

# THE GOON CONVERSION

CONVERT THE GOON™ RPG TO THE SAVAGE WORLDS ADVENTURE EDITION

BY SHANE HENSLEY

*The Goon*™ 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.

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: MAKING MOOKS

Follow the rules presented in SWADE to make characters.

### NEW HINDRANCES

- **AMOROUS:** The penalty applies to Tests.
- **AFFLICTED:** You can either give the hero the Anemic Hindrance, or a Chronic disease (see **Hazards, Disease** in SWADE).

- **CORRUPT:** Ignore the Charisma penalty, but take Mean if you really want people to hate you. The Virtue hit is bad enough for this Hindrance.
- **DARK SECRET:** Ignore the Charisma penalty and do something more creative involving the Dark Secret itself. Are you living two identities like the Goon? The GM can work with that. Were your parents werewolves? She'll have a field day tormenting you when they show up for Christmas dinner.
- **REBELLIOUS:** What is it with all these anti-social Charisma penalties? Subtract 2 from Persuasion when dealing with authorities, and they generally wanna get up in your grill.
- **REPULSIVE:** Again with the Charisma? You'd think this game was all about spiteful people. Ignore this one and just be happy with Ugly instead.
- **SHORT TEMPER:** Use the rules for Thin-Skinned (-2 to resist Taunts), but instead of getting your feelings hurt, start thumpin' rubes!
- **SMART MOUTH:** Instead of yet another freakin' Charisma penalty, just actually role-play smarting off. See how far that gets you in the Town. Trust us. It's fine. No penalty. Just be a jerk. Like Franky. It'll all work out.
- **STOOL PIGEON:** No penalty. Just rat out your friends to your enemies. Maybe you'll make a few bucks, or get a shiny new gat. Or impress that shifty moll down the street with your knowledge of all things treasonous.

### NEW EDGES

- **LIQUID COURAGE:** Use SWADE.
- **KNIFE TO THE EYE:** The talky-talky (Persuasion) roll is still versus Smarts for this Edge only (it's normally Spirit), and is a Test should it matter for some of your other freaky Edges.
- **HITMAN:** Use this as-is, but the Weapon Master Legendary Edge is no longer available in this setting.
- **MOXIE:** Treat this as "Improved Humiliate." The Requirements are now Novice, Humiliate. You can use Taunt to *resist* Intimidate and Taunt Tests.
- **REPUTATION:** The character gets a free reroll on Intimidation checks if the GM decides the target has heard of her exploits.
- **SNAKE OIL SALESMAN:** Use Charismatic instead.



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## RAGES

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- **FISHMAN:** Fishmen are Very Ugly. At least to most others. We're sure their fish-mommas love 'em though.  
Drop their free Boating skill to d4. Don't know why a Fishman needs Boating, but there for the grace of Cod and all.
- **HOBO:** Under Skills, give 'em English at d4 and increase their Stealth to d6.
- **SLACKJAW:** Hindrance should just be the Corrupt Hindrance. Repulsive is Very Ugly. Slow is Reduced Pace twice, so Pace 4, their Running die is a 1, and they subtract 2 from Athletics where movement and mobility are important. Add in a dose of Reduced Core Skills (Persuasion). They can buy it up normally, but don't get the free d4 everyone else gets. So sad.
- **SPIDER:** Your Bite is now Str+d4, Tiny Fangs. On the plus side, a successful chompy-chomp gives you the upgraded Poison ability. You choose whether it's Knockout, Lethal, or the "Fun at Parties" Paralyzing variety. Of course using it Fatigues you, but you can choose whether to inject when you bite or not. Yay!  
Repulsive is Very Ugly. Sorry. Spider.
- **WEREWOLF:** These furries are a little over-powered, so add Reduced Core Skill (Persuasion), then pick up two more points of Hindrances on top of Corruption and Phobia (Major). On the plus side, you get to choose 'em! Reduce their Size to Size +2.

## CHAPTER THREE: GEAR AND LOOT

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Use as listed or replace with the rules from SWADE where an item has been updated.

- **BULLETPROOF VEST:** Use the regular Kevlar vest listed in SWADE. Okay, if you're too lazy to look it up, it's Armor +2 but reduces damage from bullets...and just bullets, mind you, don't get tricky on us...by 4.
- **WEAPONS:** Use the SWADE versions, and see the table at the end of this doc for those pig-stickers, head-thumpers, and other implements of mayhem that don't appear in SWADE.
- **VEHICLES:** See the end of this doc for a revised list, then travel in style as you run over those slackjaws that don't have sense enough to shamble out of your way.

## CHAPTER FIVE: SETTING RULES

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- **ARCANE BACKGROUND (Magic):** Use the Backlash rules from SWADE (it's a Critical Failure on your arcane skill roll, not a 1 on your skill die). This results in the usual Backlash from SWADE and the hero must make a Virtue check. If he fails, he rolls on the Misery Never Dies Table.
- **ARCANE BACKGROUND (Weird Science):** Same as the rules for magical backlash, above, bub.

- **RELICS (Fate's Elixir):** The hero draws an additional Action Card for the next two rounds after imbibing (stacks with all other Edges that do the same) and adds +2 to all Shooting rolls during that time.
- **RELICS (Zombie Eye):** Reduce Persuasion and Performance rolls by 1 when wearing something so revoltin'.

## CHAPTER NINE: FROM HELL'S HEART WE BITE AT THEE!

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### ISSUE 7: FANGS AND FURY

- **CHAPEL GUARDIAN (Engulf):** Use the Grappling rules from SWADE. Anyone Bound or Entangled automatically takes the critter's 2d4 damage each round on the creature's turn.

### ISSUE 8: AGAINST THE SNAKE GOD

- **THE SNAKE GOD (Poison):** The snake god's poison is Lethal.

## CHAPTER ELEVEN: TOUGHS, LUGS, AND FEMME FATALES

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Don't forget to use the updated Racial Abilities for Bog Lurks, Fishmen, Hobos, Slackjaws, Spiders, Werewolves.

### CREATURES

- **THE GREAT ZOMBIE CHIMP:** Change his Size to 5, his Strength to d12+4, and his Toughness to 16.
- **SEA HAG:** She's Huge, not Gargantuan.
- **CAT:** Change its Size to -3 (Very Small), and reduce its Strength to d4-3 and its Toughness to 3.
- **THE COVEN (Longfingers):** His frog familiar is Tiny. Use the Cat profile as directed but change Strength to 1, Vigor to d6, and Toughness to 1.
- **THE COVEN (Spindle):** Her spider familiar is Tiny. Use the Cat profile as directed but change Strength to 1, Vigor to d6, and Toughness to 1.
- **THE COVEN (Stone):** Use the statistics for Snake in SWADE for her familiar.
- **THE COVEN (Rake):** Her bat familiar is Tiny. Use the Cat profile as directed but change Strength to 1, Vigor to d6, and Toughness to 1.
- **RAT, GIANT (Infection):** Its disease is Debilitating.

## VEHICLES

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Roadster	4 (Large)	+1	85	9 (3)	1+1 (+2)	550
Old-Model Roadster	4 (Large)	+1	60	8 (2)	1+1 (+2)	250
Sedan	4 (Large)	0	75	9 (3)	1+4	600
Old-Model Sedan	4 (Large)	0	50	8 (3)	1+4	250
Luxury Sedan	4 (Large)	0	85	9 (3)	1+4	4500
Ultra-Luxury Sedan	4 (Large)	0	55	10 (3)	1+6	20K
Truck	4 (Large)	-1	70	8 (3)	1+1	550
Old-Model Truck	4 (Large)	-1	60	8 (2)	1+1	200
Motorcycle	0 (Normal)	+1	90	7 (1)	1 (+1)	300

## HAND WEAPONS

TYPE	DAMAGE	MIN STR	WEIGHT	COST	NOTES
Axe	Str+d6	d6	3	\$2	<i>Notes:</i> One-handed fire axe
Blackjack	Str+d4	d4	1	\$2	<i>Notes:</i> Wielder is an Unarmed Attacker.
Brass knuckles	Str+d4	d4	1	\$3	<i>Notes:</i> Wielder is an Unarmed Attacker.
Broken bottle	Str+d4	d4	2	\$0.25	<i>Notes:</i> Improvised Weapon.
Chainsaw	2d6+4	d6	20	\$200	<i>Notes:</i> A Critical Failure hits the user! Youch!
Cinderblock	Str+d10	d10	25	\$1	<i>Notes:</i> Two hands, or one hand at Str d10+, Improvised Weapon.
Club, billy	Str+d4	d4	1	\$2	<i>Notes:</i> Carried by most beat cops.
Club, golf	Str+d4	d4	1	\$2	<i>Notes:</i> Bent and ruined on a Critical Failure.
Club, heavy	Str+d6	d6	2	\$2	<i>Notes:</i> Includes baseball bats and lead pipes.
Garotte	Str+d4	d4	—	\$1	<i>Notes:</i> A garotte is a length of steel wire, piano wire, or a thin cord. It allows the attacker to cause Str+d4 damage when injuring a grappled victim (see <b>Grappling</b> in SWADE) instead of just his Strength. If a victim is Incapacitated, he must make a Vigor roll at -2 or be decapitated!
Gloves, weighted	Str+d4+2	d4	4	\$5	<i>Notes:</i> Leather gloves loaded with lead shot, can't be concealed.
Hammer, roofing	Str+d6	d6	2	\$4	<i>Notes:</i> Can also be used to install a roof!
Icepick	Str+d6	d6	2	\$2	<i>Notes:</i> AP 1.
Knife	Str+d4	d4	1	\$1	<i>Notes:</i> Typical boot knife.
Knife, switchblade	Str+d4	d4	1	\$5	<i>Notes:</i> -2 to be Noticed if hidden.
Knife, trench	Str+d4+1	d4	2	\$5	<i>Notes:</i> AP 1, military-issue.
Medical saw	Str+d4+1	d4	1	\$3.50	<i>Notes:</i> +2 damage versus zombies.
Pickaxe	Str+d6	d6	4	\$5	<i>Notes:</i> AP 2, requires 2 hands.
Railroad spike	Str+d4+1	d4	2	\$2	<i>Notes:</i> Damage Str+d8+2, AP 2, if used with a sledgehammer on a stationary target.
Shovel	Str+d6	d6	6	\$5	<i>Notes:</i> Parry +1, reach 1, requires two hands.
Sledgehammer	Str+d8	d8	12	\$4	<i>Notes:</i> Improvised Weapon, requires two hands.
Stinger	Str+d6+1	d6	2	\$3	<i>Notes:</i> Baseball bat with nails through it and wrapped in barbed wire.
Sword, Short	Str+d6	d6	4	#35	<i>Notes:</i> Includes cavalry sabers.
Tire iron	Str+d4+1	d4	3	#2	<i>Notes:</i> Also handy for changing a flat tire.
Tree stump	Str+d12		30	—	<i>Notes:</i> Parry -1, requires two hands, Improvised Weapon.
Wooden Stake	Str+d4		1	\$.05	<i>Notes:</i> Damage Str+d6 if used with a hammer and a stationary target, AP 1.