



## Deadlands Conversion

### Converting from Deadlands Classic to Deadlands D20

Converting from Deadlands to Deadlands D20 is somewhat difficult and requires several decisions. It's difficult because regular Deadlands is a skill-based system and the D20 system is level-based. There's no good way to say "your Deadlands character is a 5th level gunslinger." Even if there was, it may mean another character in the same posse, who has been adventuring just as long, is an entirely different level.

#### Converting Player Characters

The first thing that must happen is the Marshal must decide what level he *wants* player characters to be. You should then translate your hero's Attributes but after that abandon these conversion rules and recreate your hero as if you had advanced to that level through the D20 system. That's the only way to ensure your D20 character gets the right skills, Feats, and other important perks he needs for that system. If you ignore this advice, you'll have a loosely translated hero, but he won't be set up to take advantage of higher-level Feats or prestige classes.

You'll also have to decide what *class* your hero is. In most cases, this is fairly easy to figure.

Once you determine your level and class, you will also determine your Hit Points, and you will be able to choose the appropriate Feats and skills for your chosen profession.

#### Converting Monsters and NPCs

If you are the Marshal, and you're looking at a Deadlands sourcebook and want to translate a monster or character, you should likewise decide what level you want him or it to be. If we give you a formula for this, it may mean that some threat in an introductory adventure, by virtue of a high skill, is far too great a challenge your low-level posse.

That said, we can get you started.

#### Attributes

To convert Attributes from Deadlands to Deadlands D20, you must calculate "conversion totals." Do this by adding the coordination and die type of your character's Deadlands statistics as instructed below. A score of 3d8, for instance, is a total of 11, while a 2d6 has a conversion total of 8. If you're told to average different statistics, average the totals and round up. Averaging the 3d8 (11) and 2d6 (8) above, for example, yields an average of  $(11+8/2)=10$ .

The conversion total plus 2 is your character's statistic in Deadlands D20.



Deadlands	Deadlands D20
Strength	Strength
Dexterity	Average of Deftness plus Nimbleness
Constitution	Vigor
Intelligence	Average of Smarts and Knowledge
Wisdom	Average of Smarts and Spirit
Charisma	Mien

**Example:** A hero with a 4d8 Vigor has a conversion total of 12. Adding 2 to that number gives the character a Constitution score of 14.

- Quickness is not used in Deadlands D20.
- Cognition is translated into the Spot skill (see below)

#### Skills

As with levels, you have a decision to make before translating skills. For a realistic translation, or to recreate a player character in Deadlands D20, you should start the character at 1st level and then progress him normally to the appropriate level.

If you want a quick translation, simply double the Deadlands skill level for Deadlands D20. If a hero has a Lockpicking skill of 4d12, for example, you ignore the d12 and double the skill level of 4 for a total of 8.

Some of the skills listed below refer to Deadlands skills as well. Figure a conversion total for these just as you did Attributes. Quick Draw, for example, is a skill in Deadlands but a Feat in D20. The text says "Characters with a 14 or better Quick Draw skill get the Quick Draw Feat." That means to get a conversion total, and if it adds up to 12 or more, give the character the Quick Draw skill. A Deadlands gunfighter with a Quick Draw of 4d8, for example, has a conversion total of 12 and thus gets the Quick Draw Feat in D20.

# Skills

## Deadlands Skill

Academia	<b>D20 Skill</b> Knowledge (Arcane, religion, nature, or other)
Animal Wranglin'	Handle Animal
Area Knowledge	Wilderness Lore
Artillery	Knowledge (Artillery)
Arts	Craft
Bluff	Bluff
Bow	Ignore
Climbin'	Climb
Cognition (Attribute)	Apply to both Spot and Listen
Demolition	Demolition*
Disguise	Disguise
Dodge	Ignore. Characters with a Dodge of 12 or better may have the Dodge Feat
Drivin'	Drivin'*
Faith	Faith*
Fightin'	Ignore--dependent on class and level
Filchin'	Pick Pocket
Gamblin'	Gamblin'*
Guts	Ignore. Fear checks are dependent on Will save in D20.
Horse Ridin'	Ride
Language	Speak Language
Leadership	Ignore
Lockpickin'	Open Lock
Mad Science	Mad Science*
Medicine	Heal
Overawe	Intimidate
Performin'	Perform
Persuasion	Diplomacy
Professional	Profession (specific occupation)
Quick Draw	Ignore. Characters with a Quick Draw of 12 or more may have the Quick Draw Feat.
Ridicule	Ridicule*
Science	Knowledge (type of science)*
Scroungin'	Ignore
Scrutinize	Sense Motive
Search	Search
Shootin'	Ignore.
Sleight o' Hand	Sleight of Hand*
Sneak	Apply to both Move Silently and Sneak
Speed Load	Speed Load
Streetwise	Gather Information
Survival	Wilderness Lore
Swimmin'	Swim
Tale Tellin'	Tale Telling*
Teamster	Handle Animal
Throwin'	Ignore
Tinkerin'	Tinkering*
Trackin'	Characters with a 12 or better

Trade

trackin' may have the Track Feat  
Profession (specific occupation)

*\*see Deadlands D20*

## Other Skills

Here are a few D20 skills that need to be figured separately. Not every character should have these skills of course, but if you think they should, here are their rough equivalents.

### D20 Skill

- Alchemy
- Animal Empathy
- Appraise
- Balance
- Concentration
- Decipher Script
- Disable Device
- Escape Artist
- Forgery
- Innuendo
- Intuit Direction
- Jump
- Read Lips
- Scry
- Spellcraft
- Tumble
- Use Magic Device
- Use Rope
- Wilderness Lore

### Rough Equivalent

- Alchemy (see Way of the New Science)
- No Deadlands equivalent
- Half Smarts
- Half Nimbleness
- Half Spirit
- Decipher Script\*
- Tinkering
- Half Average of Deftness and Nimbleness
- Half Smarts
- No Deadlands equivalent, you should probably use Persuasion
- No Deadlands equivalent, but give a +5 bonus to those with the Direction Sense Edge
- Half Average of Strength and Nimbleness
- Half Average of Cognition and Knowledge
- No Deadlands equivalent
- Particular spellcasting skill, like Faith or Mad Science, but enforce a -4 penalty to understand magical abilities of another type
- Half Nimbleness
- Half Smarts
- No Deadlands equivalent. Come on, it's a rope. Maybe Survival if you're really desperate.
- Survival

## Edges & Hindrances

We're currently working on adding Edges & Hindrances to Deadlands D20 and Hell on Earth D20 games. We'll post more on this in a few weeks.



## Sample Conversion

Let's work through an example. Here's Virginia "Ginny" Hickson from the original *Smith & Robards* adventure, "The Crucible." The Marshal has decided the adventure is to be suitable for character levels 3-5, and Ginny is to be a 5th level Black Magician (page 125 of the DL D20 rule book).

### Ginny's Attributes

Let's convert her attributes first. Ginny's Deadlands attributes are: D:3d8, N:2d6, S:2d6, Q:2d8, V:2d8, C:2d8, K:2d6, M:2d12, Sm:3d6, Sp:2d8.

Her D20 Attributes would then be:

Strength=10, Dexterity =12, Constitution=12, Intelligence=9, Wisdom=10, Charisma 16. Pretty solid for an undercover witch.

### Ginny's Skills

Since this is an NPC, the Marshal doesn't feel like starting Virginia from scratch and leveling her up, so he translates her skills as well. Her Deadlands skills are

Shootin' 3d8: This gets ignored as D20 attacks are level-based. Her attack, based on level and Dexterity is +4.

Dodge 2d6: Ignored, but Virginia's AC is 10 plus her Dex bonus of +1=11.

Faith: black magic 4d8: Ignored. See below.

Guts 3d8: Ignored. Ginny's fear checks are derived from her Will save.

Horse ridin' 3d6: Ride of +6

Sneak 4d6: Move Silently +8, Hide +8

Fightin' 3d6: This gets ignored as D20 attacks are level-based. Her attack, based on level and Strength is +3.

Persuasion 4d12: Diplomacy

Quick draw 3d8: Ignored

Scrutinize 3d8: Sense Motive +6

Sleight o' hand 4d8: Sleight of Hand +8

### Additional Skills

Virginia is a 5th level Black Magician, so she also has the Black Magic skill at her maximum. The Marshal decides witch-magic should be based on Intelligence, so she has no bonus for that.

She should also have Concentration and Spellcraft. The Marshal looks at the Additional Skills chart and makes her Concentration based on her 2d8 Spirit. That gives her a +5. Spellcraft is based on her Faith (Black Magic) Deadlands skill of 4d8, giving her a +8.

### Spell Selection

In Deadlands, Virginia has only two spells, Pact 4 (amulet), and puppet 3. The Marshal decides the amulet is a magical item that simply lets her summon and control the beast featured in the story

with a simple Black Magic roll of DC 10. The puppet spell is *charm person*, a perfect spell for the charming witch.

### Finishing Touches

Ginny is also Purty and has the Voice (soothing). Since Pinnacle hasn't done Edges & Hindrances for Deadlands D20 yet, the Marshal decides Ginny gets a +2 to her Charisma to account for her good looks and sultry voice.

She's also vengeful and loyal to Mina Devlin. There's no rules for this—the Marshal just keeps it in mind for when sweet Virginia turns on the posse and makes their lives a living hell!

### Legalese

This document is intended as a supplement to Deadlands D20 and its use is required. Please refer to the Open Gaming License, Trademark, and Copyright information found in that book.

Deadlands and all related characters and concepts are Copyright 2002, by Pinnacle Entertainment Group, Inc. All Rights Reserved.

