



Conversion Guide



DEADLANDS

CONVERSION GUIDE

BY JOHN GOFF

Credits & Acknowledgements

ADDITIONAL MATERIAL: SHANE LACY HENSLEY

EDITING: MATTHEW CUTTER

DEADLANDS BRAND MANAGER: MATTHEW CUTTER

ART DIRECTOR: AARON ACEVEDO

LAYOUT AND GRAPHIC DESIGN: MATTHEW CUTTER, AARON ACEVEDO, JOEL KINSTLE

COVER AND INTERIOR ART: AARON RILEY

DEADLANDS AND SAVAGE WORLDS
CREATED BY SHANE LACY HENSLEY

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It's almost hard to believe *Deadlands* has been around for more than 20 years. Over that time, we've seen more than a few versions of the game. There's *Classic Deadlands* that started it all, a D20 version, a GURPS® version, and *Deadlands Reloaded*, our most up-to-date version, which builds on our award-winning *Savage Worlds* rules.

Since even *Deadlands Reloaded* has been going strong for more than a decade, it should come as no surprise that over the years, we've put out a bookshelf or two worth of material for the setting. And for just as long, Marshals running one version have been using adventures and Plot Points from the other rules set in their own campaigns. So it's high time we give you white hats a hand toward managing those sorts of conversions.

What This Is & What It Ain't

In the following pages, you'll find rules for converting characters and critters from our two most popular versions of the setting—*Classic* and *Reloaded*—into the other. We didn't convert each and every skill, Aptitude, Edge, gizmo, and power from one system into the other. Rather, we correlated them to their closest existing counterparts. That way you can just make a quick note and run with the system of your choice without having to constantly look back.

Player Characters

Here's one of the most important pieces of advice we have with regard to this guide: Don't use it to convert player characters! *Classic Deadlands* and *Savage Worlds* (the system underlying *Reloaded*) have different design

philosophies. Edges and the like work very differently between the two systems, as do dice mechanics. A balanced character in one can easily prove to be a juggernaut in the other.

This is most obvious in *Savage Worlds*, as it's been designed to make heroes of specific power levels (or Ranks). Furthermore, where *Classic* relies more strongly on Aptitudes to drive character development, characters in *Savage Worlds* tend to lean more heavily on Edges as they advance. These differences can actually influence balance in subtle, but surprisingly powerful ways given the way mechanics in both systems work.

Instead, we highly recommend any *player* characters be built from the ground up, starting from scratch. If you want to convert existing characters, use the rules for the new system to build as closely to the character's concept and design. Then, if the Marshal wants advanced characters, he can assign Bounty Points, experience points, or even Ranks as she sees fit.

Supplemental Concerns

Given the huge number of supplements available for the two versions, we acknowledge it's unlikely a given Marshal has every book we produced for both games. With that in mind, we chose to focus the guide on the core books for both. That is, the *Classic Deadlands Player's* and *Marshal's Handbook* and the *Deadlands Reloaded Player's Guide* and *Marshal's Handbook*. Most adventures, characters, and critters you come across are covered by those rules.

That said, *Reloaded* does pull some of that supplemental material into its core rules. Not only do spellcasters of all types have access to more powers than their *Classic* counterparts,



but there are also a pair of Arcane Backgrounds presented in *Reloaded Player's Guide* that made their appearance in later *Classic* products. We've given you options for handling those extended power lists and new character types with just the rules present in the *Classic Player's Handbook*. However, we've also provided references for Marshals who have access to some (or all) of the *Classic* supplements, so they can call upon those resources if they choose. However, this guide doesn't require you to have any books beyond the core set for at least one of the two versions of *Deadlands*.

CLASSIC TO RELOADED

Traits to Abilities

Converting Traits to abilities is one of the easiest parts of translating *Classic* characters, critters, and abominations over to *Reloaded*. Most of the time, you should just ignore the level of the ability—that's the number in front of the die type. Just use the die type. For example, if an outlaw has 4d6 shootin' skill, that translates to Shooting d6 in *Reloaded*.

Now, if the ability has a really high coordination die, adjust the die type upwards to reflect this. For levels 5–8, bump the die type up by one; or 9–12, increase the die type by two steps, and so on. As an example, *Classic* abomination with Strength 7d12 gets Strength d12+1 in *Reloaded*.

Agility	Use the average of <i>Deftness</i> and <i>Nimbleness</i> , weighting any rounding toward <i>Nimbleness</i> .
Smarts	Use only <i>Smarts</i> . In <i>Reloaded</i> , Knowledge is reflected in the character's skills. Likewise, <i>Cognition</i> translates to the Notice skill.
Spirit	Use Spirit.
Strength	Use Strength.
Vigor	Use Vigor.

Derived Statistics

There are some differences between Secondary Traits (*Classic*) and derived statistics (*Reloaded*). Even so, they're pretty easy to figure out.

Charisma: Figure Charisma normally for characters based on their Edges and Hindrances. Ignore this stat for creatures.

Pace: In *Reloaded*, Pace is usually 6 for humans and things that move about the same speed. Faster creatures, like dogs and horses, have a Pace of 8–10. For even faster things, you can use the speed of vehicles and other creatures, like dragons, to get an idea of a good number. Don't forget any relevant Edges or Hindrances.

Parry: Figure this normally, i.e., one-half Fighting plus two, modified by relevant Edges, Hindrances, or other factors.

Toughness: Likewise, this is calculated normally. For larger (or smaller) creatures, use the Size special ability from *Reloaded*. Obviously, armor and similar modifiers also apply here.

Grit: In *Classic*, heroes earn Grit by overcoming major threats to the Weird West. As a rule of thumb, just use the number listed for any Grit the adventurer has gained. If the character's Rank is important for some reason, you can simply give her Grit commensurate with it.

Aptitudes to Skills

As you'll see, many skills in *Classic* correspond to similarly named ones in *Reloaded*.

Instead of using different die types to differentiate skill levels, *Classic* uses levels noted after the Aptitude name. To convert *Classic* Aptitude concentrations to *Reloaded*, assign a die type based on the number of Aptitude dice. For level 1, give the character a d4, level 2 gets a d6, and so on, up to d12 for level 5. For levels above 5, cap the skill die type except for abominations, or supernaturally increased skills in the case of human characters.

Another difference between *Classic* skills and those in *Reloaded* is skill concentrations. For example, in *Classic* the *shootin'* skill broke down into categories like pistols, rifles, and shotguns. When converting those over to *Reloaded*, all of those concentrations roll up into the Shooting

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skill. Use the highest concentration when figuring out the die type in *Reloaded*. Likewise, if a character has several Aptitudes that roll up into a single skill (e.g. *filchin'*, *sneak*, and *sleight of hand*), use the highest die type.

If you don't see an Aptitude listed on the table below, just use the *Reloaded* skill sharing a name with it.

Classic Aptitudes

Academia	All concentrations of this Aptitude become a focus of Knowledge in <i>Reloaded</i> .
Animal Wranglin'	Either an appropriate Knowledge focus or just Common Knowledge (for characters with appropriate backgrounds like cowboys, etc.).
Area Knowledge	Knowledge (Area Knowledge).
Artillery	Shooting.
Arts	Either an appropriate Knowledge focus or Common Knowledge.
Bluff	Persuasion.
Bow	Shooting.
Climbin'	Climbing.
Demolition	Knowledge (Demolitions).
Disguise	Persuasion.
Dodge	Use the Dodge Edge. Give characters with <i>Dodge</i> 4 or higher Improved Dodge as well.
Drivin'	Driving, Boating, or Piloting, depending on the skill's concentration.
Filchin'	Stealth.
Hexslingin'	Spellcasting.
Horse Ridin'	Riding.
Language	Knowledge with the appropriate language as the focus.

Leadership	Use the Command Edge. For each level above two, give the character an additional Leadership Edge to reflect her greater skill.
Lockpickin'	Lockpicking.
Mad Science	Weird Science.
Medicine	Healing. Characters with the <i>surgery</i> concentration also have Knowledge (Medicine) at the same level.
Overawe	Intimidation.
Performin'	This Aptitude is often represented by Common Knowledge, but the skill Persuasion might be used for skilled actors.
Professional	Knowledge with the appropriate focus, or more simply, Common Knowledge
Quick Draw	Use the Quick Draw Edge instead.
Ridicule	Taunt.
Ritual	Tribal Medicine.
Science	Knowledge with the appropriate focus.
Scrutinize	Notice.
Search	Notice skill.
Scroungin'	In general, use Notice, but you can give characters with high levels or die types in this Aptitude the Scavenger Edge to reflect their ability.
Shootin'	Shooting.
Sleight of Hand	Stealth.
Sneak	Stealth.
Speed Load	Use the Speed Load Edge*.
Tale-Tellin'	Use the Tale Teller Edge*.
Teamster	Driving.

Tinkerin'	Repair.
Trade	Common Knowledge or an appropriate Knowledge focus.

*Found in the *Deadlands Reloaded Player's Guide*.

Classic Hindrances

Luckily, most of the *Classic* Hindrances have made their way into either *Reloaded* or *Reloaded*, so converting them over is usually fairly simple. If you don't find the Hindrance listed below, use the one of the same name in either *Savage Worlds* or the *Reloaded Player's Guide*.

In *Classic*, Hindrances may have up to five different levels of severity, where *Reloaded* only come in two flavors—Minor and Major. As a rule of thumb, if a *Classic* Hindrance has two levels, when converting to *Reloaded* use Minor for the lower level *Classic* version and Major for the higher. If the *Classic* Hindrance has more than two levels, use Minor for Hindrances with values of 2 or lower and Major for values 3 and above.

Classic Hindrances

Ailin'	Ailin' (Minor or Major)*.
Bad Ears	Hard of Hearing (Minor or Major).
Big Britches	Overconfident.
Big 'Un	Obese for <i>Big 'Un</i> 3. For <i>Big 'Un</i> 5, use Obese and <i>Slowpoke</i> *.
Clueless	Apply a -1 to all Notice rolls the character makes.
Ferner	Outsider.
Greedy	Greedy (Major).
Habit	Habit Minor, regardless of the level.
Hankerin'	Habit (Major) regardless of level.
High-Falutin'	Outsider.
Impulsive	Overconfident.
Intolerance	Quirk (intolerant of specific people).
Kid	Young
Law o' the West	Code of Honor.
Lame	Lame for <i>Lame</i> 3. For <i>Lame</i> 5 use One Leg.

Loco	Delusional (Minor or Major).
Miser	Greedy (Minor)
Night Terrors	Bad Dreams*.
Oath	Vow (Minor or Major).
Obligation	Vow (Minor or Major).
Outlaw	Wanted (Minor or Major).
Randy	Quirk (weakness for the opposite sex).
Scrawny	Small.
Self-Righteous	Quirk (self-righteous).
Slowpoke	For <i>Slowpoke</i> 1 or 2 use <i>Lame</i> or <i>Slowpoke</i> *. For <i>Slowpoke</i> 3 or higher, give that tortoise both.
Squeamish	Yellow.
Superstitious	Quirk (superstitious).
Tinhorn	Tenderfoot*.
Tuckered	Anemic, regardless of level.
Ugly as Sin	Ugly.
Yearnin'	Vow (Minor or Major). While the character's "obligation" is to herself, it's no less compelling.

*Found in the *Deadlands Reloaded Player's Guide*.

Classic Edges

As with Hindrances, most *Classic* Edges have relatively close matches in *Reloaded*. They may have different names or effectiveness, but they are easy enough to translate over. Below, we've listed any Edges with significantly different names in *Reloaded*, otherwise use the one with the same name from *Savage Worlds* or the *DLRPG*.

And just like with the Hindrances, *Classic* Edges often had multiple levels of scalability, sometimes as many as five. *Reloaded* Edges come in one size only, although some do have additional Edges building on them to provide further benefits. For example, in *Classic*, there's *Friends in High Places* 1–5, but in *Reloaded*, there's a single *Connections* Edge. Usually, the best solution is to just take the corresponding *Reloaded* Edge and not get too caught up in trying to reflect

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how *Fleet-Footed 1* differs from *Fleet-Footed 5* in *Reloaded*' terms.

Finally, some simply don't have counterparts in *Reloaded*. You can either ignore those when converting, or if you're feeling creative, craft a Special Ability to provide the same effect.

Classic Edges

<i>Belongin's</i>	<i>Trademark Weapon</i> , the rules on additional starting funds found in Chapter One of the <i>Deadlands Reloaded Player's Guide</i> , <i>Rich</i> , <i>Very Rich</i> , or just give the character unique gear.
<i>Big Ears</i>	<i>Alertness</i> . If you want to be true to the original character's concept, you can always limit the bonus to Notice rolls associated with hearing.
<i>Dinero</i>	For <i>Dinero 1-3</i> , use <i>Rich</i> ; for <i>Dinero 4-5</i> , use <i>Very Rich</i> instead.
<i>Don't Get 'Im Riled</i>	<i>Berserk</i> .
<i>Eagle Eyes</i>	<i>Alertness</i> . If you want to be true to the original character's concept, you can always limit the bonus to Notice rolls associated with sight, particularly at a distance.
<i>Friends in High Places</i>	<i>Connections</i> . For heroes with <i>Friends in High Places 3</i> or higher, also bump their <i>Streetwise</i> and <i>Persuasion</i> skills by a die type to reflect their better access.
<i>Gift of Gab Keen</i>	<i>Linguist</i> . <i>Alertness</i> . Don't worry about overlap with <i>Big Ears</i> or <i>Eagle Eyes</i> . A +2 bonus to Notice in <i>Reloaded</i> is significant enough in itself.
<i>Kemosabe</i>	Common Knowledge rolls related to the chosen culture receive no penalty.

Law Man

For *Law Man 1-3*, give the character *Connections* and no penalties on Common Knowledge rolls related to the law and criminals within her jurisdiction. For *Law Man 5*, you can do the same or use the *Texas Ranger Edge**.

Light Sleeper

There is no equivalent Edge in *Reloaded*, so just let sleeping dogs lie.

Luck o' the Irish

Luck.

Mechanically Inclined

Mr. Fix-It.

Nerves o' Steel

Brave. Note, the similarly named Edge in *Savage Worlds* has very different game effects.

Purty

Attractive. For characters noted for their exceptional good looks, feel free to assign *Very Attractive* instead.

Rank

For *Rank 1*, use *Soldier**; for *Rank 2*, use *NCO**; for *Rank 3-5*, use *Officer**.

Renown

*Reputation**. For *Renown 5*, give the fancy-pants *Charismatic* as well, if she doesn't already have it.

Sand

Combat Reflexes

Sense o' Direction

Increase the adventurer's *Survival* skill by a die type.

Sidekick

In *Reloaded*, the counterpart to this Edge is only available to gunslingers of *Legendary Rank*. For NPCs, you can ignore that requirement if it fits the character.

"The Stare"

Strong Willed.

Thick-Skinned

Nerves of Steel.

Tough as Nails

Combat Reflexes.

"The Voice"

Strong Willed.

*Found in the *Deadlands Reloaded Player's Guide*.

Classic Arcane Backgrounds

The various Arcane Backgrounds in both games share the same names, even if they have different names for the skills and attributes that are used to activate their powers. Also, in *Classic* each caster had a list of unique spells or miracles, while in *Reloaded* they all pull from the same basic options and use different Trappings. We've addressed each of the respective *Arcane Backgrounds* below.

Power Points

Unlike *Reloaded*, most Arcane Backgrounds in *Classic* don't use Power Points. When you convert a spellcaster from *Classic* to *Reloaded*, give them a base 10 Power Points as usual. Give the character the Power Points Edge if her related casting Aptitude (*hexslingin'*, *mad science*, or *tribal medicine*) is level 5 or higher. Also give her the Power Points Edge if she has four or more hexes, favors, or inventions. These stack, so if she's got a casting Aptitude of 5 or higher and four or more spells, she gets the Edge twice.

Blessed

Blessed characters are fairly easy to convert from *Classic*. Just match the miracles below to the listed power in *Reloaded*. Each blessed starts with 15 power points, adjusted for any instances of the Power Points Edge derived from the level of her *faith* Aptitude and/or the number of miracles she knows.

Classic Miracles

Classic Miracle	Reloaded Power
<i>Exorcism</i>	<i>Exorcism</i>
<i>Holy roller</i>	<i>Gambler</i>
<i>Inspiration</i>	<i>Inspiration</i>
<i>Lay on hands</i>	<i>Healing and/or Greater Healing</i>
<i>Protection</i>	<i>Protection</i>
<i>Sacrifice</i>	<i>Deflection</i>
<i>Sanctify</i>	<i>Sanctify</i>
<i>Smite</i>	<i>Smite</i>
<i>Succor</i>	<i>Succor</i>

Hucksters

Hucksters translate fairly easily across the systems. Hucksters begins with 10 Power Points, modified as described under **Power Points** above.

Below is a list of their *Classic* hexes, along with their *Reloaded* counterparts. You'll notice there a few hexes listed which hucksters do not have access to in *Reloaded*. At her discretion, the Marshal may choose another power or make an exception and allow the hexslinger the listed power.

Classic Hexes

Classic Hex	Reloaded Power
<i>Call o' the wild</i>	<i>Beast friend</i>
<i>Corporeal tweak</i>	<i>Boost/lower Trait</i>
<i>Corporeal twist</i>	<i>Boost/lower Trait</i>
<i>Earshot</i>	<i>Mind rider*</i>
<i>Helpin' hand</i>	<i>Healing**</i>
<i>Hunch</i>	<i>Hunch*</i>
<i>Mind tweak</i>	<i>Boost/lower Trait</i>
<i>Mind twist</i>	<i>Boost/lower Trait</i>
<i>Missed me!</i>	<i>Deflection</i>
<i>Phantom fingers</i>	<i>Telekinesis</i>
<i>Private eye</i>	<i>Mind rider*</i>
<i>Shadow man</i>	<i>Boost/lower Trait or Obscurement*</i>
<i>Shadow walk</i>	<i>Teleport</i>
<i>Soul blast</i>	<i>Bolt</i>
<i>Texas twister</i>	<i>Windstorm* **</i>
<i>Trinkets</i>	<i>Trinkets*</i>

*Found in the *Deadlands Reloaded Player's Guide*.

** Not usually available to hucksters in *Reloaded*.

Mad Scientists

Rather than specific powers, mad scientists in *Classic* created devices called gizmos that lasted indefinitely. These were based on blueprints the player concocted, in conjunction with the Marshal's input, and the result of the *mad science* skill roll and card draws. Not surprisingly, these gizmos can be fairly unique.

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Converting a gizmo to *Reloaded* means you'll need to take a minute to read the invention's description and game effects. Using the list of powers available to weird scientists from the *Deadlands Reloaded Player's Guide*, give the character the one best matching its primary function.

Mad scientists begin with 20 Power Points per power as normal, then modify that amount as noted above if appropriate.

Shamans

Shamans are also pretty simple to translate from *Classic*. Don't worry about converting rituals; those don't exist in *Reloaded*. They begin with 10 Power Points, increased by the Power Points Edge if appropriate.

All shaman characters in *Classic* have the Old Ways Hindrance (Major) from the *Deadlands Reloaded Player's Guide*.

Classic Favors

<i>Classic Favor</i>	<i>Reloaded Power</i>
Curse	Curse*
Earth speak	Boost/lower Trait
Guiding wind	Boost/lower Trait
Lightning strike	Bolt**
Medicine	Healing/Greater Healing
Pact	Give the character the Fetish Creator Edge.
Shapeshift	Shape change
Soar with eagles	Mind rider
Speed of the wolf	Speed
Spirit warrior	Warrior's gift**
Strength of the bear	Boost/lower Trait
Vision quest	Vision quest*
Wilderness walk	Wilderness walk

*Found in the *Deadlands Reloaded Player's Guide*.

** Not usually available to hucksters in *Reloaded*.

Classic Harrowed

For the most part, just use the Harrowed rules from *Reloaded* when converting one of these Boot-Hill rejects from *Classic*. Their powers correspond closely to the Harrowed Edges in *Reloaded*, even to the point of sharing the same names.

Like Edges in *Classic* though, they come in up to five levels of effectiveness, whereas their *Reloaded* counterparts may have only single level, or at most a basic and Improved version.

All Harrowed powers are found in the *Deadlands Reloaded Player's Guide*.

Classic Harrowed Powers

<i>Classic Power</i>	<i>Reloaded Edge</i>
Cat's Eyes	Cat Eyes for levels 3 or lower, or Improved Cat Eyes for level 4 or 5.
Claws	Claws for Claws 2 or lower. Improved Claws for Claws 3 or higher.
Ghost	Ghost for all levels.
Soul Eater	Soul Eater for all levels.
Stitchin'	Stitchin' for Stitchin' 2 or lower. Improved Stitchin' for Stitchin' 3 or higher.
Supernatural Attribute	Supernatural Attribute for all levels.*

*Note in *Reloaded*, each ability can be raised only once with this Edge.

Classic Abominations

Nearly every abomination in *Classic Marshal's Handbook* has already been translated into *Reloaded*. And they don't stop at the core creatures. The majority of the most common critters from a lot of the original supplements have made their way over into the new rules as well.

However, it's possible you might run across one we didn't get around to converting. If so, just follow the above rules for translating their Traits, Aptitudes, and in rare cases, Edges and Hindrances. All that's left is their Special Abilities and Size, which we'll handle next.

Unusually High Traits and Aptitudes

If you run across a critter or character we've not converted with a Trait of d12+2 or higher, it's a good rule of thumb to halve the bonus (round up). Use your judgment—and remember few things in *Reloaded* get above a d12+6 in any ability or skill.

Special Abilities

Special Abilities aren't quite as easy to translate. There are a lot of them, and they can be pretty unique. Luckily, like we said a moment ago, most have already been converted from *Classic* in abominations already listed in the *Deadlands Reloaded Marshal's Handbook*. Many Special Abilities—like Fearless, Invulnerability, Weakness, and so on—have direct counterparts in *Reloaded*.

For the occasional one that didn't already get converted, we've included some of the more common Special Abilities below to help out, but there are so many unique creatures in the setting it's very possible you might stumble across one that doesn't fit into a nice box. Fortunately, most Special Abilities are explained pretty thoroughly in a creature's description. Just through the creature descriptions in the *Deadlands Reloaded Marshal's Handbook* and find one that's close—there are literally dozens to choose from. Swap it in if it's a close fit, or if you're feeling creative, as a guide to model the new Special Ability.

First and foremost though, remember to keep things "Fast! Furious! and Fun!" If it takes more than a short paragraph to describe the ability, it might be too complicated for the style of play *Reloaded* is designed to use.

That said, here are some of the most common ones you're likely to encounter.

Armor: Multiply any regular armor rating by 2, or multiply light armor by one. In the rare case the creature has both, use only the regular armor rating to calculate the *Reloaded* value.

Bite/Claws/Etc.: If the creature gets a bonus die added to its Strength for damage, use a single die of the same type, even if it normally receives multiple bonus dice. Also, the largest bonus damage die type is d12; in the rare case the

monster gets a larger die type, it becomes a d12 when converting.

Burrowing/Flying/Swimming: Use the *Reloaded* equivalent for these movement types, and see the notes on converting Pace (page 3).

Size: This isn't a special ability per se in *Classic*, but it is in *Reloaded*. Most of the *Classic* creatures give you an idea of their size in their description or after their Size entry. You can refer to the chart under **Size** in the *Savage Worlds* rulebook, or use the one below.

These are just provided as a rule of thumb, so feel free to fudge a little if necessary. Don't forget critters with a *Reloaded* Size of +4 or greater are Large, those with +8 or more are Huge, and those of Size -2 are Small. And the really monstrous abominations, like maze dragons and Mojave rattlers, are big enough to rate Gargantuan, with all that entails!

Size Conversion Table

<i>Classic</i> Size	<i>Reloaded</i> Size
2 or less	-2
3-5	-1
6	0
7	+1
8	+2
9	+3
10-11	+4
1-13	+5
14-15	+6
16-17	+7
18-19	+8
20-21	+9
22-23	+10
24+	+11 (or more)

Black Magic

Black Magic in *Classic* is handled as a Special Ability. It's designed to be flexible enough to handle all sorts of powers, although it usually represents good old-fashioned, evil spells or curses.

Classic Black Magic relies on the *faith* Aptitude for casting rolls. Convert this to the

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skill Spellcasting, as detailed in the section on Aptitudes to skills. Like many *Classic* Edges, Hindrances, and Harrowed powers, Black Magic spells have five levels of power. For each spell of level 3 or greater, give her the Power Points Edge and increase the black magician's Spellcasting skill die by one.

Below, we've listed the Black Magic spells and the powers with which they best correspond. Some Black Magic spells operate on a more cinematic or narrative level, beyond the effects covered by powers available to Arcane Background, so if you're familiar with the *Classic* rules, you can either use the power we've listed or fabricate a Special Ability to replicate the greater effects.

Classic Black Magic

<i>Classic Spell</i>	<i>Reloaded Power (or effect)</i>
<i>Animal mastery</i>	<i>Beast friend</i>
<i>Bolts o' doom</i>	<i>Bolt</i>
<i>Cloak o' evil</i>	<i>Deflection</i>
<i>Contagion</i>	<i>Curse</i>
<i>Curse</i>	<i>Curse</i>
<i>Dark protection</i>	<i>Armor</i>
<i>Forewarnin'</i>	<i>Vision quest or hunch</i>
<i>Ghostly servant</i>	<i>Telekinesis</i>
<i>Illusion</i>	<i>Fear</i>
<i>Pact</i>	<i>Beast friend or zombie</i>
<i>Puppet</i>	<i>Puppet</i>
<i>Scrye</i>	<i>Mind rider</i>
<i>Sendin'</i>	<i>Curse</i>
<i>Spook</i>	<i>Fear</i>
<i>Stormcall</i>	<i>Obscure or windstorm</i>
<i>Stun</i>	<i>Stun</i>
<i>Transformation</i>	<i>Shape change</i>
<i>Zombie</i>	<i>Zombie</i>

Classic Mechanics

Once you've converted the characters and abominations, the rest of the game is pretty much taken care of. Use the standard *Savage Worlds* rules to resolve combat and other tasks as normal. The only remaining difference of any importance is in how a task's difficulty is defined.

Deadlands Classic has several named levels of target numbers to represent the difficulty a cowpoke faces when attempting a given task. Whenever you come across a listed difficulty level, just reference the chart below apply the corresponding modifier to the *Reloaded* Trait roll.

Classic Task Difficulties

<i>Classic Difficulty (Target Number)</i>	<i>Modifier to Reloaded Trait roll</i>
<i>Foolproof (3)</i>	+2
<i>Fair (5)</i>	0
<i>Onerous (7)</i>	-1
<i>Hard (9)</i>	-2
<i>Incredible (11)</i>	-4

RELOADED TO CLASSIC

The *Reloaded* conversion rules below reference the changes from the *Stone and a Hard Place* Errata and *Deadlands Rule Changes* PDF, available for free at www.peginc.com. Since some of our older *Reloaded* products were written before we made those updates, we've also included instructions on those earlier versions as well. Don't worry, though—these only affect blessed, voodooists, and to a lesser extent, Harrowed characters, and it's pretty easy to tell which version you're working from.

Abilities to Traits

In *Reloaded*, Traits are referred to as abilities. (The term Traits in *Reloaded* refers to both abilities and skills, so don't get confused if you see it used there.) *Reloaded* has fewer abilities than *Classic* does, and not all *Classic* Traits are used in that game. Use the procedures detailed below to determine a character's Traits from her *Reloaded* stats.

Another difference is *Reloaded* abilities don't have levels, just die types. Just draw a card for each Trait after you've converted it and assign it a level based on the suit: Clubs (1), Diamonds (2), Hearts (3), and Spades (4). If you draw a Joker, the Trait gets 5 dice, but don't worry about checking the **Mysterious Past Table** in the *Classic*



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Deadlands Marshal's Handbook. If any exists, it's already built into the character's backstory.

Deftness: Use the hero's Agility die type. If it fits the character concept—say a sharp-shootin' gunslinger—you can raise the Deftness Trait by a die type by dropping the character's Nimbleness die a corresponding amount. For example, a shootist with an original Agility attribute of d8 could be converted to *Deadlands Classic* with a Deftness Trait of d10 or d12 by taking a reduction in her Nimbleness Trait die to d6 or d4 respectively.

Nimbleness: The Agility attribute die type provides the starting point here. As with Deftness, you can alter the Nimbleness Trait die upward by reducing the Deftness Trait die a similar amount.

Quickness: Quickness doesn't have a parallel in *Reloaded*. Instead, start every character or creature at d6. Saddletramps who make their living skinnin' leather, like gunslingers, outlaws, and the like, start at d8 instead.

Strength: Use the character's Strength attribute die type.

Vigor: The hero's Vigor die type is used here.

Cognition: Use the higher of the sodbuster's Smarts or Notice die type. If the character has the Alertness Edge, increase the Cognition Trait die by one type.

Knowledge: Take either the higher of the bookworm's highest Knowledge focus die type or his Smarts die for his Knowledge Trait.

Mien: Use the character's Spirit attribute die. You can raise his Mien Trait die type by lowering his Spirit Trait die type by a similar amount as needed to fit the character's general concept. For example, you might want to give a smooth-talking hero with a d8 in his original Spirit attribute a d10 in his Mien Trait and a d6 for his Spirit Trait die.

Smarts: The Smarts attribute die translates straight across to the saddletramp's Smarts Trait.

Spirit: Use the hero's Spirit attribute die type. You can raise the Spirit Trait's die type by lowering the Mien Trait die type by the same amount to better match the character concept.

Calculating Secondary Traits: For the most part, figure these as normal, using the

character's primary Traits once you've converted them. Don't worry about translating *Reloaded's* Derived Statistics—Pace, Parry, Toughness, and Charisma—as they are completely different from their *Classic* counterparts. Don't forget to apply any bonuses or penalties from relevant Edges and Hindrances.

Grit: Grit in *Reloaded* is directly tied to a character's Rank. Generally, only Wild Cards have Rank, and those are, from lowest to highest, Novice, Seasoned, Veteran, Heroic, and Legendary. For each level of Rank, the hero gets one point of Grit, so all Wild Cards have at least Grit 1. Some NPCs have their Rank listed in their descriptions, but many don't. If they don't, just count their total Edges and skills at d10 or higher, then divide the total by three. Give them that much Grit, to a maximum of Grit 5.

Skills to Aptitudes

Skills in *Reloaded* translate to Aptitudes in *Classic*. Generally, *Reloaded* skills cover broader areas than Aptitudes. For example, the *filchin'*, *sneak*, and *sleight of hand* Aptitudes are all subsumed into the Stealth skill in *Reloaded*. Likewise, there are no concentrations. The Shooting skill allows a hero to use a pistol, shotgun, or rifle with equal effectiveness.

What this means is when you're transferring a *Reloaded* character to *Classic*, you have to look at the whole picture. Think about things like what types of guns is a cowpoke with Shooting likely to be skilled in. A good place to start is what weapons he's packing. Another thing to consider is the sodbuster's backstory or concept. If he has Stealth, is he a light-footed scout or a pickpocket? These are just some of the factors can help you narrow the broader skills into *Classic's* more focused Aptitudes.

Next, in *Reloaded*, increases in a hero's ability are shown in higher die types rather than more dice. To convert a *Reloaded* skill to an Aptitude, use the appropriate die type for the linked Trait in *Classic*, then calculate the level (or number of dice) by the die type of the *Reloaded* skill. A d4 skill level equates to one die of the appropriate type, d6 to two dice, d8 to three, and so on.

So, our gunslinger has d8 Shooting in *Reloaded*. She has a Deftness of 3d10, so that means she has *shootin'*

3d8. Looking over her gear, we see she's packing a pair of Colt Peacemakers and a Winchester '73 on her saddle, so we decide she has the concentrations *pistol*, and *rifle*.

It's pretty easy to figure out which Aptitudes correspond to a given skill, but as we noted above, sometimes a skill has a different name or a broader focus than any corresponding Aptitude. We've compiled a short list of these to help you quickly determine which Aptitudes match with them. If you don't see a skill listed on the table, just use the *Classic* Aptitude sharing its name.

Reloaded Skills

Reloaded	Classic
Boating	<i>Drivin'</i> , with appropriate watercraft concentrations (<i>steam boat</i> , etc.).
Driving	<i>Drivin'</i> , with appropriate land for self-propelled vehicles, or <i>teamster</i> for normal, horse-drawn vehicles like wagons, carriages, or stagecoaches.
Healing	<i>Medicine</i> . If the character also has Knowledge (Medicine), give him the <i>surgery</i> concentration.
Intimidation	<i>Overawe</i> .
Knowledge	Based on the focus, this skill translates to <i>academia</i> , <i>area knowledge</i> , <i>animal wranglin'</i> , <i>demolition</i> , <i>science</i> (except <i>Mad Science</i>), <i>professional</i> , or <i>trade</i> .
Notice	<i>Scrutinize</i> and/or <i>search</i> , as appropriate to the hero's concept.
Persuasion	<i>Bluff</i> , <i>disguise</i> , and/or <i>performin'</i> .
Piloting	<i>Drivin'</i> , with appropriate aircraft-related concentrations (<i>ornithopter</i> , etc.)
Repair	<i>Tinkerin'</i> .
Riding	<i>Horse ridin'</i> .
Ritual Magic	<i>Ritual</i> .

Shooting	<i>Artillery</i> , <i>bow</i> , and/or <i>shootin'</i> , including concentrations, depending on the saddletramp's backstory.
Spellcasting	<i>Hexslingin'</i> .
Stealth	<i>Filchin'</i> , <i>sneak</i> , and <i>sleight of hand</i> as fits the character.
Survival	<i>Survival</i> , choosing concentrations based on the cowpoke's background.
Taunt	<i>Ridicule</i> .
Throwing	<i>Throwin'</i> , selecting appropriate concentrations.
Weird Science	<i>Mad science</i> .

Reloaded Hindrances

Many *Reloaded* Hindrances translate to similarly named ones in *Classic*. That makes it fairly easy to convert them.

Several *Classic* Hindrances have different levels, whereas those in *Reloaded* have only two—Minor and Major. If there are two levels in *Classic*, Minor equals the lower level and Major equates to the higher. For those with three or more levels, use the *Classic* version closest in value to 2, but still use the highest value for Major. For example an outlaw with the Wanted (Minor) Hindrance in *Reloaded* has *wanted* 2 in *Classic*. If he's a black hat with Wanted (Major), his *Classic* Hindrance becomes *wanted* 5.

Since *Reloaded* draws on *Savage Worlds* for additional Hindrances, it has more options than *Classic*. A few of those other Hindrances have no *Classic* equivalent. In that case, either choose one that comes the closest while still conforming to the character concept, reflect it with a Special Ability, or just ignore it—whatever ever works best.

We've listed *Reloaded* Hindrances which have different names in *Classic* below, along with those that have significant differences. Use the *Classic* Hindrance with the same name for those not listed.

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Reloaded Hindrances

Reloaded	Classic
<i>Anemic</i>	<i>Tuckered</i> 2.
<i>Arrogant</i>	<i>Big britches</i> .
<i>Code of Honor</i>	<i>Law of the West</i> .
<i>Delusional</i>	<i>Loco</i> 2 for Minor and <i>Loco</i> 5 for Major.
<i>Elderly</i>	<i>Geezer</i> 3.
<i>Greedy</i>	Both versions of this become simply <i>greedy</i> .
<i>Habit</i>	Minor version converts to <i>habit</i> 1. Major becomes <i>hankerin'</i> 3. (This diverges somewhat from our rule of thumb.)
<i>Hard of Hearing</i>	<i>Bad Ears</i> .
<i>Lame</i>	<i>Lame</i> 3.
<i>Mean</i>	<i>Mean as a rattler</i> .
<i>Obese</i>	<i>Big 'un</i> 1 for this Hindrance.
<i>Old Ways Oath</i>	Use <i>oath</i> 2 for Minor and <i>oath</i> 5 for Major. For quick reference, Minor allows travel on modern conveyances, whereas Major does not.
<i>One Leg</i>	<i>Lame</i> 5.
<i>Outsider</i>	<i>Ferner</i> .
<i>Phobia</i>	Use the rules on minor and major phobias listed under the Madness table in Chapter Three: Arcana of the <i>Classic</i> rulebook to handle these Hindrances.
<i>Quirk</i>	<i>Habit</i> 1, <i>randy</i> , <i>self-righteous</i> , or <i>superstitious</i> , as fits the character's personality.
<i>Slowpoke</i>	<i>Slowpoke</i> 1.
<i>Tenderfoot</i>	<i>Tinhorn</i> or alternately <i>yeller</i> . Either reflects the gist of this Hindrance.
<i>Young</i>	<i>Kid</i> 4.
<i>Wanted</i>	<i>Wanted</i> or <i>outlaw</i> as best fits the black hat's description.
<i>Vow</i>	<i>Oath</i> .

Reloaded Edges

Not surprisingly, the two games share many Edges with the same name or close enough to make an educated guess—like *purty* and *Attractive*. Usually, you can quickly identify the corresponding Edge and use it. However, sometimes the *Reloaded* version is different enough from its named *Classic* counterpart that it doesn't have the same game effect.

Furthermore, since *Reloaded* draws on *Savage Worlds* as well, it has many more edges than *Classic*. Some Edges simply don't have any counterpart in *Classic*. Check the list below for Edges with different effects from similarly named *Classic* Edges or even become Aptitudes..

Many *Reloaded* Edges simply have no match in *Classic*. If you come across an Edge not listed below or in the *Classic Deadlands Player's Handbook*, you have two options. The first is easy—just ignore it for conversion purposes.

The other option is to look at the character's overall concept, then simply raise one of the hero's relevant Aptitudes by one level. For instance, you see a huckster character with the Edges *Old Hand* and *Card Sharp*, so you decide to raise her *hexslingin'* Aptitude by two levels. If you want, you can also make a guess at what the Edge affects and raise an associated Aptitude—*Hip-Shooting* probably relates to *shootin'*, for example, so you choose to raise the gunslinger's *shootin'* Aptitude by a level.

Reloaded Edges

Reloaded	Classic
<i>Ace</i>	+2 levels of <i>Drivin'</i> .
<i>Agent:</i>	<i>Belongin's</i> 3 (Gatling pistol).
<i>Alertness</i>	<i>Keen</i> .
<i>Ambidextrous</i>	<i>Two-Fisted</i> .
<i>Attractive</i>	<i>Purty</i> .
<i>-Very Attractive</i>	No additional bonus.
<i>Behold a Pale Horse</i>	<i>Sidekick</i> , using a horse for the sidekick.
<i>Berserk</i>	<i>Don't Get 'Im Riled</i> .

Combat Reflexes	Sand 3 if the hero's Vigor is d8 or lower; Sand 5 if its Vigor d10+.	Linguist	Gift of Gab.
Command	Give the character <i>Leadership</i> 1.	Luck	Luck o' the Irish.
Command Presence	+1 level of <i>Leadership</i> , and), give the character an additional level in the Aptitude.	Knack	Use the knack of the same name from the Arcana chapter of the <i>Classic Deadlands Marshal's Handbook</i> .
Connections	<i>Friends in High Places</i> . The level of the <i>Classic</i> Edge is based on the lowest die type of the <i>Reloaded</i> character's Persuasion and Streetwise skills: d4 (1), d6 (2), and so on.	Mr. Fix It	<i>Mechanically Inclined</i> .
Damned	If this sodbuster is killed, he automatically returns as Harrowed.	Natural Leader	+1 level of <i>Leadership</i> .
Danger Sense	<i>Keen</i> .	Nerves of Steel	<i>Thick-Skinned</i> . (<i>Nerves o' Steel</i> does something very different in <i>Classic</i> .)
Dodge	The character gains the <i>Dodge</i> Aptitude with the same level as his <i>Nimbleness</i> .	New Power	Ignore; this Edge is accounted for in the character's power list.
-Improved Dodge	+1 level of <i>Dodge</i> .	Noble	<i>Dinero</i> 3.
Elan	<i>Luck o' the Irish</i> .	Quick Draw	Give the gunslinger the <i>Quick Draw</i> Aptitude at a level equal to his <i>Quickness</i> Trait.
Extraction	The character gains the <i>Dodge</i> Aptitude at the same level as her <i>Nimbleness</i> , or +1 level to it, if she already has it.	Reputation	<i>Renown</i> 2.
Fate's Favored	<i>Luck o' the Irish</i> .	Right Hand of the Devil	<i>Belongin's</i> 5, in the form of a relic weapon.
Fervor	+1 level of <i>Leadership</i> .	Rich	<i>Dinero</i> 3, or in rare cases <i>Belongin's</i> 4.
Fetish Creator	Give the shaman the <i>Pact Favor</i> .	-Filthy Rich	<i>Dinero</i> 5.
Florentine	<i>Two-Fisted</i> .	Scavenger	Give the hero the <i>Scroungin'</i> Aptitude at the level of her <i>Smarts</i> Trait.
Frenzy	<i>Berserk</i> .	Soldier	For <i>Private</i> use Rank 1; <i>NCO</i> use Rank 2; <i>Officer</i> use Rank 3 or higher as matches the character's rank title.
-Improved Frenzy	No additional bonus.	Speed Load	Give the gunslinger the speed load Aptitude at a level equal to his <i>Quickness</i> Trait.
Hard to Kill	<i>Tough as Nails</i> 3.	Strong Willed	" <i>The Stare</i> " or " <i>The Voice</i> ," if they fit the character's concept. Otherwise, raise Spirit by a die type.
-Harder to Kill	<i>Tough as Nails</i> 5.	Tale Teller	Give the hero the <i>Tale-Tellin'</i> Aptitude at a level equal to his <i>Mien</i> Trait.
Hold the Line!	+1 level of <i>Leadership</i> .	Tactician	+1 level of leadership.
Inspire	+1 level of <i>Leadership</i> .	Texas Ranger	<i>Law Man</i> 5.
Leader of Men	+1 level of <i>Leadership</i> .		
Level Headed	<i>Level Headed</i> .		

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Tough as Nails Increase the hombre's Vigor by a die type, or instead by two if he has Improved Tough as Nails. (This Edge is very different from the Classic one of the same name.)

True Grit: +1 Grit.

Trademark Weapon Belongin's 3, specifically a weapon.

-Improved Trademark Weapon Belongin's 4, specifically a weapon.

or looks—are different. For a huckster, *bolt* is the ghostly white energy of *soul blast*, but for a mad scientist, it might be a lightning gun.

Also, you'll quickly notice most casters in *Reloaded* don't have as many powers as the same types of characters do in *Classic*. For instance, *Classic* hucksters start with a number of hexes equal to their *hexslingin'* Aptitude level. In *Reloaded*, every huckster begins with just three. In general, don't worry too much about trying to compensate for that, except as we've noted below, in the case of blessed—unless you want, of course.

Below, we've listed the powers allowed for each Arcane Background and what they translate to in *Classic* terms. As with Edges, *Reloaded* has a larger number of available powers, so not all of them have matches in the *Classic Deadlands Player's Handbook*. In those instances, just choose another hex, favor, or the like. We've listed the general type of effect (Offensive, Defensive, Utility) in case you want to take that into account when making your choice.

I'VE SEEN THAT EDGE BEFORE...

Some of the Edges from other *Classic* rulebooks made it into the *Reloaded Player's Handbook*. Given the sheer number of books released for *Classic Deadlands* over the years, we decided not to reference those appearing in books outside the *Player's* and *Marshal's Handbooks*, since many of our players simply don't have access to them.

However, if you've got a stack of the original books, you might well recognize one or two names when converting a *Reloaded* adventure. If so, that's great! Feel free to simply use the *Classic* one. Odds are it's close enough for game purposes.

Blessed

Blessed have a larger selection of miracles to call on in *Reloaded*. This means there's not always a perfect match available in *Classic*, or at least not in the *Player's Handbook*. Where there isn't, we've named the miracle providing the most similar effect for you to use as a replacement.

In *Classic*, the blessed got their own book, *Fire & Brimstone*, and many of the miracles available to them in *Reloaded* conceptually originated there, either as miracles, gifts, or even divine interventions. On the chance you own that tome, we've listed the name of the pertinent miracle from it in parentheses as well.

Reloaded Arcane Backgrounds

You'll find all the original Arcane Backgrounds in *Reloaded*. While the mechanics in *Reloaded* are somewhat different, that's not really a problem when translating a character over to *Classic*. The important part is *what* the spellslinger does, rather than *how* she does it in game terms.

Reloaded relies on a single consolidated list of powers from which each type of caster draws his hexes, miracles, and even gizmos. That means you'll occasionally see hucksters with the same powers listed as a mad scientist, blessed, or even shaman. The trick is while the name is the same, the trappings—how the power manifests

Powerless Blessed

You may come across blessed characters with no powers or Power Points listed in their description. These relics are from when blessed characters worked a little differently, before we released the rules update with *Stone and a Hard Place*. Should you come across one of those, the good news is you don't have to worry about swapping powers for miracles! Instead, just pick a number of miracles from the list provided in

the *Classic Player's Handbook* commiserate with the character's converted *faith* Aptitude level.

Reloaded Miracles

<i>Reloaded Power</i>	<i>Classic Miracle</i>
<i>Aim</i>	<i>Smite (consecrate armament*)</i>
<i>Armor</i>	<i>Lay on hands (armor o' righteousness)</i>
<i>Barrier</i>	<i>Sacrifice</i>
<i>Beast friend</i>	<i>Succor (gift: beast friend*)</i>
<i>Blind</i>	<i>Smite (strike blind*)</i>
<i>Boost/lower Trait</i>	<i>Smite (test o' faith* or gift: zeal*)</i>
<i>Confusion</i>	<i>Smite</i>
<i>Deflection</i>	<i>Holy roller (gift: guardian angel*)</i>
<i>Dispel</i>	<i>Exorcism (dispel*)</i>
<i>Elemental manipulation</i>	<i>Smite (burnt offerin'*)</i>
<i>Environmental protection</i>	<i>Succor (holy vestments*)</i>
<i>Exorcism</i>	<i>Exorcism</i>
<i>Gambler</i>	<i>Holy roller</i>
<i>Greater healing</i>	<i>Lay on hands</i>
<i>Healing</i>	<i>Lay on hands</i>
<i>Inspiration</i>	<i>Inspiration</i>
<i>Light</i>	<i>Holy roller (illuminate*)</i>
<i>Protection</i>	<i>Protection</i>
<i>Pummel</i>	<i>Smite (spiritual backhand*)</i>
<i>Quickness</i>	<i>Sacrifice (walk on water*)</i>
<i>Sanctify</i>	<i>Sanctify</i>
<i>Smite</i>	<i>Smite</i>
<i>Speak Language</i>	<i>Sacrifice (gift: tongues*)</i>
<i>Stun</i>	<i>Smite (falter*)</i>
<i>Succor</i>	<i>Succor</i>
<i>Warrior's gift</i>	<i>Smite (dervish*)</i>
<i>Windstorm</i>	<i>Smite (divine intervention: deluge*)</i>

*Fire & Brimstone

Hucksters

Like the blessed, hucksters in *Reloaded* have a quite a few more powers available to them than their *Classic* cousins. When one of these powers lacks a complementary hex in the *Classic Player's Handbook*, we've listed the one there closest in effect — or at least general intent.

Many of these have their origins in supplements that came along later, like *Hucksters & Hexes* and *Hexarcana*. Where appropriate, we've also pointed you to the relevant hex and supplemental book in case you have access to it and want to use that one.

Reloaded Hexes

<i>Reloaded Power</i>	<i>Classic Hex</i>
<i>Aim</i>	<i>Corporeal tweak (Kentucky windage*)</i> .
<i>Armor</i>	<i>Missed me! (bodyguard*)</i> .
<i>Barrier</i>	<i>Texas twister (earthwrack* or clear out!)</i> .
<i>Beast friend</i>	<i>Call o' the wild</i> .
<i>Blast</i>	<i>Soul blast (soul burst*)</i> .
<i>Bolt</i>	<i>Soul blast</i> .
<i>Boost/lower Trait</i>	<i>Corporeal tweak/twist and/or mental tweak/twist</i> .
<i>Burst</i>	<i>Soul blast (card sharp** or poltergeist*)</i> .
<i>Deflection</i>	<i>Missed me!</i>
<i>Detect/conceal arcana</i>	<i>Hunch (hex sense*)</i> .
<i>Dispel</i>	<i>Mental twist (disrupt* or foil*)</i> .
<i>Elemental manipulation</i>	<i>Trinkets (a number of tricks like flare* or ignite*)</i>
<i>Entangle</i>	<i>Texas twister (deadly creepers* or spirit coils*)</i>
<i>Environmental protection</i>	<i>Corporeal tweak (air bubble*)</i>
<i>Fea</i>	<i>Mental twist (howl* or phantasm*)</i> .
<i>Gambler</i>	<i>Corporeal tweak/twist and/or mental tweak/twist (gambler's luck*)</i>

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Hunch	Hunch.
Invisibility	Shadow man.
Light	Private eye (St. Elmo's fire*).
Mind rider	Private eye.
Obscure	Corporeal twist or mental twist (graveyard mists*).
Puppet	Corporeal tweak/twist and/or mental tweak/twist, or phantom fingers
Quickness	Corporeal tweak (draw!*).
Speak language	Mental tweak (interpret*).
Speed	Corporeal tweak.
Stun	Mental twist or Texas twister (brimstone* or thunderclap*).
Telekinesis	Phantom fingers
Teleport	Shadow walk
Trinkets	Trinkets.
Wilderness walk	Shadow man (ghost trail*)
Windstorm	Texas twister

*Hucksters & Hexes

**Hexarcana

Martial Artists (Chi Mastery)

Martial artists are a special case. They are included in the *Reloaded Player's Handbook*, but don't appear in *Classic* until *The Great Maze* and *Hexarcana* supplements. If you have either of those supplements, you can use them to convert the characters over fairly easily using the rules found there. We've provided a list of *Reloaded* powers and their *Classic* equivalents in the sidebar nearby.

If you don't, it's beyond the scope of this conversion guide to detail the aspects of that Arcane Background enough to allow even a rough translation. Instead, if you come across a character with Arcane Background (Chi Mastery), first make sure she has the concentration *fightin': brawlin'*. Then, for every power she has listed, give her +1 level of *fightin'*, apply a -1 penalty to all *fightin'* attacks against her, and allow her barehanded attacks to ignore one level of Armor. So, a martial artist with two powers would gain +2 levels of *fightin'*, ignore two levels of Armor, and saddle her foes in hand-to-hand combat with a -2 penalty to their attack rolls.

Reloaded Chi Mastery Powers

Reloaded Power	Classic Power
Aim	Crane guides the arrow
Armor	Leopard and her cubs
Beast friend	Mind of quicksilver
Blast	Abundance of pecking birds
Bolt	Ten-foot punch
Boost/lower Trait	Mantis pinch,
Burrow	Monkey goes to the mountain
Burst	Many arms of the spider
Curse	Venom punch
Deflection	Seize the pearl of death
Elemental manipulation	Mind of quicksilver
Entangle	The slithering eel
Environmental protection	Mind of quicksilver

I KNOW KUNG FU

As we noted, if you've got access to *The Great Maze* or *Hexarcana*, you can use the rules there to convert a martial artist with Chi Mastery powers over to *Classic*. All martial artists have *brawlin'* concentration for their *fightin'* Aptitude. A martial artist also has the appropriate concentration for any martial arts weapon in her possession, like a butterfly sword or flying claw.

Each power in *Reloaded* has a skill level associated with it. This is noted as a die type beside the power. Give the *Classic* version of the character a *ch'i* Aptitude with a level equal to the highest die type among all the kung fu fighter's powers, as described in *Reloaded Skills* on page 12 (d4 = level 1, d6 = level 2, etc.).

Finally, look at the table to find which *Classic* *ch'i* power lines up best with the *Reloaded* one and assign it to your martial artist. We've chosen only those powers which appear in both supplements, so you can use this list with either type of martial arts.

<i>Fly</i>	<i>Monkey goes to the mountain</i>
<i>Gambler</i>	<i>Righteous reversal</i>
<i>Healing</i>	<i>Blood of gold</i>
<i>Quickness</i>	<i>Many arms of the spider</i>
<i>Smite</i>	<i>Devastating ape strike</i>
<i>Speed</i>	<i>Monkey goes to the mountain</i>
<i>Wilderness walk</i>	<i>Monkey goes to the mountain</i>

Shamans

Reloaded shamans rely on a single skill, Ritual Magic, to call upon their favors. Convert this to *ritual* Aptitude as normal, then give the shaman a number of rituals equal to her Aptitude level. Then, all that's left is to find the *Classic* favor that most closely corresponds to the *Reloaded* power.

We've listed the powers available to shamans in *Reloaded* below. As with hucksters, we've provided the favor we suggest from the *Classic Player's Handbook* best matching it (in theme, if actual effect) but also included other options from *Ghost Dancers* and *Hexarcana* if you're in possession of those and want to use their expanded selections.

Reloaded Favors

<i>Reloaded Power</i>	<i>Classic Favor</i>
<i>Aim</i>	<i>Guiding wind</i>
<i>Armor</i>	<i>Spirit warrior (turtle's shell*)</i>
<i>Beast friend</i>	<i>Soar with eagles (summon serpent**)</i>
<i>Boost/lower Trait</i>	<i>Spirit warrior</i>
<i>Burrow</i>	<i>Shapeshift (secret paths*)</i>
<i>Curse</i>	<i>Curse</i>
<i>Deflection</i>	<i>Spirit warrior (misdirect**)</i>
<i>Detect/conceal arcana</i>	<i>Earth speak (ask the spirits*)</i>
<i>Dispel</i>	<i>Vision quest (destroy spirit*)</i>
<i>Elemental manipulation</i>	<i>Earth speak</i>

<i>Entangle</i>	<i>Lightning strike (nature's wrath**)</i>
<i>Environmental protection</i>	<i>Medicine</i>
<i>Exorcism</i>	<i>Medicine (repel spirit*)</i>
<i>Fear</i>	<i>Lightning strike (illusion*)</i>
<i>Greater healing</i>	<i>Medicine</i>
<i>Healing</i>	<i>Medicine</i>
<i>Mind rider</i>	<i>Soar with eagles (animal possession*)</i>
<i>Protection</i>	<i>Vision quest (bind ghost*)</i>
<i>Quickness</i>	<i>Speed of the wolf (hawk's swiftness**)</i>
<i>Sanctify</i>	<i>Vision quest (sacred ground**)</i>
<i>Shape change</i>	<i>Shapeshift</i>
<i>Smite</i>	<i>Strength of the bear (horned owl's fury*)</i>
<i>Speak language</i>	<i>Vision quest (truth of the crow**)</i>
<i>Speed</i>	<i>Speed of the wolf</i>
<i>Succor</i>	<i>Medicine (breath of the spirits)</i>
<i>Teleport</i>	<i>Wilderness walk (secret paths**)</i>
<i>Vision quest</i>	<i>Vision quest</i>
<i>Wilderness walk</i>	<i>Wilderness walk.</i>
<i>Windstorm</i>	<i>Lightning strike (call weather*)</i>

**Ghost Dancers*

***Hexarcana*

Voodooists

Saintly minded practitioners of voodoo have their own Arcane Background in *Reloaded*, Arcane Background (Voodoo). Assuming you don't have access to one of the supplements where they appear, treat them as a blessed character in *Classic*. If you do have *River o' Blood* or *Hexarcana*, see the sidebar Do That Voodoo, below.

Below, you can find a list of the powers available and the best miracles from the *Classic Player's Handbook* with which to replace them.

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Pre-Stone Voodooists

Before we released the rules update with *Stone and a Hard Place*, voodooists were treated as a different flavor of blessed. You can identify the older versions of this character by the fact they have the Arcane Background (Miracles) and Voodooist Edges. Like other blessed, they have neither specific powers listed nor Power Points.

If you run into one of these characters, the easiest thing to do is treat them like any other older blessed character—pick a number of miracles equal to her converted faith Aptitude level. If you have access to *River o' Blood* or *Hexarcana*, you can use the rules listed in the **Do That Voodoo** sidebar instead, giving the character a number of rituals equal to her *conjurin'* Aptitude.

DO THAT VODOO

If you have access to either *River o' Blood* or *Hexarcana*, you can convert any Reloaded voodooist you come across to those rules fairly easily. Give the character both a *faith: voodoo* and *conjurin'* Aptitude equal to his *faith skill die* (as explained under Skills to Aptitudes on pg. 12). Then just match any powers he may have to the list below. All the listed spells appear in either *River o' Blood* or *Hexarcana*.

Reloaded Voodoo Powers

Reloaded Power	Classic Miracle
Aim	Smite
Armor	Lay on hands
Barrier	Sacrifice
Beast friend	Succor
Blind	Smite
Boost/lower Trait	Smite
Confusion	Smite
Curse	Smite
Deflection	Holy roller
Dispel	Exorcism

Elemental manipulation	Smite
Environmental protection	Succor
Exorcism	Exorcism
Fear	Smite
Gambler	Holy roller
Greater healing	Lay on hands
Healing	Lay on hands
Inspiration	Inspiration
Light	Holy roller
Mind Rider	Inspiration
Protection	Protection
Pummel	Smite
Puppet	Smite
Quickness	Sacrifice
Sanctify	Sanctify
Smite	Smite
Speak Language	Sacrifice
Stun	Smite
Succor	Succor
Warrior's gift	Smite
Windstorm	Smite
Zombie	Smite

Reloaded Powers to Classic Spells

Reloaded Power	Classic Spell
Aim	Zobop's fix
Armor	Ogu's aura
Barrier	Cemetery gates
Beast friend	Malison* or Zombie master**
Blind	Cloud the mind
Boost/lower Trait	Powerful mojo
Confusion	Cloud the mind
Curse	Sendin' o' the dead
Deflection	Bad ju-ju
Dispel	Spell breaker
Elemental manipulation	Smite

<i>Environmental protection</i>	<i>Gad</i>
<i>Exorcism</i>	<i>Soul Trap</i>
<i>Fear</i>	<i>Malison</i>
<i>Gambler</i>	<i>Foretellin'</i>
<i>Greater healing</i>	<i>Conjure doctor</i>
<i>Healing</i>	<i>Conjure doctor</i>
<i>Inspiration</i>	<i>Foretellin'</i>
<i>Light</i>	<i>Salango's charm</i>
<i>Mind Rider</i>	<i>Eye o' the beholder</i>
<i>Protection</i>	<i>Cemetery gates</i>
<i>Pummel</i>	<i>Poison powder</i>
<i>Puppet</i>	<i>Voodoo doll</i>
<i>Quickness</i>	<i>Powerful mojo</i>
<i>Sanctify</i>	<i>Cemetery gates</i>
<i>Smite</i>	<i>Bite of Arignee</i>
<i>Speak Language</i>	<i>Revelation dust</i>
<i>Stun</i>	<i>Malison</i>
<i>Succor</i>	<i>Poultice</i>
<i>Warrior's gift</i>	<i>Wanga</i>
<i>Windstorm</i>	<i>Cloud the mind</i>
<i>Zombie</i>	<i>Baron Samedi's Pact* or Zombie master**</i>

*River o' Blood

**Hexarcana

Weird Science

Mad scientists in *Reloaded* choose powers much like hucksters. Each power then represents a specific gizmo they can build and use. And conversely, that gizmo's effects are clearly defined by the power. Each power listed for a given character usually also lists the name of the invention associated with that power in parentheses.

In *Classic*, mad inventions are a little more seat-of-your-pants, but generally work the same way in practice. Each inventor has a finite number of gizmos they can create. Just use mad scientist's power list (including the gizmo's name or description) as a guide to how to convert a power to a device.

Below we've listed the various powers available to mad scientists and provided a general description of the effect—Offensive, Defensive, Movement, or Utility. Some have obvious existing counterparts, for example: *armor* (bullet-proof vest), *burst* (flamethrower), and *fly* (rocket pack). Using the name of the device, power, and the description of the power's effect to cook up a similar gizmo.

Use the general malfunction descriptions found the Arcana chapter of the *Classic Marshal's Guide* if the gizmo doesn't have a ready-made counterpart already detailed.

Reloaded Weird Science Powers

<i>Reloaded Power</i>	<i>Classic Effect</i>
<i>Aim</i>	Offensive
<i>Armor</i>	Defensive (individual)
<i>Barrier</i>	Defensive (area)
<i>Beast friend</i>	Utility/offensive (information gathering, create ally)
<i>Blast</i>	Offensive (area)
<i>Bolt</i>	Offensive (individual)
<i>Boost/lower Trait</i>	Utility (individual, enhancing or reducing)
<i>Burrow</i>	Movement
<i>Burst</i>	Offensive (area)
<i>Deflection</i>	Defensive (individual)
<i>Detect/conceal arcana</i>	Utility (information gathering)
<i>Dispel</i>	Defensive
<i>Elemental manipulation</i>	Utility
<i>Entangle</i>	Offensive (area, non-damaging)
<i>Environmental protection</i>	Defensive (individual)
<i>Fear</i>	Offensive (area, non-damaging)
<i>Fly</i>	Movement
<i>Greater healing</i>	Utility (healing)
<i>Healing</i>	Utility (healing)
<i>Invisibility</i>	Defensive/utility

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<i>Light</i>	Utility
<i>Mind rider</i>	Utility (information gathering)
<i>Obscure</i>	Defensive
<i>Puppet</i>	Offensive (individual, control)
<i>Quickness</i>	Offensive (individual, enhancing)
<i>Smite</i>	Offensive (individual, weapon enhancement)
<i>Speak language</i>	Utility (information gathering)
<i>Speed</i>	Movement (individual)
<i>Stun</i>	Offensive (area, non-damaging)
<i>Succor</i>	Utility (healing)
<i>Telekinesis</i>	Utility
<i>Teleport</i>	Movement
<i>Wilderness walk</i>	Utility (stealth)
<i>Windstorm</i>	Defensive (area, non-damaging)
<i>Zombie</i>	Offensive (create ally)

Reloaded Harrowed

Harrowed characters convert the same as other hombres with respect to Traits, Aptitudes, and the like. Don't forget to give them all the perks from being a walking corpse either, like bonus Grit, resistance to pain, and so on. These are somewhat different in *Reloaded*, so don't transfer any special abilities the fugitive from Boot Hill might have just by virtue of being undead.

The Harrowed also have specific Harrowed powers, only in *Reloaded*, these are actually Edges, so you'll find them in the character's list of Edges. Unlike Harrowed powers in *Classic*, Harrowed Edges only come in a single version, or occasionally a basic and Improved one, but that's accounted for in our conversion list.

Harrowed also have Hindrances unique to being undead. If you have access to *The Book o' the Dead*, they mirror the Harrowed Hindrances listed there. Use the matching one, converting Minor Hindrances to the 2-point version and

major to the 5-point. If you don't have that supplement, just ignore them.

We've listed them below and along with what powers they most closely correspond. If the power is listed in parentheses, it's from the supplement *Book o' the Dead*. That's because *Reloaded* provides a lot of options for deaders right out of the cemetery gates, and many of them have no match in the *Classic Player's Handbook*. If you come across one of those and don't have access to that book, just pick the one that tickles your fancy from the *Handbook*. Do the same if you come across "Marshal's choice" – no *Classic* counterpart exists for these powers in any of the material.

Reloaded Harrowed Edges

<i>Reloaded Edge</i>	<i>Classic Power</i>
<i>Burrow</i>	<i>Burrow</i> 3
<i>Cat Eyes</i>	<i>Cat eyes</i> 3
<i>-Improved Cat Eyes</i>	<i>Cat eyes</i> 5
<i>Charnel Breath</i>	<i>Charnel Breath</i> 3
<i>Chill o' the Grave</i>	<i>Chill o' the Grave</i> 4
<i>Claws</i>	<i>Claws</i> 2
<i>-Improved Claws</i>	<i>Claws</i> 4
<i>Dead Man's Hand</i>	<i>Dead Man's Hand</i> 2
<i>Dead Reckoning</i>	<i>Dead Reckoning</i> 3
<i>Death Mask</i>	<i>Death Mask</i> 2
<i>-Improved Death Mask</i>	<i>Death Mask</i> 3
<i>Devil's Touch</i>	<i>Devil's Touch</i> 3
<i>Fast as Death</i>	<i>Fast as Death</i> 5
<i>Ghost</i>	<i>Ghost</i> 3
<i>Hell Fire</i>	<i>Hell Fire</i> 5
<i>Implacable</i>	<i>Marshal's choice</i>
<i>Infest</i>	<i>Infest</i> 3
<i>Mimic</i>	<i>Mimic</i> 3
<i>Nightmare</i>	<i>Nightmare</i> 2

-Improved Nightmare	Nightmare 3)
Possession	Possession 1 and Soul Flight 2
-Improved Possession	Possession 3 and Soul Flight 2
Rigor Mortis	Rigor mortis 2
Silent as a Corpse	Silent as a corpse 2
Sleep o' the Dead	Sleep o' the Dead 2
Soul Eater	Soul Eater 2
Speakin' With the Dead	Speakin' With the Dead 3
-Improved Speakin' With the Dead	Speakin' With the Dead 4
Spider	Spider 4
Spirit Sight	Dark Vision 5
Spiritual Barbwire	Marshal's choice
Spook	Claws 2 (Spook 3)
Stitchin'	Stitchin' 2
-Improved Stitchin'	Stitchin' 4
Supernatural Attribute	Supernatural Attribute 1
Trackin' Teeth	Trackin' Teeth 2
-Improved Trackin' Teeth	Trackin' Teeth 4
Undead Contortion	(undead contortion 3)
Unholy Host	(unholy host 5)
Wither	Claws 2 (wither 3)

Reloaded Abominations

Reloaded contains a rather exhaustive list of abominations and critters. We crammed not only all the ones from the *Classic Marshal's Handbook*, but also a ton of other fan favorites from our other supplements and adventures.

In general, use the rules above for converting abilities to Traits, skills to Aptitudes, and so on. However, there are a few tweaks and twists we want to address when it comes to abominations.

Unusually High Abilities and Skills

For some abominations—and even the rare character or two—you may run into either abilities or skills with die types of d12+2 or higher. Due to the differences in how dice pools work between the games, it's hard to give a hard-and-fast method for converting those supernaturally high scores over to *Classic*.

Our first recommendation is to compare similar creatures. If you come across a river leviathan, for example, take a look at a Maze dragon to give you an idea for an equivalent *Strength* and *Vigor* die type and level. Both are big water monsters, after all. And of course, if you have access to other *Classic* supplements, you might even have the stats on the critter already written up for you.

If neither of those options help, you can just fudge it and double the bonus. In other words, a *Strength* d12+4 might become a *Strength* d12+8—and don't forget to either assign it a level or draw a card to determine it. In general, most critters with Trait dice above d12 also have *at least* two levels in the Trait, if not more.

Secondary Traits

Abominations and critters often figure their Secondary Traits differently from human (or at least human-ish) characters.

Pace: Figure the creature's base Pace as you would for a normal character, i.e. its *Nimbleness* die type.

Size: Many creatures give you an idea of their size in their description or after their Size entry. You can refer to the chart under **Size** in the **Abominations** chapter of the *Classic Marshal's Handbook* to come up with the critter's Size, or use the one below.

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Size Conversion Table

<i>Reloaded</i> Size	<i>Classic</i> Size
-2	2 or less
-1	3-5
0	6
+1	7
+2	8
+3	9
+4	10-11
+5	12-13
+6	14-15
+7	16-17
+8	18-19
+9	20-21
+10	22-23
+11 (or more)	24+

Wind: Figure Wind normally except for creatures with the Construct Special Ability. Also, consider omitting Wind for particularly large, weird, or otherworldly abominations.

Terror: If the creature has the Fear Special Ability, it has a Terror score. Find the penalty listed for any Fear Check in the Special Ability's description, then compare it to the **Target Numbers** Chart on page 25 to find the comparable difficulty (TN). Use that number as the abomination's Terror score.

Special Abilities

Just like in *Classic*, there are too many Special Abilities for us to break down each one individually. The good news is Special Abilities in *Reloaded* tend to be more standardized, often described by keywords. However, don't let that rock you back on your boot heels, pardner. Even then they're almost always explained enough for you to get a handle on the game effect and translate it.

Often, you'll find what works in one game works just fine in the other without any change. Just keep in mind the modifications to Target Numbers, which we talk about in *Reloaded* Mechanics.

That said, there are a few tweaks you need to make to some common Special Abilities to make sure they convey properly into *Classic*, and we've detailed those below.

Armor: To translate *Reloaded* armor into *Classic*, divide the listed number by 2, rounding up and use that as the critter's Armor (not Light Armor).

Bite/Claws/etc.: As a rough guide, double the non-Strength damage dice used in the (un) natural weapon attack by an abomination (but not normal animal). You can either just use twice as many dice or, if it catches your fancy, roll a die type that's twice as large. In other words, if a *Reloaded* abomination does Str+1d4, you can have it do STR+2d4 or STR+1d8.

Construct: Constructs have no Wind score.

Gargantuan: This Special Ability has no counterpart in *Classic*. Your players should probably thank you.

Hardy: These creatures are supernaturally—or at least surprisingly—tough. If it's an abomination, usually that means it doesn't have Wind. For the rare non-supernatural opponent you may come across with this Special Ability, just double its Wind total to reflect it.

Undead: Use the standard *Classic* description for the *undead* Special Ability when you encounter abominations with this in *Reloaded*. There are a few differences in how they're handled between the two systems.

Black Magic in Reloaded

In *Reloaded*, black magic is just another Arcane Background. Its effects aren't quite as powerful as they are in *Classic*, but its practitioners have access to pretty much every Power in the books. That means there are a lot of options for *Reloaded* black magicians, but some are considerably more common than others.

To convert one of these characters to *Classic*, the first thing you need to do is swap the casters Spellcasting skill for the *faith* Aptitude, using the method detailed under Skills to Aptitudes, on page 12. Don't worry about Power Points or related Edges.

Next, find the *Classic* Black Magic spells closest in effect to the *Reloaded* Powers the cultist knows. We've listed the most commonly-encountered Powers below and their *Classic* counterparts. If you come across one not listed, you can refer to the Reloaded Weird Science Powers Table, on page 21, for the Power's general concept and use it to help select an appropriate Black Magic spell.

Reloaded Black Magic

<i>Reloaded Power</i>	<i>Classic Power</i>
<i>Armor</i>	<i>Dark Protection</i>
<i>Bolt</i>	<i>Bolts o' doom 1</i>
<i>Boost/lower Trait</i>	<i>Contagion</i>
<i>Confusion</i>	<i>Stun</i>
<i>Curse</i>	<i>Curse or sendin'</i>
<i>Deflection</i>	<i>Cloak o' evil</i>
<i>Dispel</i>	<i>Curse</i>
<i>Fear</i>	<i>Spook or illusion</i>
<i>Obscure</i>	<i>Stormcall</i>
<i>Zombie</i>	<i>Zombie</i>

Reloaded Mechanics

Once you've converted any characters and monsters, most of the real work is done. Use the *Classic* rules to resolve any mechanical issues like *Guts* checks, showdowns, or Tests of Will.

If you come across references to Social Contests or Dramatic Tasks, don't worry about trying to translate those mechanics. They're used when the action is supposed to be especially cinematic or evocative. For *Classic*, view them as opportunities for extended roleplay on the part of your players and assign any actual tasks the difficulty (and Target Number) you judge to be appropriate and play it out.

Target Numbers

The last thing to work out is what Target Numbers to assign given actions. In general, *Reloaded* uses a base Target Number of 4 to represent a action of average difficulty – a Fair (5) difficulty in *Classic*. Instead of named difficulty levels and set Target Numbers, heroes receive a positive or negative modifier to their rolls. To determine the appropriate difficulty level, just refer to the chart below.

Target Numbers

Modifier to Reloaded Trait roll	Classic Difficulty (Target Number)
+2	Foolproof (3)
0	Fair (5)
-1	Onerous (7)
-2	Hard (9)
-4	Incredible

