

DEADLANDS: RELOADED ERRATA

Dangit!

Reckon it happens to everyone, but them gremlins done got into the first printing of Deadlands: Reloaded. Here's some of the things they mucked up.

Oh, and we ain't goin' to deal with every little typo here. We figure you're smart enough to know that Baron LaCroix doesn't have a beard on his face as opposed to not having a bear on his face (as much as we would all love to see that). Nope, we're going to stick just to the rules you actually need to play, and not muddle it up discussing the baron's ursine independence.

PLAYER'S HANDBOOK

p.54 Gatling weapons

The Gatling Pistol and Rifle should both be .45 caliber. Gatling Pistol damage should be 2d6+1. Add the following footnote to the Gatling Weapons table:

Gatling weapons cannot fire single shots and must use their full Rate of Fire

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NO MAN'S LAND

p.73 Using Miracles

Replace the second paragraph with the following:

Name the power you're trying to create and tell the Marshal what Rank it is. Your blessed hero says a short prayer and you make a Faith roll. Modify the roll by -2 per Rank (-2 for Novice powers, -4 for Seasoned, and so on).

A blessed hero cannot maintain a power beyond its base duration, but if they get a raise on the Faith roll, the power's duration is doubled (this has no effect on Instant, Concentration, and Permanent powers).

p.74 Voodoo

Replace preparation time for voodooists with the following:

With a Faith of d4, the ritual must last at least 4 hours. For each die type above d4, the time required is reduced by 30 minutes.

p.76 Voodoo (cont.)

Replace the second paragraph with:

The upside to the inconvenience of nightly rituals is that Voodoo practitioners gain access to powers that other blessed characters do not. Most of these powers deal with curses, control, and contacting loas, the bread and butter of Voodoo. The additional powers are curse, fear, mind rider, puppet, vision quest, and zombie.

p.79 The Good the Bad and the Ugly

Replace "The hex goes off as he'd hoped. Depending on the power he's using, he may still have to make a roll to hit, or to figure the result of his hex, but the power points are paid by the Manitou."

With:

He still needs to make a Spellcasting roll to determine success, but the power points are paid by the manitou. With a Flush or better, success is automatic, but a Spellcasting roll may still be needed to hit or in the case of an opposed roll (the huckster gains a +4 bonus for the Flush).

p.82 Playing a Shaman

In the first paragraph, insert that the Arcane Background (Shamanism) works like the Arcane Background (Miracles) from the Savage Worlds rules.

Change the first sentence in the last paragraph from, "Shamans begin with 15 Power Points instead of the usual 10." to "Shamans still begin with 2 powers, but get 15 Power Points instead of the usual 10."

p.82 Following the Old Ways

Remove drinking firewater from the minor transgression list.

p.83 Fetish Creator

Requirement is listed as Faith d8+. Should read Tribal Medicine d8+

p.84 Alchemy

Replace text of Edge with the following:

This character can make potions from his powers as well as devices. The downside is they must be prepared ahead of time.

The alchemist has half his normal Power Points per known power to divide among as many potions as he wishes. Extra points may be put into a potion to maintain the duration up to that limit. The alchemist can brew potions for each power he knows.

Brewing a potion requires a chemistry set and 30 minutes per power. At the end of the brewing process, the alchemist must make a Weird Science roll. Failure means the potion is ruined. Success indicates it will work when used, and raises work as usual. Attack powers require a Throwing roll to hit (range of 3/6/12), and opposed powers require a normal success to resist (or -2 with a raise). Otherwise, no roll is needed to use a potion.

p.86 Superior Kung Fu

Add to the end of the second paragraph:

A character can only benefit from one style during his action, but can change styles as a free action at the start of a turn.

p.91 Curse

Change "Houngans and Mambos only" to "voodooists only."

p.94 Fear

Change "Blessed: not available" to "Blessed: Voodooists only."

p.98 Mind Rider

Change "Blessed: not available" to "Blessed: Voodooists only."

p.98 Protection

Change "must present the symbol or suffer a -2 penalty to their Faith roll." to "gain a +2 bonus to their faith roll if they present the symbol."

p.99 Puppet

Change "Blessed: not available" to "Blessed: Voodooists only."

p.103 Vision Quest

Change "Blessed: not available" to "Blessed: Voodooists only."

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MARSHAL'S SECTION

p.127 Veteran o' the Weird West – Jack:Infected

Change “Ailin’” to “Ailin’ (Major)

p.129 The Harrowed

Change the fourth paragraph to read:

This means manitous are more likely to Harrow heroes with a colorful past. When a hero dies, shuffle up the Action Deck and deal one card per point of Grit the hero has. If a Joker comes up, the hombre's on his way back from the boneyard. Of course, crawling out of your own grave is no picnic, and when it happens, the deader suffers terrifying dreams. Read the character's Worst Nightmare description and figure out a way to turn that into a nightmare scenario based on the hero's worst fears.

p.131 Harrowed Abilities

Change “The only exceptions to this are powers gained from the Arcane Background (Miracles) Edge” to “The exceptions to this are powers from the Arcane Background (Miracles) and Arcane Background (Shamanism) Edges.”

p.165 The Wild Southwest Encounter Table

Entry 8 – change “Mexican Dragon” to “Prairie Ticks”

p.197 Hangin' Judge

Parry should be 10

p.229 Humans

Replace the Humans introductory paragraph with the following:

Not all of the threats the posse faces in the Weird West are spawned by the Reckoners. Here's a selection of the various types of people found throughout the Weird West. As a rule, the statistics presented here are a baseline. Don't be afraid to give a slick talking gunfighter the Persuasion skill, for example. Unless otherwise stated, Arcane Background (Black Magic) works exactly like Arcane Background (Magic) from the SW rulebook. Wild Card NPCs have Grit equal to half their number of Edges.

p.232 Indian Shaman

Replace Bolt power with Armor

p.239 Raven

Replace “Give these impostors the black magic equivalent of Arcane Background (Faith) and choose five powers to which shamans normally have access. They have 25 Power Points.” with “Like Raven, they have the black magic equivalent of

Arcane Background (Shamanism). The impostors have five powers to which shamans normally have access and have 25 Power Points.”

p.240 Raven (cont.)

Under Powers, replace “Savage Worlds” with “this book”

p.245 Baron Simone LaCroix

Edges: replace Soul Drain with Conviction

Chual: replace the second sentence with: “This link normally means he only suffers a -1 penalty per power Rank, but he can also assume a limited portion of the Reckoners' power (too much would destroy him from the inside out).”

p.248 Kang

Change Arcane Background (Magic) to Arcane Background (Black Magic)

p.249 Mina Devlin

Change Arcane Background (Magic) to Arcane Background (Black Magic)

Persuasion and Spellcasting skills should both be d12+2
Add the Snakeoil Salesman Edge

p.252 Available Powers by Arcane Background

Miracles (Blessed): replace list with:

Aim, Armor, Barrier, Beast Friend, Boost/Lower Trait, Deflection, Dispel, Elemental Manipulation, Environmental Protection, Exorcism, Gambler, Greater Healing, Healing, Inspiration, Light, Protection, Quickness, Sanctify, Smite, Speak Language, Stun, Succor, Windstorm

Curse, Fear, Mind Rider, Puppet, Vision Quest, Zombie (Voodooists only)

Magic (Hucksters)

Remove “Fly”