

CHARACTER CREATION FOR THE SAVAGE WORLD OF SLAINE



This is a variant of the card character creation rules for Deadlands Reloaded downloadable from the Peginc website. So credit goes to whoever made that.

Basically what I've done is changed the Joker chart to reflect the land of the young as opposed to the weird west.

First grab yourself a regular deck of playing cards with the Jokers left in.

Next deal yourself seven cards. Discard one. The only cards you can't discard are deuces and Jokers, you're stuck with those.

Assign the six cards you've got left to your five attributes and your skill point pool. You don't have to assign the cards in the order you dealt them. If you want to be the strongest warrior in the land of the young, put your best card in Strength. Once you've assigned the cards, look at the table below.

This tells you what your attribute dice are and how many starting skill points you end up with based on the card you assigned.

Card Drawn	Attribute	Skill Points
Joker	d12	20
King-Ace	d10	18
Ten-Queen	d8	16
Four-Nine	d6	15
Deuce-Three	d4	13

JOKERS

Drawing a Joker is always a mixed blessing. After arranging your stats and skill points, shuffle the deck, and draw a card for each Joker you pulled. Have the GM consult the chart below. Any Edges and Hindrances gained from this chart don't count toward you're starting limits.

JOKER CHART

Deuce: You are certainly not Irish. You have the Bad Luck Hindrance.

Three: You picked up an Enemy (like the Major Hindrance) at some point.

Four: There's somebody else out there with your face! She's not a very nice person, and is sullyng your reputation wherever she's been. Have the GM draw a card whenever you visit a village or town. If he draws a face card, she's been there before you and your name is dirt. You get -2 to Charisma so long as you stay. If the GM draws a Joker, people are immediately hostile.

Five: You've got a family member who makes a semi-regular appearance in the game. Did you say your family all died? Well, isn't that interesting? The GM should create a Novice character that shows up once in a while.

Six: Every time danger rears its ugly head, you get a tingling down your spine, like there's a spider crawling on your skin. You've got the Danger Sense Edge. If you already bought this, the modifier to your Notice rolls is reduced to zero.

Seven: Your character has some pretty significant blackouts. You have no memory of what happens to you during these blackouts. Draw a card once per day, if it's a joker your character is run by the GM for that day.

Eight: You were Geased by the druids at birth. You get one extra Geas, major or minor. You also get the extra points from taking a Geas.

Nine: Somebody with some degree of power owes you a favor. This is a significant favor that you can trade in at any time. Treat this as the Connection Edge. You get +4 to Persuasion rolls when trying to call in the favor.

Ten: Animals either love you or hate you. If you drew a red Ten, you get the Beast Master Edge for free. If you drew a black Ten, then animals hate you and growl, hiss or make all sorts of noise when you are around. These creatures will attack you with the least bit of provocation.

Jack: One of your family members died and left you something. Depending on the suit drawn it could be a good thing or not. Have your GM draw a card for you. If it is red, than the inheritance is something worthwhile otherwise it is more trouble than it's worth. Regardless, to claim your inheritance you'll need to recover it, and that's an adventure to be sure.

Queen: You are fated for a short life of greatness. Ignore all wound penalties and add +1 to your damage rolls. However, you soak rolls are made at -2.

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King: You have acquired a powerful relic. Have the GM draw a card for you. A red card means that the relic is beneficial, black means it's cursed. The GM gets to pick or design a relic of his choice. Regardless, this relic is known and you can expect others to come looking for it. Cursed relics require a quest (or your death) to be rid of.

Ace: Something odd happened to your character. Perhaps you were captured by Drones who when trying to sacrifice you imbued you with some power. Pick one Novice ranked Power. Use your Smarts as your arcane skill die and you get 5 Power Points to use this power. You cannot increase these points.

Joker: Half breed. Draw a card, if it's black one of your parents is an El creature and technically you are too. Gain the El creature power from the conversion rules p.39. You can pass for human and don't take extra damage from iron. If the card is red you are half Fomorian. You get the outsider hindrance but also Night Vision and you are Amphibious. You cannot quite pass for human.

