

G U R P S[®]



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CONVERSION NOTES



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STEVE JACKSON GAMES



CONVERSION NOTES



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Many gaming groups will come to *GURPS* with an established *Deadlands* posse and saga that they'd like to continue playing. For them, we offer the following guidelines for converting characters and other game materials from *Deadlands* to *GURPS Deadlands*. These guidelines may also be useful to *GURPS* GMs who wish to convert some of the abundant material available from Pinnacle Entertainment Group's *Deadlands* line for other campaigns.

CHARACTER CONVERSIONS

When converting characters from *Deadlands* to *GURPS Deadlands*, players and GMs use the conversion guidelines below for Traits, Aptitudes, and other characteristics all characters possess. Some characters with special abilities may require reference to the guidelines in the *Special Character Types* section (p. 8).

Because *Deadlands* has a partially random character generation system, these conversion rules do not produce a party of *GURPS* PCs with uniform point totals from a party of equivalent starting *Deadlands* adventurers; however, they produce characters which feel and play like the originals.

ATTRIBUTES

To convert *Deadlands* Traits into *GURPS* attributes, first convert all 10 Traits into numerical values by comparing the die type and Coordination of the Trait on the following table, then convert those values into *GURPS* attributes according to the rules below.

Coordination	Die Type				
	d4	d6	d8	d10	d12
1	8	9	10	11	12
2	9	10	12	13	14
3	11	12	13	14	15
4	11	13	14	15	16
5	12	14	15	16	17
6	13	15	16	16	17
7	14	16	17	17	18
8	15	16	17	18	18

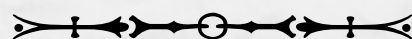
ATTRIBUTE GUIDELINES

Strength becomes ST.

Vigor becomes HT.

The average of Deftness, Quickness, and Nimbleness becomes DX.

The average of Cognition, Knowledge, and Smarts becomes IQ.



AVOIDING FLATNESS

Sometimes, taking the average of multiple Traits for DX and IQ results in a “flattened” character – for example, a PC with Nimbleness 1d8, Quickness 2d6, and Deftness 4d10 ends up with a DX of 12, which adequately represents the hero’s general dexterity, but loses the fine motor skill that the original PC possessed. In such a situation, when the individual component Traits of an attribute differ by more than 3 points after conversion, players should assign the average for the overall attribute, but may also take a level or two of an appropriate advantage to compensate for the flattening. Some appropriate advantages are Manual Dexterity for Deftness, Combat Reflexes for Quickness, Perfect Balance for Nimbleness, Alertness for Cognition, extra points in Mental skills for Knowledge, and Common Sense for Smarts. Other advantages may be more appropriate for your character; feel free to take whatever makes sense.

This can work the other way: if your character has Knowledge 3d12, Cognition 4d10, and Smarts 1d4, it may be a good idea to take a disadvantage to represent the discrepancy – say, Hidebound. If you use this technique to gain advantages, you should certainly take disadvantages under similar circumstances.

BLESSED ARE THE CONFUSED

GURPS and *Deadlands* mean two different things by the term “Blessed,” and this distinction can lead to confusion. In *GURPS* terms, a character with the Blessed advantage has some minor spark of the divine in him. This is not quite strong enough to accurately convert the *Deadlands* Arcane Background: blessed; the Divine Favor advantage is a much better match. In *GURPS Deadlands* and its supplements, “the Blessed” are those who possess the Arcane Background: blessed Edge in *Deadlands*, or the Divine Favor advantage in *GURPS*, unless the text in question specifies the Blessed advantage.

Spirit becomes Will. Take levels of Strong Will or Weak Will equal to the difference between converted IQ and converted Will.

Mien becomes Charisma. Take 1 level of Charisma for every two full points of Mien above 10.

When converting attributes with bonuses, like 3d12+4, add half the bonus to the result on the table. 3d12+4, for example, becomes 17.

ADVANTAGES AND DISADVANTAGES

To convert *Deadlands* Edges and Hindrances into *GURPS* advantages and disadvantages, consult the following lists. *Deadlands* and *GURPS* qualities with the same name are not listed.

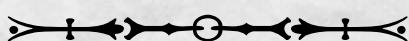
ADVANTAGE EQUIVALENTS

<i>Deadlands</i>	<i>GURPS</i>
Arcane Background	Special; see below
Belongin’s	Temporary Wealth; see below
Big Ears	Acute Hearing +2
Brave	Fearlessness +3
Brawny	Toughness 1
Dinero	Wealth; see below
Don’t Get ’Im Riled!	Berserk and +2 ST
Eagle Eyes	Acute Vision +2
Fleet-Footed	+4 Running/level
Friends in High Places	Special; see below
Gift of Gab	Language Talent 2
Keen	Alertness +3
Kemo Sabe	Unusual Background; see below
Law Man	Legal Enforcement Powers; see below
Level-Headed	Combat Reflexes
Light Sleeper	Light Sleeper and Less Sleep 3
Luck o’ the Irish	Luck
Mechanically Inclined	Special; see below
Nerves o’ Steel	Fearlessness +2
Purty	Handsome/Beautiful
Rank	Military Rank; see below
Renown	Special; see below
Sand	Strong Will +1/level
Sense o’ Direction	Absolute Direction
Sidekick	Ally; see below
“The Stare”	+3 Intimidation
“The Voice”	Voice
Thick-Skinned	High Pain Threshold
Tough as Nails	Special; see below
Two-Fisted	Ambidexterity
Veteran o’ the Weird West	Unusual Background; see below

SPECIAL ADVANTAGE CONVERSIONS

Arcane Background: huckster becomes Magical Aptitude (Huckster) 1. See p. 8 for more details on converting hucksters.

Arcane Background: blessed becomes Divine Favor. See p. 9 for more details on converting the Blessed.



Arcane Background: mad scientist becomes Gadgeteer. You may use either regular Gadgeteer or Quick Gadgeteer, depending on the flavor of your campaign. See p. 10 for more details on converting mad scientists.

Arcane Background: shaman becomes Initiation 3. See p. 11 for more details on converting shamans.

Belongin's usually doesn't need to be converted; instead, convert the equipment gained with it. For purposes of calculating point value, however, Belongin's becomes Temporary Wealth (p. CI18). Level 1 becomes Temporary Comfortable, Level 2 becomes Temporary Wealthy, Level 3 becomes Temporary Very Wealthy, and Levels 4 and 5 become Temporary Filthy Rich.

Dinero becomes Wealth. Levels 1 and 2 become Comfortable, levels 3 and 4 become Wealthy, and Level 5 becomes Very Wealthy.

Friends in High Places becomes Contacts, Favors, or Patrons as appropriate.

Kemo Sabe becomes a 5-point Unusual Background (Familiar with a foreign culture). This eliminates any cultural unfamiliarity penalties to skills having to do with that culture – Savoir-Faire, for example.

Law Man becomes Legal Enforcement Powers. The 1-point Edge becomes the 5-point advantage, the 3-point Edge becomes the 10-point advantage, and the 5-point Edge becomes the 15-point advantage.

Mechanically Inclined becomes Gadgeteer in a campaign in which mad scientists use Gadgeteer (Quick). In a campaign in which mad scientists are regular Gadgeteers, Mechanically Inclined confers a +2 bonus to Engineer and Mechanic.

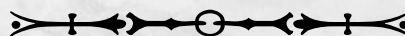
Rank becomes Military Rank. Rank 1 becomes Military Rank 0 or 1; Rank 2 becomes Military Rank 1 or 2; Rank 3 becomes Military Rank 3 or 4; Rank 4 becomes Military Rank 4, 5, or 6; Rank 5 becomes Military Rank 7 or 8. Within the range given, select the specific rank appropriate to the character.

Renown becomes a +3 Reputation, recognized on a 10 or less. The group affected depends on the level of the Edge – a small group for 1 point, a large group for 3 points, and almost everyone for 5 points.

Sidekick becomes Ally; in order to determine the Ally's point value, the Sidekick should be converted into *GURPS* terms separately.

Tough as Nails becomes Fit at Level 1, Very Fit at level 2, and 1 Extra Hit Point for each level beyond that.

Veteran o' the Weird West becomes Unusual Background (Veteran of the Weird West).



STRIVING FOR EQUALITY

If a group wants to try to create conversions with roughly equal *GURPS* point totals, begin by converting the characters according to the rules below. Estimate the group's average attribute level; this is usually higher than the standard 10. Then try to adjust each character's attributes a bit closer to the average, whether that means raising or lowering the attribute in question. Adjust leveled advantages to add points to characters at the low end of the party and to subtract points from characters at the high end. Reduce skill levels that aren't central to character concepts for characters with high point totals. The end result may not be exactly equal, but it should be possible to achieve a reasonable balance.

ACCOUNTING FOR DIFFICULTY

The Aptitude Conversion table assumes that a given level of Aptitude translates to a certain degree of proficiency regardless of the difficulty of the skill. If the group prefers to account for the difficulty of the skill, add 1 to the level of Easy skills, subtract one from the level of Hard skills, and subtract two from the level of Very Hard skills.



DISADVANTAGE EQUIVALENTS

Deadlands

GURPS

Ailin'	Special; see below
All Thumbs	Special; see below
Bad Ears	Special; see below
Bad Eye	Bad Sight
Bad Luck	Unluckiness
Big Britches	Overconfidence
Big Mouth	Odious Personal Habit; see below
Big 'Un	Special; see below
Bloodthirsty	Bloodlust
Cautious	Careful
Curious	Extremely Curious
Clueless	Absent-Mindedness
Death Wish	On the Edge
Doubting Thomas	Delusion; see below
Ferner	Social Stigma (Outsider)
Geezer	Age
Greedy	Greed
Grim Servant o' Death	Jinxed (-20 points)
Habit	Odious Personal Habit; see below
Hankerin'	Addiction
Heavy Sleeper	Deep Sleeper and Extra Sleep 3
Heroic	Charitable
High-Falutin'	Odious Personal Habit; see below
Illiterate	Illiteracy
Impulsive	Impulsiveness
Kid	Youth
Law o' the West	Code of Honor; see below
Loco	Special; see below
Loyal	Sense of Duty (Friends)
Lyin' Eyes	Easy to Read
Miser	Miserliness
Mean as a Rattler	Bad Temper
Night Terrors	Nightmares
Oath	Vow
Obligation	Duty
One-Armed Bandit	One Arm or One Hand
Outlaw	Special; see below
Pacifist	Special; see below
Poverty	Poor
Randy	Lecherousness
Scrawny	Skinny
Self-Righteous	Fanaticism
Slowpoke	Special; see below
Squeaky	Disturbing Voice
Squeamish	Mild Phobia (Squeamishness)
Stubborn	Stubbornness
Superstitious	Delusion; see below
Thin-Skinned	Low Pain Threshold
Tinhorn	Odious Personal Habit; see below
Tuckered	Special; see below
Ugly as Sin	Ugly
Vengeful	Code of Honor; see below
Yearnin'	Obsession
Yeller	Cowardice

SPECIAL DISADVANTAGE CONVERSIONS

Ailin' becomes an appropriate physical disadvantage. Possibilities include Social Disease, Migraines, Delicate Metabolism, or Terminally Ill.

All Thumbs becomes Incompetence at Armoury, Mechanic, Engineer, and Shipbuilding.

Bad Ears becomes Hard of Hearing for the first level, and Deafness for the second level.

Big Mouth becomes a -10-point Odious Personal Habit (Talks too much, and about the wrong things).

Big 'Un becomes Overweight at the first level, and Fat at the second level.

Doubting Thomas becomes a -5-point Delusion (The supernatural does not exist).

Habit becomes an Odious Personal Habit, with a reaction modifier of -1 per level of the Habit.

High-Falutin' becomes a -10-point Odious Personal Habit (Snob).

Law o' the West becomes Code of Honor (Law of the West) (Treat all women with respect; never draw first; never shoot someone in the back; never shoot a distracted foe) and Reputation (+1, 10 or less, almost everybody).

Loco becomes an appropriate Mental disadvantage.

Outlaw becomes Enemy and/or Reputation.

Pacifist becomes Pacifism (Cannot kill) for the first level and Total Pacifism for the second level.

Slowpoke becomes Incompetence (Running) for level 1, Reduced Move 1 for levels 2 and 3, and Reduced Move 2 for levels 4 and 5.

Superstitious becomes a -5-point Delusion (Superstitions are real).

Tinhorn becomes a -10-point Odious Personal Habit (Tinhorn).

Tukered becomes Unfit for level 1, Very Unfit for level 2, and 1 Reduced Hit Point for every level beyond.

Vengeful becomes a Code of Honor (Always avenge a wrong done to you).

SKILLS

All *Deadlands* Aptitudes convert readily to an equivalent *GURPS* skill. To determine the level of the skill, consult the following table, where *Att.* is the appropriate attribute for the given skill.

APTITUDE CONVERSION

Aptitude	Skill Level
1	Att. -1
2	Att.
3	Att. +1
4	Att. +2
5-6	Att. +3
7-9	Att. +4
10+	Att. +5

If an Aptitude has adds (e.g., 3d12+4), add half the adds to the effective Aptitude for purposes of determining the skill level. For example, an Aptitude of 3d12+4 would have an effective level of 5.

To determine which *GURPS* skill a given *Deadlands* Aptitude converts to, consult the table on p. 7. *Deadlands* Aptitudes which have *GURPS* equivalents with the same name and purpose have not been listed; they should still be converted. For this purpose, Climbin' and Climbing, or any other similar pair, are considered equivalent.

In some situations, multiple *Deadlands* skills may convert to a single *GURPS* skill (Fast-Talk, for example). In these situations, the converted skill level should be calculated as if based on an Aptitude equal to the highest component Aptitude plus one for each additional component Aptitude.

Deadlands skills which require concentrations often correspond to *GURPS* skills which require specializations (Shootin' converts to Guns, for example). Choose an appropriate specialization for the concentration when converting these skills. Multiple concentrations of a single Aptitude count as separate skills.



Some *Deadlands* skills which do not require concentrations correspond to *GURPS* skills which do require specialization. For these skills, the player should select a specialization appropriate to the character. In some cases, it may be necessary to take a skill multiple times with different specializations.

Some *Deadlands* skills convert to *GURPS* skills which have prerequisites. Converted characters should take all prerequisites at the same level at which they have the converted skills.

APTITUDE EQUIVALENTS

<i>Deadlands</i>	<i>GURPS</i>
Academia	Scientific skill appropriate to concentration
Scrutinize	Detect Lies
Animal Wranglin'	Animal Handling
Artillery	Gunner
Arts	Artistic skill appropriate to concentration (usually Artist or Sculptor)
Bluff	Fast-Talk
Dodge	Acrobatics; see below
Drivin'	Vehicle skill appropriate to concentration
Faith	Special; see below
Fightin'	Combat skill appropriate to concentration
Filchin'	Pickpocket (not Filch)
Guts	Special; see below
Hexslingin'	Special; see below
Mad Science	Weird Science
Medicine	Medical skill appropriate to concentration
Overawe	Intimidation
Performin'	Performance, Singing, or Musical Instrument
Persuasion	Fast-Talk
Professional	Special; see below
Quick Draw	Fast-Draw
Ridicule	Fast-Talk or Intimidation, as appropriate
Ritual	Special; see below
Science	Scientific skill appropriate to concentration; see below
Scrutinize	Detect Lies
Search	Special; see below
Shootin'	Guns
Sneak	Stealth
Tale-Tellin'	Bard
Tinkerin'	Special; see below
Trade	Special; see below



SPECIAL SKILL CONVERSIONS

Dodge becomes Acrobatics; at level 4 or higher, it also gives the character Enhanced Dodge.

Faith has different effects depending on who has it. All characters with Faith get +1 to Will and Theology for every level of Faith they possess. Characters with Divine Favor get +1 to their Divine Favor reaction rolls for every two full levels of Faith they possess. Indian characters with Faith 5 or higher get a Spirit Advisor; non-Indian characters with Faith 5 or higher get True Faith.

Guts gives the character 1 level of Fearlessness for each level of Guts above the first.

Hexslingin' gives the character 1 level of Magical Aptitude (Huckster) at levels 1 or 2, 2 levels of Magical Aptitude (Huckster) at levels 3 or 4, and 3 levels of Magical Aptitude (Huckster) at levels 5 or 6.

Professional becomes the most appropriate skill for the concentration – often this is Professional Skill (concentration), but Law, Politics, Theology, or other skills may be more appropriate.

Ritual becomes Ritual Magic. If the character has multiple concentrations, calculate the converted skill level according to the guidelines above for skills comprising multiple Aptitudes. Shamans with any *ritual* concentration at level 3 or higher also get the Spirit Advisor advantage.

Science becomes the appropriate Scientific skill. *Science: general* becomes the Science! skill.

Search gives the character 1 level of Alertness for every two full levels of the Aptitude.

Tinkerin' becomes Mechanic. It also gives the character the Engineer skill two levels below the level of Mechanic.

Trade becomes the most appropriate skill for the concentration – often Professional Skill (concentration), but also frequently Craft skills like Blacksmith or Carpentry.

MISCELLANEOUS CHARACTER CONVERSIONS

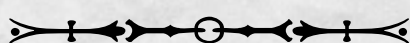
The above information is enough for a gross, seat-of-the-pants conversion from *Deadlands* to *GURPS*. However, for a more detailed and complete conversion, continue reading.

SECONDARY TRAITS

Secondary Traits in *Deadlands* (such as Wind, Size, and Pace) are not converted. Their functions are served by other statistics in *GURPS*.

EQUIPMENT

Most nonweapon equipment doesn't need mechanical conversion. *Deadlands* dollars are equivalent to *GURPS* dollars. *Deadlands* weapons can be found in *GURPS Deadlands: Weird West*.



GRIT

Grit translates to Fearlessness, with each point of Grit becoming one level of Fearlessness.

FATE CHIPS AND BOUNTY POINTS

When converting a *Deadlands* campaign in progress, a posse may have unused Fate Chips and Bounty Points. Both convert into unspent character points in *GURPS*. Begin by converting Fate Chips to Bounty Points at the usual rate – 3 for blue chips, 2 for red chips, and 1 for white chips – and then convert the total Bounty Points to character points at a rate of 1 CP per 2 Bounty Points. These points are unspent at the beginning of play under *GURPS* rules.

If a group wants to maintain some of the flavor of Fate Chips, they can keep those points unspent and use the Flesh Wounds rule from p. B183, spending a single character point to restore all damage.

SPECIAL CHARACTER TYPES

Most citizens of the Weird West can be converted with the rules already covered. For those folks who dabble in the mystical and supernatural, however, life is more complicated. Hucksters, the Blessed, mad scientists, shamans, and the Harrowed all require special attention in the conversion process. Here are guidelines for converting the powers of the heavy hitters of the Weird West.

HUCKSTERS

Hucksters take their lives in their hands daily for a taste of real magic. They risk body and mind in a supernatural game of wits, so that they can bend the manitou to their will, accomplishing feats that ordinary men can only gape at.

When converting a huckster, *arcane background: huckster* becomes Magical Aptitude (Huckster), *academia: occult* becomes Occultism, and *hexslingin'* becomes additional levels of Magical Aptitude (Huckster), as described under *Skills* and *Advantages & Disadvantages* above.

Magical Aptitude (Huckster) is similar to regular Magical Aptitude. Hucksters learn hexes as if their IQ were equal to their IQ plus their Magical Aptitude. Unlike regular Magical Aptitude, however, Magical Aptitude (Huckster) grants no ability to sense or recognize magic. Also, anyone without Magical Aptitude (Huckster) *cannot* learn hexes. Hucksters also get +1 to their Gambling skill for every two levels of Magical Aptitude.

Hucksters retain all their hexes, which are treated in *GURPS Deadlands* as very similar to normal *GURPS* spells. The *GURPS* skill level for any given hex should be determined by consulting the Attribute Conversion Table, using the dice rolled for the hex (based on the *hexslingin'* Aptitude and the appropriate Trait for the hex) as a basis. For purposes of calculating point value or for further improvement, hexes are treated as Mental/Hard skills.



HUCKSTERING IN A NUTSHELL

The complete rules for using hex magic under *GURPS* rules are found in *GURPS Deadlands: Weird West*. However, to lend context to the conversion rules for hucksters, a brief summary follows.

To cast a hex, a huckster must roll against his skill with that hex. A success means that the huckster has made contact with a manitou and engaged it in a mental duel.

If the hex skill roll is successful, the huckster draws a number of cards from a 54-card deck (including Jokers): five for the first level of Magical Aptitude (Huckster), one for every two additional levels of Magical Aptitude (Huckster) up to the eighth level, and one for every five points by which he made the hex skill roll. Using these cards, the huckster tries to make the best poker hand possible. Jokers count as wild cards, but the Black Joker results in hex backlash (see below).

Most hexes require a minimum hand to cast, and many have variable effects depending on the quality of the hand. If the hand isn't adequate, the manitou either escaped or was unable to summon up enough energy to provide the desired effect.

If a huckster rolls an 18 while casting a hex, or draws the Black Joker into his hand, the manitou has tricked the huckster, and may wreak havoc on him in a variety of cruel ways.

CONVERTING HEXES

Several hexes from *Deadlands* appear in *GURPS Deadlands: Weird West*, but there isn't enough space for all the hexes that appear in Pinnacle's line of books. Individual groups may also want to convert the unique hexes which their posses have invented. To convert these hexes into *GURPS* terms, use the following guidelines.

The Trait of a hex is meaningless in *GURPS Deadlands*; all hexes in *GURPS* are Mental/Hard skills.

The Hand of a hex remains the same, as *GURPS Deadlands* preserves the use of cards in hexslinging.

The Speed of a hex converts directly into the number of *GURPS* turns the hex takes to cast; one *Deadlands* action is equivalent to one *GURPS* turn.

Hexes with a Duration of Instant have no Duration in *GURPS* terms. Hexes with a Duration of Concentration have a *GURPS* Duration of 1 turn, but may be maintained indefinitely using Concentrate or Step and Concentrate maneuvers; this maintenance requires no Fatigue and does not require a new hand of cards. Hexes with a

Duration dependent on the huckster's *hexslingin'* level should now depend on the caster's Magical Aptitude (Huckster), with the same duration per level (i.e., 1 minute/*hexslingin'* level becomes 2 minutes/level of Magical Aptitude (Huckster)).

Some hexes have a split Duration of either Concentration or a certain amount of Wind/round. These hexes have a basic Duration of 1 turn, but they may be maintained indefinitely either by using Concentrate or Step and Concentrate maneuvers, or by spending an amount of Fatigue equal to the hex's cost in Wind.

Hexes with a range measured in real-world terms remain the same. Hexes with a range dependent on *hexslingin'* level should now depend on 2 times the character's Magical Aptitude (Huckster).

The specific effects of hexes vary too much for comprehensive guidelines to be offered here. Use the guidelines above as a starting point (i.e., effects which depend on *hexslingin'* level should now depend on 2 times the character's Magical Aptitude (Huckster); effects which depend on the hand drawn may still depend on the hand). The general rules conversion guidelines under *Rules Conversions* (p. 16) may also be helpful. Finally, comparing the hex to existing *GURPS* spells will provide useful guidance. In the end, however, the GM will have to use his best judgement.

THE BLESSED

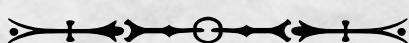
In troubled times, faith in the divine is a powerful force for putting things right in one's spirit. For a fortunate few, however, faith is a powerful force both within and without.

When converting one of the Blessed, *arcane background: blessed* becomes the Divine Favor advantage (p. CI36), and *faith* adds bonuses to the reaction roll for Divine Favor, as well as to Will and Theology. A sufficiently high level of *faith* also gives the character the True Faith advantage (p. CI47).

A Blessed hero must take Disciplines of Faith, or Vows equal to at least -10 points, that are appropriate for his religion. Violating these vows can cause the Blessed PC to lose his divine powers.

Divine Favor is like having a deity for a patron. The divinely favored character may petition the deity for favors, which may be granted depending on a reaction roll by the deity. *Deadlands* miracles become, effectively, predesigned favors, with predictable minimum reactions required.

Any Divinely Favored character may attempt any miracle; hence, the list of miracles known by a given *Deadlands* Blessed character is not converted. The exceptions are the Exorcise, Protection, and Sanctify miracles.



The Exorcise miracle becomes the Exorcism skill (p. CI153); Blessed characters with this miracle should take Exorcism at IQ.

The Protection miracle is potentially available to any character with a Theology of 6 or higher. Any such character may call upon his deity and hope for a positive reaction; however, any person without a Discipline of Faith or equivalent vows is at a -4 penalty on the reaction roll.

The Sanctify skill becomes Professional Skill (Sanctify); Blessed characters with this miracle should take Professional Skill (Sanctify) at IQ.

CONVERTING MIRACLES

Many miracles are converted into *GURPS* terms in *GURPS Deadlands: Weird West*. However, as with hexes, the book can't possibly contain all the miracles players may want to convert. Therefore, other miracles can be converted using the following guidelines.

The *Deadlands* Target Number required for success determines the minimum reaction roll required, according to the table below.

TN	Minimum Reaction
3	Neutral
5	Good
7	Good
9	Very Good
11	Very Good

The miracle's Speed determines how many turns it takes to invoke the miracle; 1 *Deadlands* action equals 1 *GURPS* turn. Miracles which are rated in minutes or weeks do not change, remaining minutes or weeks.

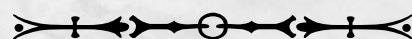
The miracle's Duration determines how long it lasts. Durations of one *Deadlands* round translate to one *GURPS* turn. Miracles rated in minutes or weeks do not change.

Deadlands Range uses real-world terms, and thus need not be converted.

Converting the specific effects of the miracle will require a decision by the GM, using his best judgement. The guidelines under *Rules Conversions* for converting miscellaneous *Deadlands* mechanics (p. 16) may help.

MAD SCIENTISTS

America in 1876 is a place and time of frenetic technological innovation. The new materials and fuels made possible by the discovery of ghost rock, combined with the push for new armaments necessitated by the ongoing Civil War, make the sky the limit for new marvels of engineering. It's a dizzying time to be a scientist, when you can build almost anything you can imagine. Easy, in such a heady atmosphere, to lose yourself in the work. Many brilliant scientists have cracked under the strain of working continuously on the edge of the unknown . . . but they create such wonderful things!



When converting a mad scientist, *arcane background: mad scientist* becomes Gadgeteer, *mad science* becomes Weird Science, and *tinkerin'* becomes Mechanic and Engineer. Various *science* concentrations become appropriate Scientific skills – Biology, Chemistry, Science!, etc.

Gadgeteer comes in two flavors – regular and Quick. Each group should decide whether the mildly cinematic inventions of regular Gadgeteering or the over-the-top chewing-gum-and-beer-can contraptions of Quick Gadgeteering are more appropriate for their campaign. See *Compendium I* for details of Gadgeteering, with appropriate modifications in *GURPS Deadlands: Weird West*.

Mad scientists who have been played for a while may have various dementias. *GURPS* has a wide variety of disadvantages to accommodate almost any mental dysfunction; equivalents for common dementias are found below.

<i>Deadlands</i>	<i>GURPS</i>
Eccentricity	Quirk or Odious Personal Habit
Evil Deeds	Obsession
Depression	Chronic Depression
Minor Phobia	Phobia (minor)
Major Phobia	Phobia (major)
Mumbler	Quirk or Odious Personal Habit
Paranoia	Paranoia
Schizophrenia	Manic-Depressive or Split Personality

CONVERTING GIZMOS

Some standard gizmos are described in detail in *GURPS Deadlands: Weird West*. Converting custom-made gizmos is a challenge; the range of possible gizmos is nearly endless. However, the following guidelines should help somewhat.

Price can be converted directly; *Deadlands* dollars and *GURPS* dollars are equivalent.

Reliability should be converted according to the table below.

<i>Deadlands</i>	<i>GURPS</i>
10-11	12
12-13	13
14-15	14
16-17	15
18	16
19	17

The gizmo's specific effects can vary widely, and so providing specific guidelines is difficult. The general guidelines found under *Rules Conversion* (p. 16) should be helpful. It may also be useful to compare gadgets from some of the many gadget books available for *GURPS – Ultra-Tech, Steam-Tech*, etc. The final decision, however, will have to be made by the GM.

NEW TECHNOLOGIES

Since the Reckoning, many new technologies have come into the limelight. Some of these innovations are unique works of inspiration which stabler minds cannot duplicate, but some breakthroughs have been incorporated into the general corpus of scientific and engineering wisdom.

The following gives parameters for using some of the more widespread new technologies of the Weird West with *GURPS Vehicles*. These represent the new discoveries which have been more or less fully incorporated into mainstream science. A mad scientist in the throes of inspiration, of course, should not be limited by these guidelines; mad science can build almost anything, given enough time and brain cells.

GURPS Steampunk contains rules for other new technologies which are consonant with the feel of *Deadlands*.

FUELS

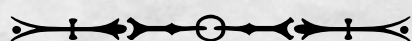
The discovery of ghost rock revolutionized technology. Although the miracle fuel is extremely expensive, commanding prices of \$100 per pound, its amazing properties make it worth every penny. Ghost rock provides 100 times the power of coal, pound for pound, and is essential to producing new alloys.

In 1876 America, there are four fuels in common industrial use.

Coal remains the old standby; it works the same way it always has. A cubic foot of coal weighs 50 lbs. and costs \$1.

Unprocessed ghost rock resembles coal, but burns 100 times longer. Thus, only 1/100 the volume of fuel is required. This makes ghost rock incredibly useful when transporting large quantities of coal is infeasible; if coal is readily available, however, the price of ghost rock makes it highly cost-ineffective. Any engine or device which uses coal can use unprocessed ghost rock instead; multiply fuel consumption by 0.01. A cubic foot of unprocessed ghost rock weighs 50 lbs. and costs \$5,000.

Ghost rock can be processed into special cores which burn faster and hotter than the unprocessed rock – in an ordinary fire, about twice as fast and twice as hot. In a specially designed firebox, however, built to draw air across the burning rock more efficiently, processed ghost rock can burn as fast as coal, releasing 100 times the energy. Such a fire is hot enough to melt normal steel like wax, so these fireboxes must be built of ghost steel. A cubic foot of processed ghost rock weighs 50 lbs. and costs \$6,000.



GHOST STEEL

1876's great breakthrough in materials science is the mysterious metal known as ghost steel. Ghost steel is a light, strong, and incredibly heat-resistant alloy which is manufactured by smelting steel in a furnace fired by ghost rock.

Objects made of ghost steel weigh half as much as their steel equivalents; however, they cost 50 times as much.

In terms of *GURPS Vehicles*, ghost steel is a TL8 material usable in structures or armor. Structure costs should be multiplied by 5, and armor costs should be multiplied by 10. Vehicles with ghost steel armor must take the Thermal Superconducting Armor defensive feature (see p. VE92).

STEAM ENGINES

Low-pressure and forced-draft engines are in common usage in the Weird West. Multiple-expansion engines are a borderline technology; most mad scientists wouldn't dream of using anything less powerful than a triple-expansion engine, but mundane engineers still find them quite challenging.

Ghost rock makes steam engineering much more complicated. Unprocessed ghost rock is relatively easy to use; it can be used in any engine in place of coal, but multiplies the engine's fuel consumption by 0.01. Processed ghost rock is more troublesome. In a conventional low-pressure steam engine, processed ghost rock will multiply fuel consumption by 0.02 and double the engine's power output, increasing a vehicle's water speed by 26% and its air or ground speed by 41%. However, the chance of a boiler explosion is vastly increased (p. STM70). In a forced-draft or multiple-expansion engine made of ghost steel, however, the full power of ghost rock can be unleashed; fuel consumption is normal, but power output is multiplied by 100 with no chance of boiler explosions. A ghost steel engine costs 250 times the normal cost of an equivalent steam engine.

SHAMANS

Unlike the European style of magic, which relies upon wresting powers from the hostile manitou, Indian medicine men have developed processes of negotiating with the spirits of nature, developing relationships with magical forces in order to work their mystical arts. These methods require great discipline and self-sacrifice, but are free of most of the dangers inherent in working with manitou as hucksters and mad scientists do.

When converting shaman characters, *arcane background: shaman* becomes Initiation 3 and the *ritual* Aptitude becomes Ritual Magic, as well as

conferring the Spirit Advisor advantage at level 3 or higher. The *faith* Aptitude at level 5 or higher also confers the Spirit Advisor advantage. Any appropriate Spirit Advisor may be selected; bear in mind that this usually requires taking various Vows.

Individual rituals are not converted; they are subsumed into the Ritual Magic skill.

Each favor that a shaman knows should be converted into a Ritual as if it were a skill converted from his highest *ritual* Aptitude. The shaman should also possess each Path in which he has a Ritual, at a level equal to the highest Ritual he has in that Path, plus one point for each additional Ritual he has in that Path. A shaman's Ritual Magic skill must be greater than his highest Path skill; if it is not, raise the Ritual Magic skill accordingly.

CONVERTING FAVORS

Favors, in *GURPS Deadlands*, are represented by the Paths and Rituals of Ritual Magic. Many *Deadlands* favors have existing equivalents which can be found in *GURPS Deadlands: Weird West*, *GURPS Voodoo*, or *GURPS Spirits*; favors with no equivalent should be converted according to the following guidelines.

First, a Path for the new Ritual must be selected. The basic Paths are the Path of Dreams, the Path of Health, the Path of Luck, the Path of Protection, and the Path of the Spirit. Select one of these five, or investigate other Paths found in *GURPS Voodoo* or *GURPS Spirits*.

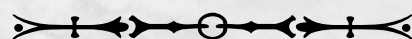
The default from the Path for the new Ritual is usually between -4 and -6. Favors with high Appeasement values are typically toward the higher end of that range – at -6 or -7 – but favors with variable Appeasement values typically take lower defaults, around -4 or so, because a particularly good roll is usually required to get the full effect.

The Duration of a favor is usually measured in real-world terms, and is thus unchanged in conversion.

The Range of a favor is also usually measured in real-world terms, and so not changed.

The specific effects of a favor can vary widely, and so the GM needs to use his judgment in converting them. However, there are a few rules of thumb which may be helpful. Favors with a range of variable Appeasement values typically require the roll to be made by 2 points for every point of effect. If a favor has 2 or 3 different levels of Appeasement, the roll must generally be made by an amount equal to the difference between the values for the more powerful effect to take place.

Comparing the favor to be converted with existing Rituals will probably be helpful. The general guidelines listed under *Rules Conversions* (p. 16) can also help.



THE HARROWED

It ain't easy being dead. The Harrowed may have gained powers far beyond those of normal men as a door prize for clawing their way out of the grave, but the cost is high. Being dead, for a start. Constantly being locked in battle with an evil spirit for control of your own body is another downside. And the maggots'll just kill you.

Converting a Harrowed character is relatively simple. After all the character's non-Harrowed abilities have been converted, add the Harrowed package, below. Then determine the Will of the manitou that shares the Harrowed's body. Finally, convert any special Harrowed powers the character may have picked up.

DOMINION

In *GURPS Deadlands*, Dominion is handled as a variant form of Split Personality. In stressful situations, the Harrowed and the manitou must make a Quick Contest of Wills to determine who takes control until the next contest. To determine the Will of the inhabiting manitou, convert the

manitou's Spirit to a number using the Attribute Conversion table above. Add the manitou's Dominion points at the time of conversion, then subtract the Harrowed's Dominion points at the time of conversion. The result is the manitou's Will.

The Will of a Legion is random; roll 5d every time the Contest is required in order to determine its Will.

If the controlling personality wins the Quick Contest, it retains control for the next day. (Ties are considered victories.) If it loses the contest by fewer than 5 points, the other personality takes control for a period of 1d hours. If it loses the contest by 5 points or more, the other personality takes Dominion, and the original controlling personality must win a Quick Contest by more than 5 points on a later day to regain that control.

CONVERTING HARROWED POWERS

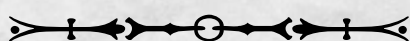
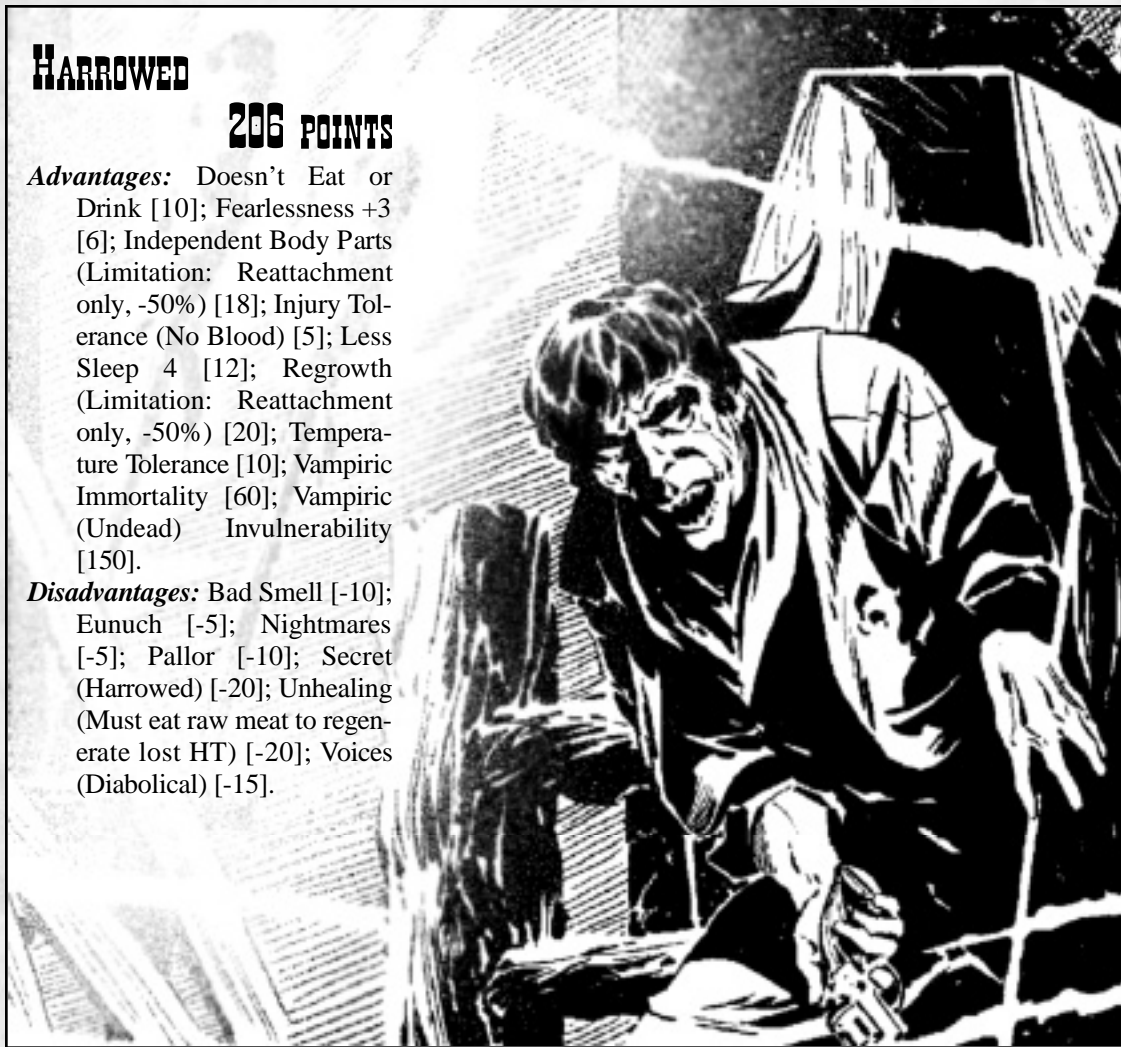
An experienced Harrowed will develop a range of special abilities as little gifts from his manitou. A Harrowed who makes a habit of going after abominations may also have picked up a few coup powers along the way. *GURPS Deadlands*:

HARROWED

206 POINTS

Advantages: Doesn't Eat or Drink [10]; Fearlessness +3 [6]; Independent Body Parts (Limitation: Reattachment only, -50%) [18]; Injury Tolerance (No Blood) [5]; Less Sleep 4 [12]; Regrowth (Limitation: Reattachment only, -50%) [20]; Temperature Tolerance [10]; Vampiric Immortality [60]; Vampiric (Undead) Invulnerability [150].

Disadvantages: Bad Smell [-10]; Eunuch [-5]; Nightmares [-5]; Pallor [-10]; Secret (Harrowed) [-20]; Unhealing (Must eat raw meat to regenerate lost HT) [-20]; Voices (Diabolical) [-15].



Weird West contains conversions of several Harrowed powers. If, however, it becomes necessary to convert other powers from Pinnacle's books, the following guidelines may prove helpful.

The Speed of a Harrowed power converts directly into the number of **GURPS** turns required to activate the power; one **Deadlands** action equals one **GURPS** turn.

Powers with a Duration of Concentration have a **GURPS** Duration of 1 turn, but may be maintained indefinitely, as long as the Harrowed continues to take Concentrate or Step and Concentrate maneuvers. Powers with a Duration of a certain amount of Wind per round require an amount of Fatigue equal to the required Wind each turn to maintain. Powers with a Duration of Permanent remain Permanent. Powers with a Duration of minutes or hours retain that Duration.

Dispositions are not converted; the GM and players should simply make an effort to assure that Harrowed powers are consistent with the Harrowed's personality.

The specific details of the power will require a ruling from the GM. Many Harrowed powers can be represented with advantages and powers from the **Basic Set** or **Compendium I**; the **Rules Conversions** section, below, may also be helpful.

SAMPLE CONVERTED CHARACTERS

The following pages contain two sample characters: a cowpoke named Big Slim Owens, and a greenhorn huckster named Jessica Metcalfe. Both have seen a few things and wrangled with evil a few times, but they are still relatively new to the Weird West. They are presented first in **Deadlands** terms and then in **GURPS** terms, as examples of converted characters. Note that although both are comparable beginning **Deadlands** characters, their **GURPS** conversions differ widely in point value.

DEADLANDS CHARACTER:

BIG SLIM OWENS

TRAITS AND APPITUDES

Deftness 3d6

Shootin': pistol 1

Shootin': rifle 4

Nimbleness 3d8

Fightin': brawl in' 2

Horse ridin' 4

Quickness 1d8



Strength 4d6

Vigor 4d8

Cognition 3d6

Knowledge 2d8

Mien 2d8

Animal wranglin': bronco bustin' 2

Overawe 2

Smarts 3d6

Scroungin' 2

Survival: desert 3

Spirit 3d6

Guts 2

Wind 14

Edges:

Sand 1

Thick-skinned 3

Hindrances:

All thumbs -2

Big 'un -1

Loyal -3

GURPS CHARACTER:

BIG SLIM OWENS 138 1/2 POINTS

Attributes: ST 13 [30]; DX 12 [20]; IQ 12 [10]; HT 14 [45].

Speed 6.5; Move 6.

Dodge 6; Parry 8 (Brawling).

Advantages: Charisma +1 [5]; Fearlessness +1 [2]; High Pain Threshold [10]; Strong Will +2 [8].

Disadvantages: Incompetence (Armoury, Engineer, Mechanic, Shipbuilding) [-4]; Overweight [-5]; Sense of Duty (Friends) [-5].

Skills: Animal Handling-12 [2]; Brawling-12 [1]; Guns (Rifle)-16 [4]; Guns (Pistol)-13 [1/2]; Intimidation-12 [2]; Riding (Horse)-14 [8]; Scrounging-12 [1]; Survival (Desert)-13 [4].



**DEADLANDS CHARACTER:
JESSICA METCALFE**

TRAITS AND APTITUDES

Deftness 3d8

Filchin' 2
Shootin': pistol 2
Sleight of hand 3

Nimbleness 3d8

Dodge 2
Horse ridin' 1

Quickness 4d8

Quick draw: pistol 1

Strength 2d8

Vigor 2d8

Cognition 3d10

Scrutinize 3

Knowledge 4d10

Academia: occult 2
Language: French 1
Language: Latin 2
Language: Spanish 1
Professional: theology 1

Mien 4d8

Persuasion 1

Smarts 3d10

Bluff 3
Gambling 2

Spirit 4d8

Wind 16

Edges:

Arcane background: huckster 3
Brave 2
Fleet-footed 1
Gift of gab 1
Purty 1
Nerves o'steel 1
Soothing voice 1

Hindrances:

Curious -3
Greedy -2
High-falutin' -2
Stubborn -2
Tuckered -1

Special Abilities:

Hexslingin' 3

Hexes: Hunch, Mind Tweak, Private Eye



GURPS CHARACTER:

JESSICA METCALFE 237 1/2 POINTS

Attributes: ST 12 [20]; DX 13 [30]; IQ 14 [45]; HT 12 [20].
Speed 6.25; Move 8.

Advantages: Charisma +2 [10]; Fearlessness +5 [10]; Beautiful [15]; Language Talent 2 [4]; Magical Aptitude (Huckster) 3 [35]; Strong Will +2 [8]; Voice [10].

Disadvantages: Extremely Curious [-10]; Greed [-15]; Odious Personal Habit (Snob) [-10]; Stubbornness [-5]; Unfit [-5].

Skills: Detect Lies-15 [6]; Fast-Draw (Pistol)-12 [1/2]; Fast-Talk-16 [6]; Gambling-15 [4]; Guns (Pistol)-15 [1]; Occultism-14 [2]; Pick-pocket-13 [4]; Riding (Horse)-12 [1]; Running-16 [32]; Sleight of Hand-14 [8]; Stealth-13 [2]; Theology-13 [2].

Languages: English (Native)-16 [0]; French-15 [1]; Latin-16 [2]; Spanish-15 [1].

Hexes: Hunch-14 [1], Mind Tweak-14 [1], Private Eye-14 [1].

RULES CONVERSIONS

Here are some guidelines for converting rules that don't deal with character creation.

CRITTERS

Many of Pinnacle's books include new critters for your posse to face. To convert them for use in *GURPS*, use the guidelines below.

Attributes and skills should be converted for critters in the same way that they would be for characters, with the exception of IQ. *Deadlands* uses a relative scale for animals – a 2d6 Smarts for a dog is not the same as a 2d6 Smarts for a man. To represent this, if the critter you're converting is an unintelligent animal, divide the IQ you get by converting the critter's attributes in half.

Some critters are sufficiently terrifying to unman all who come against them. These critters have a Terror score in *Deadlands*. In *GURPS*, they require everyone who sees them to make a Fright Check. This check is made at +2 for Terror 3 critters, unmodified for Terror 5, at -2 for Terror 7, at -4 for Terror 9, and at -6 for Terror 11. Should you have a critter whose Terror score isn't listed here, the modifier is equal to 5 minus the Terror score.

Some NPCs in *Deadlands* have a Terror score. These characters should take the *GURPS* advantage Terror, with a modifier to Fright Check according to the guideline above.

Some critters are particularly tough, with a *Deadlands* Armor Value. In *GURPS*, each level of Armor converts to PD 2 and DR 6.

A critter's attacks should be converted by combining the total dice of each attack and consulting the following table. If the critter's Strength and the add for the attack take different die types, convert each component separately and then add them.

# of Dice	Die Type				
	d4	d6	d8	d10	d12
1	+1	+2	+2	+3	1d
2	+2	1d	1d+1	1d+2	2d-1
3	1d	1d+2	2d	2d+1	3d
4	1d+1	2d	2d+2	3d+1	4d-1
5	2d-1	2d+1	3d+1	4d	5d-1
6	2d	3d	4d	5d	6d
7	2d+2	3d+1	4d+2	5d+2	6d+2
8	3d	4d	5d	6d+1	7d+1

As usual, if combined adds are larger than +3, a modifier of +3 may be replaced by an extra die.

Any attack which does damage as Wind rather than wound levels should generally deal out about half as much damage in *GURPS* hits. Sometimes, it may seem appropriate for a Wind-damage attack to drain Fatigue instead; use your best judgement.

Special abilities will have to be converted on a case-by-case basis; use the examples in this section for some guidelines, or consult the critter descriptions in *GURPS Deadlands: Weird West* for comparison.

CONVERTING OTHER RULES

Naturally, there isn't enough space here to convert all the material available in the *Deadlands* line. If you want to convert some mechanic not otherwise covered, use the following guidelines as a place to start.

TARGET NUMBERS

A TN of 5 is equivalent to an unmodified roll. Rolls are modified by a bonus equivalent to 5 minus the TN – i.e., a TN of 3 is equivalent to a +2 modifier, while a TN of 11 is equivalent to a -6.

BONUSES AND PENALTIES

Whenever a roll calls for a bonus or penalty to the die roll, that bonus or penalty should be converted on a one-for-one basis – a -3 penalty remains a -3 penalty.

RAISES

In situations where a raise would be required, the roll for the *GURPS* skill must be made by 4.





OPPOSED ROLLS

Any situation which calls for an opposed roll should be resolved with a Quick Contest.

TRAIT CHECKS

When a Strength check is called for, use ST.

When a Vigor check is called for, use HT.

When a Cognition, Smarts, or Knowledge check is called for, use IQ.

When a Deftness, Nimbleness, or Quickness check is called for, use DX.

When a Mien check is called for, make a reaction roll.

When a Spirit check is called for, use Will.

DIE ROLLS

Deadlands sometimes uses die rolls in a way that conflicts with the spirit of *GURPS*. For example, in *Deadlands*, Harrowed must sleep 1d6 hours per night; in *GURPS Deadlands*, they have Less Sleep 4, and must sleep 4 hours per night. Whenever you need to convert this sort of mechanic, use the average result for the die roll given.

Similarly, if something you're trying to convert calls for a type of die that you, as a *GURPS* convert, don't have, convert the dice to d6s by referring to the table in the Critters section and doubling all entries.

GUTS CHECKS

Any situation which calls for a *guts* check in *Deadlands* calls for a Fright Check in *GURPS Deadlands*.

FEAR LEVEL

Areas with a Fear Level rating cause characters to suffer a -1 penalty to their Fright Checks for every level of Fear as long as the characters remain within the area.

ACTIONS

A *Deadlands* action is equal to a *GURPS* turn. A full *Deadlands* turn is equal to 5 *GURPS* turns.

WOUND LEVELS

Some *Deadlands* effects refer to wound levels. In *GURPS* terms, a Light wound is equivalent to 1 or 2 hits of damage. A Heavy wound is equal to 3 or 4 hits of damage. A Serious wound is equal to 5 to 8 hits of damage. A Critical wound is equal to 9 to 12 hits of damage. A Maimed wound is equal to 13 to 16 hits of damage; this will cripple a limb, but will not necessarily incapacitate on a torso hit, as *GURPS* does not have crippling torso wounds.

