

50 FATHOMS CONVERSION

CONVERT THE 50 FATHOMS RPG TO THE SAVAGE WORLDS ADVENTURE EDITION
BY SHANE HENSLEY

50 Fathoms™ was written for *Savage Worlds Deluxe*, but it's easy to update for the *Savage Worlds Adventure Edition* (SWADE). 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

Player characters should always be remade from scratch, building them from the ground up using the rules in SWADE.

Specific rules for racial abilities, skills, Edges, Hindrances, and gear should use those presented in SWADE. Knowledge (Science) 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.

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.

MAKING HEROES

Follow the rules presented in SWADE to make characters, and use the adjusted racial profiles listed here.

ATANI

- **Agile:** Atani start with a d6 in Agility instead of a d4. This increases maximum Agility to d12 + 1.
- **Athletic:** Growing up in trees and soaring through the air from birth, atani begin play with a d6 in Athletics. This increases the skill limit to d12+1.
- **Gliders:** Atani aren't true flyers. They can descend from heights without danger at Pace 12 or lower (their choice), and use Athletics to maneuver. Assuming reasonable air currents, they can descend as slow as 1" (two yards) per round (much faster if Encumbered). A complete absence of wind ruins the atani's gliding ability, causing them to drop like stones.
- **Weak:** The atani's hollow bones make them frail compared to most other races. They subtract 1 from Strength rolls.

DOREEN

- **Coup:** Ranged weapons have little use underwater, so doreen rely on cunning and stealth to hunt. They take great pride in getting as close as possible before making a kill. Every time a doreen kills a foe with a Strength and Toughness at least as high as his own (including armor or other enhancements) with nothing larger than a knife, he gains a Benny.
- **Racial Enemy:** Doreen hate kehana and suffer a -2 penalty to Persuasion rolls when dealing with them.
- **Semi-Aquatic:** Can hold their breath for 15 minutes before checking for drowning.

GRAEL

- **All Thumbs:** GraeL subtract 2 from rolls to use mechanical devices.
- **Big:** GraeL subtract 2 from Trait rolls made to use equipment designed for "normal" beings. Equipment, food, etc, cost double the usual price.
- **Blubber:** +2 Armor and +4 to Vigor rolls made to resist Fatigue.
- **Dumb:** GraeL subtract 2 from Smarts rolls.
- **Semi-Aquatic:** Can hold their breath for 15 minutes before checking for drowning.
- **Size +1:** Adult graeL weigh over 300 pounds.



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- **Slow:** Graef move at Pace 4, have a d4–1 running die, and subtract 2 from Athletics rolls and rolls to resist Athletics where mobility is a factor.
- **Strong:** Graef start with a d8 in Strength instead of a d4, increasing its maximum to d12 +2.
- **Vigorous:** Graef start with a d6 in Vigor instead of a d4, increasing its maximum to d12 +1.

KEHANA

- **Aquatic:** Cannot drown, may speak, hear, and move full Pace when swimming.
- **Bite/Claw:** Kehana have sharp teeth and claws that cause Str+d4 damage. (See **Natural Weapons** in *Savage Worlds* for Bite attacks).
- **Dehydration:** Kehana must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish. Each hour spent recovering in sea water removes a level of Fatigue suffered from Dehydration.
- **Habit (Minor):** Kehana like to eat their prey "raw and wiggling," a practice most others find repulsive.
- **Racial Enemy:** Kehana hate doreen and suffer a –2 penalty to Persuasion rolls when dealing with them.

KRAKEN

- **Aquatic:** Cannot drown, may speak, hear, and move full Pace when swimming.
- **Dehydration:** Kraken must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish. Each hour spent recovering in sea water removes a level of Fatigue suffered from Dehydration.
- **Magical Affinity:** Kraken with Arcane Background have an additional 10 Power Points. Those without may take two other Edges instead.
- **Outsider (Minor):** Kraken are strange and mysterious beings even among the people of Caribdus. They subtract 2 from Persuasion rolls when dealing with other races.

RED-MEN (HALF-UGAK)

- **All Thumbs:** Half-ugaks subtract 2 from rolls to use mechanical devices.
- **Clueless:** Red Men subtract 1 from Common Knowledge and Notice rolls.
- **Dumb:** Half-ugaks subtract 2 from Smarts rolls.
- **Fighters:** Red Men struggle from birth to survive. They start play with a d6 in Fighting, and increase its limit to d12+1.
- **Outsider (Minor):** Red Men subtract 2 from Persuasion rolls when dealing with other races.
- **Strong:** Red Men start with a d6 in Strength instead of a d4, increasing its maximum to d12 +1.
- **Vigorous:** Red Men start with a d6 in Vigor instead of a d4, increasing its maximum to d12 +1.

SCURILLIANS

- **Mean:** The crab men are constantly irritated by others. They subtract 1 from all Persuasion rolls.
- **Keen Mind:** Scurillians add +2 to Common Knowledge rolls.
- **Claws:** Scurillian claws cause Str+d6 damage.
- **Dehydration:** Scurillians must immerse themselves in water (salt or fresh) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish. Each hour spent recovering in sea water removes a level of Fatigue suffered from Dehydration.
- **Odd Shape:** The crab men can't use clothing or armor, and subtract 2 when using most gear intended for humanoids.
- **Stubborn:** Without fail, scurillians think they know better than anyone else.
- **Shell:** Scurillian shells provide +4 Armor.

NEW HINDRANCES

- **CAN'T SWIM (Savage Worlds):** This is a Major Hindrance in 50 Fathoms.
- **P20 BRANDED:** The penalty is to Persuasion rolls, and certain authorities will attempt to arrest him on sight.
- **P20 JINGOISTIC:** The Minor version is –1 to Persuasion rolls with other races, and –2 for the Major version.

NEW EDGES

- **P21 NATURAL SWIMMER:** The bonus applies to Athletics (swimming) rolls.
- **P14 DIRTY FIGHTER:** The hero gets a free reroll when Testing enemies with arcane skills, Athletics, Fighting, or Shooting.
- **P14 REALLY DIRTY FIGHTER:** Replace Trick with "Test".
- **P22 BOARD 'EM:** The bonus applies to Athletics (throwing).
- **P22 BOARDER:** The bonus applies to Athletics (climbing and throwing).
- **P23 MUSKETEER:** The character reduces the Reload value of black powder weapons by 1.
- **P23 ROPE MONKEY:** Any reference to Climbing refers to Athletics (climbing) instead.
- **P24 WHALER:** The bonus applies to Athletics (throwing).
- **P24 GOOD OR BAD REPUTATION:** This Edge is removed in favor of Fame and Menacing.
- **P24 STORM CHASER:** The bonus to Boating is +1. The card draw applies to his draws during a Chase as long as she's the Captain.
- **P24 WIND SENSE:** The bonus is +1. The card draw applies to his draws during a Chase as long as the Captain heeds his warnings.

EQUIPMENT

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

ARMOR

- **P27 KRAKEN BONE ARMOR:** Min Str is d6.

WEAPONS

Use SWADE for standard hand weapons, firearms, etc. Unless otherwise noted, the Minimum Strength of a melee weapon is equal to its damage die. Thus a grael battleball (Str+d10 damage) has a Min Str of d10.

All black powder weapons are Reload 3, except the Rifled Musket, which is Reload 4.

SETTING RULES

- **P36 NAVIGATION:** Allow each player character and the crew to make a Support roll instead of using the table. Retain the modifiers for hugging the coast or having no compass.
- **P39 CONTACTS:** The bonus applies to Networking rolls.
- **P39 TYPICAL SAILOR:** Add Athletics d6 and Persuasion d4
- **P39 SHIP COMBAT:** Use the Chase rules from *Savage Worlds*.

- **P41 CRITICAL HITS:** Use this table instead of the one in *Savage Worlds*.

THE THOUSAND ISLES

THE KIERAN EMPIRE

- **P75 BRAVEN RANGER:** Add Athletics d6, Common Knowledge d6, Persuasion d6, Stealth d8, and Survival d8.
- **P79 THE TERROR:** Size 16 (Gargantuan).

SAVAGE TALES

- **P124 THE DESTROYER:** Size 14 (Gargantuan).
- **P126 THE PERDITION:** Size 14 (Gargantuan).
- **P126 TORQUEMADA:** Add Persuasion d12, Ruthless (Major), Provoke, Retort, and Work the Crowd.
- **P128 THE SEA HAGS:** Add Athletics d6, Common Knowledge d6. Use rules for Gargantuan creatures from *Savage Worlds*. The hags are now Size 10, reducing their Toughness to 21 (4).
- **P133 THE BLACK QUEENS:** Add Persuasion d10, Survival d8, Thievery d8.
- **P133 THE MANEATER:** Size 13 (Gargantuan).
- **P149 FLOTSAM FIENDS (Hang):** The fiends add +2 to grappling attempts. Use the normal rules for grappling.
- **P152 INCINERATOR:** Size 14 (Gargantuan).

UPDATED VEHICLES

Heavy Armor: Ship Toughnesses marked with an asterisk (*) have Heavy Armor.

Ship Size: Caribdu ships sometimes differ from those in SWADE. Galleys and galleons are slightly smaller, for example.

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TRAVEL SPEED	TOUGHNESS	GUNS	MASTS	CARGO SPACE	CREW	COST
Brigantine	12 (Gar)	0	8	3	19 (4)	12	2	6	12+20	\$30K
Crumster	9 (Huge)	-1	7	3	16 (3)	8	2	6	8+12	\$25K
Dinghy	2 (Normal)	0	5	1	8 (1)	0	0	1	1+3	\$500
<i>Notes:</i> for \$1K, the craft is a longboats with Top Speed 8 MPH and Crew 9+4.										
Frigate	9 (Huge)	0	8	3	16 (3)	8	2	10	12+24	\$30K
Galleon	13 (Gar)	-3	9	3	21 (4)	16	3	8	30+40	\$125K
Galley	12 (Gar)	-1	15	3	20 (4)	8	1	4	120+16	\$25K
<i>Notes:</i> Has both oars and sails, Top Speed is 5 MPH with sails. Ram (AP4 and halves damage sustained when ramming).										
Hoy	7 (Large)	+2	7	1	14 (2)	4	2	4	8+6	\$20K
Junk	10 (Huge)	-1	8	3	17 (3)	8	2	8	12+36	\$35K
Kieran Cutter	11 (Huge)	+1	9	2	21 (6)	16	2	2	12+20	\$80K
Man of War	15 (Gar)	-3	9	3	23 (4)	32	4	6	120+40	\$500K
Schooner	9 (Huge)	+1	9	2	15 (2)	4	2	6	6+10	\$20K
<i>Notes:</i> additional +1 Handling to avoid running aground										
Skiff	5 (Large)	+1	6	2	12 (2)	2	1	3	1+7	\$10K
Sloop	7 (Large)	+1	7	2	14 (2)	4	2	4	1+11	\$20K
Wave Rider	1 (Normal)	+3	6	1	7 (1)	0	1	0	1	\$1K

- **P154 STUMPY PETE:** Pete has Thievery d8 and Survival d8.
- **P158 THE MAD DOG:** Size 14 (Gargantuan).
- **P163 GUARDS:** Add the Can't Swim Hindrance.
- **P164 SHOU DENG:** Add Athletics d10, Common Knowledge d6, Persuasion d8, Survival d6, Humiliate.
- **P164 THE JADE EARTH DRAGON:** Size 11 (Huge).
- **P174 LA SANGUINE:** Add Ruthless (Major).
- **P179 CAPTAIN ABDULLAH:** Add Ruthless (Major).
- **P181 REDBEARD RUFUS:** Add Ruthless (Major).

ENCOUNTERS

Animals have Athletics equal to their Agility unless otherwise listed.

Humans typically have Athletics equal to their Agility and Common Knowledge equal to their Smarts. Extras have Persuasion at d4 unless they frequently interact with others (like merchants), or d6 or higher if they're Wild Cards. Stealth is d4 for society types and equal to Agility for those who get their own hands dirty. Adjust any or all of these as makes sense for a characters' role and profession.

Those who frequently venture into the wild have Survival at their Smarts.

Pirates and other scoundrels have Thievery equal to their Agility.

- **P146 ADMIRAL NELSON DUCKWORTH:** Add Ruthless (Minor) and Reliable.
- **P183 HMS JUSTICE:** Size 14 (Gargantuan).
- **P184 BLUE BEARS (Bear Hug):** Ignore the Bear Hug. The grappling rules accommodate their abilities naturally.
- **P184 CITIZEN:** Athletics d4, Common Knowledge d6, Persuasion d4, Thievery d6.
- **P185 CITY WATCH AND VETERAN CITY WATCH:** Add the Soldier Edge.
- **P185 EDWARD LAZENBY:** Athletics d4 and Common Knowledge d10.
- **P186 ELECTRIC EEL, GIANT (Electric Shock):** Any creature striking an eel with a metal weapon receives a shock and must make a Vigor roll at -2 or be Stunned. No more than once per turn, and never two turns in a row, the eel can generate a powerful electrical charge in the shape of a Large Blast Template. Everything under the template must make a Vigor roll at -4 or be Stunned.
- **P188 TYPICAL INQUISITOR:** Add Common Knowledge d8, Persuasion d8, Taunt d8, Ruthless (Minor), Humiliate, and Provoke.
- **P189 KRAKEN WARRIOR:** Common Knowledge d8, Persuasion d4, Survival d8.
- **P189 KRAKEN MAGE:** Athletics d6, Common Knowledge d10, Persuasion d4, Survival d6.
- **P189 LEECH, GIANT (Blood Drain):** A giant leech succeeding in a Fighting roll attaches itself to its prey and begins to drink blood. Each round the leech is attached the victim must make a Vigor roll or suffer a level of Fatigue. This can cause Death. Removing a leech requires a Strength roll. A Critical Failure on this roll bursts an artery—the victim is Bleeding Out (see *Savage Worlds*)!
- **P189 LEECH, GIANT (Size):** Giant leeches are Size -3 and have a Strength of d4-3.
- **P190 MARINE:** Add the Soldier Edge.
- **P193 OCTOPON (Ink Spurt):** Out of water, an octopon can spit its ink into the face of an adjacent foe as an action (but no more than once per turn, and never two turns in a row). Teat this as a Breath Attack that can be Evaded. Anyone affected is blinded (as per the power).
- **P194 OCTOPUS, GIANT (Bite):** Add Bite Str+d8.
- **P194 OCTOPUS, GIANT (Tentacles):** Use the rules for tentacles instead. The creature has four tentacle actions and a Reach of 3. Bound or Entangled prey may be bitten as usual.
- **P194 ORCA (Size):** Increase Size to +6, Str to d12+6, and Toughness to 14.
- **P195 PIRATES:** All pirates are Ruthless (Minor). Some are Ruthless (Major) at the GM's discretion.
- **P196 SLAP TREE (Poison):** Victims must make a Vigor roll (at -2 with a raise) or be Stunned.
- **P196 SNAPJAW (Tendrils):** Use the rules for tentacles instead. The creature has 1d6+1 tentacle actions and a Reach of 2. Bound or Entangled prey are subject to the thing's digestive juices.
- **P198 RED MAN SHAMAN (Black Bolts):** The shaman may fire a *bolt* on each of his actions if he chooses.
- **P198 ROC (Size):** Increase Size to 12 (Gargantuan), Str+10 and Toughness to 18.
- **P199 SEA WORM, GIANT (Size):** Increase Size to 9 (Huge), Str+6, and Toughness to 15.
- **P199 SEAWEED FIEND (Stench):** Characters must roll Vigor when they first move next to the creature and at the beginning of any turn they start next to it. Failure means the character is Shaken, and a Critical Failure means they're Stunned.
- **SPIDER, GIANT (Poison):** Use the standard rules for paralyzing poison in *Savage Worlds*.
- **P200 TIDAL SNAKE (Size):** Increase Size to 4, Str+2, and Toughness to 10.
- **P200 TIDAL SNAKE (Poison):** Characters who fail their Vigor roll are Stunned.
- **WALKING GODS, DONGA (Size):** Decrease Size to 9 (Huge), Str+9, and Toughness to 15.
- **WALKING GODS, SSSS (Size):** Increase Size to 12 (Gargantuan), Str+9, and Toughness to 17.
- **WALKING GODS, JINKA-TAHN (Size):** Increase Size to 11 (Huge), Str+10, and Toughness to 19
- **WHALE (Size):** Increase Size to 8 (Huge), Str+5, and Toughness to 14.
- **YELLOWBACK (Size):** Increase Size to 4 (Large) and Toughness to 12 (2).