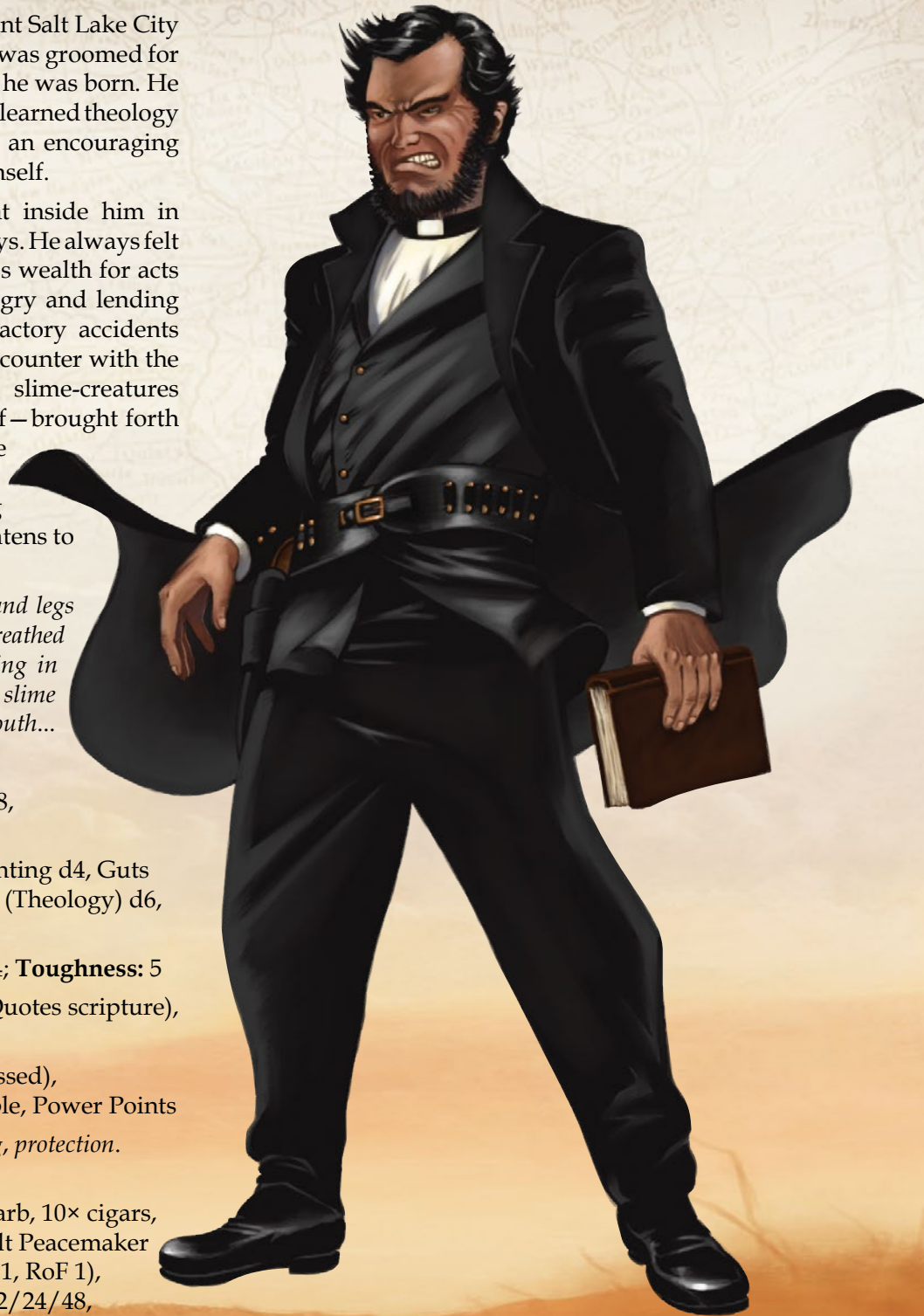
Hindrances: Arrogant, Quirk (Quotes scripture), Stubborn

Edges: Arcane Background (Blessed), Conviction, Fate's Favored, Noble, Power Points

Powers: Boost/lower Trait, healing, protection.

Power Points: 20

Gear: Book of Mormon, priest's garb, 10× cigars, 100× matches, double-action Colt Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1), double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), 20× shotgun shells, 50× .45 bullets, Bowie knife (Str+d4+1), buckboard wagon, 2× horses, \$304.50.



METAL MAGE

Al Medlock

"Bravery has nothing to do with lack of fear. Bravery is when you're terrified but you face up to it anyway."

Al Medlock was born in Fort Bridger, Wyoming, to parents who'd pulled up stakes in Illinois to make the trip Out West in search of a better life. And they found one, until they were both murdered by an evil shadow that stalked the night. Young Al was the one who found them outside the stockade walls, and he's never forgotten the sight of his mother's and father's eyes with ants swarming over them.

Bereft of family and possessions, Al went to the City o' Gloom and settled in Junkyard, where he used his good looks to try to make a living as a stage magician. He drifted through life until R. Percy Sitgreaves, owner of Infinity Press, recognized young Al's inquisitive nature. Sitgreaves took him in and taught him some book-learnin'. He also taught Al the secrets of *thaumaturgical diffusion*—a melding of magic and science that draws upon dark spirits' energies. Al's on his own again, and no better at keeping money in his pocket, but in Sitgreaves he'll always have a friend and ally.

Worst Nightmare: *It's that day again. That awful day when you found your parents. Except they're not dead, not really. They rise up slowly, groaning horribly and coming at you, with floods of angry red ants spilling from their gaping mouths...*

Rank: Seasoned (20 XP)

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

Skills: Guts d6, Investigation d6, Lockpicking d6, Notice d6, Persuasion d6, Repair d4, Stealth d4, Thaumaturgical Diffusion d8

Cha: +2; Grit: 2; Pace: 6; Parry: 2; Toughness: 6

Hindrances: Curious, Phobia (Insects), Poverty

Edges: Arcane Background (Metal Mage), Attractive, Brave, Level Headed, Power Points

Powers: *Bolt, jury rig.* **Power Points:** 15

Gear: Lockpicks, toolkit, fancy suit, \$5.



HARROWED

Sgt. Warren Bothwell

"This city's a mean one, boys. Take your eyes off it for a second, it'll put you in the ground."

A devout Mormon, Warren Bothwell joined the Nauvoo Legion when he was 18. His superiors quickly recognized his fellow soldiers' affinity for him and Bothwell's commanding tone—soon he was promoted to noncommissioned officer.

After a year of duty in the smog, Bothwell's lungs were debilitated from the omnipresent soot. He ended up in a hospital, coughing up black gunk with blood in it. His doctors finally declared him dead. But before he could reach the cemetery's holy ground, a miracle transpired: Bothwell woke up from his coma, coughing uncontrollably. That cough has never gone away.

In actuality, Bothwell *did* die. A manitou figured a decorated and respected soldier would be the perfect vehicle for spreading mayhem, violence, and fear. Sgt. Bothwell has struggled against the evil presence in his head ever since.

Worst Nightmare: *You stand in thick, billowing clouds of soot and ash. Lungs burning, you hack and cough. You realize you're perched atop a smokestack, and you plunge into its maw...falling, falling...*

Rank: Seasoned (20 XP)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d6

Skills: Driving d4, Fighting d8, Guts d6, Healing d6, Intimidation d6, Shooting d8, Stealth d6

Cha: +1; **Dominion:** 0; **Grit:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Heroic, Loyal, Phobia (Heights)

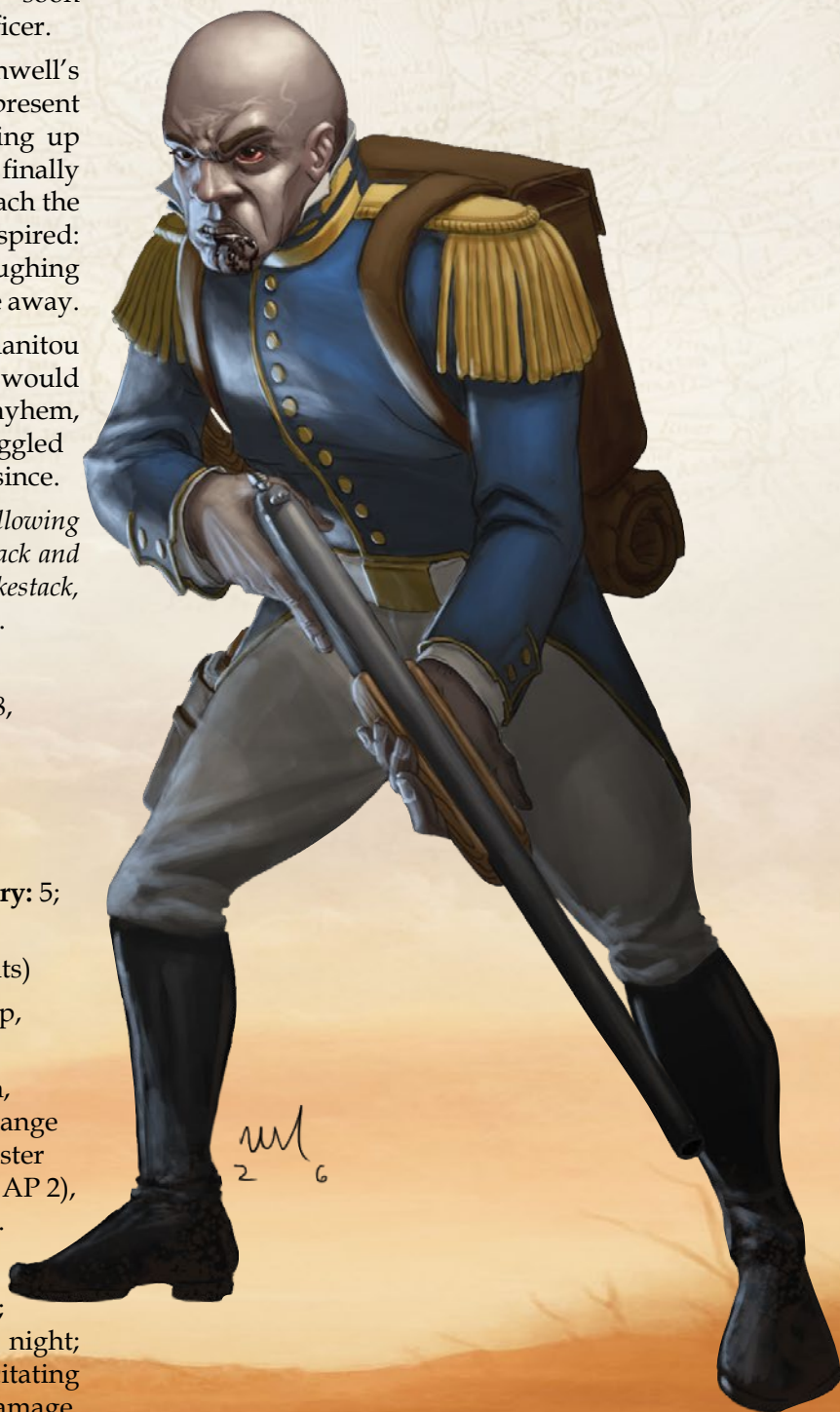
Edges: Combat Reflexes, Harrowed, Sweep, Soldier (NCO)

Gear: Uniform, backpack, bedroll, canteen, saber (Str+d6), single-action Colt Army (Range 12/24/48, Damage 2d6+1, RoF 1), Winchester '73 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), 50× .44 bullets, 20× .44-40 rifle shells, \$426.

Special Abilities:

- **Harrowed:** Toughness +2; Grit +1; +2 Fear checks; 1d6 hours' sleep per night; "death" lasts 1d6 days, only Incapacitating head-shot kills; immune to nonlethal damage, poison, and disease.
- **Harrowed Edges:** Supernatural Attribute (Strength), Wither.

DEAD LANDS



RATTLER HUNTER

Michael Black Eagle

"We respect the worm. We thank the spirits who sent it to us. Then we kill it."

Michael's tribal name is *Duhubite Biagwi'yaa*, but his parents left the Shoshoni when he was 7, drawn by the clarion call of the City o' Gloom's miraculous technology. Although they held little status in their tribe, in Junkyard they had it even worse. Gentiles were nobility compared to the treatment they received. Before a decade elapsed, Michael's father was killed in a factory accident and his mother subsequently withered with grief.

Michael Black Eagle couldn't return to his tribe since his family had forsaken the Old Ways, and he couldn't stand to remain in Junkyard. He sought a middle path on the salt flats, where the desert spirits helped him discover his true destiny as a shaman. In solitude, he venerates the nature spirits daily and hunts rattlers, but he's also embraced the modern technology his parents believed would be humanity's salvation.

Worst Nightmare: *You hear hoofbeats in darkest night, keening war cries. It's the tribe, bringing bloody vengeance to you who forsook their ways. But as they surround you, piercing you with arrows, you see they are dead, rotting, infested with blood-red worms...*

Rank: Seasoned (20 XP)

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

Skills: Climbing d4, Fighting d6, Guts d6, Intimidation d4, Notice d4, Shooting d8, Survival d4, Tracking d4, Tribal Medicine d8

Cha: -4; **Grit:** 3; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean, Outsider, Overconfident

Edges: Arcane Background (Shamanism), Fetish Creator, Marksman, Power Points, True Grit

Powers: *Burrow, windstorm.* **Power Points:** 20

Gear: Rattler skin breeches and boots, hat, shirt, double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), Winchester '76 (Range 24/48/96, Damage 2d8, RoF 1, AP 2), Bowie knife (Str+d4+1), 50-foot rope, grappling hook, backpack, hatchet, 40× shotgun shells, bandolier, 100× .45 rifle shells, 100× matches, 18× dynamite sticks, \$289.

DEAD LANDS



GUNSLINGER

Araceli Marrero

"Do I like to kill? No, gringo. But that doesn't change the fact some people just need killin'."

Araceli Marrero's life has been one long tragedy, but it forged the tough-as-nails gunner she is today. Araceli's mother died giving birth to her. Growing up in Chihuahua, Mexico, her affluent father loyally supported Maximillian's Imperial Government. But when Benito Juárez's rebels took over the city, her father was shot to death. Only 14 years old, Araceli fled north of the border with her younger sister and brother. Near Tombstone, a low-down Cowboy named Curly Bill Brocius used them for target practice to relieve his boredom, and killed Araceli's sister. Unable to support her baby brother, a sorrowful Araceli left him in the care of a kind, childless couple in Potential, Arizona.

Araceli drifted north across the Deseret border, learning to shoot and care for herself as best she could before finally settling in Junkyard. She lives in the city's poorest tenement – A. Warren's Apartments, also known as "The Rathole" – selling her shooting skills to the highest bidder. In the City o' Gloom, there's no shortage of employers and no-good folks to kill.

Worst Nightmare: *You run with your father and siblings at your side, but a gunshot like thunder kills him. Then another shot, and another, and your brother and sister fall. Slowly you turn to face the killer. You can't even scream. It's your mother, holding a rifle aimed at your heart, like an avenging angel of Hell.*

Rank: Seasoned (20 XP)

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

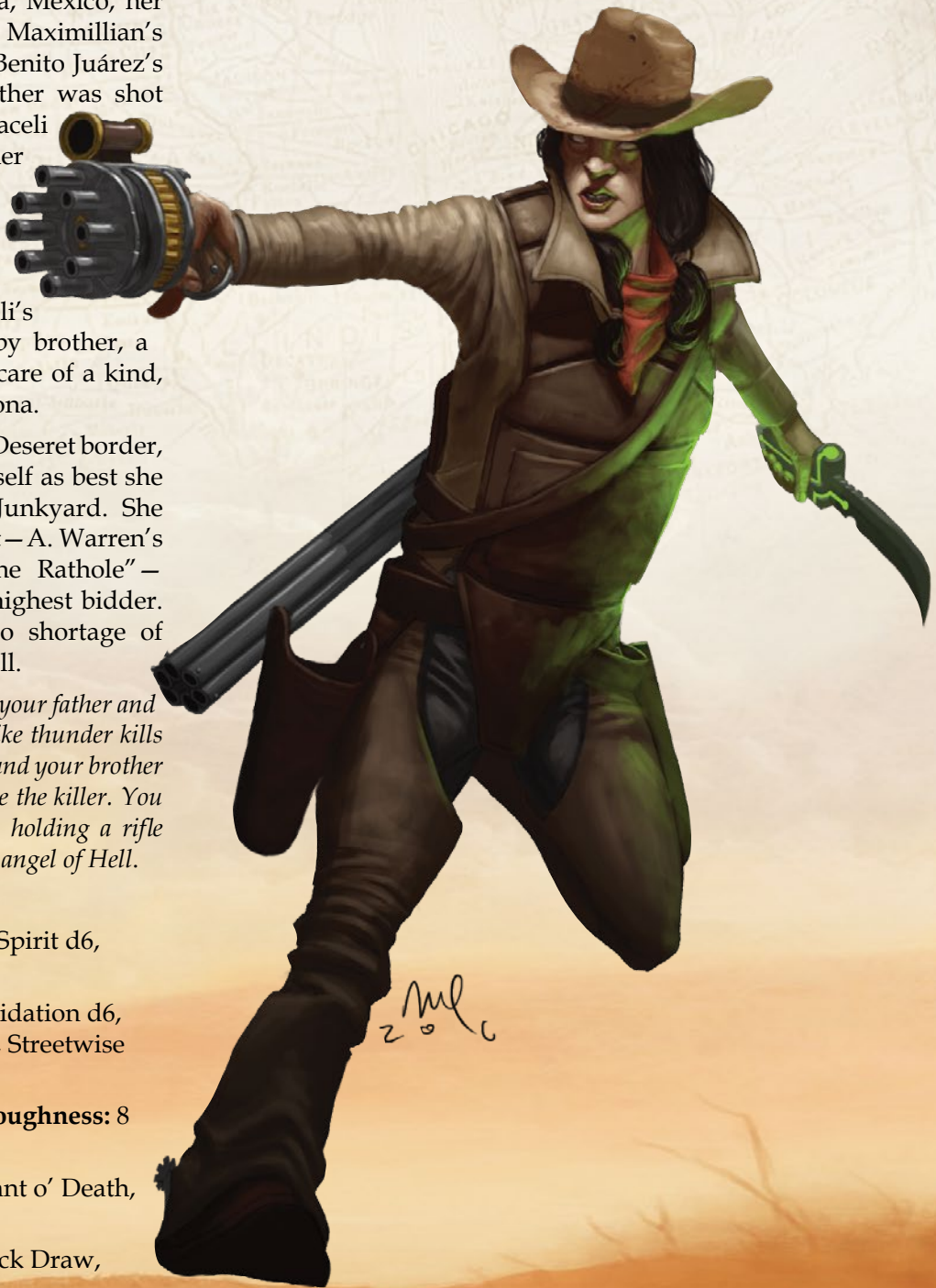
Skills: Fighting d6, Guts d6, Intimidation d6, Notice d4, Shooting d8, Stealth d6, Streetwise d6, Survival d4

Cha: 0; **Grit:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (2)

Hindrances: Cautious, Grim Servant o' Death, Lyin' Eyes

Edges: Brave, Nerves of Steel, Quick Draw, Rock and Roll!, Speed Load

Gear: Gatling pistol (Range 12/24/48, Damage 2d6+1, RoF 2, AP 1), bulletproof vest (Armor +2), 100× .45 bullets, hat, blouse, breeches, \$25.



MAD SCIENTIST



Dr. Matilda Goff

*"We all must remain calm and collected.
Breathe deeply. Hydrogen, lithium, sodium..."*

Raised in New York City, Matilda Goff excelled at book-learning. Her hidebound parents intended her to marry rich. Matilda mastered her fear and lit out for the West, where women were not expected to conform to such outdated mores.

Settling in Salt Lake City, Matilda earned a full scholarship to Deseret University. After Dmitri Mendeleev's 1869 presentation to the Russian Chemical Society, Matilda focused on chemistry with a minor in mechanical engineering. She graduated *summa cum laude* at age 20.

Matilda got a job at Smith & Robards. But a rival scientist named Dr. Elmer X. Blackpool, jealous of her brilliance, conspired with others to cause the accident in which she lost her left eye and hand. Now she works in Junkyard as an independent contractor. Though skittish, she's learned to frighten others even more...

Worst Nightmare: *You're presenting your theories to a gathering of colleagues. In horror you realize your notes are all blank. Then the audience – led by a maniacal Elmer X. Blackpool – begins to howl like animals: They're walking dead, every single one...*

Rank: Seasoned (20 XP)

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

Skills: Driving d4, Guts d4, Investigation d6, Knowledge (Chemistry) d6, Notice d4, Persuasion d6, Repair d6, Shooting d4, Weird Science d8

Cha: 0; **Drain:** 3; **Grit:** 2; **Pace:** 6; **Parry:** 2; **Toughness:** 6 (1)

Hindrances: Enemy (Minor – Elmer Blackpool), Quirk (Recites the periodic table), Yellow

Edges: Arcane Background (Weird Science), Elan, Level Headed, Power Points, Scrapper

Powers: *Fear* (Terror Spray). **Power Points:** 25

Gear: Toolkit, lab coat, leather tunic (Armor +1, torso), Derringer (Range 5/10/20, Damage 2d6, RoF 1, AP 1), 50× .41 bullets, \$419.

Special Abilities:

- **Augmentations:** Mechanical Hand (+2 Str die types, Armor +2), Microscopic Lens (+2 vision-based Notice rolls).

