CONVERTED ROLLS & MODIFIERS

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

CHAPTER ONE

p. 10 Witness the state of Klauber's hotel room: Guts versus Fear/Nausea.
Assess Lil's Attitude: Notice.
Find the note in Chinese: Notice.
Assess the corpse: Healing (+2). For each success and raise, reveal a clue.

p. 11 Hunch hex: Use the hunch power in the Deadlands Player's Guide.
On a successful use of the Hunch power: Guts roll (Fear Level 5).
Interrogating the Townsfolk (optional shortcut): Streetwise. For each success and raise, reveal a clue.

p. 13 See through Red Cloud's deception: Notice versus his Persuasion.

p. 14 See that H. J. Kent is lying: Notice versus his Persuasion.

CHAPTER TWO

p. 15 Get information from Pine:
Persuasion (begins at Uncooperative).

p. 16 Find papers: Notice (~2).
Find annotation on papers: Smarts.

p. 17 Communication with hotel workers:
Knowledge (Cantonese).
Get information from Moscoe:
Persuasion (begins at Uncooperative), or Intimidation. With a raise, he speaks of the Bloody Ones.

p. 18 Work out the chain of introductions: Streetwise (~2) or Knowledge (Shan Fan).
Impress a street-level regulator:
Persuasion (begins at Uncooperative), or Intimidation.
Impress a Chinese street soldier:
Persuasion (begins at Uncooperative), or Intimidation.

p. 19 Get more info out of Hou:
Persuasion (begins at Uncooperative).
Penalty for backing down: All rolls dealing with the people of Shan Fan are at ~1.

p. 20 Spot Caroline's reaction(534,668),(573,703): Notice versus her Persuasion.

Overturned tables and saloon walls:
Provide Medium cover and Armor 2.

p. 21 Understand not to give chase:
Common Knowledge (+2 for Shan Fan citizens and Chinese; ~2 for non-Chinese characters).

Realize the implications of the town plan: Common Knowledge.

CHAPTER THREE

p. 23 Recognize Marie Dubois:
Knowledge (Lost Angels).
Recognize Caroline DeCarlo:
Knowledge (Lost Angels) (~2).
Realize Marie is serving food:
Smarts.

p. 24 See through each of Marie's stories:
Notice versus her Persuasion.

p. 25 Locate Harmon Kelly's hotel:
Streetwise.

CHAPTER FOUR


p. 29 DeCarlo sneaks onto the balcony:
Stealth (versus the posse's Notice, if they are on the lookout).

p. 31 Seeing through Grimme's stories:
Notice versus his Persuasion.
EXTRAS
For all extras not mentioned here, use the Townsfolk stats in the Deadlands Marshal’s Handbook and adjust as you feel appropriate.

For NPC gear, refer to the original adventure unless noted below.

p. 6 Harmon Kelly: Use Townsfolk stats in the Deadlands Marshal’s Handbook and add the McGyver Edge.


WILD CARDS

p. 8 Mariposa Lil: Use stats in Deadlands: The Flood.

H. J. Kent: Use stats in Deadlands: The Flood.

p. 18 Rat Skinner Hou: Use stats in Deadlands: The Flood.

STALKS THE NIGHT/RED CLOUD
Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12, Vigor d10
Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Knowledge (English) d6, Knowledge (Great Maze Settlements) d10, Notice d6, Persuasion d6, Riding d6, Shooting d12, Stealth d8, Survival d10, Tracking d12
Charisma: –2; Grit: 6; Pace: 8; Parry: 9; Toughness: 8
Hindrances: Bloodthirsty, Old Ways Oath (Minor), Vengeful (Major), Vow (Destroy users of black magic), Vow (Drive out the white man)
Edges: Brawny, Command, Fervor, Fleet-Footed, Followers (The Warrior’s Trail), Improved Block, Improved Frenzy, Inspire, Marksman, Nerves of Steel, Noble, No Mercy, Reputation, Trademark Weapon (Ancestral Bow), True Grit, Two-Fisted, Woodsman
Gear: Ancestral Bow (24/48/96; 3d6), twin war clubs (Str+d6).

RASCALS & CRITTERS

Chinese Street Soldier: Use Martial Artist stats in the Deadlands Marshal’s Handbook, but increase Fighting to d10 and add Shooting d8.

p. 23 Marie Dubois: Use stats above for Average Worshipper, but add Persuasion d6.


Caroline DeCarlo: Use 13 Ghouls stats in Deadlands: The Flood, but she is not Harrowed. Add the Damned Edge.

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.