

THE SIXTH GUN CONVERSION

CONVERT THE SIXTH GUN™ TO THE SAVAGE WORLDS ADVENTURE EDITION

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The Sixth Gun™ 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 (Arcana) becomes Occult, for example, and Lockpicking is part of Thievery. 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.

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.

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MAKING CHARACTERS

Follow the rules presented in SWADE. Skills are converted to equivalent SWADE skills. Knowledge (Arcana) becomes Arcana, 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.

NEW HINDRANCES

- **P14 DARK SECRET:** Ignore the Charisma penalty and create the Dark Secret itself. Feel free to create a Minor version of the Hindrance as well. Were you part of a notorious bank robbery gone wrong? Did you accidentally set fire to a hotel full of people? Talk to the Game Master about the consequences should your secret be discovered..
- **P14 SHORT TEMPER:** Use ThinSkinned instead.
- **P14 SLUGGISH:** Use Hesitant instead.

NEW EDGES

- **P15 SLAM THE HAMMER / FAN THE HAMMER:** The original *Sixth Gun* rules allow anyone to “fan the hammer” of a single-action revolver; and the included Edges make her more effective. In SWADE, characters must have these Edges to do so at all. Here's how they work:

FAN THE HAMMER

Requirements: Seasoned, Agility d8+, Shooting d8+

Most folks have trouble enough drawing a bead and hitting a target with a single shot. The supremely skilled shootist with this Edge can hit multiple targets while slapping their gun faster than chain lightning with a busted link.

A gunslinger who wants to “fan the hammer” holds the trigger of a single-action pistol down while repeatedly slapping the hammer with his other hand. Assuming his six-gun is fully loaded, he may fire up to six shots in a single action. All targets must be within the weapon's Short Range. Each shot suffers a -4 Shooting penalty, but what you lose in accuracy you (hopefully) make up for by getting lead in the air!



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Just watch who's about when you're fanning the hammer, partner. If your Shooting die comes up 1 or 2, there's a chance you hit an Innocent Bystander (see *Savage Worlds*). And because these shots can't truly be "aimed," neither the Aim Maneuver nor the Marksman Edge stacks with Fan the Hammer.

IMPROVED FAN THE HAMMER

Requirements: Heroic, Agility d10+, Shooting d10+, Fan the Hammer

As Fan the Hammer, above, but each shot suffers a -2 Shooting penalty.

- **P15 SPEED LOAD:** Ignore this Edge in SWADE and replace with another of your choice if you like.
- **P16 REPUTATION:** Choose one of two options. For a character who had positive Charisma under the previous rules, she gets a free reroll on Intimidation checks if the GM decides the target has heard of her exploits. If the character had negative Charisma, use Menacing instead.

CHAPTER TWO: GEAR & GOODS

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

- **P20 MELEE WEAPONS:** Unless otherwise noted, the Minimum Strength for any hand weapon is now equal to its damage die. The Buffalo Lance, for example, has a Min Str of d6.
- **P21 LARIAT:** Ignore the notes. A character may use a lariat for Tests as usual, or attempt to grapple using his Fighting skill. With success the victim is Entangled, and Bound with a raise. Lariats are Hardness 9 and vulnerable only to cutting attacks.

- **P21 FANNING THE HAMMER:** A character needs the Fanning the Hammer Edge (see **New Edges**, above) to do so.
- **P22 DOUBLE-TAP:** Ignore. Characters need the Double Tap Edge (see SWADE) to perform this maneuver.

CHAPTER SIX: SETTING RULES

- **P34 SHAMANISM:** Backlash occurs only on a Critical Failure.
- **P34 SORCERY:** Backlash occurs only on a Critical Failure.

CHAPTER TEN: THE ROGUES' GALLERY

- **P76 GHOUL (Disease):** The ghouls' disease is Debilitating, or Chronic with a Critical Failure on the Vigor roll.
- **P77 SENTINEL (Swallow):** Sentinels don't grapple automatically, but may grapple normally. If its prey isn't free two rounds after being grappled, it's swallowed as described.
- **P92 GENERAL OLIANDER BEDFORD HUME:** Hume's chains act as Tentacles, with three actions and a Reach of 5.