

# FEAR AGENT CONVERSION

CONVERT THE FEAR AGENT RPG TO THE SAVAGE WORLDS ADVENTURE EDITION  
BY SHANE HENSLEY

*Fear Agent*™ was written for *Savage Worlds Deluxe*, but it's easy to update for the *Savage Worlds Adventure Edition*. Most of the rules can be used as-is. Those that require a little more work are detailed below.

Where core rules differ, the Game Master can use whichever version she prefers. Both versions will work just fine in your game, though those presented in SWADE are a bit more structured and streamlined.

**Note:** This is a living document. If you see something we missed, please tell us on the [Pinnacle forums!](#)

## GENERAL NOTES

Racial abilities, skills, Edges, Hindrances, and gear should be converted to their SWADE equivalents. Knowledge (Astrogation) becomes Science, for example, and Tracking is Survival. If a character has two skills that have been merged into one in SWADE (such as Survival and Tracking), use the higher of the two values for the new skill.

Perform is now Performance.

If a being has an Edge or Hindrance without an obvious equivalent in SWADE, you can either ignore it or give it a new one you feel has the same general theme.

Unless otherwise stated, intelligent beings have Common Knowledge and Persuasion at d6, and all beings have Athletics, Notice, and Stealth at d6. The GM should increase this to the linked attribute (or higher) if she feels it's appropriate. In *Fear Agent*, most intelligent races have Electronics at d6 (or higher) as well.

Charisma is ignored.

Ignore all instances of Climb for flying creatures and vehicles.

Special Abilities such as Construct or Undead, or those that mimic Edges such as Frenzy, should use the updated versions presented in SWADE.

## CHAPTER TWO: MAKIN' HEROES

Follow the rules presented in SWADE to make characters.

### NEW HINDRANCES

- **P15 AMOROUS:** The penalty applies to Tests.
- **P17 DARK SECRET:** Ignore the Charisma penalty and create the Dark Secret itself. Feel free to create a Minor version of the Hindrance as well. Did you start an

interstellar war? Leave the hatch open on your ship, causing the death of a companion? Talk to the Game Master about the consequences should your secret be discovered.

- **P17 REBELLIOUS:** Subtract 2 from Persuasion when dealing with authorities, including elders, soldiers, or anyone who barks commands at you.
- **P17 SHORT TEMPER:** Use Thin Skinned instead.
- **P17 XENOPHOBE:** Subtract 2 when making Persuasion rolls on aliens of any kind, but more importantly, roleplay that mistrust and disdain. Treat 'em like the invading species you think they are.

## CHAPTER THREE: EQUIPMENT

Use as listed or replace with the rules from SWADE where an item has been updated, such as the medieval style armor of the astorgians and ch'ka-tun soldiers.

### ARMOR

- **P23 BODY ARMOR:** Use the Kevlar vest listed in SWADE.
- **P23 BREASTPLATE:** The Minimum Strength for this kind of breastplate is d8. It's equivalent to chain mail. For sturdier varieties, use the Plate Mail Corselet in SWADE.
- **P23 SPACESUIT:** Min Str is d4. The armored version is d8.

### WEAPONS

Use SWADE for standard hand weapons, firearms, etc.

- **P25 DRESSITE ENERGY SPEAR:** Min Str is d6.
- **P25 DRESSITE VIBRO SAW:** Min Str is d6.
- **P25 FLAMER:** Min Str is d6.
- **P25 FREONIUM GUN:** Min Str is d6.
- **P25 LASER:** Min Str for pistol is d4, Rifle is d6, and Gatling laser is d8.
- **P26 MISSILE LAUNCHER, PORTABLE:** Min Str is d8.
- **P26 STUNNER:** Min Str is d4.



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## CHAPTER FOUR: SPACESHIPS

- **P31 SPACE BATTLES:** Use the Chase rules from SWADE for battles between ships.
- **P34 SPACESHIP MODIFICATIONS (AMCM):** Use the rules and AMCM from SWADE.
- **P36 SAMPLE SHIPS:** Ignore Acc and Climb and use the following values for Handling and Top Speed:

TYPE	HANDLING	TOP SPEED
Cargo Hauler, Light	-1	1800 MPH
Cargo Hauler, Heavy	-2	750 MPH
Exploration Vehicle	-1	1500 MPH
Fighter	+1	2700 MPH
Frigate	0	1800 MPH
Scout Ship	0	2100 MPH
Shuttle	0	2100 MPH
Yacht	0	2100 MPH

## CHAPTER NINE: THE SEARCHERS

### PART I: BLOODHOUNDS

- **P67 THE HOPE:** Handling 0, Top Speed 2100.

## CHAPTER TEN: SAVAGE TALES

### EXTERMINATORS, TOO!

- **P132 GRUNK (Surlly):** Use Outsider and Menacing instead.

## CHAPTER TWELVE: BESTIARY

### CREATURES

- **P146 FEEDER (Tentacles):** Use the rules for tentacles instead. The creature has four tentacle actions and a Reach of 6. Bound or Entangled prey may be bitten as usual.
- **P147 FATHER FEEDER (Tentacles):** Use the rules for tentacles instead. The creature has four tentacle actions and a Reach of 6. Bound or Entangled prey may be bitten as usual.  
Increase Size to +12, Strength to d12+10, and Toughness to 26 (4).
- **P148 FLITTER:** Treat as a Swarm instead.
- **P148 FROGRE (Tongue Snare):** Use the Grappling rules in SWADE, and give the frogre +2 when using its tongue (treat it as a tentacle).
- **P150 KRET (Disease-Ridden):** The disease is Debilitating (see Hazards/Disease in SWADE).
- **P153 TICK (Size):** Change Size to -4, Strength to 1, and Toughness to 1.
- **P153 TICK (Grapple):** Ignore this ability. Instead, these alien ticks attempt to Grapple with Athletics d6. Their bite causes no damage, but hits automatically once a victim

is Entangled or Bound. He just then make a Vigor roll or be Fatigued.

- **P153 TIDOK / MATURE TIDOK (Tentacles):** The tentacles can attack up to four targets at no Multi-Action penalty.
- **P154 VOID EATERS (Size -1):** Add Very Small to their Size.

### SENTIENTS

- **P157 DRESSITES (Grapple):** Ignore the listed ability. They may automatically cause their Acidic Touch damage to foes they've Bound or Entangled instead of "Crushing" them.
- **P159 DRESSITE ASSAULT SHIP:** Handling -1, Top Speed 2100 MPH.
- **P160 FLITORIAN SHERIFF (Edges):** Change Quick Draw to Quick.
- **P161 GASTROPOD (Odious):** They have the Ugly (Major) Hindrance instead.
- **P161 HENRONIANS:** Add Science at d6, change Odious to Ugly (Major).
- **P162 HUMANS (Fear Agents):** Add the Soldier Professional Edge to help with environmental hazards and the new Minimum Strength on the armored spacesuits!
- **P165 MARG (Surlly):** Use Outsider and Menacing instead.
- **P167 NEAVSIVIAN (Life Drain):** The neavsivian can use this attack instead of "Crushing" once it has Bound or Entangled a foe.  
Reduce Size to +2, and Toughness to 12 (4).
- **P170 TETALDIAN AUTOMATON (Size):** Reduce Size to +2, and Toughness to 14 (4).
- **P174 TETALDIAN ATTACK SAUCER:** Handling +1, Top Speed 2100 MPH.
- **P174 TETALDIAN MOTHERSHIP:** Handling -1, Top Speed 900.
- **P177 ZERIN GARGANTUA (Size):** Increase Size to +12.
- **P178 Z'ZARNAK (Constrict):** Ignore the text—the creature uses its tentacles to Grapple (see SWADE). It can constrict at Str+d6 when it "Crushes" a Bound or Entangled foe.

### PROFESSIONAL TEMPLATES

- **P181 PIRATE SHIP:** Handling +1, Top Speed 1,950 MPH.
- **P183 SOLDIER / OFFICER:** Add the Soldier Edge.

### PERSONALITIES

- **P185 ANDI BIGLEY (Grapple):** Ignore the text. She can use her acidic touch instead of "Crushing" a Bound or Entangled foe.
- **P186 THE BLACK GALLEON:** Handling 0, Top Speed 1,350 MPH.
- **P188 "ANNIE":** Handling +1, Top Speed 2,250 MPH.