CONVERTED ROLLS & MODIFIERS

Here are the Savage Worlds equivalents for the various rules and rolls found in the adventure.

CHAPTER ONE

p. 110 Picking up the bandit’s trail: Tracking.
Following the trail all the way to their camp: Tracking.
Find the horse with a strange shoe: A raise on a Tracking roll, or Notice (–2) for non-trackers.

p. 111 Spotting the outlaw lookout: Notice.
Outlaw spotting a posse not trying to hide: Notice.
Outlaw spotting a posse trying to hide: Use the Stealth rules in Savage Worlds.
Lookout is considered Active.

CHAPTER THREE

p. 112 Approaching the canyon: Use the Stealth rules as above.
Surprising or being surprised by the gang: Use The Drop and the Surprise rules in Savage Worlds.
Realizing Sam Fern is missing: Smarts.
Find Sam’s letter: Notice.

p. 113 Work out how far ahead Sam Fern is: Tracking.

CHAPTER FOUR

p. 113 Knowing where Boiling Springs is: Common Knowledge.

CHAPTER FIVE

Find additional secret passages: Notice.
Find laboratory door: Notice (–2).

p. 124 Listening outside the door of the meeting: Notice.

CHAPTER SIX

p. 125 Find the gold site with the map: Notice.
Find the gold site without the map: Notice (–2) or Tracking.
Find the remaining gold coins: Automatic if the posse digs at the site.

EXTRAS

For all extras not mentioned here, use the Townsfolk stats in Deadlands Reloaded and adjust as you feel appropriate.
For NPC gear, refer to the original adventure unless otherwise mentioned.

p. 114 Sheriff Howard Monroe: Use the Soldier stats in Deadlands Reloaded, but remove the Soldier Edge.

WILD CARDS

Bounty Hunter Ned Alden: As above, but replace Ranger Edge with Beast Friend (horse) and Connections.
RASCALS & CRITTERS

p. 109 Bleeding Heart Gang Members: Use the Outlaw stats in Deadlands Reloaded.

p. 117 Jack Carroway: Use the Ranger stats in Deadlands Reloaded, add Stealth d12, the Two-Fisted Edge, and replace the True Grit Edge with the Quick Draw Edge.

p. 118 Sam Fern: Use the Outlaw stats in Deadlands Reloaded, add the True Grit Edge.

Garrison: Use the Patchwork Man stats in Deadlands Reloaded, but he is not a Wild Card.

p. 119 Uriah Morgan: Use the Soldier stats in Deadlands Reloaded, but remove the Soldier Edge.

p. 120 Paul Robertson: Use the Townsfolk stats in Deadlands Reloaded, but add the Ailin’ (Major) Hindrance.

p. 121 Kyle Thomas: Use the Huckster stats in Deadlands Reloaded.

p. 123 Zombie Assistant: Use the Walkin’ Dead stats in Deadlands Reloaded.

p. 125 LeCroix’s Walkin’ Dead: Use the Bayou Vermilion Rail Warrior stats in Deadlands Reloaded.

FRANK ABERNATHY
Attributes: Agility d6, Smarts d12, Spirit d8, Strength d8, Vigor d10
Skills: Intimidation d10, Knowledge (Battle) d10, Knowledge (Latin) d10, Knowledge (Occult) d12, Knowledge (Weird West) d10, Persuasion d10, Riding d6, Shooting d8, Spellcasting d8, Stealth d6
Charisma: 0; Grit: 1; Pace: 6; Parry: 2; Toughness: 7
Hindrances: Vengeful (Major), Vow (Major; serve the Reckoners)
Edges: Arcane Background (Black Magic), Nerves of Steel, Snakeoil Salesman
Special Abilities:
- Black Magic: Beast friend (Familiar, Snowball), bolt (Shadow), deflection (Dark mist), fear, mind rider, puppet, stun, vision quest, zombie. Power Points: 20
- Familiar: Abernathy adds +1 to all Spellcasting rolls while Snowball is alive.

SNOWBALL
Attributes: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d8
Skills: Climbing d10, Fighting d10, Notice d12, Stealth d8
Pace: 6; Parry: 7; Toughness: 4
Edges: Danger Sense, Improved Dodge
Special Abilities:
- Aid Black Magic: Abernathy adds +1 to all Spellcasting rolls while Snowball is alive.
- Bad Luck: Once per day, Snowball can curse someone with the Bad Luck Hindrance for one week. The curse can be removed by a blessed with the dispel power.
- Claws: Str+2.
- Size –2: Snowball is the size of a normal house cat.
- Serpent Form: Snowball can change its form to a small (non-venomous) serpent.

Want to get started right away? Well you can, pardner. All you have to do is get online and download some of the sample characters we’ve provided for you at: www.deadlands.com

Want to check out the game before you drop your dinero on the book? No problem, amigo. Check out the Test Drive rules. With a One Sheet, the Test drive rules, and a fist full o’ characters, you can sample the flavor of the Weird West. We think you’ll gain a hankerin’ for it!

And keep checking back for more One Sheets for our Savage Worlds settings.

AVAILABLE NOW!

BACK WITH A VENGEANCE!