

LOST COLONY ARCHETYPE PREVIEW!

This is a special preview for *Deadlands: Lost Colony* and a peek at our new Archetype Character Cards. They're not final yet, but getting close. Please take a look here, and if you're interested, head over to our [Kickstarter](#) to learn more!

Lost Colony is a direct sequel to the post-apocalyptic *Deadlands: Hell on Earth* setting, a bleak possible future of the Weird West where the heroes lose! Stalwart champions and Dr. Darius Hellstromme exiled the Reckoners to the living planet of Banshee where they're no longer immortal! But they aren't the only threat. The Tunnel has collapsed, sealing off the Faraway System from Earth, perhaps forever. An ancient race of psionic sorcerers called the "skinnies" have risen to push some native anouks to war. The United Nations Exploration Force has gone rogue. And a growing number of bandits and terrorists called the Reapers rule the space between the asteroid mining colonies.

Only the Colonial Rangers and a tenuous alliance of colonists and anouks can prevent Banshee from certain doom.

ANOUK SHAMAN

RANK: NOVICE

You have a personal connection to Banshee, the living planet, and will do everything in your power to protect it.



ATTRIBUTES

AGILITY d4
SMARTS d8
SPIRIT d8
STRENGTH d6
VIGOR d6

PAGE 5
PARRY 5
TOUGH 6

SKILLS

Athletics d4	Persuasion d6
Common	Research d4
Know. d6	Stealth d4
Energy Tap d8	Survival d6
Fighting d6	Taunt d4
Notice d6	



HINDRANCES

CURIOS: You want to know everything.
LOW TECH: -2 penalty to use mechanical, electrical, or electronic devices.
OUTSIDER (MAJOR): Human colonists mistrust you.
QUIRK: You touch and examine things constantly.
SLOW: -1 Pace, d4 Running die.

EDGES

ARCANE BACKGROUND (SHAMAN): You're attuned to Banshee's energy and can draw on its power.
ELAN: +2 when spending a Benny to reroll a Trait roll.
NEW POWERS: You have two additional powers.
SIZE +1: Anouks are seven to eight feet tall.
STRONG AND VIGOROUS: Start with d6 in Strength and Vigor. Both can be improved to d12+1.
TANNIS SENSE: Your connection to Banshee makes you attuned to Tannis stone (see *Lost Colony*).

EQUIPMENT

Ka'nil Staff (Str+d6, Parry +1, Reach 1, Two Hands), Ceremonial Robes, azuli necklace.

POWERS

POWERS: Bolt, boost/lower Trait, healing, protection.
POWER POINTS: 10

DEADLANDS LOST COLONY

PINNACLE ENTERTAINMENT GROUP

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CUT OFF FROM EARTH
WITH MANKIND'S DEADLIEST FOES...

DEADLANDS LOST COLONY
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