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WANTED  
UNDEAD or ALIVE



2  
DIME  
NOVEL

By PAUL D. RICKERT

STEVE JACKSON GAMES

# HIGH STAKES AT HIGH NOON!

When Caleb Harling and Mary Jo Evans rode into Bailey's End, they were expecting trouble, but they weren't expecting to find the sheriff dead at his desk. Things got worse when they discovered that the bounty they were after was on a man dead for years – but just as mean as ever. Now all they have to do is figure out how to kill a man that an entire town can't stop. And this job was supposed to be easy . . .

*Wanted: Undead or Alive* is the second *GURPS Deadlands Dime Novel*. The action-packed story comes complete with everything a GM needs to take a group of players and pit them against the evil forces afoot at Bailey's End.

*GURPS Deadlands Dime Novel 2 – Wanted: Undead or Alive* includes:

- The story: Bounty hunters, cocky hucksters, and an undead gunslinger with a chip on his shoulder. Throw in an abandoned mine and a town held hostage and you've got it all!
- Stats on all nine major characters, immediately useful as the PCs' allies – or rivals!
- New hexes, Harrowed powers, and relics!
- And a map of Bailey's End!

Look for more *GURPS Deadlands Dime Novels* in the months to come! There's always something new in the Weird West . . .



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*GURPS Basic Set, Third Edition, Revised* and *Compendium I* are required to use this supplement in a *GURPS* campaign. *GURPS Deadlands Dime Novel 2: Wanted Undead or Alive* can be used with any roleplaying system.

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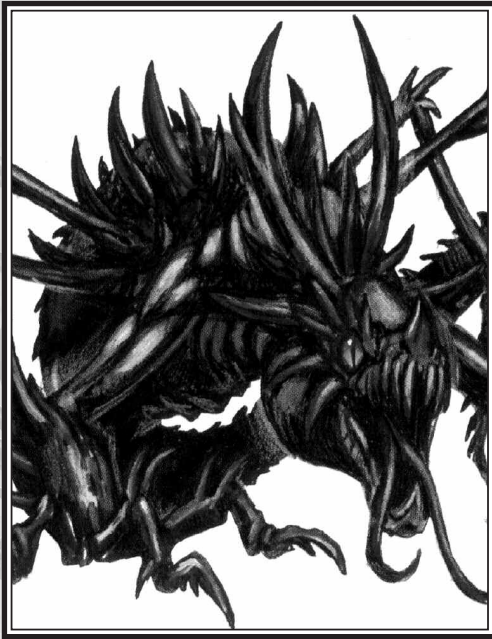
## DIME NOVEL 2 - WANTED: UNDEAD ~~OR~~ ALIVE

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# STEVE JACKSON GAMES

## ABOUT GURPS

Steve Jackson Games is committed to full support of *GURPS* players. We can be reached by email: [info@sjgames.com](mailto:info@sjgames.com). Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources include:

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## PAGE REFERENCES

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium 1*. Other references are DL for *GURPS Deadlands: Weird West* and HT for *GURPS High-Tech*. For a full list of abbreviations, see p. CI181 or the updated list at [gurps.sjgames.com/abbrevs.html](http://gurps.sjgames.com/abbrevs.html).

# INTRODUCTION

Welcome to the second Dime Novel to support the *GURPS Deadlands* line of roleplaying supplements! Unlike its predecessor, there is no adventure section as such – instead, throughout the story appear stats for major characters, information on new Harrowed powers and hexes, and four relics for *Deadlands* GMs and players to use!

In *Wanted: Undead or Alive*, bounty hunters Caleb Harling and Mary Jo Evans travel to Bailey’s End to collect a \$3,000 bounty on Sean Bailey. However, what was supposed to be easy money quickly becomes a deadly game of cat and mouse. When Caleb tries to end Sean’s killing spree, he makes himself the next target of a brutal murderer. All he has to do is find a way to stop a monster that has terrorized a whole town for months . . . and he’s only got 24 hours to do it. At high noon Sean and his brothers are coming for Caleb, whether he’s ready or not.

An abandoned mine, a town held hostage, and a gang of undead waiting to kill you if you try to run. Nobody said being a bounty hunter was easy . . .

## ABOUT THE AUTHOR

Paul Rickert started gaming in the school parking lot in second grade. From that day forward, he was hooked. He and his friends spent many days and nights in his Wisconsin basement, deciding on the best way to loot the wizard’s tower or the local cyber-shop. His first real job was in the U.S. Army as a Field Artillery Officer. After 3 years in Fort Sill, Oklahoma, he moved with his family to Texas and held several technical sales jobs before getting his dream job as the print buyer for Steve Jackson Games. This sparked an interest in the printing industry, and the author is currently working for an Austin printing company. This is Paul’s first published work; he is very grateful for the opportunity to be published, and to continue working with the production staff at Steve Jackson Games.

Aside from gaming, Paul’s hobbies include writing, collecting anime, and playing computer games. He is currently supported by an amazing wife, a lovingly spoiled son, and two very cute – and rather arrogant – cats.

## Oops!

The cost of the Harrowed template found in *GURPS Deadlands Dime Novel 1* and *GURPS Deadlands: Weird West* has a slight mathematical error. The Independent Body Parts advantage with a 50% cost reduction should be 18 points, reducing the template’s cost to 206 points. This affects the point values of Harrowed characters from those two books.

# WANTED

## UNDEAD *or* ALIVE

### CHAPTER 1

Neither Mary Joanne Evans nor Caleb Harling spoke as they rode between rows of buildings. Their breath fogged in the cold air, leaving a fleeting trail to mark their passing. There was the hint of orange on the horizon; it would be dawn soon. Mary Jo stopped her horse in front of a two-story wooden structure with “Grady’s Hotel” on a sign over the main door—lights shining through its front windows were the only indication that Bailey’s End wasn’t a ghost town.

“We’ve been riding all night. You ready to turn in?” Mary Jo said. She rubbed her gloved hands together. “Damn this weather. Remind me again why we came north?”

Caleb motioned toward the stone building at the end of the dusty street. Light flickered from behind the barred windows. “Let’s check in with the sheriff and then see about rooms.” Mary Jo followed Caleb to the jail. While Caleb tied up the horses, Mary Jo walked up to the door. She raised her hand to knock, then paused.

“Caleb,” she whispered, “there are bullet holes in this door.”

“I don’t think we’ve ever been in a sheriff’s office without bullet holes.”

“These are smoking . . .”

“Ah, hell . . .” Caleb drew his pistol and passed Mary Jo her shotgun. From his side of the doorway Caleb nodded to Mary Jo, who slowly opened the door. The front room was dark. A flame in the back room barely lit the far wall. The shadow of a thin arm scythed through the patch of light, and Caleb heard a wet smack. Blood splattered the wall and floor. With his Colt pointed toward the door, Caleb drew the knife from his left boot. Looking to his right, Caleb saw Mary Jo with her shotgun leveled—this was going to take more than a couple of slugs from her .44, most likely. As Mary Jo stepped forward, the boards creaked under her. The creature froze, then turned; with a crash, the light flickered and went out.

A hiss threatened from the black, drawing Caleb’s attention. Caleb could barely see a skeletal form hovering in the back room. The first rays of daylight turned patches of the room a dark orange, partially revealing knifelike claws on the end of charred bone arms. The abomination hissed again. Caleb aimed at the source of the sound and fired. The claws jerked once, then disintegrated.

“Well,” said Mary Jo, “I guess you didn’t need m—” Another skeleton leapt from the back room, knocking Caleb to the floor. Mary Jo fired both barrels, barely missing the creature as it rebounded off the front wall and hurled itself on top of Caleb. He grunted and parried its claws with his knife. Mary Jo, wielding her shotgun like a club, swung at the monster’s head, knocking it back just long enough for Caleb to bring his pistol up and fire two rounds. The first round passed harmlessly between the creature’s fleshless ribs, but the second round shattered the abomination’s fanged black skull. The skeleton exploded in a cloud of ash, coating Caleb with the dust of its destruction.

## NEW HEXES

### EARTH LOCK

This hex is used to combat creatures that try to surprise the huckster by tunneling through the earth. When casting this spell, the huckster magically bonds the molecules of the earth to prevent anything – or anyone – from digging or moving through it. This includes hexes or other powers that normally allow one to control earth elements. The effect is a hemisphere of earth, centered on the caster. The hex cannot be used if the huckster is not in contact with the ground at the time of casting.

*Time to cast:* 3 turns

*Duration:* see below

*Range:* see below

Hand	Radius of Effect	Duration
Pair	2 hexes	10 min.
Two Pair	3 hexes	20 min.
Three of a Kind	4 hexes	40 min.
Straight	5 hexes	2 hrs.
Flush	6 hexes	4 hrs.
Full House	7 hexes	8 hrs.
Four of a Kind	9 hexes	16 hrs.
Straight Flush	11 hexes	24 hrs.
Royal Flush	13 hexes	48 hrs.

### LITTLE SHOOTER

This hex was created by a huckster who wanted a *soul burst* that he could cast with his favorite derringer. The energy gathered by the spell is focused into a bullet as it is fired; the energy explodes on impact (the bullet is consumed and does no damage itself). This spell has no effect on insubstantial beings. While the spell has an area effect, the caster must use his Guns (Pistol) skill in order to hit the target. The spell's range is limited to that of the derringer used. The blast has a radius in hexes equal to the caster's level of Magical Aptitude (Huckster).

*Time to cast:* 2 turns

*Duration:* Instant

*Range:* Equal to the lesser of the range of the derringer used and 50 yards per level of Magical Aptitude.

Hand	Damage
Pair	1d fatigue
Two Pair	3d
Three of a Kind	4d
Straight	5d
Flush	6d
Full House	7d
Four of a Kind	8d
Straight Flush	10d
Royal Flush	12d

“You think you can escape?” He ran to the elevator tower and jumped half up the base. A bullet splintered the wooden support in front of him, driving several large wooden shards into his chest. “Damn it!” Looking past the tower, he saw Mary Jo reloading her Sharps rifle on the other side. “Don’t worry, little lady,” he called out as he continued climbing, “You’ll get your turn!”

Caleb and Jack sat up, briefly stunned. Caleb shook his head and then heard the shot from Mary Jo’s rifle. He looked over the side and saw Sean climbing fast. “Jack . . .”

“I see him.” Jack stood as Caleb started to move across the trestle to the right tunnel entrance and explosives alcove. Caleb couldn’t move very quickly because the ties, while thick, were two feet apart – too far apart to run without risking injury. “Caleb, we need to get moving . . .”

“I’m moving as fast as I can.”

“Well move faster!” Jack started moving behind him.

“You know,” said Sean reaching the top of the elevator, “it dawns on me that this is three against one. I don’t think that’s entirely fair, do you?” He reached into his pocket and pulled out a large, egg-shaped blue gem the size of his hand. Setting it on the ground, he stepped over it. Suddenly, there were five more of him. “There. That’s better.”

Jack saw the whole thing. “Dammit! He’s splitting again!” Cards appeared in his hand and light spewed forth, causing two of the phantom Seans to disappear. Two of the remaining images dropped to the ground and advanced on Mary Jo, while the remaining two sprang at Jack. “Who’s got the Eye!” Jack yelled as the undead gunslingers pinned him to the track.

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