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# DEAD LANDS

## Hindrance Compendium



### **Ailin' (Minor/Major)**

Medicine is a rudimentary science on the wild frontier, and there are worse ways to die than a severe case of lead poisoning. This Hindrance is reserved for ailment-ridden hombres with a cold grave in their near future.

Like Doc Holliday, your hero has a reservation with the undertaker. It's just not been confirmed yet. The cause of his future demise is something like consumption (tuberculosis), diabetes, or cancer.

When a cowpoke has this Hindrance at the Minor level, he always subtracts 1 from Fatigue rolls made to resist physical exertion (but not Agility rolls to avoid suffering bumps and bruises). He's in the earliest stages of the disease and may not even be diagnosed yet.

If this is a Major Hindrance, your hombre subtracts 2 from Fatigue rolls made to resist physical exertion (though not Agility rolls to avoid bumps and bruises). It's impossible to hide the fact that he's ill, and everybody can tell that death's walking one step behind him.

In either case, at the end of every game session the lunger must make a Vigor roll. On a failure, the disease gets worse. The Minor version of this Hindrance becomes the Major version. If the hero already has the Major Hindrance, he dies at the end of the next session in which he fails a Fatigue check (or at an appropriate time chosen by the Marshal).

### **Allergy (Minor/Major)**

Your cowpoke suffers an aversion to a relatively common condition or substance, such as pollen, sawdust, peanuts, horse dander, etc. Whenever he's exposed to the substance (generally getting within 5" of it, but this depends on the allergen) he must make a Vigor roll or suffer a level of Fatigue. For the Minor version, your hero makes a Vigor roll at -1, and any Fatigue lasts 1d6 hours. For the Major version, the Vigor roll is made at -2 and if it's failed the Fatigue lasts for a whole day.

### **All Thumbs (Minor)**

Some people just aren't good with modern devices. Characters with this drawback suffer a -2 penalty to the Repair skill at all times. In addition, when a hero uses a mechanical or

electronic device, a roll of 1 on his skill die (regardless of his Wild Die) means the device is broken. The damage usually requires a Repair roll at -2 and 1d6 hours to fix.

### **Anemic (Minor)**

An anemic character is particularly susceptible to sickness, disease, environmental effects, and fatigue. He subtracts 2 from all Fatigue checks such as those made to resist poison and disease. (See page 86 for more information on Fatigue and the various hazards that lead to it.)

### **Arrogant (Major)**

Your hero doesn't think he's the best—he knows he is. Whatever it is—swordsmanship, kung fu, running—few compare to his skills and he flaunts it every chance he gets.

Winning just isn't enough for your hero. He must completely dominate his opponent. Anytime there is even a shadow of a doubt as to who is better, he must humiliate his opponent and prove he can snatch victory any time he wishes. He is the kind of man who disarms an opponent in a duel just so he can pick the sword up and hand it back with a smirk. Arrogant heroes always look for the "boss" in battle, attacking lesser minions only if they get in the way.

### **Bad Eyes (Minor/Major)**

Your hero's eyes just aren't what they used to be. With glasses, there's no penalty and the Hindrance is only Minor. Should he lose his glasses (generally a 50% chance when he's wounded, or no chance with a "nerd-strap"), he suffers a -2 penalty to any Trait roll made to shoot or Notice something more than 5" (10 yards) distant.

In low-tech settings where the hero cannot wear glasses, Bad Eyes is a Major Hindrance. He must subtract 2 from Trait rolls made to attack or notice things 5" or more away.

### **Bad Luck (Major)**

Your hero is a little less lucky than most. He gets one less Benny per game session than nor-

mal. A character cannot have both Bad Luck and the Luck Edge.

### **Bad Dreams (Major)**

Your hombre doesn't sleep well. In fact, the Land of Nod is a constant nightmare for him. He tosses and turns like a demon on a rack, and likely keeps everyone within a dozen yards of him awake with his nightly torment.

The cowpoke begins each game session with 1 less Fate Chip to represent his constantly tired state. This is cumulative with Bad Luck.

### **Big Mouth (Minor)**

Loose lips sink ships, the saying goes. Your hero's mouth could drown an armada.

Your character can't keep a secret very well. He reveals plans and gives away things best kept among friends, usually at the worst possible times.

### **Blind (Major)**

The individual is completely without sight. He suffers a -6 to all physical tasks that require vision (which is most everything) and -2 to most social tasks as he can't "read" those he's interacting with as well as others.

On the plus side, Blind characters gain their choice of a free Edge to compensate for this particularly difficult Hindrance.

### **Bloodthirsty (Major)**

Your hero never takes prisoners unless under the direct supervision of a superior. This can cause major problems in a military campaign unless his superiors co done that sort of thing. Your killer suffers -4 to his Charisma, but only if his cruel habits are known.

### **Cautious (Minor)**

Some folks gather too much intelligence. This character personifies over-cautiousness. He never makes rash decisions and likes to plot things out in detail long before any action is taken.

### **Clueless (Major)**

Your hero isn't as aware of his world as most others. He suffers -2 to Common Knowledge rolls.

### **Code of Honor (Major)**

Honor is very important to your character. He keeps his word, won't abuse or kill prisoners, and generally tries to operate within his world's particular notion of proper gentlemanly or ladylike behavior.

### **Coup Counter (Minor)**

Your brave always tries to count coup on an enemy before entering combat. If there is an opponent your hero can potentially reach in one round (Pace plus running die for the character, a mount, or other conveyance), the first action he takes must be to count coup by touching that foe with his coup stick. If you want your character to perform another action (such as an attack) instead, you must spend a Fate Chip (any color) to make it happen. Counting coup requires a successful Touch Attack (Fighting +2) with the stick. This "attack" must do no damage to count for coup.

On the positive side, tribes who follow the coup tradition (primarily those of the Plains) typically afford a coup seeker greater status. When the Marshal rolls for a random NPC Reaction for them (as opposed to a predetermined one), he adds +2 to the roll.

### **Cursed (Major)**

Everybody's got skeletons in the closet, but yours are trying to claw their way out! Your hero has done somebody wrong, either through past affiliation or dark, unspoken deeds. While most folk don't know or care, the Fella Upstairs sure does—and he ain't too pleased. No beneficial miracles can ever work on the character, no matter how good his intentions are now. Miracles that harm or otherwise hinder the character work just fine.

### **Curious (Major)**

It killed the cat, and it might kill your hero as well. Curious characters are easily dragged into any adventure. They have to check out everything and always want to know what's behind a potential mystery.

### **Death Wish (Minor)**

Having a death wish doesn't mean your adventurer is suicidal—but he does want to die after completing some important goal. Maybe he wants revenge for the murder of his family, or maybe he's dying from disease and wants to go out in a blaze of glory. He won't throw his life away for no reason, but when there's a chance to complete his goal, he'll do anything—and take any risk—to achieve it.

This Hindrance is usually Minor unless the goal is relatively easily fulfilled (very rare).

### **Delusional (Minor/Major)**

Your hero believes something that is considered quite strange by everyone else. Minor Delusions are harmless or the character generally keeps it to himself (the government puts sedatives in soft drinks, dogs can talk, we're all just characters in some bizarre game, etc.).

With a Major Delusion, he expresses his view on the situation frequently and it can occasionally lead to danger (the government is run by aliens, hospitals are deadly, I'm allergic to armor, zombies are my friends).

### **Doubting Thomas (Minor)**

Some people don't believe in the supernatural until they're halfway down some creature's gullet. Doubting Thomases are skeptics who try their best to rationalize supernatural events. Even once a Doubting Thomas realizes the supernatural exists, he still tries to rationalize weird events, following red herrings or ignoring evidence.

Doubting Thomases suffer -2 to their Fear checks when confronted with undeniable supernatural horror.

### **Elderly (Major)**

Your adventurer is getting on in years, but he's not quite ready for the nursing home. His Pace is reduced by 1, and his Strength and Vigor drop a die type to a minimum of d4, and cannot be raised thereafter.

On the plus side, the wisdom of his years grants the hero 5 extra skill points that may be used for any skills linked to Smarts.

### **Enemy (Minor/Major)**

Someone out there hates the character and wants him dead. The value of the Hindrance depends on how powerful the enemy is and how often he might show up. A Minor Enemy might be a lone gunslinger out for vengeance. A Major Enemy might be a supernatural gunslinger who wants your hero dead.

If the enemy is one day defeated, the GM should gradually work in a replacement, or the hero may buy off the Hindrance by sacrificing an Advance.

### **Greedy (Minor/Major)**

Your miserly hero measures his worth in treasure.

If a Minor Hindrance, he argues bitterly over any loot acquired during play. If a Major Hindrance, he fights over anything he considers unfair, and may even kill for his "fair share."

### **Focus (Minor/Major)**

Only characters with the Arcane Background Edge can take this Hindrance. It represents a mental dependence on a physical item to use their powers.

It could be a deck of cards for a huckster, a holy item for a blessed, or a specific weapon for a chi master.

Whatever the item, the character suffers a -1 penalty to all arcane skill rolls if he does not have it. As a Major Hindrance, he suffers a -2 without the item. Anyone who sees the item used to enact a power can tell it's real important.

If a Focus item is lost, the hero can replace it, but it takes two game weeks for the hero to acclimate to the replacement, during which time

she suffers the appropriate penalties.

Note that hexslingers (described on page 23) and mad scientists already need a chosen weapon or gizmo to enact powers – an actual dependence rather than a mental one. Therefore, hexslingers and mad scientists aren't eligible for this Hindrance...and it's best not to saddle your hero with such an onerous disadvantage from the get-go, amigo.

### **Grim Servant o' Death (Major)**

Your hero's a killer. His family's probably pushing daisies, his enemies are worm food, and even a few of his friends have holes in them that are suspiciously the same caliber as his very own shootin' iron.

Only Wild Cards can take this Hindrance, and you shouldn't do it lightly, amigo.

The good news is your hombre adds +1 to every damage roll he ever makes, whether it's from Fighting, Shooting, Spellcasting, or even Throwing things at people in a most in-hospitable manner. The downside is that your hero winds up in the hoosegow or on the run a lot. But there's more than that, amigo. Any Shooting or Throwing attack roll that comes up 1 on the skill die (regardless of the result of any Wild Die) automatically hits the nearest friendly character in sight – whether they're in the line of fire or not. Other players' characters are always first choice, but an allied Extra will do in a pinch.

Even hand-to-hand attacks hit allies when that mean old 1 comes up. This may require a little imagination, but either the weapon flies out of the hero's hand and strikes his friend, or the hero must move adjacent to his erstwhile comrade and "accidentally" whack him.

In either case, snake eyes on the attack roll adds an additional d6 to the damage (as if the cowpoke hit with a raise).

### **Habit (Minor/Major)**

Your warrior has an annoying and constant habit of some sort. Maybe she picks her nose, says "y'know" in every sentence, or chews gum like it's going out of style.

A Minor Habit irritates those around her but isn't dangerous. Your hero suffers a -1 Charisma. A Major Habit is a physical or mental

addiction of some sort that is debilitating or possibly even deadly. This includes drug use, chronic drinking, or perhaps even an addiction to virtual reality in a high-tech setting. A character who doesn't get his fix must make a Fatigue check every 24 hours thereafter (see Fatigue on page 86). The first failed roll makes the character Fatigued, then Exhausted. The final result is a coma for hard drug use, or a bad case of the shakes for things like alcohol or VR. Medical care may ease the symptoms. Otherwise the victim must live with the penalties for 1d6 days. Afterward, the hero must buy off the Hindrance by sacrificing an opportunity to Advance or he eventually falls back into his dependency.

### **Hard of Hearing (Minor/Major)**

Characters who have lost some or all of their hearing have this disadvantage. As a Minor Hindrance, it subtracts 2 from all Notice rolls made to hear, including awaking due to loud noises.

A Major Hindrance means the character is deaf. She cannot hear and automatically fails all Notice rolls that depend on hearing.

### **Heavy Sleeper (Minor)**

A thunderstorm from Hell itself won't wake this Dozing Doolie. Once he drops off, he must make a Notice roll (-4) to wake up. He also suffers a -4 penalty to Vigor rolls made to stay awake.

### **Heroic (Major)**

This noble soul never says no to a person in need. She doesn't have to be happy about it, but she always comes to the rescue of those she feels can't help themselves. She's the first one to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.

### **Illiterate (Minor)**

Your hero cannot read. He can probably sign his name and knows what a STOP sign says, but can do little else. He also doesn't know much about math either. He can probably do

2+2=4, but multiplication and the like are beyond him.

Illiterates can't read or write in any language, by the way, no matter how many they actually speak.

### **Intolerant (Minor/Major)**

With all the fighting that's been tearing apart the Disputed Territories, you can be sure there are lots of folks who have developed a disliking for those who done them wrong. While racism is the province of villains in 1880, and most folks are willing to look past a person's appearance to judge them by their actions, there are some who simply dislike those from another culture and believe their own culture to be far superior.

Specify the target of your hombre's Intolerance. He can't help belittling this culture – and members of it – at every opportunity. A character taking the Minor version has -2 Charisma among members of that culture. The penalty increases to -4 for the Major Hindrance.

In both cases, the character may not use Leadership Edges with members of the specified culture unless he has worked with them for at least one week.

### **Lame (Major)**

A past wound has nearly crippled your hero. His basic Pace is reduced by 2 and he rolls only a d4 for running rolls. A character's Pace may never be reduced below 1.

### **Loyal (Minor)**

Your character may not be a hero, but he'd give his life for his friends. This character can never leave a man behind if there's any chance at all he could help.

### **Lyin' Eyes (Minor)**

Lies just don't come easy to this hombre. That sounds all good and noble, but often causes problems when dealing with more nefarious types. A hero with this Hindrance suffers a -2 penalty to all Intimidation and Persuasion rolls where lies – even little white ones – must be told.

What's worse, if your hero is planning to make his money playing poker, the penalty also applies to bluffing. That's -2 to your Gambling rolls in a poker game as well, com-padre!

### **Mean (Minor)**

This fellow is ill-tempered and disagreeable. No one really likes him, and he has trouble doing anything kind for anyone else. He must be paid for his troubles and doesn't even accept awards graciously. Your character suffers -2 to his Charisma.

### **Obese (Minor)**

Particularly large people often have great difficulty in dangerous physical situations. Those who carry their weight well have the Brawny Edge. Those who don't handle it very well are Obese. A character cannot be both Brawny and Obese.

An Obese hero adds 1 to his Toughness, but his Pace is decreased by 1 and his running die is a d4. Obese characters may also have difficulty finding armor or clothing that fits, squeezing into tight spaces, or even riding in confined spaces such as coach airplane seats or compact cars.

### **Old Ways Oath (Minor/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).

### **One Arm (Major)**

Whether by birth or battle, your hero has lost an arm.

Fortunately, his other arm is (now) his "good" one. Tasks that require two hands, such as Climbing, suffer a -4 modifier.

## One Eye (Major)

Your hero lost an eye for some unfortunate reason. If he doesn't wear a patch or buy a glass replacement (typically \$500), he suffers -1 to his Charisma for the grotesque wound.

He suffers -2 to any Trait rolls that require depth perception, such as Shooting or Throwing, jumping a ravine or rooftop, and so on.

## One Leg (Major)

With a prosthetic, One Leg acts exactly like the *Lame Hindrance*, reducing Pace by 2 and running rolls are now a d4. Without a prosthetic, the character's Pace is 2 and he can never run. He also suffers -2 to Traits that require mobility, such as Climbing and Fighting. A character with one leg also suffers a -2 penalty to his Swimming skill (and Pace).

## Outsider (Minor)

In a society made up of only a few types of people, your hero isn't one of them. An Indian in a Western town, an alien in a sci-fi game of human marines, or a half-orc in a party of elves, dwarves, and humans are all examples of outsiders. Locals are likely to raise prices on the Outsider, ignore pleas for help, and generally treat him as if he's of a lower class than the rest of their society.

In addition to the roleplaying effects above, your hero's Charisma suffers a -2 modifier among all but his own people.

## Overconfident (Major)

There's nothing out there your hero can't defeat. At least that's what he thinks. He believes he can do most anything and never wants to retreat from a challenge. He's not suicidal, but he certainly takes on more than common sense dictates.

## Pacifist (Minor/Major)

Your hero absolutely despises violence. Minor pacifism means he only fights when given no other choice, and never allows the killing of prisoners or other defenseless victims.

Major Pacifists won't fight living characters

under any circumstances. They may defend themselves, but won't do anything to permanently harm sentient, living creatures. Note that undeniably evil creatures, undead, demons, and the like are fair game. A Major Pacifist might also fight with nonlethal methods, such as with his fists. Such characters only do so when obviously threatened, however.

## Phobia (Minor/Major)

Phobias are overwhelming and irrational fears that stay with a hero for the rest of his life. Whenever a character is in the presence of his phobia, he subtracts 2 from all his Trait tests as a Minor Hindrance, and 4 if the fear is a Major Phobia.

Phobias shouldn't be too obvious — everyone should be afraid of vampires, for example, so it's not a phobia — it's common sense. Instead, the phobia usually centers on some random element the mind focused on during whatever encounter caused such a fright. Remember, phobias are irrational fears.

## Poverty (Minor)

It's said a fool and his money are soon parted. Your hero is that fool. He starts with half the usual money for your setting and just can't seem to hang onto funds acquired after play begins. In general, the player halves his total funds every game week.

## Quirk (Minor)

Your hero has some minor foible that is usually humorous, but can occasionally cause him trouble. A swashbuckler may always try to first slash his initials on his foes before attacking, a dwarf may brag constantly about his culture, or a snobby debutante might not eat, drink, or socialize with the lower class.

## Slowpoke (Minor)

Molasses on a cold day moves faster than your hero. Reduce his Pace by 1. This is cumulative with the *Lame Hindrance* if you really want to put yourself in for the next tortoise and hare race. We'll leave you to figure out which one you are.

### **Small (Major)**

Your character is either very skinny, very short, or both relative to his particular race. Subtract 1 from his Toughness for his reduced stature.

### **Stubborn (Minor)**

This stubborn individual always wants his way and never admits he's wrong. Even when it's painfully obvious he's made a mistake he tries to justify it with half-truths and rationalizations.

### **Tenderfoot (Minor)**

Some dudes aren't cut out for the dangers that await on the wild frontier, and your hero is one such greenhorn. For as long he's been out west, he's never really seemed to fit.

Your poor hero suffers -1 Grit as a result of his inexperience in the ways of the West. A hero with this Hindrance can't take the True Grit Edge.

Of course, this doesn't last forever. The reason Tenderfoot is only a Minor Hindrance is that it can be removed. Once a hero has reached Seasoned rank, he can buy Tenderfoot off by giving up the opportunity to level up one time. This removes the Grit penalty and the restriction to taking the True Grit Edge.

### **Thin Skinned (Major)**

Every little ol' cut and scrape makes your cowpoke cry for mama. As long as he has at least one wound, he suffers an additional -1 penalty to all his actions (so a hero with 2 wounds would suffer a -3, for example).

### **Trouble Magnet (Minor/Major)**

Things never go smoothly for this hero, no matter how hard he tries. At least once per session, the Marshal should have trouble wander across the hero's path. This might be someone who recognizes him while he's trying to infiltrate a Confederate fort, some enemy reinforcements joining a battle, or a terrible storm headed straight for his campfire.

The intensity of the trouble depends on

whether a character has the Minor or Major version, but is otherwise left to the Marshal's discretion. Be warned though—having multiple heroes in the posse with this Hindrance does result in multiple troublesome effects.

### **Ugly (Minor)**

Unfortunately, this individual hit more than a few ugly sticks on his way down the tree of life. His Charisma is lowered by 2, and he is generally shunned by members of the opposite sex.

### **Vengeful (Minor/Major)**

Your character always attempts to right a wrong he feels was done to him. If this is a Minor Hindrance, he usually seeks vengeance legally. The type and immediacy of his vengeance varies by character, of course. Some plot and scheme for months to extract what they see as justice. Others demand immediate results.

If this is a Major Hindrance, your character will kill to rectify his perceived injustice.

### **Vow (Minor/Major)**

The character has a vow of some sort. Whether it's Major or Minor depends on the Vow itself. Some may have Vows to particular orders or causes, to the Hippocratic Oath, to rid the world of evil, and so on. The danger in fulfilling the Vow and how often it might occur determines the level of the Hindrance. Whatever the Vow, it's only a Hindrance if it actually comes into play from time to time and causes the character some discomfort.

### **Wanted (Minor/Major)**

Whether or not your cowpoke did something wrong, the law thinks he did! His face is on posters all over the territory, and maybe farther afield too. The nature of the crime and the Marshal's sense of "sport" determines how far and wide the charges may have circulated, but someone somewhere is looking for you.

As well as having someone after his hide, your hombre also has a price on his head. For



the Minor version, there's a reward of 1d6 x \$100. A Major Hindrance ups the bounty to a tempting 1d6 x \$1,000. The player and Marshal should agree where the bounty can be collected.

### **Yellow (Major)**

Not everyone has ice water in his veins. Your hero is squeamish at the sight of blood and gore and terrified of coming to harm. He subtracts 2 from all of his fear-based Spirit checks.

### **Young (Major)**

Children are sometimes forced to go on dangerous adventures through unfortunate circumstances. Think carefully before choosing this Hindrance, for your youngster starts at a significant disadvantage.

Young heroes are generally 8–12 years old (in human years – adjust this for races with different aging paradigms). They have only 3 points to adjust their attributes and 10 skill points. On the plus side, youths like these have a fair amount of luck. They draw one extra Benny at the beginning of each game session in addition to any additional Bennies gained from such things as the Luck or Great Luck Edges.

If the character should live long enough to mature, the Hindrance doesn't have to be bought off, he's already paid the price for the Hindrance by starting at a disadvantage. He stops

getting the extra Benny when he reaches 18 years of age however (or the age of adulthood in your particular setting).

## **Harrowed Hindrances**

### **Aura o' Death (Minor)**

Some Harrowed characters wear their un-death like a shroud. People around them instinctively know there's something disturbing about these folks, though they can't quite put their finger on exactly what it is. It's much harder for them to form relationships, get information, and ask for help. Harrowed with an Aura o' Death suffer a Charisma penalty of -2.

Worse, their presence causes living plants and flowers to wilt. Given 10 minutes or so, fruits and vegetables spoil in the deader's presence. Animals recoil at the macabre dude. The Harrowed suffers an additional -2 to Riding rolls, and must make a Riding roll to get on a horse or other mount.

### **Degeneration (Minor/Major)**

Typically, a Harrowed's manitou provides supernatural energy to make the body resistant to damage, and to quickly regenerate any wounds. Still, undead meat can't help but stink, and every Harrowed has pale, sallow skin. In some cases, the manitou either can't or doesn't bother to keep the body from wasting away – those poor devils get the Degeneration Hindrance.

For the Minor version, the deader's flesh exudes a slimy film and his eyes are slightly milky. He also stinks to high heaven. Folks nearby receive a +2 bonus on Notice rolls to catch his stench, and even if he pickles himself with alcohol they may smell him with a Notice check (no bonus). The hero suffers a -4 on Riding rolls, or any other rolls that require an animal's cooperation, rather than the usual -2.

With the Major version, concealing the deader's true nature is near impossible. The poor sod's either bloated and distended with gas and pestilent fluids, or tattered and losing strips of ragged flesh right off the bones. Nearby people receive a +4 bonus on Notice rolls to detect the hero's atrocious reek (+2 if pickled with alcohol), and no animal will have anything to do with him. Folks who see the deader revealed in all his undead glory must make a Fear check.

Whether Minor or Major, Degeneration's worst effect is the crushing sense of alienation the Harrowed experiences. No matter how noble or infamous they were in life, no buckaroo wants to feel his body rot away, and few can endure the horror and revulsion their appearance causes in the living. In fact, being near living people causes them physical pain. For every hour a Harrowed with this Hindrance spends among typical folks, roll his Spirit at -2; on a failure, the deader is Fatigued, and on snake eyes the hero is Exhausted.

The presence of characters with Arcane Backgrounds doesn't cause Fatigue, nor do other Wild Cards and allied Extras who spend enough time with the deader to become accustomed to his appearance—a process that takes about two in-game weeks. This means the hero can at least get along with his posse, even if he's not welcome anywhere else.

### **Haunted (Minor/Major)**

Every Harrowed lives through her Worst Nightmare before she drags herself from the grave. Some manitous consider the pastime too amusing to give up. The soul of a Haunted hero is dragged kicking and screaming into the Hunting Grounds every time she shuts down for the night. There the cruel parasite subjects her to horrible nightmares. Over time, this erodes the hero's will and gives the demon a better chance to gain control of its host.

For the Minor version of this Hindrance, the hero suffers a -1 penalty when rolling Spirit to check for Dominion. The Major version inflicts a -2 penalty.

### **Mark o' the Devil (Minor)**

Some Harrowed wear their damnation like a shiny tin star—at least to people who know what they're looking for. When a Harrowed has the Mark o' the Devil, any character with the Arcane Background Edge—or d10+ in Knowledge (Occult)—has a chance to see the evil demon wriggling around inside your hero, in spite of appearances or a disguise.

Whenever a character with one of the above qualifications gets within a few feet of your hero, she can make a Notice roll opposed by the manitou's Spirit (which is always one die type higher than the hero). With a success, the viewer sees some sign of the manitou in your hero—perhaps the Harrowed's eyes glow red or the watcher can see the manitou's hideous face peeking out at her.

Eggheads with Arcane Background (Weird Science) are the exception. To be able to see the manitou, they have to have the Arcane Background and Knowledge (Occult) d10+. Scientific types just don't tend to see these things unless they've researched them on their own.

### **Unnatural Appetite (Minor/Major)**

For some inexplicable reason, a rare few Harrowed develop a craving for one thing or another that—while technically edible—thoroughly disgusts most people. Your character must eat the item he craves at least once a day. Here are a few examples: rotten food, mold, grave dirt, bugs, horse manure, living flesh, animal or human blood, or a specific internal organ.

For the Minor version, a Harrowed who doesn't slake his hunger must make a Vigor check every 24 hours thereafter or suffer a level of Fatigue persisting until the deader eats what he's craving. The first failed roll makes the character Fatigued, the next Exhausted. It won't Incapacitate or kill the hero, but he'll have the -2 Fatigue penalty until he chows down. For the Major version, the Vigor roll is at -2.

# Unofficial Community Hindrances

The Hindrances that are in this chapter are taken from the SavagePedia's "Community Created" section. These Hindrances are to be considered untested and may result in some weird stuff. You've been warned, partner.

### **Arcane Crutch (Minor/Major)**

Arcane types with this hindrance have gotten into the habit of performing some action while performing magic and now it's gone psychosomatic. Whenever the magician can't perform this action while trying to use magic, a -2 is applied to any arcane skill rolls. The minor version is something that is inconvenient, like waving your arms about or having a lucky piece at hand. The major version is either a real hassle or is hazardous to the magician, like getting shot up with a narcotic.  
*Sitting Duck*

### **Back-to-Backlash (Major)**

When wielding arcane forces, you're more prone to letting them get out of hand. You suffer a Backlash result when a one comes up on either the skill die OR the Wild Die.  
*Sitting Duck*

### **Cape Fetish (Major)**

The cape is a popular fashion accessory among both superheroes and supervillains, particularly those who can fly. Your character is particularly proud of his cape and will not remove it even when it becomes a safety hazard. Anytime the trait die for an Agility or Agility-linked skill comes up as one (regardless of the Wild Die result), the character loses an action as he attempts to unsnag his cape. Should the roll have come up snake eyes, it got snagged in a manner where it chokes the character, inflicting an automatic Shaken result as well. For Supers games only  
*Sitting Duck*

### **Can't Swim (Minor)**

This character simply can't swim. When subjected to water, the character flounders for one round, then sinks the next, using normal rules for having no oxygen. The character may not learn the swimming skill without first buying off this hindrance. A character may normally tread water even without the swimming skill (pace 1), but this hindrance causes the character to fail at even that.

*Mylon*

### **Chronic Depression (Minor/Major)**

The character is afflicted with melancholies that make him/her unmotivated and disinterested in life. The character, when in a dreary mood, is difficult to rouse to action.

Minor: Anytime you want to use a benny, make a Spirit check. If you fail, the benny is wasted and has no effect. You may not use a benny for this roll.

Major: As above, but with a -2 penalty.

*TonyFelony*

### **Expensive Taste (Minor)**

It's not like this character specifically chooses to buy only the most expensive equipment. It's more that the items that he likes have a tendency to be the most expensive ones available. Whenever the character buys equipment, he pays 25% more than the listed price for the purchased item.

*JackAce*

### **Flashbacks (Minor)**

The Hero has suffered a traumatic event in his life that has taken a portion of his sanity with it. Whenever the Hero sees or hears an object, person, sound etc. that may have been linked to a specific traumatic event in his life he must make a Spirit roll. With a failure the hero suffers a flashback and is shaken, he may begin hallucinating and acting as if he were actually in his flashback.

*-1337pwnr*

### **Flatulence (Minor/Major)**

The Hero suffers from a nervous bowel and inefficient digestive system. He passes gas at the most inappropriate times. Flatulence can occur in one or two ways: The trumpeter or the SDB (Silent But Deadly). Taken as a minor hindrance, the Hero must make a Vigor roll or let one loose when in tense, stressful situations. Individuals looking for a concealed Hero gain a +2 to their Notice roll, either due to the sound or the stench.

As a major hindrance, the character suffers a -2 to Charisma and all associate social

skills, like Persuasion or Streetwise. In tense or stressful situations, the Hero must make a Vigor roll at -2 or let one loose. Individuals looking for a concealed Hero gain a +4 to their Notice roll, either due to the sound or the stench.

In either form of this hindrance, it is up to the GM to decide if the flatulence is audible or just odoriferous.

### **Impatient (Minor/Major)**

Minor: The character is nervous by nature, always in a hurry, has the attention span of a gnat, or something similar. He suffers a cumulative penalty (-1,-2,-4,-6...) for consecutive rolls of the same (non-combat) matter. (Example: A thief gets penalties if he tries to open a lock if he had failed a first try). If he uses a benny to gain a reroll, the penalty does not apply.

Major: The penalties stay the same even he uses bennies.

*IronWolf*

### **Insomnia (Minor)**

The hero suffers from the inability to sleep. Whether it is in the form of insomnia itself, or maybe some form of night terror, is up to you. Whenever the character is attempting to fall asleep, he must make a spirit roll. With a failure he is unable to sleep for the next 6 hours. Taking proper medication will give the hero a +2 to his roll for the day.

*-1337pwnr*

### **Intolerant (Minor/Major)**

The character is especially prejudiced or bigoted against those different from himself. When you take this hindrance, choose a group, with the GMs approval. This can be sex, race, culture, religion, species, or any other common characteristic. The character wants to avoid this group, and in some cases, kill them. Innately evil things like zombies and demons would not be appropriate.

Minor: The character strongly dislikes this group and accepts most negative stereotypes about them. S/he will avoid them when possible, and must make succeed on a Spirit

roll do deal with them in any nonviolent way.

Examples: Buying things from them, going to a party hosted by one of them, believing that one is not guilty of an accused crime, or letting one marry his/her daughter.

Major: The character is violently hateful of these people. The character will never voluntarily cooperate or deal with the group s/he is intolerant of. Given the opportunity, s/he will kill a member of this group, provided that s/he thinks s/he could do so without being caught or punished.

*TonyFelony*

### **Motion Sickness (Minor)**

Whenever the character makes a trip by plane, boat, car, or other fast moving vehicle for more than an hour, s/he must make a Vigor roll. If s/he fails, s/he suffers a point of fatigue. A character cannot suffer more than one point of fatigue in this way and the fatigue is removed once s/he has a few calm minutes off the vehicle.

*TonyFelony*

### **Panicky (Major)**

This character does not perform well under stressful situations and cannot focus on committing to a target when in combat. Anytime the player pulls an Ace or a face card during combat, he must redraw until he pulls a ten or lower. A character with this Hindrance cannot take the Quick or Level-headed edges.

*Boulder*

### **Persistent Injury (Minor)**

An old injury that never quite healed or other chronic condition sometimes comes back to haunt the character. This could be an old sports injury, arthritis, a bullet that was never dislodged, etc. Whenever the character rolls a natural 1 using his/her Strength or Agility attributes, s/he is automatically shaken.

*TonyFelony*

### **Poor Cardio (Major)**

The character has bronchitis, asthma, emphysema, or other condition making breathing difficult. Every turn the character runs

consecutively, his/her Pace is cumulatively reduced by 1". These penalties may be removed one at a time by catching his/her breath for one turn. Example: A Character has run for 3 turns in a row. His Pace is 6" + 1d6" -3". If s/he doesn't move next turn, the penalty will be reduced to -2".

*TonyFelony*

### **Power Burn (Major)**

This character's supernatural power comes at a price. Whenever the character uses their Arcane Background powers, they must also make a Vigor roll or take 2d6 damage. The character uses only his basic Vigor, not counting any supernatural enhancements. To take this hindrance, the character must have one of the following Arcane Background edges: Magic, Miracles, Psionics or Super Powers; it does not work well with Weird Science.

*Talisman*

### **Randy (Minor/Major)**

No, this isn't the name of your character... your hero is randy. That is to say, his belt is buckled a little looser than the rest. Whatever the case, the hero has a hard time keeping himself from making inappropriate or even vulgar comments about the opposite sex when the opportunity presents itself. When the opportunity does arise to act on those comments (e.g. a woman with the (Very) Attractive Edge is sitting across the bar, or a scantily dressed prostitute is asking him if he wants a good time) it's almost impossible for him to not do so. With the minor hindrance, the hero simply makes annoying comments and at times vulgar gestures sexual in nature. However as a major hindrance, the character must make a test of wills at a -2 penalty when he has the chance to act on his randiness (At GM's discretion). With a failure, he forgets his current objective and becomes consumed with whatever he has come across, for the time being. In addition he suffers a -2 charisma when talking with anyone of the opposite sex. (Goes great with the SW: Elderly Hindrance)

*-1337pwnr*

### **Rival (Minor/Major)**

There's an NPC associate of approximately equal ability to you with whom you engage in games of one-upmanship on a regular basis. The level of the Hindrance determines how far and how stupid you're willing to go to show up your Rival.

*Sitting Duck*

### **Slow (Major)**

The character is not as quick as others are when it comes to reacting to combat. When drawing cards, if they get a Jack or better, they draw another card until they get a card lower than a Jack. They act on the lower of the cards drawn. This Hindrance does not apply to Jokers.

*Kedamono*

### **Slow-Witted (Minor/Major)**

The Character is either very gullible or easily distracted (or both).

Minor: -2 penalty to resist one type of Trick (either Smarts or Agility).

Major: The penalty affects both types of Tricks.

*JackAce*

### **Weak-Willed (Minor/Major)**

This character has problems with face-to-face verbal conflict and will usually back down in such situations. This character suffers -1 to all opposed rolls, such as Persuasion, Taunt, or Intimidation. This penalty increases to -2 if the Major version is chosen. In either case, no Edge that gives bonuses to the Guts skill may be chosen until this Hindrance is bought off.

*Boulder*

### **Unfocused (Major)**

Your hero has a hard time focusing on any task he feels is unimportant, which unfortunately includes most of them. Your Wild Die is a d4 rather than a d6 for any Trait rolls. Whenever you spend a benny, your Wild Die returns to the normal type of d6 for that roll. (by Clint Black on the Savage Worlds Forums)