

EAST TEXAS UNIVERSITY CONVERSION

CONVERT THE EAST TEXAS UNIVERSITY RPG TO THE SAVAGE WORLDS ADVENTURE EDITION

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East Texas University™ 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 (Chemistry) 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.

Ritualism is now Occult.

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.

ACADEMICS

ETU uses a derived statistic called "Academics" that adds or subtracts to your exam-taking skill. To avoid confusion with the Academics skill presented in SWADE, we'll now call this ability "Scholarship." Scholarship adds to or subtracts from your total when taking exams.

Characters may still choose specific Major and Minor skills such as a Law or Journalism, or they may choose the broader SWADE skills such as Science or Hacking (for computer

science). The broader skills will be more useful overall, but as discussed in the **Creating Other Skills** sidebar in the **Characters** chapter of SWADE, players can make use of any skill proactively. The GM may not call for Law rolls very often, for example, but a player might use it instead of Persuasion when debating an issue with the campus police or Golan County Sheriff's Department!

CHARACTERS

Follow the rules presented in SWADE to make characters.

NEW HINDRANCES

- **P15 CURSED EFFECTS TABLE (6):** Reduce Persuasion and Performance rolls by -1 for the session.

NEW EDGES

- **P16 NOBLE:** Use Aristocrat instead.
- **P16 GUNSLINGER:** Use Marksman instead.
- **P17 SAGE:** Add the bonus to Research and appropriate Common Knowledge rolls instead.
- **P18 MEDIUM:** Add the bonus to Persuasion instead.

GEAR, TOOLS, & WEAPONS

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

HAND WEAPONS

The weapons listed here have a Min Str equal to their damage die (d4 for a light club, for example).

- **P21 PEPPER SPRAY:** Use the rules for Pepper Spray under **Common Gear** in SWADE.
- **P21 STUN GUN / TASER:** Use the rules for Stun Guns under **Common Gear** in SWADE.

VEHICLES

Use the vehicle statistics from SWADE.

SETTING RULES

ACADEMICS

Remember that the derived stat "Academics" is now referred to as "Scholarship" throughout this document.



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DEGREES OF HORROR

EXTRACURRICULAR ACTIVITIES

- **P27 ATHLETE:** The hero adds +1 to Athletics, Strength, and Vigor rolls, but the demands now reduce his Scholarship by 2 (or 4 if he chooses +2 to those Traits).
- **P27 AUDITING CLASSES:** Reduce Persuasion and Performance rolls by 1 instead.
- **P27 COMPUTER/LIBRARY TECH:** The bonus applies to Research.
- **P27 GAMING:** The bonus applies to Common Knowledge and Occult rolls if the GM feels a gaming is applicable.
- **P27 PARTY HARDY:** The bonus applies to Persuasion and Performance rolls.
- **P28 PERFORMER:** The bonus applies to Persuasion and Performance rolls.
- **P28 VOLUNTEER:** The bonus applies to Persuasion.

THE DEAN'S LIST

MONSTER HUNTING

- **P49 ULTRAVIOLET LIGHT:** The light may be Evaded.

RITUAL MAGIC

- **P50 RITUALISM:** Use the Occult skill instead.
- **P50 RITUAL FAILURE TABLE (Queen):** The penalty applies to Persuasion and Performance instead.
- **P53 DURATION:** Use the base Durations found in SWADE before doubling for ritual magic.

CHARACTERS & CRITTERS

- **P87 SKUNK APE (Size):** Change to Size to +2, Strength to d12+2, and Toughness to 11 (1).

SENIOR YEAR

- **P50 WINGED HORROR (Size):** Change to Size to +1, Strength to d12+1, and Toughness to 7.
- **P50 LANTHEUWYLD (Size):** Change Size to 16, Strength to d12+16, and Toughness to 20! (Everything's bigger in Texas!)

SAVAGE TALES

BUGS

- **P58 JOHNNY CHAFE:** Add the Thin-Skinned Hindrance.

RESURRECTION OF THE BLACK GUARD

- **P86 GOLEM (Size):** Add Size +2, Strength d12+2, Toughness 9.

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