



Follow these handy guidelines if you're using *Savage Worlds Deluxe* to run your *Deadlands* game, Marshal.

SKILLS

Deadlands uses the Guts skill to represent a cowpoke's learned ability to master his own fear. Be sure to save a skill point or two for this one, amigo.

Guts (Spirit)

Guts reflects a hero's bravery. Characters are often called on to make Guts checks when they witness grisly scenes or encounter particularly horrific critters. Guts is used in place of Spirit for Fear rolls. The Marshal should refer to the Fright table in *Savage Worlds* for the effects of failure.

EDGES

The following Edges are not allowed in *Deadlands*: Arcane Background (Psionics) or (Super Powers), Martial Artist (or any Edge that lists it as a Requirement), Mentalist, Soul Drain, and Wizard. As usual, characters may only take one Arcane Background Edge.

POWERS

The following powers are not allowed in *Deadlands*: *banish*, *divination*, *intangibility*, and *mind reading*.

The power descriptions in the *Deadlands Player's Guide* are superseded by the *Savage Worlds Deluxe* versions (but Trappings are unchanged). Use the following Trappings for new powers from *Savage Worlds Deluxe*.

Blind

Blessed: Holy light springs forth.

Huckster: The huckster's fan of cards burst into brilliant light. Called *bedazzle*.

Mad Scientist: Ocular Paralysis Spray, Flash Grenade.

Martial Artist: Not available.

Shaman: Call upon the spirits to steal sight.

Confusion

Blessed: The blessed poses a philosophical conundrum. Called *enigma*.

Huckster: Illusory shapes swirl all around. Called *confound*.

Mad Scientist: Befuddlement Serum, Mind Eraser Ray.

Martial Artist: Not available.

Shaman: A chaotic, disorienting chant.

Damage Field

Blessed: Not available.

Huckster: Dehydrates everything in range. Called *parch*.

Mad Scientist: Entropy Generator.

Martial Artist: No visible effect.

Shaman: Not available.

Darksight

Blessed: Voodooists only. Called *eyes of the loa*.

Huckster: Not available.

Mad Scientist: Ghost-Rock Goggles.

Martial Artist: No visible effect.

Shaman: Dancing, purification rituals.

Disguise

Blessed: Not available.

Huckster: The huckster's features morph and change. Called *impostor*.

Mad Scientist: Self-Altering Mask, Automated Wax Impressionizer.

Martial Artist: Not available.

Shaman: Fetish mask.

Drain Power Points

Blessed: Not available.

Huckster: Not available.

Mad Scientist: Ectoplasmic Reversal Field, Soul Trap.

DEADLANDS DELUXE-IFIED!

Martial Artist: No apparent effect. Called *fangs of the serpent*.

Shaman: Dreamcatcher, medicine bag.

Farsight

Blessed: Not available.

Huckster: Uses an ordinary mirror like a crystal ball. Called *looking glass*.

Mad Scientist: Etheric Transmission Accelerator, Mega-telescope.

Martial Artist: Not available.

Shaman: Dancing, purification rituals.

Growth/Shrink

Blessed: Not available.

Huckster: Not available.

Mad Scientist: *Shrink* only. Shrink Ray.

Martial Artist: The chi fighter modulates his breathing and heart rate.

Shaman: *Growth* only. The shaman asks the spirits of the trees to grant her size and resilience.

Havoc

Blessed: Not available.

Huckster: An invisible field of force directed by the huckster. Called *clear out!*.

Mad Scientist: Kinetic Dispersal Field, Automatic Billiardizer.

Martial Artist: The martial artist throws a punch into mid-air.

Shaman: Not available.

Pummel

Blessed: The blessed prays, and the earth rumbles and shakes.

Huckster: A loud peal of thunder erupts. Called *thunderclap!*.

Mad Scientist: Ghost Steel Magneto-repulsifier, Personal Pressurized Water Cannon.

Martial Artist: The fu-fighter leaps into the air and punches the earth so it buckles.

Shaman: Dancing, purification rituals.

Slow

Blessed: Not available.

Huckster: Targets grow extremely lazy. Called *lethargy*.

Mad Scientist: Time-Contraction Sphere, Molasses Spray.

Martial Artist: The martial artist seems to move much faster than his foes.

Shaman: Not available.

Slumber

Blessed: Not available.

Huckster: The huckster shuffles cards hypnotically. Called *nighty-night*.

Mad Scientist: Delta Wave Enhancement Modulator, Ghost-Rock-Infused Warm Milk Grenade, Lulla-beam.

Martial Artist: Not available.

Shaman: The shaman blows strange dust at the target and petitions the dream-spirits.

Summon Ally

Blessed: Not available.

Huckster: Can only be used to summon animals—see below. Named *call o' the wild*.

Mad Scientist: Not available.

Martial Artist: Not available.

Shaman: Can only be used to summon animals—see below. The medicine man calls out to the spirit of the animal he wishes to summon.

Cost	Rank	Animal Types
3	Novice	Hawk, rabbit, cat
4	Seasoned	Dog, wolf, deer
5	Veteran	Lion, tiger
6	Heroic	Bear, shark
7	Legendary	Great white shark

Wall Walker

Blessed: Not available.

Huckster: The card sharp's palms and soles get sticky. Called *flypaper fingers*.

Mad Scientist: Suction Gloves and Boots, Gravity Nullifier.

Martial Artist: The martial artist runs with blinding speed—right up walls and across ceilings.

Shaman: The shaman petitions a spider spirit to borrow its skills.

Warrior's Gift

Blessed: The blessed sings a *battle hymn*.

Huckster: Not available.

Mad Scientist: Ghost-Rock Pep Pill, Combat Enhancement Helmet.

Martial Artist: No apparent effect.

Shaman: Self-lacerations, frenzied dancing. Called *spirit warrior*.