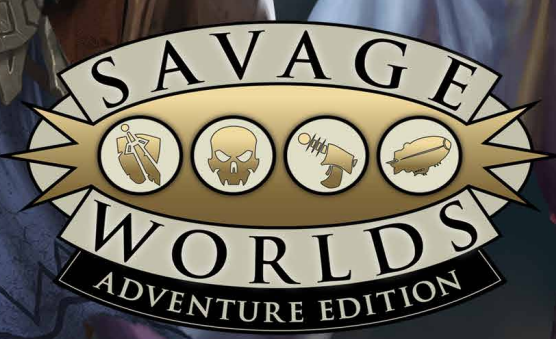




# DEAD LANDS

## LOST COLONY

# ARCHETYPE CARDS




## ANOUK SHAMAN

### RANK & NOVICE

Your personal connection to the planet shows your people the way, protecting Banshee from all the various forces trying to destroy it.

### ATTRIBUTES



AGILITY	D4
SMARTS	D8
SPIRIT	D10
STRENGTH	D6
VIGOR	D6
PACE	5
PARRY	5 (6 WITH STAFF)
TOUGHNESS	6

### SKILLS

Athletics	d4	Occult	d4
Common		Persuasion	d6
Knowledge	d6	Stealth	d4
Faith	d8	Survival	d6
Fighting	d6	Taunt	d4
Notice	d6		

DENTON  
2018

DEADWILDS  
LOST COLONY

## HINDRANCES

**LOW TECH:** Anouks suffer a -2 penalty when using mechanical, electrical, or electronic devices.

**LOYAL (MINOR):** You are loyal to your friends and allies.

**OUTSIDER (MAJOR):** Anouks are treated with suspicion by most human colonists.

**QUIRK (MINOR):** You constantly touch and examine things.

**SLOW (MAJOR):** -1 Pace, d4 Running die.

## EDGES

**ARCANE BACKGROUND (SHAMAN):** You are so attuned to Banshee's energy you can draw on its power.

**SIZE +1:** Anouks stand seven to eight feet tall.

**STRONG AND VIGOROUS:** Anouks start with d6 in Strength and Vigor. Both Attributes can be improved to d12+1.

**TANNIS TOUCH:** Your connection to Banshee makes you attuned to Tannis stone (see Lost Colony). You can also shape and craft Tannis stone.

## EQUIPMENT

Ka'nil staff (Str+d6, Parry +1, Reach 1, Two Hands), ceremonial robes, 5oz. azuli necklace (contains 5 Power Points), \$350.

## POWERS

**POWERS:** Banshee's blessing, healing.

**POWER POINTS:** 15


**BACKLASH:** With a Critical Failure on a Faith roll expend one Power Point and roll on the Dynamic Backlash table (see Savage Worlds).

## ANOUK WARRIOR

### RANK & NOVICE

Fiercely loyal, you will fight to the death to defend your clan. You are a match for any foe, whether native to Banshee or an interloper from the skies.

### ATTRIBUTES



AGILITY	D8
SMARTS	D6
SPIRIT	D6
STRENGTH	D6
VIGOR	D8
PACE	6
PARRY	6 (7 WITH SPEAR)
TOUGHNESS	11 (3)

### SKILLS

Athletics	d6	Persuasion	d4
Battle	d4	Riding	d6
Common		Stealth	d4
Knowledge	d6	Survival	d6
Fighting	d8	Taunt	d4
Notice	d6		

DEADWILDS  
LOST COLONY

## HINDRANCES

**ILLITERATE (MINOR):** You cannot read or write.

**LOW TECH:** Anouks suffer a -2 penalty when using mechanical, electrical, or electronic devices.

**OUTSIDER (MAJOR):** Anouks are treated with suspicion by most human colonists.

**STUBBORN (MINOR):** You expect to get your own way.

**VOW (MAJOR):** To protect Banshee and its creatures.

## EDGES

**BRAWNY:** Size +1. Your Strength is counted as one die type higher for Encumbrance and Minimum Strength requirements.

**DON'T GET 'IM RILED:** You add your current Wound Penalties to your Fighting damage.

**SIZE +1:** Anouks stand seven to eight feet tall.

**STRONG AND VIGOROUS:** Anouks start with d6 in Strength and Vigor. Both Attributes can be improved to d12+1.

## EQUIPMENT

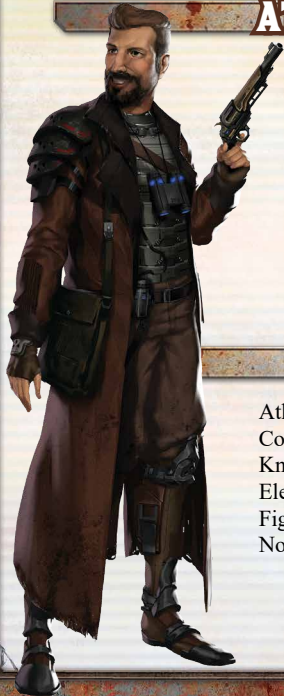
Chakatl (battle axe) (Str+d8, a raise on an attack roll causes the target to make an Athletics roll or be knocked prone), Chakira spear (Range 2/4/6, Damage Str+d8, Parry +1), Aknouk armor (+3), \$125.

## PILOT

### RANK & NOVICE

Whether something needs to get to the opposite side of One or the Belt, you're the person to get it there. The job isn't always on the level, but that's never really bothered you.

### ATTRIBUTES



AGILITY D8  
SMARTS D6  
SPIRIT D6  
STRENGTH D4  
VIGOR D6

PACE 6  
PARRY 5  
TOUGHNESS 9 (4)

### SKILLS

Athletics d4 Persuasion d4  
Common Piloting d8  
Knowledge d6 Repair d4  
Electronics d6 Shooting d6  
Fighting d6 Stealth d4  
Notice d6

DEADWILDS  
LOST COLONY

## HINDRANCES

**GREEDY (MINOR):** You are obsessed with getting rich.

**OVERCONFIDENT (MAJOR):** You can fly anything, anywhere!

**RUTHLESS (MINOR):** You don't let fracturing the odd law get in the way of what you want.

## EDGES

**ACE:** You may use your Bennies to Soak damage for your vehicle and ignore up to 2 points of penalties to any Boating, Driving, or Piloting rolls.

**QUICK:** You may discard and redraw Action Cards of 5 or lower.

## EQUIPMENT

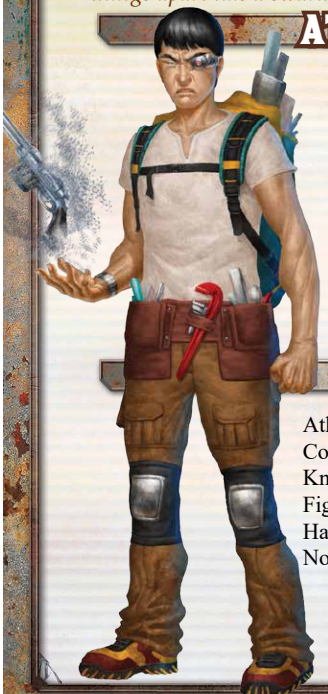
Body armor (+4), commlink, sawed off shotgun (Range 5/10/20, Damage 1-3d6, RoF 2), box of 25 shells, \$20.

## BREAKER

### RANK & NOVICE

Once a transmuter, you could turn scrap into tools. The EXFOR virus means you can't create things anymore, but your nanobots can still rip things apart like a swarm of metal-eating locusts.

### ATTRIBUTES



AGILITY D6  
SMARTS D8  
SPIRIT D6  
STRENGTH D4  
VIGOR D6

PACE 6  
PARRY 5  
TOUGHNESS 9 (4)

### SKILLS

Athletics d4 Persuasion d4  
Common Repair d4  
Knowledge d4 Science d8  
Fighting d6 Stealth d4  
Hacking d6 Transmute d8  
Notice d6

DEADWILDS  
LOST COLONY

## HINDRANCES

**DRIVEN (MAJOR):** You're determined to make someone pay for taking away your powers. You just have to find out who was responsible.

**MEAN (MINOR):** Your surly disposition gives you a -1 penalty on Persuasion rolls.

**VENGEFUL (MINOR):** You seek payback for any perceived slights.

## EDGES

**ARCANE BACKGROUND (BREAKER):** Breakers are mutes whose nanobots have become infected with the EXFOR virus. They can no longer create—they can only destroy.

**CALCULATING:** Ignore up to 2 points of penalties on one action with an Action Card of 5 or less.

**POWER POINTS:** You have 5 additional Power Points.

## EQUIPMENT

Body armor (+4), palmcorder, Spectral Imager (adds +2 to Science rolls where detecting something's composition is useful, and ignores penalties for Dim and Dark Lighting), \$50.

## POWERS

**POWERS:** Bolt, havoc, haywire.

**POWER POINTS:** 15

**BACKLASH:** With a Critical Failure on a Transmute check, roll on the Instability table (see *Lost Colony*).

## GUARDIAN

### RANK & NOVICE

Your death came as a shock to you. More shocking still was that it wasn't the end of your story. You were reborn with a sacred purpose to protect the planet and those who live here.



### ATTRIBUTES

AGILITY D8  
SMARTS D6  
SPIRIT D6  
STRENGTH D6  
VIGOR D6

PACE 6  
PARRY 5  
TOUGHNESS 10 (4)

### SKILLS

Athletics d4 Persuasion d6  
Common Shooting d8  
Knowledge d6 Stealth d4  
Fighting d6 Survival d6  
Healing d4 Taunt d4  
Notice d6



## HINDRANCES

**HEROIC (MAJOR):** You always help those in need.

**CAUTIOUS (MINOR):** You tend to plan carefully and act deliberately.

**LOYAL (MINOR):** You are fiercely loyal to your allies and friends.

**DRIVEN (MAJOR):** to protect Banshee and its creatures.

## EDGES

**GUARDIAN:** You were chosen by the planet itself, returning from beyond death to become one of its defenders.

**HEALING:** You make natural healing rolls every day.

**RESILIENCY:** Your close link to the planet gives you +1 Toughness and +2 to Vigor rolls to resist Fatigue, poison, and disease.

**TWO-GUN KID:** Make one extra Shooting roll with a second ranged weapon in your off-hand with no Multi-Action penalty.

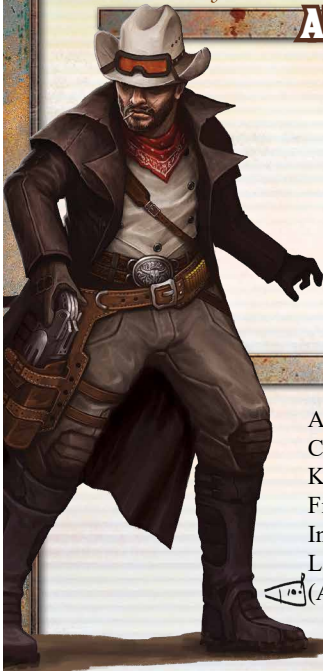
## EQUIPMENT

Body armor (+4), 2 x Mk IV FOP 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1), commlink.

## COLONIAL RANGER

### RANK & NOVICE

It's a thankless task policing the desperate survivors of Banshee, but if there's going to be a civilization, there has to be law and order. And that's where you come in.



### ATTRIBUTES

AGILITY D6  
SMARTS D6  
SPIRIT D6  
STRENGTH D6  
VIGOR D6

PACE 6  
PARRY 5  
TOUGHNESS 9 (4)

### SKILLS

Athletics d4 Notice d6  
Common Shooting d8  
Knowledge d6 Stealth d4  
Fighting d6 Survival d6  
Intimidation d6  
Language  
(Anouk) d4



## HINDRANCES

**CODE OF HONOR (MAJOR):** You always keep your word and behave according to your code.

**STUBBORN (MINOR):** You expect to get your own way.

**VOW (MINOR):** You have pledged yourself to uphold the law.

## EDGES

**BRAVE:** +2 to Fear checks and -2 to rolls on the Fear Table.

**COLONIAL RANGER:** You are sworn to uphold the law and ensure the treaties between anouks and the colonists are upheld.

**DANGER SENSE:** Notice roll at +2 to sense ambushes and other such surprises.

## EQUIPMENT

Body armor (+4), 10mm dragoon pistol (Range 12/24/48, Damage 2d6+1, RoF 1), commlink, medkit, \$100.

## SYKER

### RANK & NOVICE

You served your time, and more, so when the order came to go back to Earth you decided to stay. Now EXFOR calls you a deserter, but your powers are in demand, and you're safe enough... for now.

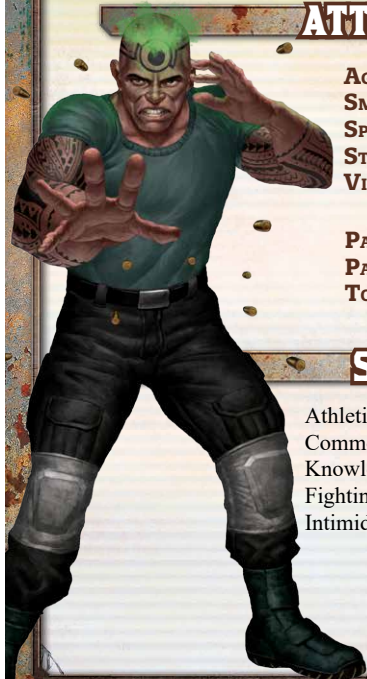
### ATTRIBUTES

AGILITY D6  
SMARTS D8  
SPIRIT D6  
STRENGTH D4  
VIGOR D6

PACE 6  
PARRY 5  
TOUGHNESS 9(4)

### SKILLS

Athletics	d6	Notice	d8
Common		Persuasion	d6
Knowledge	d4	Psionics	d8
Fighting	d6	Shooting	d6
Intimidation	d8	Stealth	d4



DEADWILDS  
LOST COLONY

## HINDRANCES

**DELUSIONAL (MINOR):** You're convinced the Psychic Legion has spies actively hunting for you.

**LOYAL (MINOR):** Those who don't shun you earn your undying loyalty.

**OVERCONFIDENT (MAJOR):** You have an unshakable faith in your own psionic powers.

**OUTSIDER (MAJOR):** Sykers are considered deserters or cowards by most societies on Banshee.

## EDGES

**ARCANE BACKGROUND (SYKER):** Your psionic abilities were honed by training and service as part of the Psychic Legion.

## EQUIPMENT

Body armor (+4), Mk IV FOP 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1), commlink, 1 spare magazine, \$70.

## POWERS

**POWERS:** Bolt, havoc, telekinesis.

**POWER POINTS:** 15

**BRAINBURN:** With a Critical Failure on a Psionics roll expend one Power Point and roll on the Dynamic Backlash table (see *Savage Worlds*).

## ANOUK SCOUT

### RANK & NOVICE

You watched the humans encroach on your lands and felt the fury of your people. But you know that Banshee faces greater perils than the invading humans, and only together can either race prevail.

### ATTRIBUTES

AGILITY D8  
SMARTS D8  
SPIRIT D6  
STRENGTH D6  
VIGOR D8

PACE 6  
PARRY 5  
TOUGHNESS 7

### SKILLS

Athletics	d8	Shooting	d6
Common		Stealth	d8
Knowledge	d4	Survival	d6
Fighting	d6	Taunt	d4
Intimidation	d4		
Notice	d6		



DEADWILDS  
LOST COLONY

## HINDRANCES

**HEROIC (MAJOR):** You always help those in need.

**LOW TECH:** Anouks suffer a -2 penalty when using mechanical, electrical, or electronic devices.

**LYIN' EYES (MINOR):** Lies don't come easily to you. -2 to Intimidation and Persuasion rolls when lying.

**OUTSIDER (MAJOR):** Anouks are treated with suspicion by most human colonists.

**STUBBORN (MINOR):** You expect to get your own way.

## EDGES

**SIZE +1:** Anouks stand seven to eight feet tall.

**STRONG AND VIGOROUS:** Anouks start with d6 in Strength and Vigor. Both Attributes can be improved to d12+1.

**QUICK:** You may discard and redraw Action Cards of 5 or lower.

## EQUIPMENT

Atax discus (Range 6/12/24, Damage Str+d6, RoF 1), 2 x Chakax spears (Range 4/8/16, Damage Str+d6, RoF 1), Chakira spear (Range 2/4/6, Damage Str+d8, Parry +1), \$225.

## COLONIAL RANGER

### RANK & NOVICE

*It's lonely work, being a Ranger. Underpaid and overworked, with jurisdiction over every human on Banshee, you are driven by the knowledge that the law is on your side.*

### ATTRIBUTES

AGILITY D6  
SMARTS D8  
SPIRIT D4  
STRENGTH D6  
VIGOR D6

PACE 6  
PARRY 6  
TOUGHNESS 9 (4)

### SKILLS

Athletics d4 Language (Anouk) d4  
Common (Anouk) d4  
Knowledge d6 Notice d6  
Fighting d8 Shooting d6  
Intimidation d4 Survival d4  
Taunt d8



DEAD WILDS  
LOST COLONY

## HINDRANCES

**DRIVEN (MINOR):** You are committed to uphold the law,  
**IMPULSIVE (MAJOR):** You tend to act without thinking.  
**MEAN (MINOR):** Your hot temper inflicts a -1 penalty on Persuasion rolls.

## EDGES

**COLONIAL RANGER:** You are sworn to uphold the law and ensure the treaties between anouks and the colonists are upheld.

**PROVOKE:** A raise on a Taunt roll can cause foes to react.

## EQUIPMENT

Body armor (+4), 10mm dragoon pistol (Range 12/24/48, Damage 2d6+1, RoF 1), commlink, \$150.

## HARROWED

### RANK & NOVICE

*You've never been easy to get along with, but one too many fights saw you gunned down in a bar someplace. Trouble is, you didn't stay down. And getting killed just made you mad.*

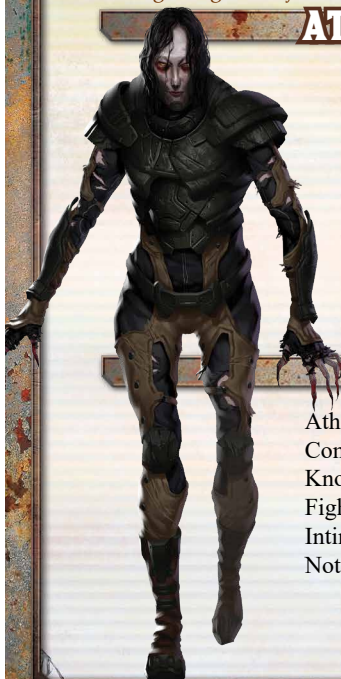
### ATTRIBUTES

AGILITY D6  
SMARTS D6  
SPIRIT D6  
STRENGTH D6  
VIGOR D6

PACE 6  
PARRY 6  
TOUGHNESS 11 (4)

### SKILLS

Athletics d4 Occult d6  
Common Shooting d6  
Knowledge d6 Stealth d4  
Fighting d8 Survival d6  
Intimidation d4  
Notice d6



DEAD WILDS  
LOST COLONY

## HINDRANCES

**ARROGANT (MAJOR):** You tend to challenge the most fearsome foes.  
**TROUBLE MAGNET (MINOR):** Trouble just seems to find you everywhere you go.  
**UGLY (MINOR):** -1 to Persuasion rolls due to your unpleasant appearance.

## EDGES

**HARROWED:** You returned from the dead, with a demonic power granting you the Undead ability and terrifying Harrowed Edges.

**UNDEAD:** +2 to Toughness and Spirit rolls to recover from Shaken, no extra damage from Called Shots except to the head, ignore 1 point of Wound penalties, doesn't breathe, immune to disease and poison, don't Bleed Out, only permanently slain by destroying the brain.

**CLAWS:** Your retractable claws deal Str+d6 damage.  
**SPOOK:** You can terrify a foe, forcing a Fear check at -2 (you may spend a Benny to affect every foe within 12").

## EQUIPMENT

Body armor (+4), Mk IV FOP 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1), commlink, 1 spare magazine, \$70.

## FORMER EXFOR SOLDIER

### RANK & NOVICE

After EXFOR's heavy-handed attempt to "pacify" Banshee you decided you were through. Now they call you a deserter, but at least defending the defenseless lets you sleep at night.

### ATTRIBUTES



AGILITY D8  
SMARTS D6  
SPIRIT D6  
STRENGTH D6  
VIGOR D6

PACE 6  
PARRY 5  
TOUGHNESS 11 (6)

### SKILLS

Athletics d6 Intimidation d4  
Battle d4 Notice d6  
Common Repair d4  
Knowledge d4 Shooting d8  
Fighting d6 Stealth d4  
Hacking d4 Survival d6

DEADWILDS  
LOST COLONY

## HINDRANCES

**HEROIC (MAJOR):** You are drawn to help those in need.  
**REBELLIOUS (MINOR):** You have a problem with those in authority, especially members of EXFOR.  
**TROUBLE MAGNET (MINOR):** Trouble just seems to find you everywhere you go.

## EDGES

**IRON JAW:** +2 to Soak and Vigor rolls to avoid Knockout Blows.

## EQUIPMENT

EXFOR Infantry Battlesuit (+6), M21 Assault Rifle (Range 20/40/80, Damage 2d8, RoF 4), commlink, palmcorder, 5 days rations, canteen, \$45.

## SALVAGER

### RANK & NOVICE

You earn your keep gathering up space debris: damaged, cast-off, or broken pieces of human engineering for recycling - wherever they may be found.

### ATTRIBUTES



AGILITY D6  
SMARTS D6  
SPIRIT D8  
STRENGTH D4  
VIGOR D6

PACE 6  
PARRY 4  
TOUGHNESS 5

### SKILLS

Athletics d4 Persuasion d8  
Common Shooting d6  
Knowledge d4 Stealth d4  
Electronics d6 Survival d4  
Fighting d4 Taunt d6  
Gambling d4 Thievery d6  
Notice d6

DEADWILDS  
LOST COLONY

## HINDRANCES

**BAD LUCK (MAJOR):** You've never quite pulled off that big score. -1 Benny at the start of each session.  
**POVERTY (MINOR):** You are terrible with money and always broke.  
**WANTED (MINOR):** You don't always operate on the right side of the law. Hellstromme Industries knows your name and has a few questions for you.

## EDGES

**LUCK:** +1 Benny at the start of each session.  
**SCAVENGER:** You may find one needed item per encounter.

## EQUIPMENT

Backpack, flashlight, heavy revolver (Range 12/24/48, Damage 2d6+1, RoF 1), \$75.