

# Veterans of the Weird West

Building Cinematic and Supernatural *Deadlands* Characters in *GURPS Fourth Edition*



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# Introduction

There are plenty of “kitchen sink” settings, but none with the *feel* of **Deadlands** – things may be weird, but at the same time, they make *sense*. That’s why I’ve enjoyed gaming in this setting, whether via **Savage Worlds** or the licensed **GURPS Third Edition** adaptation, **GURPS Deadlands: Weird West**.

The license didn’t extend to **GURPS Fourth Edition**, sadly, but that doesn’t mean this system isn’t perfect for the setting! In fact, I’d argue that it’s an even *better* fit than the original system. The grittiness adds to the horrific aspect of the game, while **GURPS’** diverse systems mean that martial artists, the blessed, and hucksters will feel truly *different*, rather than all relying on the exact same mix of powers. To emphasize this difference, it may be fun to forbid players from mixing and matching from the sections below; e.g.,

no Harrowed hucksters or shaman gunslingers.

I hope you find this conversion guide useful, and love feedback, whether via email ([pkitty@mygurps.com](mailto:pkitty@mygurps.com)) or at [forums.sjgames.com](http://forums.sjgames.com), where my username is “PK.”

## Required Books

This game aid requires the **GURPS Basic Set Fourth Edition** and **GURPS Deadlands: Weird West** (for **GURPS Third Edition**) to play, as this work only expands upon the existing rules from the latter. As well, the blessed *require* **GURPS Powers: Divine Favor**, cinematic gunslingers *require* **GURPS Gun Fu**, hucksters may want **GURPS Deadlands: Hexes**, braves and martial artists may want **GURPS Martial Arts**, and shamans *require* **GURPS Thaumatology**, for their respective supernatural abilities.

# The Blessed

Anyone who draws power directly from God (whether Christian or otherwise), is considered one of “the Blessed.” These characters use the power system described in **GURPS Powers: Divine Favor** to call down miracles as needed.

Up to three levels of Power Investiture (Divine Favor) [10/level] are available, improving the Blessed’s reaction roll. There are no firm requirements for the mandatory religious disadvantages; the GM is the final judge of whether a given trait is “holy” enough. The optional rule allowing a one-second prayer (at -2 to the petition roll) is assumed to be in play unless the GM rules otherwise.

For the purpose of Consecrate Ground, any land with a Fear Level of 1+ resists using an effective HT of  $3 \times (\text{Fear Level} + 1)$ . If successful, the fear level is *temporarily* reduced by four levels (to a minimum of 0) and considered

holy ground. Yes, this means an actual Deadland becomes Fear Level 2 despite being sacred ground; the outside world encroaches and corrupts. As a rough guide for duration, subtract the original Fear Level from 7, then square the result; this is how many *hours* the miracle is likely to last (e.g., 36 hours for Fear Level 1, or just *one* hour for Fear Level 6). The GM may adjust this, as always. (This only applies to lands with a Fear Level of 1+; in theory, a land with Fear Level 0 could remain consecrated indefinitely.)

The Harrowed, as undead creatures, *are* vulnerable to Protection From Evil – but only if they bear malign intent toward the Blessed. True friends of the Blessed, even undead ones, have nothing to fear.

The Blessed may learn and use Exorcism skill without penalty.

# Gunslingers

Anyone can learn to shoot, but cinematic gunmen are defined by the Gunslinger advantage. It provides the expanded benefits as detailed in **Gun Fu** (p. 15); in brief, the gunman adds Acc or half Acc to skill when taking no more than a step, *or* ignores all movement and close-combat penalties. Old-fashioned shooters may add Arsenal, Guns (-20%); Gun Rack, One-Handed Guns Only *or* Two-Handed Guns Only (each -40%); or even something as specific as Type, Revolvers Only *or* Bolt-Action Rifles Only (all -60%). However, some gunslingers may have no problems transitioning from “real” guns to the crazy beam weapons created by mad scientists!

Gunmen should also consider the Akimbo and Quick Reload perks, for reloading quickly even with both hands full. For the latter, specialize in Swing-Out Revolver (with a speedloader) or Internal Magazine (for most rifles).

Speedloaders *do* exist in this setting. Don’t forget Fast-Draw (Ammo), which is required to use Quick Reload!

In **Deadlands**, the Gunslinger advantage also allows shooters to learn Blind Fighting, Breaking Blow, and Zen Marksmanship (all for guns only; see **Gun Fu**). As well, it opens up all of the techniques from **Gun Fu** and all the perks *except* for Cinematic Knockback, Cinematic Option, Fireball Shot, Flimsy Cover, Infinite Ammunition, Muzzle Flamethrower, No Friendly Fire, Recoil Rocket, Scattergun, Silencer, Tacticool, or Walking Armory. The listed perks either don’t suit a Western or just push the limits of “cinematic” a *little* too much for the setting. (Of course, the GM may decide otherwise; this is only a suggestion.) Concealed Carry Permit is unnecessary for the setting and Cool Under Fire is meaningless to Gunslingers.

These options lend themselves to the following two

categories. Unless Gunslinger is limited (by Gun Rack or worse), these are only thematic divisions.

### Pistoleros

Be sure to take either Ambidexterity or Off-Hand Weapon Training (Pistol). Enhanced Time Sense allows for Bullet Time (see *Gun Fu*, p. 14) and makes the Area Defense perk useful. Multiple levels of Fastest Gun in the West make sense for duelists. Blind Fighting is great for nighttime gun fights, while Breaking Blow fits kick-down-the-door-style gaming. For techniques, first improve your RoF by maximizing Dual-Weapon Attack (Pistol) and either

Thumbing (for single-action pistols) or Fast-Firing (for double-action ones). Remember that Gunslinger gives you improved defaults for Thumbing and Fast-Firing. Also consider Whirlwind Attack.

### Riflemen

Enhanced Tracking with Multiple Lock-Ons (+20%) lets you Aim at multiple foes. Zen Marksmanship (Rifle) (*Gun Fu*, p. 24) is worth learning Meditation for (and far more effective than the Precision Aiming technique) and Blind Fighting lets you make shots in pitch darkness. Targeted Attack (Rifle Shot/Skull) is indispensable.

## The Harrowed

This conversion uses High Pain Threshold and Unkillable, not Supernatural Durability. This makes a Harrowed *very* hard to put down for good, but possible to cripple or knock out without killing. While this is a slight deviation from the standard *Deadlands* approach, it's an intentional one. The lower cost makes it feasible to mix normal and Harrowed PCs, while the difference in durability makes Harrowed enemies scarier than normal ones, but not to an overwhelming degree.

### Harrowed

77 points\*

Bad Smell [-10]†; Deep Sleeper [1]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Double all Will penalties for staying up late [-1]; Fearlessness 3 [6]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood; No Vitals; Unliving) [30]; Less Sleep 4 [8]; Nightmares (12) [-5]; Pallor [-10]; Phantom Voices (Diabolical) [-15]; Regrowth (Reattachment Only, -50%) [5]\*; Secret (Harrowed) [-20]‡; Sexless [-1]; Split Personality (12) [-15]; Unaging [5]\*; Unhealing (Partial; Must devour red meat) [-20]; Unkillable 2 (Achilles Heel, Any injury to the skull, -50%) [50]; Unnatural Feature (Death wound) [-1].

\* Regrowth and Unaging costs are reduced as a house rule. With standard costs, the template is 102 points.

† Can be covered by perfume or alcohol which changes the *reason* for the reaction penalty, but doesn't eliminate it.

‡ For one who can't (or won't) hide, replace Secret with Social Stigma (Excommunicated; Monster) [-20] and -20 points of other social disadvantages – usually Enemy (Random posse of do-gooders; Hunter; 9 or less) [-20] – reducing template to 57 points.

If someone dies in play and isn't burned or blessed, the GM should deal out (HT+Will)/6 cards (round down). If at least one is a Joker, he comes back Harrowed. For a PC whose player still wants to play him, the GM should reduce his attributes and secondary characteristics by about 40-50 points to partially compensate, then devote half of his future earned character points (round up) toward paying off the remaining debt.

### Counting Coup

During character creation, a Harrowed may purchase *one* of the following powers (some of which may require *GURPS Powers* for game mechanics). He may earn the right to buy more (or to upgrade a leveled one) by defeating certain abominations. The GM may choose to simply *gift* him with the power when he defeats one, without charging character points, but the other players might (rightfully) find that unfair.

*Cat Eyes*: Night Vision 7 [7] + Ultravision [10]. 17 points.

*Cat Eyes (Improved)*: Dark Vision [25] + Detect Supernatural Beings (Analysis Only, -50%; Short-Range 1, -10%) [8]. 33 points.

*Chill o' the Grave*: Temperature Control 2 (Area Effect, 20 yards, +50%; Cold, -50%; Emanation, -20%) [12]. 12 points.

*Claws*: Blunt Claws (Switchable, +10%) [4]. 4 points.

*Claws (Improved)*: Long Talons (Switchable, +10%) [13]. 13 points.

*Ghost*: Insubstantiality (Requires Concentrate, -15%) [68]. *Note*: Even if the Harrowed has access to supernatural abilities, *nothing* he can do will cross over into the physical world while a ghost, not even information spells. 68 points.

*Hell Fire*: Control Fire 1 (Only to increase or decrease intensity, -40%; Ranged, +40%; Reduced Range, 1/10, -30%) [14] + DR 5 (Limited, Heat/Fire, -40%) [15]. *Note*: The Harrowed can roll against IQ to cause any 1-yard-radius (or less) fire within 10 yards to flare up or die out. 29 points.

*Infest*: Mind Control (Area Effect, 2 yards, +50%; Specialized, Insects Only, -40%) [55]. 55 points.

*Soul Eater*: Leech 1 (Heals HP or FP, +60%; Requires Will vs. Will Roll, -15%) [37]. 37 points.

*Spook*: Terror (Visual) [30]. 30 points.

*Stitchin'*: Regeneration (Slow; Requires red meat, -20%) [8]. 8 points.

*Stitchin' (Improved)*: Regeneration (Normal; Requires red meat, -20%) [20]. 20 points.

*Wither*: Leech 1 (Requires Will vs. Will Roll, -15%; Steal Youth, +300%; User doesn't grow younger, -50%) [84]. 84 points.

# Hucksters

At a minimum, a huckster requires Magery 1 (Huckster) and at least 1 point in Occultism. Magery 0 has no inherent use; it's simply a buy-in. Note that Magery (Huckster) costs 15 points for Magery 1, and 10 points for each additional level, as specified on p. B66; don't use the tiered pricing from *GURPS Deadlands: Weird West!*

## Huckster Traits

**Daredevil:** Hexslinging is *not* automatically considered high-risk behavior. If you are casting a hex in an unusually risky situation or manner, Daredevil gives the usual +1 to your hex skill and lets you reroll a critical failure. It has *no* effect once you begin drawing cards.

**Luck:** Luck can be used *either* to reroll a bad hex skill roll *or* after drawing cards. In the latter case, choose one card you drew that is *not* a Joker. Draw two more cards. You may either keep your initial card or replace it with one of these two cards. (*Exception:* If either of the two cards you drew was a Joker, you *must* replace your initial card with the Joker.) Note that you do not have to use this card to make up your actual poker hand, even if it's a Joker.

**Magery (Huckster):** Each level adds +1 to all hex skills, and every two *full* levels give +1 to Gambling. Magery also allows you to hold more cards; when casting, your hand size cannot exceed Magery+4, no matter how well you roll.

**Magic Resistance:** This trait is rare. It *cannot* be combined with Magery (Huckster), even with Improved!

## Casting a Hex

Each hex is a Mental/Hard skill with no default, as defined in *GURPS Deadlands: Weird West* (pp. 76-79) and *GURPS Deadlands: Hexes*. A hex takes one Concentrate maneuver to cast, followed by a roll against the hex skill. By accepting a -5 penalty, the huckster may move half his movement while concentrating instead of a mere step. Technically, this roll represents the huckster trying to track down a gullible or stupid manitou, who will then cast the hex *for* him. The skill roll determines the next step:

**Critical Success:** As for a success, plus *one* of these three benefits: (1) He may use Jokers without incurring backlash. (2) He may treat his final hand as one step higher than what he actually drew or paid the energy cost for. (3) Regardless of his hand or the energy paid (even if 0 FP), the hex goes off with the minimum result. (The huckster chooses the most useful benefit, *after* all cards have been drawn or energy paid.)

**Success:** He finds a manitou in the Hunting Grounds to negotiate with. Note his margin of success. Now he can *either* deal with the devil *or* sacrifice energy; see below.

**Failure:** He couldn't find a manitou that was interested. Further skill rolls to cast *that* hex are at a cumulative -1 until it succeeds or five minutes have passed.

**Critical Failure:** Backlash – a manitou blindsided him! The GM rolls on one of the backlash tables or just comes up with something nasty and appropriate.

## Dealing with the Devil

Most hucksters gamble with the manitou. To do so, the huckster draws five cards, plus one additional card for every two *full* points of success, to a maximum of Magery+4 cards. He then forms a hand of five cards and compares it to the needs of the hex. If he can meet at least the minimum hand required for the hex, it goes off. If not, not only does it fail, backlash happens!

Jokers are wild, but *automatically* cause backlash when used. Just *drawing* a Joker is safe as long as there are at least five other cards to use. Thus, if the huckster has six or more cards, and can form the minimum hand without using the Joker, it's usually best to! (Though there will be rare times when a Joker-fueled Flush is a better choice than a "safe" Pair.) The backlash always happens *after* the hex goes off, and will not directly pervert or undo its effects; the huckster won fair and square, but then the manitou found a way to sneak into our world!

## Sacrificing Energy

Instead of drawing any cards, the huckster may simply let the manitou drain his life energy, in the form of lost FP. Only the huckster's FP can be sacrificed, he cannot draw upon external sources (like his friends). He may only take himself as low as  $-1 \times \text{FP}$ , and going below 0 FP incurs the usual HP injury. If he passes out, the hex is still cast. Breath Control, Fit, Very Fit, etc., do not help with this FP loss.

The FP he sacrifices "buys" a given hand, as shown on the table below. For every two *full* points of success, reduce the cost by 1 FP; this discount can't exceed his Magery and can *halve* the final cost (round up) at most!

### FP Hand Size

1	Red Card (for tricks; see below)
2	Ace
4	Pair
6	Jacks
8	Two Pairs
12	Three of a Kind
16	Straight
24	Flush
36	Full House
52	Four of a Kind
72	Straight Flush
96	Royal Flush

## Above the Maximum Hand

Some hexes have effects for hands going all the way up to a Royal Flush or otherwise have a bonus effect for every hand above a certain level. However some stop flatly at a given hand (usually Straight). For the latter category, drawing one hand above the maximum provides  $\times 3$  duration *or* range (huckster's choice). Two hands give  $\times 10$ , three give  $\times 30$ , four give  $\times 100$ , five give  $\times 300$ , and so on. The huckster may always choose to end the hex earlier; this requires a Concentrate maneuver but no roll.

## Tricks

Tricks are defined in *GURPS Deadlands: Hexes*. Dealing with the devil for a trick requires drawing only one red card. Drawing all black cards means the caster loses 1

FP instead of backlash. However, if a Joker is drawn *and* all of the other cards are black, the huckster suffers full backlash; he accidentally dealt with a full-powered manitou instead of a wimpy one!

# Indian Braves

Tribal training allows braves to learn Heroic Archer (*GURPS Martial Arts*, p. 45) and Weapon Master. Neither advantage allows for cinematic martial-arts skills, however! (This is a restriction specific to *Deadlands*. The martial artists get access to those skills, while the braves get bonus damage.)

Weapon Master adds one additional benefit to ranged missile weapons (such as bows): The brave can parry with the weapon using (skill/2)+3, instead of DX, without automatically ruining it. Consider this the missile-weapon equivalent of Weapon Master's normal parry benefit.

Braves also have access to the special "acrobatic moves" listed for martial artists (below).

Indian archers have access to a new technique. This replaces the more complicated rules for quick-shooting bows (from *Martial Arts*, p. 119).

### Instant Shot (Hard)

*Default:* Bow-8 for most archers, Bow-5 if you have either Heroic Archer *or* a version of Weapon Master that includes bows, or Bow-3 if you have both. Cannot exceed Bow.

*Prerequisite:* Bow-16+ and Fast-Draw (Arrow)-16+.

You draw, nock, and fire an arrow all in one smooth motion as a single attack (one maneuver instead of three).

# The Law

Any PC may wind up freelancing for the Agency, the Texas Rangers, or the U.S. Marshals. Such freelancers have no *actual* authority and thus require no special traits. But actual agents, rangers, and marshals require both Legal Enforcement Powers [10] and Duty (12 or less *or* 15 or less; Extremely Hazardous) [-15 *or* -20]. They have the right to pursue suspects or conduct investigations across state lines, to kill if necessary, and to deputize others.

Though they work for an organization, Rank is unnecessary; all field agents are assumed to be on a

roughly equal playing field. However, many (but not all) will take the organization as a Patron. This means that when they get into trouble, there's a chance that the organization will help bail them out *if* they can get hold of it. All three groups are considered 20-point Patrons; frequency of appearance ranges from "6 or less" to "12 or less." The PC has the *option* of adding Equipment (+50%), in which case the organization supplies him with gear as well (when its frequency of appearance comes up); if so, he starts off with a Gatling pistol for free.

# Mad Scientists

"Mads" need Quick Gadgeteer (Required Disadvantage, -10%; Worse bugs, -20%) [35] *and* mental disadvantages totaling -10 or worse that the GM agrees are fitting to a *mad* scientist. Suitable ones include Absent-Mindedness, Bad Temper, Delusion, Jealousy, and Paranoia. If he ever lacks at least -10 points in such traits, his Quick Gadgeteer stops working! No other version of Gadgeteer exists.

They may buy unlimited Gizmos. Versatile, Scrounging, and Weird Science are all *highly* recommended. They may also buy advantages with gadget limitations; these are *automatically* subject to the "Using Gadgets" rules below, except that if they break, they *can* be repaired (in an hour).

## Creating Gadgets

For simplicity, this table sums up the required skill level, penalty ("Pen.") to the Concept/Prototype roll, and time to build a prototype, for each level of Complexity. (The Concept roll always takes a flat 1d minutes.) Apply penalties from p. B473 as well, plus -5 per +1 TL.

Complexity	Skill	Pen.	Time
Simple (up to \$100)	-	0	2d min.
Average (up to \$10,000)	15+	-2	1d-2 hrs.*
Complex (up to \$1M)	18+	-4	1d hrs.
Amazing (over \$1M)	21+	-8	4d hrs.

\* Minimum 30 minutes.

Versatile and a successful Weird Science roll each give +1 to both rolls. A Scrounging roll (or equivalent) - at -2 for Average, -6 for Complex, or -10 for Amazing gadgets - lets him cannibalize gear on hand worth 1% of what the device costs *instead* of using proper lab facilities.

Whether Weird Science was used or not, the gadget may have side effects. The details depend on the Prototype roll. If the *Concept* roll was a critical failure, the GM should use the Prototype result for the device's *apparent* bugs, but then add some malicious undetectable-until-it's-too-late ones as well. (*Exception:* If the Prototype roll is a critical success, he'll realize that his concept was flawed.)

*Critical Success:* The gadget has no bugs or side effects!

*Success by 6+:* The gadget has one side effect (p. B479).

*Success by 4-5:* The gadget has one bug (p. B476) and one side effect.

*Success by 2-3:* The gadget has one bug and 1d/2 side effects (round up).

*Success by 0-1:* The gadget has 1d-3 bugs (minimum 1) and 1d/2 side effects (round up).

*Failure:* The device doesn't work at all.

*Critical Failure:* A horrific accident! At a *minimum*, this will be a 2d [1d] crushing explosion, a temporary -20-point disadvantage, or something equivalent.

### Using Gadgets

Every mad-scientist-invented gadget requires some sort of operation roll. If there's no operation skill required to

use the device, roll against IQ whenever it's used. If the device normally works indefinitely *without* a skill roll, roll anyway (against skill or IQ as appropriate) when it's first used, then once again every hour; ignore the effects of success or normal failure. The GM should also feel free to require extra rolls any time the device is stressed or pushed to its limit in any way.

On a *critical failure*, the gadget disintegrates spectacularly; see result 18 on the bugs table. If the device actually *has* that bug, it's far worse! The destruction attracts everyone's attention (at least +10 to the Sense rolls of anyone nearby to notice it) *and* does 6d of appropriate injury to the user. He may roll DX, subtracting his margin of success (in dice), from this injury; e.g., if he makes his DX roll by 4, he only takes 2d. The gadget cannot be repaired or used for parts.

## Martial Artists

Cinematic martial artists take Trained by a Master, for a wealth of options (*GURPS Martial Arts*, p. 48). You may *not* take Weapon Master, which is reserved for Indian braves (see above).

You have access to the following Talents; each costs 5 points/level. The reaction bonuses (from other martial artists) do *not* stack; use that of your highest Talent. Skills with a \* appear in *Martial Arts* (pp. 61-62).

*Chi of Earth:* Body Control, Breath Control, Esoteric Medicine, Kiai, Pressure Points, Pressure Secrets.

*Chi of Fire:* Autohypnosis, Flying Leap, Jumping, Meditation, Power Blow, Zen Archery.

*Chi of Metal:* Breaking Blow, Immovable Stance, Mental Strength, Mind Block, Parry Missile Weapons, Precognitive Parry\*.

*Chi of Water:* Blind Fighting, Hypnotic Hands\*, Hypnotism, Invisibility Art, Push, Sensitivity\*.

*Chi of Wood:* Acrobatics, Climbing, Light Walk, Lizard Climb\*, Stealth, Throwing Art.

### Acrobatic Moves

All of these moves require Trained by a Master or Weapon Master, limiting them to martial artists and Indian braves. Braves can only use them in conjunction with a weapon for which they have Weapon Master, however!

These are Move and Attack maneuvers, but without the normal skill cap of 9. Each inflicts -6 on the attack roll, but spending 1 FP when attacking removes this penalty completely! (Treat this FP cost as extra effort.)

*Acrobatic Attack:* Roll Acrobatics. If you fail, run up to half your Move, then attack (at -6). If you succeed, run up to your full Move, then attack (at -6), *and* any ranged attacks against you this turn add your Move to the range.

*Flying Attack:* Run up to your full Move, then roll against DX or Jumping. Failure means you fall; your turn is over. Success means you jump for extra distance (half as far as you ran) and then attack (at -6).

*Spinning Attack:* Spin or backflip in place, attacking any one opponent within reach or range in *any* direction (at -6), then end up facing in your original direction.

## Shamans

For the most part, shamans use Effect Shaping Path Magic, as described on pp. 122-134 and 138-162 of *GURPS Thaumatology*. This section details any differences.

Magery (Path/Book) is *required* to work shamanic magic. Shamans may also learn Channeling, Medium, Spirit Empathy, and Racial Memory (which represents a spirit guide).

Magery adds to Ritual Magic and to all Path skills. Each Path is an IQ/VH skill with *no default*. The individual rituals can be bought up as Average techniques. Other useful skills include Artist (Drawing or Sculpting), which can avoid a penalty for symbolic representation, and Symbol Drawing, which can be done quickly (1d seconds) to avoid a penalty for lacking spiritual symbols *or* carefully

(10 minutes) to add half its margin of success, rounded down, to the spell.

### Available Rituals

The Paths from *Thaumatology* (pp. 140-162) are available, except for the Path of Gadgets, as such things are the province of the manitous. This includes *all* rituals defined as part of that Path; e.g., Know Fault is not available as a Path of Knowledge ritual, but Ghost Sword is still part of the Path of Spirit. The sole exception is Gremlins, which remains a Path of Luck ritual.

In this setting, *Read Memories* defaults to Path of Dreams-7 or Path of Knowledge-7. In addition, *Soar with Eagles* is available. This new ritual from *GURPS*

**Deadlands: Weird West** (p. 86) defaults to Path of Dreams-4 or Path of Form-4 and takes 10 minutes to perform.

### Casting a Spell

The final skill roll must take the following factors into account. All page references are to **GURPS Thaumatology** except for Long-Distance Modifiers.

On a critical failure, make an immediate reaction roll, applying only +1 for every level of Magery (Path/Book) and +3 for Spirit Empathy. On a Poor or worse result, the spirits abandon the shaman, letting a manitou through (use the *Backlash* rules for hucksters) in addition to the normal results of a critical failure for that ritual.

- Time Taken\* (p. 127)
- Ritual Space\* (p. 128)
- Sympathy\* (p. 243)
- Names\* (p. 245)
- Spiritual Symbols\* (p. 129)
- Range (*Long-Distance Modifiers*, p. B241)
- Duration (p. 243)
- The Old Ways (see below)
- Area† (p. 242)
- Multiple Targets† (p. 243)
- Damage† (p. B242)
- Complexity† (*Multiple Constituents*, p. 243)
- Target has Magic Resistance (GM subtracts its level)
- Contagion‡ (p. 245)
- Sacrifices‡ (p. 246); no humans except self-sacrifice

\* Can be ignored with the proper type of Shamanic Adept.

† Only if applicable to the given ritual; many can simply ignore this factor.

‡ Always optional; just a way to get a bonus.

### The Old Ways

Shamans shun technology; see **GURPS Deadlands: Weird West** (p. 88) for details. The GM should keep track

of the highest-TL piece of gear or transportation the shaman has used in the past week. Be fair – helping a friend get a wagon out of a ditch doesn't count as "using" the wagon! This modifies all spell casting:

TL	Modifier	TL	Modifier
0	+4	4	-1
1	+2	5	-2
2	+1	6+	-4
3	0	^	-6

The “^” entry refers to any superscience creation (generally the work of gadgeteers) that breaks the laws of physics in some way.

### Mystic Symbols

A mystic symbol must be worn or held openly to be useful. It can be stolen with a Quick Contest of DX (but will not do anything useful for the thief) or targeted in combat at -6 (with DR 2, HP 6). It cannot be repaired if damaged; it provides full effect from HP 6 to 1, half effect (round down) from HP 0 to -5, then no effect at HP -6 or worse. If stolen or damaged, imbuing a new one requires a full night of prayer.

Buy a mystic symbol as one or more advantages with the new Mystic Symbol (-50%) limitation. A shaman only has one mystic symbol, regardless of the number of traits purchased. Choose one or more of the following options:

*Symbol grants Adept ability.* Path/Book Adept (Mystic Symbol, -50%) [5/element]. Optionally, add Choice of Element.

*Symbol improves Path skills.* Magery (Path/Book; Mystic Symbol, -50%) [5/level].

*Symbol grants resistance to spells.* Magic Resistance (Improved, +150%; Mystic Symbol, -50%) [4/level]. This is the only way for a shaman to have Magic Resistance. His Magic Resistance level cannot exceed his Magery level (including any levels bestowed by the mystic symbol).

## General Notes

• The default starting power level is 150 points for greenhorns, 175 for seasoned hombres, or 200 points for true “veterans.”

• Anyone may take Extra Attack 1. Neither further levels nor the Multi-Strike enhancement are available.

• Most Indians have Social Stigma (Minority Group). They may take Racial Memory, which represents a spirit advisor rather than literal ancestral ties.

• The setting-specific advantages Initiation, Mystic Symbol, and Spirit Advisor, from **GURPS Deadlands: Weird West**, are not available. Use the alternatives here.

• Hidden Lore (The Weird West) is the skill of understanding the truth of

what's going on, while Occultism is the skill of general lore and popular belief. Occultism is a prerequisite for Hidden Lore (The Weird West) and Hidden Lore level cannot exceed Occultism level.

• Some skills have prerequisites. The appropriate type of Magery is required to learn hex or Path skills. Clerical Investment or Divine Favor is required to learn Exorcism; those without Divine Favor use it at -4. Quick Gadgeteer is not required to learn Weird Science, but without it one can have no more than 4 points in the skill. All cinematic martial skills require Trained by a Master (not Weapon Master), with three exceptions listed for Gunslingers.

