Deluxe-ified!

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The power descriptions in the *Deadlands Player’s Guide* are superseded by the *Savage Worlds Deluxe* versions (but Trappings are unchanged).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.
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: Not available.

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.

<table>
<thead>
<tr>
<th>Cost</th>
<th>Rank</th>
<th>Animal Types</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>Novice</td>
<td>Hawk, rabbit, cat</td>
</tr>
<tr>
<td>4</td>
<td>Seasoned</td>
<td>Dog, wolf, deer</td>
</tr>
<tr>
<td>5</td>
<td>Veteran</td>
<td>Lion, tiger</td>
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<tr>
<td>6</td>
<td>Heroic</td>
<td>Bear, shark</td>
</tr>
<tr>
<td>7</td>
<td>Legendary</td>
<td>Great white shark</td>
</tr>
</tbody>
</table>

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.
Martial Artist: No apparent effect.