

**SAVAGE WAR**  
**OF THE**  
**BURNING SKY**  
**PLAYER'S GUIDE**



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# INTRODUCTION

War of the Burning Sky is an epic twelve-part adventure path. The story begins in the free city state of Gate Pass, nearly two months after the assassination of Drakus Coaltongue, the Ragesian Emperor. His successor, Leska, has sent an army to Gate Pass in order to secure her borders – and the PCs find themselves fighting for the Resistance.

## Getting Started

You will need to grab a copy of the free War of the Burning Sky Player's Guide, as it contains all the background information for playing in this setting. You can download it from [here](#).

This document contains the converted mechanics for playing the campaign in Savage Worlds. You will also need to download *Savage Armoury*, *Savage Beasts*, and *Savage Spellbook*, all three of which are available as free PDFs from [here](#).

Finally, you will also need to purchase a copy of Savage Worlds Deluxe (SWD) for the rules, skills, core Edges and Hindrances, and so on.

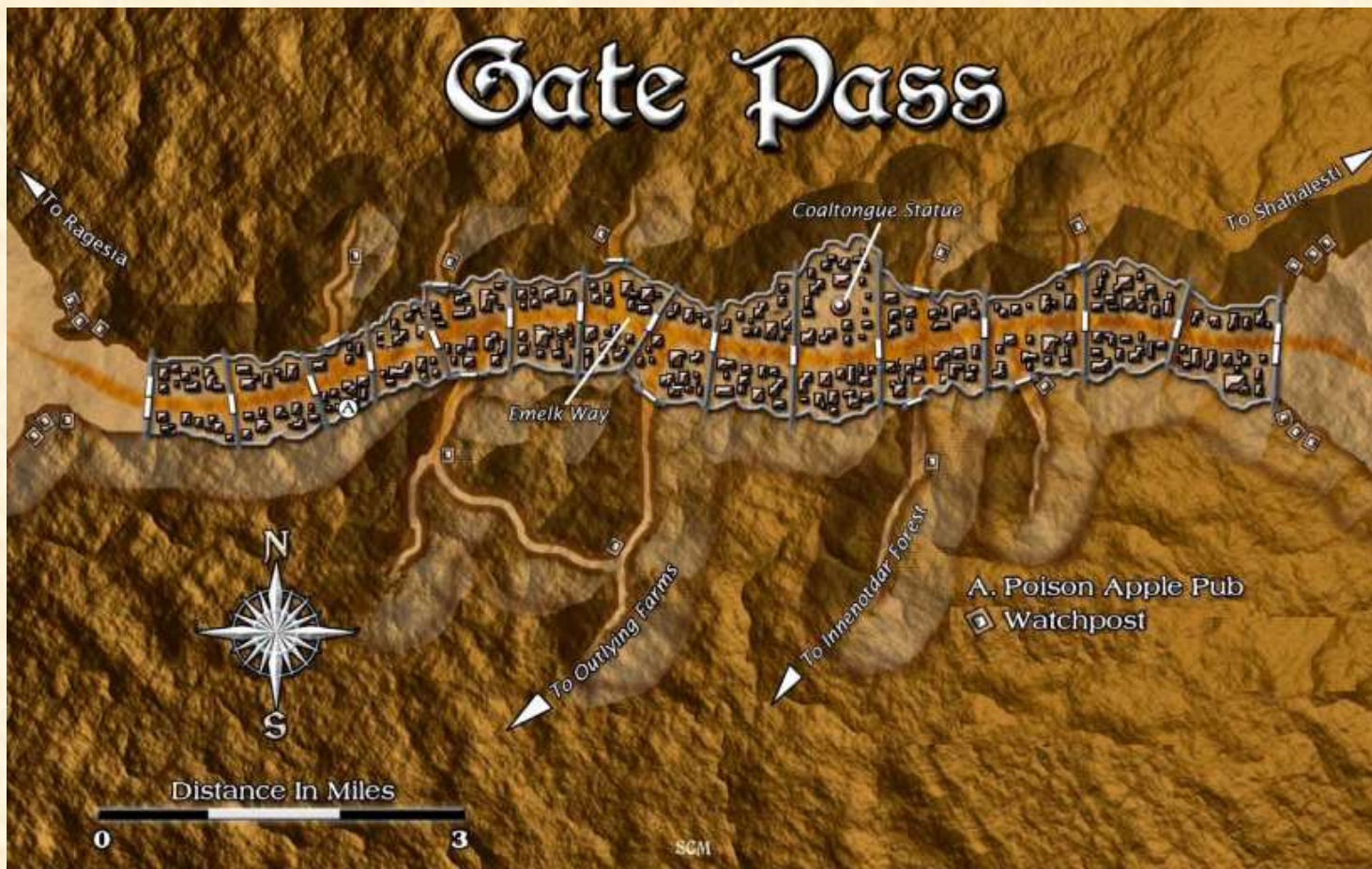
## Character Creation

Character creation follows the normal guidelines set down in the SWD core rulebook, except that every character also begins with one free Novice Edge. The quickest way to create a new character is to choose a race and an archetype (the archetypes already include the free Novice Edge) – choose your Hindrances, pick a name, and you're ready to go.

However if you prefer you can modify an archetype, or just choose a race and then build the rest of your character from scratch. The archetypes are designed to make it quick and easy to get started, not to limit your options!

## Knowledges

The following areas of Knowledge speciality will be useful in this setting: Alchemy, Arcana, Bardic Lore, Battle, Engineering, Forgery, History, Nature, Nobility, Planes, and Religion. Other Knowledges may also be taken, but if they're not required for Edges, consider using Common Knowledge instead.



# SETTING RULES

## Evading

In addition to Fighting, Shooting and Throwing, there is now another combat skill called Evading, linked to Agility. Parry is half Evading plus 2 (the Fighting skill becomes purely offensive). Evading is also used in place of Agility when evading area attacks, diving for cover, avoiding Entangle, Full Defense, and avoiding certain traps.

The Dodge Edge now requires Evading d8 instead of Agility d8. Extraction now requires Evading d8 instead of Agility d8, and uses an Evading roll to withdraw without provoking a free attack.

## Languages

You start with a number of languages equal to half your Smarts die. You must take "common", and your race may require another. Other available languages are abyssal, aquan, auran, celestial, draconic, dwarven, elven, giant, gnome, goblin, gnoll, halfling, ignan, infernal, orc, sylvan, terran, and undercommon. Druids can also take druidic.

## Multiaction

This rule replaces Frenzy, Improved Frenzy and Rapid Attack. Although you can't perform duplicate actions separately, you may perform them as a Multiaction: each additional action adds one Trait die and a -2 penalty (treated as if it were a multi-action penalty). For example a double attack would involve rolling two Fighting dice and one Wild Die with a -2 penalty, a triple attack would involve three Fighting dice and one Wild Die with a -4 penalty, and so on.

Multiaction cannot be combined with, or be used in the same round as, any other action that involves rolling multiple trait dice. It can be used with Combined Attack, but the combined penalty for both cannot exceed -4 (this limit also applies when using Multiaction on its own).

## Poison Use

Knowledge (Poisons) allows you to detect and identify poisons, and may be used instead of Healing when treating someone for poisoning. It can also be used to prepare poisons and antidotes, although you must still obtain the ingredients - use the lowest of Survival and Knowledge (Poison) when harvesting the ingredients in a rural area, and the lowest of Streetwise and Knowledge (Poison) to find appropriate ingredients in an urban area. You can apply poison to a weapon as a normal action with a successful Knowledge (Poison) roll, and it remains

active for 10 minutes on a success or 1 hour on a raise. If you roll 1 on your skill die while applying poison or attacking with a poisoned weapon, you accidentally poison yourself.

Victim Shaken or wounded by a poisoned weapon gain a Poison token (if they don't have one already). Any creature with a Poison token who draws Hearts for initiative must make a Vigor roll at the start of their turn: failure causes a wound, success makes them Shaken (this can cause a wound), and a raise removes the token. Incapacitation from poison results in death, paralysis or unconsciousness, depending on the type of poison used.

## Simplified Encumbrance

Load Limit is defined in significant items rather than in pounds, but otherwise follows the normal encumbrance rules. A significant item is one that weighs roughly 5-14 pounds, and you can carry a number of such items equal to half your Strength without penalty (i.e., 2 significant items with Strength d4, 3 significant items with Strength d6, etc). The Brawny Edge increases your Load Limit in significant items by 1½ times (rounded up).

Particularly heavy items may count as two or more significant items; divide their weight (in lb) by 10 and round to the nearest whole number to determine how many items they count as. At the GM's discretion, multiple small items can be collectively classified as a significant item.

## Stances

This rule replaces Wild Attack, Defend and Full Defense. At the beginning of your turn, before making any rolls, you may choose a fighting stance. The modifiers apply until the beginning of your following turn.

- **Powerful stance:** Inflict +2 melee damage, or +4 if you hit with a raise. Parry reduced by 2.
- **Offensive stance:** Gain +2 to all Fighting rolls. Parry reduced by 2.
- **Defensive stance:** Gain +2 Parry but can only perform one other action this round (this includes free actions such as movement), and if the other action requires a roll, it is made at -2.

## Surrounded

If two adjacent foes are on directly opposite sides of you, they gain an additional +1 Gang Up, up to the normal maximum of +4. This bonus does not apply if you are adjacent to an ally, wall, or solid object big enough to fill a 1" square.

# RACES

## Human

- **Adaptable:** Humans are far more adaptable than other races. They begin with one free Edge of their choice (they must still meet the requirements).
- **Diverse:** Humans come from a widely diverse range of different cultures. They have the option of taking one (and *only* one) additional Hindrance in exchange for extra skills points: one skill point for a Minor Hindrance, or two for a Major Hindrance. The additional Hindrance and skill(s) should be related to the character's cultural background.

## Dwarf

- **Sturdy:** Dwarves are very tough. They increase their Vigor by +1 die step during character creation, and can raise their Vigor to d12+1 through normal advances. The Professional and Expert Edges allow them to increase their Vigor to d12+2 and d12+3.
- **Darkvision:** Dwarves can see in the dark up to a distance of 12".
- **Stonecunning:** Dwarves have an intuitive feel for stone. They gain a +1 bonus to Notice rolls related to stonework, including traps, secret doors, unsafe surfaces, etc.
- **Magic Tolerance:** Dwarves receive a +1 bonus to opposed rolls when resisting magic.
- **Short:** Dwarves are short and stocky, and have a base Pace of 4.
- **Gruff:** Dwarves tend to be rather gruff and short-tempered. They suffer a -1 penalty to Charisma.
- **Racial Enemy:** Dwarves receive an additional -2 penalty to Charisma when dealing with goblinoids and orcs (but not half-orcs).
- **Racial Language:** Dwarves must take "dwarven".

## Elf

- **Low Light Vision:** Elves have superb night vision, and ignore penalties for Dim and Dark lighting.
- **Keen Senses:** Elves have very sharp senses. They receive a +1 bonus to all Notice rolls.
- **Graceful:** Elves tend to be agile and graceful. They can increase their Agility to d12+1 with normal advances, and to d12+2 and d12+3 with the Professional and Expert Edges respectively.
- **Slender:** Elves tend to be slender of build, and cannot increase their Vigor beyond d10 with normal advances. If they have Vigor d10, they may take the Professional and Expert Edges at Legendary to raise their Vigor to d12 and d12+1 respectively.
- **Haughty:** Elves are disdainful of other races. This is treated as the Quirk Minor Hindrance.
- **Immunity:** Elves are immune to magical sleep.
- **Racial Language:** Elves must take "elven".

## Gnome

- **Innate Magic:** Gnomes have a natural affinity with illusions, and are able to conjure glowing balls of light, or produce strange ghostly sounds. These are treated exactly like the Light/Obscure (dancing lights) spell and the Light/Obscure (Illusion) spell respectively, except that the latter produces sounds instead of images, and is always limited to a SBT. The gnome uses Spirit as their arcane skill, and suffers a level of Fatigue if he rolls 1 on the trait die.



- **Low Light Vision:** Gnomes have excellent night vision, and ignore penalties for Dim and Dark lighting.

- **Speak to Mammals:** Gnomes are capable of understanding and communicating with burrowing mammals, such as badgers and foxes. This is treated as Knowledge (Burrowing Language), which starts at d4 and can be raised normally. The animals won't be any more friendly or cooperative than normal, although the gnome may use the lowest of Persuasion and Knowledge (Burrowing Language) to try and befriend or negotiate with them, using the normal rules for Persuasion.

- **Keen Hearing:** Gnomes have exceptional hearing, and gain a +1 bonus to listening-based Notice rolls.

- **Robust:** Gnomes tend to be pretty tough for their size. They can increase their Vigor to d12+1 with normal advances, and to d12+2 and d12+3 with the Professional and Expert Edges respectively.

- **Weak:** Gnomes are weaker than most races, and cannot increase their Strength beyond d10 with normal advances. If they have Strength d10, they may take the Professional and Expert Edges at Legendary to raise their Strength to d12 and d12+1 respectively.

- **Little:** Gnomes stand 3 to 3½ feet tall. This reduces their Size (and therefore also their Toughness) by 1, and gives them a base Pace of 4.

- **Racial Enemy:** Gnomes receive a -2 penalty to Charisma when dealing with goblinoids and kobolds.

- **Racial Language:** Gnomes must take "gnome".



## Half-Elf

- **Low Light Vision:** Half-Elves have good night vision, and ignore penalties for Dim and Dark lighting.

- **Likeable:** Half-Elves tend to get along well with most people. They gain a +1 bonus to Charisma.

- **Elf Blood:** Half-Elves are treated as both humans and elves for the purposes of Edges and magical affects.

- **Racial Language:** Half-Elves must take "elven".

## Half-Orc

- **Strong:** Half-Orcs tend to be heavily muscled. They automatically increase their Strength by +1 die step during character creation, and can raise their Strength to d12+1 through normal advances. The Professional and Expert Edges allow them to increase their Strength to d12+2 and d12+3 respectively.

- **Darkvision:** Half-Orcs can see in the dark up to a distance of 12".

- **Persecuted:** Half-Orcs receive a rough time from other races. They suffer a -2 penalty to Charisma.

- **Slow-Witted:** Half-Orcs aren't particularly clever, and cannot increase their Smarts beyond d10 with normal advances. If they have Smarts d10, they may take the Professional and Expert Edges at Legendary to raise their Smarts to d12 and d12+1 respectively.

- **Orc Blood:** Half-Orcs are treated as both humans and orcs for the purposes of Edges and magical affects.

- **Racial Language:** Half-Orcs must take "orc".

## Halfling

- **Serendipitous:** Halflings begin each session with an extra benny.

- **Courageous:** Halflings receive a +1 bonus to Fear tests.

- **Sneaky:** Halflings receive a +1 bonus to Stealth rolls.

- **Keen Hearing:** Halflings have exceptional good hearing, and gain a +1 bonus to all listening-based Notice rolls.

- **Nimble:** Halflings tend to be quick and nimble. They can increase their Agility to d12+1 using normal advances, and to d12+2 and d12+3 with the Professional and Expert Edges respectively.

- **Weak:** Halflings are weaker than most races, and cannot increase their Strength beyond d10 with normal advances. If they have Strength d10, they may take the Professional and Expert Edges at Legendary to raise their Strength to d12 and d12+1 respectively.

- **Little:** Halflings typically stand about 3 feet tall. This reduces their Size (and therefore also their Toughness) by 1, and gives them a base Pace of 4.

- **Racial Language:** Halflings must take "halfling".

# ARCHETYPES

## Barbarian

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Climbing d4, Evading d6, Fighting d6, Healing d4, Intimidation d6, Notice d4, Riding d4, Survival d4, Swimming d4, Throwing d6, Tracking d4

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 6

**Hindrances:** One Major, Illiterate, one additional Minor

**Edges:** Berserker Rage, Endurance

**Gear:** Battleaxe (Str+d8; Str+d10 two-handed), 2 throwing axes (Str+d6; range 3/6/12), thick furs (+1 armour)

## Bard

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

**Skills:** Evading d6, Fighting d6, Knowledge (Bardic Lore) d6, Lockpicking d4, Notice d4, Persuasion d8, Riding d4, Shooting d4, Stealth d4, Streetwise d4

**Charisma:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 4

**Hindrances:** One Major, two Minor

**Edges:** Charismatic, Bard, Arcane Background (Bardic Magic)

**Powers:** Fear (manipulate emotions), Stun (sonic boom)

**Gear:** Rapier (Str+d4; AP 1; +1 Parry), main gauche (Str+d4; +1 Parry), dagger (Str+d4; range 3/6/12), shortbow (2d6; range 12/24/48), padded vest (+1 armour)

## Cleric

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Evading d6, Faith d8, Fighting d6, Healing d6, Knowledge (Religion) d6, Notice d4, Persuasion d4, Riding d4, Throwing d4

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Miracles), Holy Warrior

**Powers:** Healing (cure wounds from *Savage Spellbook*), Succor

**Gear:** Warhammer (Str+d6; AP 2 vs. rigid armour; +d8 damage on a raise), target shield (+1 Parry), sling, chainmail vest (+2 armour)

## Druid

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

**Skills:** Evading d6, Faith d8, Fighting d6, Healing d4, Knowledge (Nature) d6, Notice d4, Riding d4, Survival d4, Swimming d4, Tracking d4

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Miracles, druids are described in *Savage Beasts*), Beast Master, New Power

**Powers:** Beast Friend, Beast Shape (from *Savage Beasts*), Nature's Ally (from *Savage Beasts*)

**Gear:** Staff (Str+d4; +1 Parry), sling (2d4; +d12 damage on a raise; range 10/20/40), hide shirt (+1 armour)



## Duelist

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Evading d8, Fighting d8, Intimidation d4, Knowledge (Nobility) d4, Notice d4, Persuasion d4, Stealth d4, Taunt d6, Throwing d6

**Charisma:** -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Acrobat, Quick

**Gear:** Rapier (Str+d4; AP 1; +1 Parry), main gauche (Str+d4; +1 Parry), chainmail vest (+2 armour)

## Fighter

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

**Skills:** Climbing d4, Evading d8, Fighting d8, Intimidation d4, Knowledge (Battle) d4, Notice d4, Riding d4, Shooting d8, Throwing d4

**Charisma:** -; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** One Major, two Minor

**Edges:** Brawny, Warrior (grants the benefits of Dynamic Warrior)

**Gear:** Longsword (Str+d8), target shield (+1 Parry), dagger (Str+d4; range 3/6/12), shortbow (2d6; range 12/24/48), breastplate (+3 armour)

## Monk

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d4, Evading d8, Faith d8, Fighting d8, Healing d4, Knowledge (Religion) d4, Notice d4, Stealth d4

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Miracles), Natural Weapons (martial arts: Str+d4), Adept

**Powers:** Smite (psychic infusion from *Savage Spellbook*), Deflection

**Gear:** Robes

## Paladin

**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

**Skills:** Evading d6, Faith d8, Fighting d8, Intimidation d6, Knowledge (Religion) d4, Notice d4, Persuasion d4, Riding d4

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 6

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Miracles), Champion

**Powers:** Healing (lay on hands), Smite

**Gear:** Longsword (Str+d8), target shield (+1 Parry), dagger, light chainmail vest (+2 armour)

## Psion

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d4

**Skills:** Evading d6, Fighting d6, Notice d4, Persuasion d4, Psionics d8, Riding d4, Streetwise d4, Taunt d8, Throwing d4

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 4

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Psionics), Mentalist, Danger Sense (or Mind Blade, if you wish to play a soulnife rather than a regular psion)

**Gear:** Spear (Str+d6; +1 Parry), padded vest (+1 armour)

**Powers:** Burst (psychic scream), Deflection (forcefield from *Savage Spellbook*), Mind Reading (telepathy from *Savage Spellbook*)

## Ranger

**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Evading d6, Fighting d6, Healing d4, Notice d4, Shooting d6, Stealth d4, Survival d8, Tracking d8

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Woodsman

**Gear:** Shortsword (Str+d6; AP 1; +d8 damage on a raise), main gauche (Str+d4; +1 Parry), dagger (Str+d4; range 3/6/12), longbow (2d6; AP 1; range 15/30/60), chainmail vest (+2 armour)

## Rogue

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Climbing d6, Evading d8, Fighting d6, Lockpicking d6, Notice d4, Repair d4, Stealth d8, Streetwise d4

**Charisma:** -; **Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** One Major, two Minor

**Edges:** Thief, Sneak Attack

**Gear:** Shortsword (Str+d6; AP 1; +d8 damage on a raise), main gauche (Str+d4; +1 Parry), dagger (Str+d4; range 3/6/12), padded vest (+1 armour)

## Sorcerer

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

**Skills:** Evading d6, Fighting d6, Intimidation d8, Notice d4, Persuasion d8, Sorcery d8, Streetwise d4

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 4

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Sorcery), Summon Familiar (from *Savage Beasts*), Power Points

**Gear:** Spear (Str+d6; +1 Parry)

**Powers:** Burst (jet of flame from *Savage Spellbook*), Light/Obscure (illusion from *Savage Spellbook*)

## Wizard

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4

**Skills:** Evading d6, Fighting d4, Investigation d6, Knowledge (Arcana) d8, Notice d6, Persuasion d4, Wizardry d10

**Charisma:** -; **Pace:** 6; **Parry:** 5; **Toughness:** 4

**Hindrances:** One Major, two Minor

**Edges:** Arcane Background (Wizardry), Summon Familiar (from *Savage Beasts*), Wizard

**Gear:** Staff (Str+d4; +1 Parry)

**Powers:** Armor (mage armour), Bolt (magic missile from *Savage Spellbook*), Burst (burning hands from *Savage Spellbook*), Deflection (shield), Fly (feather fall from *Savage Spellbook*), Light/Obscure (dancing lights from *Savage Spellbook*)



# EDGES

## ALTERED EDGES

The following Edges work differently from SWD:

### Alertness

In addition to the normal benefits of this Edge, you are now always considered an active guard for Stealth checks.

### Berserk

This Edge has been replaced with Berserker Rage.

### Block (and Improved)

The Parry bonus granted by Block (and Improved Block) is doubled when using a Defensive Stance.

### Combat Reflexes

In addition to the normal benefits of this Edge, you can now make free attacks while Shaken (for example, if an opponent withdraws from melee combat, or triggers First Strike or Counterattack).

### Fast Healer

In addition to the normal benefits of this Edge, Healing rolls made on you no longer treat your wounds as a penalty to the roll.

### Frenzy (and Improved)

These Edges have been removed. Frenzy is now a free maneuver that's available to everyone, and you can take Multiaction (Fighting) twice to simulate Improved Frenzy.

### Hard to Kill (and Improved)

In addition to the normal benefits of this Edge, you now ignore wound modifiers when making Soak rolls, Spirit rolls to recover from being Shaken, and Vigor rolls to survive Bleeding Out. Improved Hard to Kill means you also ignore all Fatigue penalties in any situation where Hard to Kill would allow you to ignore wound modifiers.

### Martial Artist

This Edge has been replaced with Natural Weapons from *Savage Armoury*, which allows you to design your own unarmed fighting style. You can however create a fighting style exactly the same as Martial Artist if you wish.

### Nerves of Steel (and Improved)

In addition to the normal benefits of this Edge, whenever you spend a benny to reroll a Trait roll, you ignore all wound and Fatigue modifiers for that Trait roll. Improved Nerves of Steel allows you to continue ignoring all wound and Fatigue modifiers until the beginning of your next turn.

### Soul Drain

This Edge is not available to characters with Arcane Background (Wizardry).

### Trademark Weapon (and Improved)

These Edges have been replaced with Weapon Focus and the other Weapon Mastery Edges.

### Wizard

This Edge now requires Arcane Background (Wizardry) instead of Arcane Background (Magic), and Wizardry d6 instead of Spellcasting d6.

## CONVERTED EDGES

The following Edges have been converted from War of the Burning Sky, and should be treated as Professional Edges. For the Leader Feats, simply use the Leadership Edges described in SWD.

### Spellduelist

**Requirements:** Novice, Arcane Background (Sorcery or Wizardry)

You can choose to use your arcane skill die instead of Smarts when making Smarts tricks. In addition, if someone on Hold attempts to interrupt you while you're casting a spell, you may use your arcane skill instead of Agility for the opposed roll.

### Mageknight

**Requirements:** Novice, Arcane Background (Wizardry)

You no longer suffer Arcane Spell Failure when wearing light armour or using shields.

### Shining Warrior

**Requirements:** Seasoned, Fighting d8, Arcane Background (Sorcery or Wizardry)

You are able to make your weapon glow with an intense magical light. You can cast Light as if you had the power, however it can only be cast on a weapon you're wielding.

If you get a raise on your attack roll when using a glowing weapon, your opponent must make a Vigor roll or become Shaken. This is resolved before rolling damage, and doesn't apply to creatures that are blind or immune to being dazzled.

Finally, you can no longer be Shaken or blinded by light-based trappings and effects.

## Vow of Healing

**Requirements:** Novice, Healing d6, Arcane Background (Miracles), Healing or Succor

Whenever you cast Healing or Succor, you have the option of paying an extra 2 Power Points in order to affect everyone within a Medium Burst Template, centred on yourself. Any undead within the Medium Burst Template are instead treated as if you'd cast Stun.

## East Wind Style

**Requirements:** Novice, Arcane Background (Sorcery), Natural Weapons, Spirit d8

You gain the Smite power with an Electricity (Armor Piercing) trapping, and it can be cast as a free action, although you may only cast it on yourself and it only applies to attacks made with your bare hands.

Characters with this Edge cannot cast spells with earth-based trappings.

## West Wind Style

**Requirements:** Novice, Arcane Background (Miracles), at least one power with an air-based trapping

You can spend 1 Power Point as a free action to gain the ability to fly at your normal Pace until the beginning of your next turn. If you continue to activate this ability each round, you do not fall between rounds.

Each rank over Novice allows you to grant one additional willing target within Spirit range the ability to fly as well, using their own Pace. This doesn't cost any additional Power Points.

If you fall, either from using this Edge or from some other cause, you may spend 1 Power Point to negate the falling damage and land on your feet. You must declare this ability before rolling the falling damage.

Characters with this Edge cannot cast spells with earth-based trappings.

## GATE PASS EDGES

The following Edges have also been converted from War of the Burning Sky, and should be treated as Background Edges. These Edges are only available to characters from Gate Pass.

## Blade of the Resistance

**Requirements:** Novice, Fighting d6

You may specify one preferred foe per encounter. The foe must have successfully hit either you or an ally at some point in the past (not necessarily this encounter), although it's not necessary for them to have caused damage or even Shaken status. When attacking your preferred foe, you inflict +1 damage, or +2 damage if you hit with a raise.

## Blessed by Dreams

**Requirements:** Novice, Spirit d6

You gain an extra benny each session. This special benny may be used normally, or given to another character within 6" at any time, but if you give it to someone else they must spend it immediately.

## Cavalry Errant

**Requirements:** Novice, Riding d6

Whenever an ally within 6" makes a Riding roll, they may treat their Riding skill as if it were one die step higher (or d4 if they were previously unskilled), as long as their Riding skill is normally lower than yours.

## Civic Minded

**Requirements:** Novice, Spirit d6

Whenever an ally within 6" makes a successful cooperative roll, they gain a +2 bonus to the roll.

## Student of War

**Requirements:** Novice, Wizardry or Sorcery d6

If you spend a full round casting a spell (no movement allowed) which can be resisted with an opposed roll, and it affects three or more targets, then you receive a +2 bonus to the opposed roll.

## Thieves' Guild Sympathizer

**Requirements:** Novice, Notice d6

Your allies gain one free Notice reroll per encounter to avoid Surprise, as long as you're aware of the danger and not surprised yourself.

## BACKGROUND EDGES

### Arcane Background (Bardic Magic)

**Requirements:** Novice, Bard

**Arcane Skill:** Persuasion (Spirit)

**Starting Power Points:** 10

**Starting Powers:** 2

Some bards are able to channel their music into magic, using Persuasion as their arcane skill (note that Charisma is *not* added to Persuasion when used as an arcane skill). Bardic spells should generally have a sound-based trapping, and unlike sorcerers and wizards they can even learn basic healing magic (but not Greater Healing).

► **Backlash:** When a bard rolls equal or below his Arcane Spell Failure chance on his Persuasion die (regardless of his Wild Die), he is automatically Shaken. This can cause a wound. The Arcane Spell Failure chance is equal to the bard's worn armour value (unless it's light armour) or shield Parry bonus, whichever is higher. If the bard is wearing no (or only light) armour, and isn't using a shield, he only suffers Backlash on a critical failure.

## Arcane Background (Sorcery)

**Requirements:** Novice

**Arcane Skill:** Sorcery (Spirit)

**Starting Power Points:** 15

**Starting Powers:** 2

Sorcerers are arcane spellcasters who were born with a natural affinity for magic. They cannot cast spells with a healing trapping.

► **Backlash:** When a sorcerer rolls equal or below his Arcane Spell Failure chance on his Sorcery die (regardless of his Wild Die), he is automatically Shaken. This can cause a wound. The Arcane Spell Failure chance is equal to the sorcerer's worn armour value or shield Parry bonus, whichever is higher. If the sorcerer isn't using armour or a shield, he only suffers Backlash on a critical failure.

## Arcane Background (Wizardry)

**Requirements:** Novice

**Arcane Skill:** Wizardry (Smarts)

**Starting Power Points:** 10

**Starting Powers:** 3

Wizards are arcane spellcasters who learn the magical art from studying ancient books and researching forgotten lore. They cannot cast spells with a healing trapping.

The number of powers a wizard has represents the number of spells he can memorise at any one time (i.e., 3 + however many New Power Edges he's taken). A wizard begins with 6 different spells in his spellbook, and gains 2 new spells each time he takes the New Power Edge. He may also learn additional spells from books and scrolls. Each spell is a power with a specific trapping, much like the examples in *Savage Spellbook*.

Whenever a wizard rolls 1 on his Wizardry skill die, the spell he's just cast vanishes from his mind, and needs to be re-memorised before it can be cast again. After 8+ hours sleep the wizard can memorise up to his full quota, with each spell requiring 10 minutes per rank to memorise.

Wizards use the Arcane Spell Failure rule, and cannot cast spells with a healing trapping.

► **Backlash:** When a sorcerer rolls equal or below his Arcane Spell Failure chance on his Sorcery die (regardless of his Wild Die), he is automatically Shaken. This can cause a wound. The Arcane Spell Failure chance is equal to the sorcerer's worn armour value or shield Parry bonus, whichever is higher. If the sorcerer isn't using armour or a shield, he only suffers Backlash on a critical failure.

## Combat Insight

**Requirements:** Novice, Smarts d8, Spirit d6

You gain a +2 bonus when making Smarts tricks, and a +1 bonus to all Fighting rolls against any opponent you've successfully used a Smarts trick against during the current scene.

## Intimidating Prowess

**Requirements:** Seasoned, Wild Card, Brawny, Strength d8, Intimidation d8

When making an Intimidation roll, you may use your Strength as the Wild Die, up to a maximum of d12.

# PROFESSIONAL EDGES

## Bard

**Requirements:** Novice, Charismatic, Persuasion d8, Knowledge (Bardic Lore) d6

You are a talented musician and entertainer. You gain the Command Edge, representing your ability to inspire people with your songs - you must sing or play an instrument in order to use Command, but the benefits apply to all allies within range, rather than just subordinates. The same trapping extends to any other Leadership Edges you take. If you take the Tactician Edge, replace Knowledge (Battle) with Knowledge (Bardic Lore).

If you wish to take Jack-of-all-Trades, you may ignore the Smarts requirement. If you wish to take Attractive and Very Attractive during play, you can have them represent the attraction of your growing celebrity status.

## Bounty Hunter

**Requirements:** Novice, Investigation d6, Streetwise d6, at least one combat skill (Fighting, Shooting or Throwing) d8

You've had plenty of practice finding and capturing wanted criminals. You can choose to inflict nonlethal damage without incurring any additional penalties to your attack rolls, as long as you have at least d8 in the associated combat skill. You must still declare your intent to inflict nonlethal damage before making your attack roll. You also gain a +2 bonus to

Investigation and Streetwise rolls related to discovering information about criminals.

## Favoured Foe

**Requirements:** Novice, Smarts d8

You've made a career out of studying and hunting a certain type of creature. You gain a +2 bonus to all Taunt, Investigation and Knowledge rolls (including Common Knowledge) against or related to one type of creature, such as humans, elves, goblinoids, etc., chosen when this Edge is taken. You also halve the penalties for making called shots against your favoured foe.

## Poisoner

**Requirements:** Novice, Knowledge (Poisons) d8

You gain a +2 bonus to resist poisons, as well as +2 to Knowledge (Poison) rolls. You no longer accidentally poison yourself when rolling 1 on the skill die.

Note that this Edge is designed to be used with the Poison Use setting rule. See that section of the document for information on how poison works.

## Specialist

**Requirements:** Novice, Wild Card, d8 in affected skill, d8 in linked attribute

Select a specialisation for the affected skill, such as Fighting (Swords), Driving (Cars), Shooting (Bows), etc. Your Wild Die increases to match the linked attribute die (to a maximum of d12) when using the specified skill for an activity related to your specialisation.

This Edge may be taken multiple times, but cannot be taken more than once for each skill.

## Trained Rider

**Requirements:** Novice, Fighting d8, Riding d8

You gain +2 to all Riding rolls, as well as to Knowledge rolls (including Common Knowledge) that are related to mounts. While mounted you simply roll Fighting in melee combat, rather than using the lowest of Fighting and Riding, and you may use your bennies to make Soak rolls for your mount (using your Riding skill) if you wish.

## Trick Rider

**Requirements:** Seasoned, Trained Rider, Agility d8

While mounted, you may use your Riding skill instead of your Agility for performing and resisting Agility tricks. You may also mount or dismount as a free action, and treat your mount as medium cover.

You can take the Combined Action (Riding) Edge to reduce the multi-action penalty when performing a Riding trick and an attack the same turn.

## Warrior

**Requirements:** Novice, Brawny, Fighting d8, Evading d8, Shooting or Throwing d8, Knowledge (Battle) d4

You have considerable military training, talent and experience, and have probably spent time as a professional soldier. Select one Combat Edge when you take Warrior; you must meet most of its requirements, but may choose to ignore either the rank requirement or the attribute requirements (but not both). Warrior is treated as if it were the Combat Edge you selected for all purposes, including fulfilling the requirements for other Edges.

You cannot assign Warrior to a Combat Edge you already have, and if you gain the Combat Edge a second time (e.g., from a power or magic item) they don't stack. If you later purchase the Combat Edge with an advance, you may select a new Combat Edge for Warrior.

## COMBAT EDGES

All Edges below this point are considered Combat Edges. They've been split into different categories for organisational purposes only.

## BLOW EDGES

### Cleaving Blow

**Requirements:** Seasoned, Strength d10

Once per round, after incapacitating a foe, you can make a free attack on another opponent adjacent to the first (assuming you can reach them). You must be attacking with a bladed melee weapon to use this Edge, and you cannot use more than one of the Blow Edges in the same round.

### Piercing Blow

**Requirements:** Seasoned, Strength d10

Once per round, after hitting your opponent with a raise, you can choose to leave your weapon behind in order to pin them to whatever is directly behind them. Once they've been pinned, they require a successful Strength roll to free themselves, and this consumes their action unless they get a raise. If you're attempting to pin someone to another creature, your original attack roll must have been high enough to hit both opponents, and the first opponent provides 2 points of armour (plus whatever armour they were wearing) as an armour bonus to the second, who therefore takes less damage. You must be attacking with a piercing melee or ranged weapon to use this Edge, and you cannot use more than one of the Blow Edges in the same round.



## Smashing Blow

**Requirements:** Seasoned, Strength d10

Once per round, after hitting your opponent with a raise, you can knock them back d4". If their path is blocked they suffer an additional d6 damage, and whatever blocked their path suffers Str+d6 damage. Anyone Shaken or wounded by this Edge is also knocked Prone. You must be attacking with a bludgeoning melee weapon to use this Edge, and you cannot use more than one of the Blow Edges in the same round.

## DEFENSIVE EDGES

### Arrow Cutting

**Requirements:** Heroic, Agility d10, Evading d8

You're able to knock aside thrown weapons, and can even deflect or slice through arrows. Once per round, a single ranged attack of your choice is rolled against your Parry rather than the normal TN 4, although the target of the attack (if not you) must be within your melee reach, and you must declare that you're using this Edge before the attack is rolled. If you're not holding a weapon or shield capable of physically stopping the ranged attack, then the attacker gains a +2 Unarmed Defender

bonus, although this can never make the target easier to hit than without the Edge.

You must be aware of the attack in order to use this Edge, and cannot be Shaken or prone. Arrow Cutting doesn't work against Area Effect Attacks.

### Avoidance

**Requirements:** Novice, Agility d10, Evading d6

You can spend a benny to make an Evading roll in order to avoid being hit (both by melee and ranged attacks, but not area-effect attacks), as long as you can see the attack coming. You must announce that you're using this Edge before the damage roll, you cannot wait and see how hard you've been hit.

Each success and raise on the Evading roll reduces the number of successes and raises on the attack roll by 1. However if you use this Edge and the attack still hits, you cannot make a Soak roll as well.

### Bodyguard

**Requirements:** Novice, Notice d8

When declaring a Defensive Stance, one adjacent ally of your choice also benefits from the +2 Parry bonus (although this doesn't stack if they're using the same maneuver themselves).

In addition, you are treated as medium cover against any ranged attacks that target the person you're protecting.

### Endurance

**Requirements:** Novice, Vigor d8

You gain a +2 bonus to Soak rolls, as well as to all Vigor rolls for resisting hazards (as described in the Hazards section of SWD) and Bleeding Out.

### Mobility

**Requirements:** Novice, Agility d10

You can perform a run action when it's not your turn, as long as you're not Shaken, but doing so causes you to immediately become Shaken. If you're attempting to interrupt someone else's action, you must beat them on an opposed Agility roll: if you fail, you don't run until after they've finished their turn. If you use this option to withdraw from combat, your enemies still receive free attacks as normal.

In addition, if you only move 1" on your own turn, then you don't provoke any free attacks if that 1" movement results in you withdrawing from combat.

### Shield Mastery

**Requirements:** Novice, Evading d8

While using a shield you gain an additional +1 bonus to Parry, and any ranged attacks made against you suffer a -1 penalty to hit.

Your shield also provides +1 armour against area-effect attacks.

# EXTRA ATTACK EDGES

## Combined Action

**Requirements:** Seasoned, d8 in appropriate traits

This Edge reduces the multi-action penalty by 1 when performing two specific actions in the same round. You must choose the two actions when this Edge is taken, with the normal options being: Fighting attack, Shooting attack, Throwing attack, Smarts trick, Agility trick, Taunt, Intimidation, push, and run. At the GM's discretion, other actions may also be permitted, but the rule about not performing the same action twice still applies.

The requirements are d8 in whichever traits are used for the two actions. This Edge can be taken multiple times, and applies to a different pair of actions each time it is taken, however you cannot use more than one Combined Action Edge in the same round, nor can you use Combined Action in the same round as Two-Fisted.

**Design note:** For flavour purposes, consider renaming each version of this Edge based on its traits, e.g., Combined Action (Fighting/Run) might be "Charge", Combined Action (Shooting/Agility trick) might be "Trick Shot", and so on.

## Combat Concentration

**Requirements:** Veteran, Combined Action

You now ignore the multi-action penalty completely when using Combined Action. This Edge is only taken once, and it applies to all Combined Action Edges, although you are still limited to using at most one Combined Action Edge per round.

## Multiaction

**Requirements:** Novice, d10 in appropriate trait

This Edge applies when you perform a Multiaction for a specific trait, which must be chosen when this Edge is taken. The penalty for performing the Multiaction is reduced by 1.

The requirement is d10 in the appropriate trait. For example Multiaction (Fighting) requires Fighting d10, while Multiaction (Agility trick) requires Agility d10, and so on.

This Edge can be taken multiple times, but you cannot take it for the same trait more than once each rank (up to a maximum of four times for the same trait), and it cannot be used the same round as any other action

that involves rolling multiple trait dice.

**Design note:** For flavour purposes, consider renaming each version of this Edge based on the trait it uses, e.g., Multiaction (Fighting) might be called "Frenzy", Multiaction (Shooting) could be named "Double Shot", and so on.

## Pin Down

**Requirements:** Veteran, Agility d8

Once per round you can make a free attack against one opponent who moves away from a position adjacent to you, as if they were withdrawing from combat, even if they don't actually withdraw (if they do also withdraw as part of the same movement, you don't get another free attack).

# FENCING EDGES

## Duelist

**Requirements:** Seasoned, Quick, Weapon Finesse

When using a light one-handed weapon you gain a +1 bonus to your Fighting rolls, and if your other hand is empty you also gain +1 Parry. This Edge only applies when using a weapon with either the Low Damage ability (i.e., d4 damage) or Light (i.e., Weight 0), and the weapon cannot have Bludgeoning (i.e., AP 2 vs. rigid armour).

## Lunge

**Requirements:** Novice, Fighting d8

You gain +1 reach while using Powerful Stance or Offensive Stance.

## Weapon Finesse

**Requirements:** Novice, Agility d8

If you get a raise on your Fighting roll while using a light weapon, you may roll Agility (maximum of d12) instead of a d6 for the bonus damage.

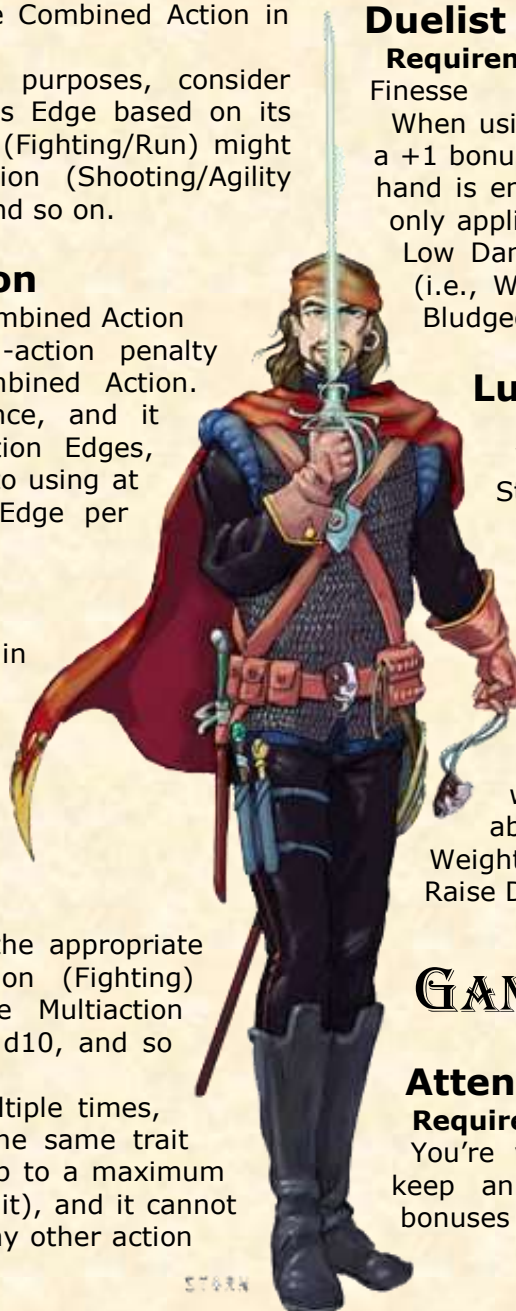
This Edge only applies when using a weapon with either the Low Damage ability (i.e., d4 damage) or Light (i.e., Weight 0), and the weapon cannot have Low Raise Die or No Raise Die.

# GANG UP EDGES

## Attentive Fighter

**Requirements:** Novice, Notice d8, Alertness

You're very attentive in combat, and always keep an eye on your opponents. Gang Up bonuses against you are reduced by 2.



STARR

## Opportunist

**Requirements:** Seasoned, Thief, Notice d8

Once per round when not Shaken, you can make an immediate free Fighting attack at -2 against one opponent who has just been Shaken or wounded by an ally. The ally must be adjacent to the opponent (i.e., they must give you a Gang Up bonus).

## Improved Opportunist

**Requirements:** Veteran, Opportunist

You may ignore the -2 penalty to the free attack from Opportunist.

## Outflank

**Requirements:** Novice, Notice d6, Fighting d6

Your allies gain an additional +1 Gang Up bonus whenever they attack someone you're adjacent to. This bonus does not stack if multiple allies have the Outflank Edge.

## Outnumbered

**Requirements:** Seasoned, Spirit d8

If you're adjacent to enemies who receive a Gang Up bonus against you, and you receive no Gang Up bonus against any of them, you gain a +1 bonus to your Fighting and damage rolls.

## Sneak Attack

**Requirements:** Novice, Thief, Fighting d6

When attacking a foe against whom you gain a Gang Up Bonus, you may choose to make a "sneaky strike"; your Fighting die can't exceed your Stealth die for the attack roll, but you add half your Gang Up bonus (rounded up) to your damage roll, or your full Gang Up bonus if you hit with a raise.

In addition, when you initiate close combat you can choose to make a Stealth roll, opposed by your foe's Notice; on a success your attack inflicts +2 damage, on raise it inflicts +4 damage. You cannot use this option in the same turn as a sneaky strike.

This Edge doesn't work against creatures with no discernible anatomy, nor against foes who suffer no additional damage from called shots.

## INTELLECTUAL EDGES

### Dynamic Warrior

**Requirements:** Seasoned, Smarts d10

You can spend a benny at any time (including to automatically interrupt an action that's just been rolled and is still being resolved) to temporarily gain one Combat Edge of your choice, chosen when the benny is spent, and ignoring all requirements other than other Edges. The Edge lasts until the beginning of your next turn.

You can use this Edge to take Block immediately after an attack has been rolled against you, in order to turn a hit into a miss, as long as you announce it before the damage is rolled. You can also take First Strike just as someone moves adjacent to you, Counterattack just as someone misses you, and so on.

## Researcher

**Requirements:** Seasoned, Smarts d8, Investigation d8

You spend considerable time studying and researching various topics and people, and this occasionally gives you hints and insights that can tip the odds in your favour.

After making a skill roll (including Common Knowledge) and viewing the results, you have the option of spending a benny to make an Investigation roll as a free action. This is treated as a cooperative roll with yourself: each success and raise on the Investigation roll gives you a +1 bonus to the result of the previous skill roll, up to a maximum of +4, representing useful information you've suddenly recalled and potentially turning a failure into a success (or a success into a raise).

## MAGIC EDGES

### Arcane Strike

**Requirements:** Novice, Fighting d6, Arcane Background (Sorcery, Wizardry, or Bardic Magic)

As a free action, you can spend 1 Power Point to grant your weapons +2 damage until the beginning of your next turn. While imbued in this way, your weapons are considered magical.

### Combat Spellcasting

**Requirements:** Veteran, Arcane Background, Spirit d8, arcane skill d10

You only need to make a simple Smarts roll to maintain powers when you suffer damage, instead of making an opposed roll against the damage.

### Mind Blade

**Requirements:** Novice, Arcane Background (Psionics), Fighting d6

You are able to conjure blades of psychic energy as a normal action (or a free action if you have Quick Draw).

There are three shapes the mind blades can take: the first is the size of a knife, it inflicts Str+d4 damage with AP 1, and can be thrown with a range of 3/6/12; the second is the size of a short sword, it inflicts Str+d6 damage with AP 1; the third is the size of a great sword, it inflicts Str+d10 damage and requires both hands to use.

Your mind blade retains the same form each time it is conjured. Changing the form requires one minute of full concentrate while holding the blade. If your mind blade is one-handed, you may conjure one in each hand.

Mind blades dissipate when they leave your hand (after resolving the attack, if they left your hand as part of a Throwing action).

## Psychic Warrior

**Requirements:** Seasoned, Arcane Background (Psionics), Spirit d8

When you get a raise on your attack roll, you may roll Spirit (maximum of d12) instead of a d6 for the bonus damage. This only applies when using a psionic power or a mind blade.

## Reactive Spellcasting

**Requirements:** Heroic, Arcane Background, Smarts d8, arcane skill d10

When you gain a free attack against an opponent withdrawing from combat, or from First Strike or Counterattack, you may substitute it for a spell.

You cannot use area-effect powers in this way, the power can only target the one individual against whom you get a free attack, and it must be an offensive spell.

## Spellstrike

**Requirements:** Novice, Fighting d8, Arcane Background (Sorcery, Wizardry, or Bardic Magic)

When you cast spells with a range of touch, you may choose to deliver them as part of a melee attack: roll the lowest of your Fighting and arcane skill, and treat the result as both a spellcasting roll and an attack roll. You lose the normal +2 to hit, as this is no longer a touch attack.

This Edge cannot be used the same round as Multiaction, Two-Fisted or Combined Action, nor can you cast any other spells the same round.

## Swift Spellcasting

**Requirements:** Legendary, Arcane Background, Smarts d10, arcane skill d12

Choose one specific power. You can now cast this power as a free action. It still requires a spellcasting roll, and you're therefore still limited to casting one spell per round. However you can now perform a second action without the normal multi-action penalty, or even cast a spell while Shaken (you can perform free actions while Shaken). This Edge can be taken multiple times, applied to a different power each time. If you've taken the same power multiple times, each with different trappings, this Edge only applies to one version of the power each time it is taken.

This Edge cannot be used the same round as Multiaction, Two-Fisted or Combined Action.



## RAGE EDGES

### Berserker Rage

**Requirements:** Novice

Whenever you are Shaken or wounded by an attack, or successfully Taunted, you must make a Smarts roll to resist entering a berserk rage. You may also spend a benny to automatically enter a rage as a free action.

While in this state you gain +2 Toughness, ignore wound modifiers, and must automatically declare either Powerful Stance or Offensive Stance at the beginning of each turn.

Whenever you roll 1 on your Fighting die, you hit a random target within range, not including yourself or the original target. While in a berserker rage you cannot perform actions that require concentration, typically you can only draw weapons, perform Fighting attacks, and make Intimidation checks.



Ending the rage requires a Smarts roll at -2 (although others can help you with Cooperative Rolls), and once it expires you must make a Vigor roll or suffer a level of Fatigue.

## Berserker Fortitude

**Requirements:** Veteran, Berserker Rage, Vigor d8

You gain a free Soak roll each time you suffer damage while using Berserker Rage. You can spend a benny to reroll it, but cannot make a second Soak roll.

## Mighty Rage

**Requirements:** Heroic, Berserker Rage, Strength d8

You gain a +2 bonus to Strength and damage rolls while using Berserker Rage.

## Tireless Rage

**Requirements:** Seasoned, Berserker Rage, Vigor d8

You can automatically end your rage as a normal action without needing to make a roll, and you no longer suffer Fatigue when your rage expires.

# RANGED EDGES

## Combat Archery

**Requirements:** Seasoned, Fighting d6, Shooting d8

You're not considered an Unarmed Defender when wielding a bow, nor does the bow give you the normal -1 Parry penalty for improvised weapons.

You can now make Shooting attacks with your bow against adjacent opponents (although the TN is still their Parry).

You may also use your bow to make a free Shooting attack against opponents who withdraw from combat, or in combination with Edges such as First Strike and Counterattack.

## Far Shot

**Requirements:** Veteran, Marksman, Shooting d8 or Throwing d8

You halve the range penalties when using ranged weapons, as long as you have at least d8 in the associated combat skill.

## Focused Archery

**Requirements:** Seasoned, Smarts d8, Shooting d8

When you get a raise on your Shooting roll, you may roll Smarts (maximum of d12) instead of a d6 for the bonus damage.

This Edge only applies when you're using a bow.

## Precise Shot

**Requirements:** Veteran, Marksman, Shooting d8 or Throwing d8

You no longer use the Innocent Bystander rules when making ranged attacks, and halve all penalties from cover (rounded down, in your favour).

## Rapid Reload

**Requirements:** Novice, Agility d8

You're able to reload ranged weapons as a free action (although this doesn't change the rules against repeating actions). This Edge is only useful for crossbows and other weapons with Slow Reload.

## Throwing Expertise

**Requirements:** Seasoned, Throwing d8

You can now draw and throw weapons as a single Throwing attack action, and this can also be combined with Multiaction, Two-Fisted, Combined Action, and so on.

In addition, the range of your Throwing attacks is increased by +1/+2/+4.

# TWO-HANDED EDGES

## Powerful Attack

**Requirements:** Novice, Strength d8

When you get a raise on your Fighting roll, you may roll Strength (maximum of d12) instead of a d6 for the bonus damage.

This Edge only applies when using a melee weapon two-handed. The weapon cannot have Low Raise Die or No Raise Die.

## Two-Handed Grip

**Requirements:** Novice, Fighting d10

You inflict +1 damage when using a melee weapon two-handed, increased to +2 damage if you hit with a raise.

# UNSHAKABLE EDGES

## Tenacity

**Requirements:** Novice, Spirit d8

You can make a single action (not a Multiaction) with a -2 penalty if you get a normal success when rolling to recover from being Shaken. You also gain Hardy (a Shaken result isn't upgraded to a wound).

## Unshakable

**Requirements:** Veteran, Tenacity

You don't become Shaken by a success on a damage roll, unless it scores a raise or better.

## Improved Unshakable

**Requirements:** Heroic, Unshakable, Spirit d10  
You never become Shaken by damage rolls. Tricks, tests of will, and so on, *can* still make you Shaken.

## VISION EDGES

### Blind Fighting

**Requirements:** Novice, Notice d8  
You halve all visibility penalties when making attack rolls, rounding fractions in your favour.

### Gloom Fighter

**Requirements:** Novice, Notice d8, Fighting d8  
When attacking a foe who is suffering a visibility penalty due to bad lightning, you may add their penalty as a bonus to your own attack roll.



## WEAPON EDGES

### Weapon Focus

**Requirements:** Novice, Fighting d8, Shooting d8 or Throwing d8

You gain a +1 bonus to attack rolls when using one specific type of weapon, such as long swords, daggers, hand axes, crossbows, etc. This Edge can also be taken for unarmed, natural weapons, grappling, or even a specific offensive power such as Bolt (although in this case the bonus only applies to hitting with the attack, not to successfully casting the spell).

This Edge can be taken multiple times, applied to a different type of weapon each time.

### Improved Weapon Focus

**Requirements:** Veteran, Weapon Focus

You gain a +2 bonus when using your Weapon Focus (instead of +1). This Edge can be taken multiple times, applied to a different Weapon Focus each time.

### Weapon Specialisation

**Requirements:** Seasoned, Weapon Focus

You inflict +1 damage when using your Weapon Focus, increased to +2 damage if you hit with a raise. This Edge can be taken multiple times, applied to a different Weapon Focus each time.

### Improved Weapon Specialisation

**Requirements:** Heroic, Weapon Specialisation

You inflict +2 damage when using your Weapon Specialisation (instead of +1), increased to +4 damage if you hit with a raise (instead of +2).

This Edge can be taken multiple times, applied to a different Weapon Specialisation each time.

### Weapon Supremacy

**Requirements:** Legendary, Improved Weapon Focus, Improved Weapon Specialisation

When using your favoured weapon type, you gain a +2 bonus to resist disarm attempts, and can use the weapon without penalty while grappled. When you spend a benny to reroll a Multiaction attack with the weapon, you choose which dice to reroll rather than rerolling them all.

### Weapon Versatility

**Requirements:** Seasoned, Smarts d8, Weapon Focus

Choose one Weapon Focus Edge. The benefits of that Edge (and any others which enhance it) now apply when using any weapon within the same general group, e.g., swords, axes, bows, etc.

# SPELLS

Players in *Savage Worlds* should be very strongly encouraged to design their own spells, by applying an appropriate trapping whenever they gain a new power (the trapping is then fixed for that power).

There are some guidelines for trappings in *SWD*, but you can also use *Savage Spellbook* if you want more concrete examples. *Savage Spellbook* can also serve as a predefined spell list for players who don't feel confident enough to create their own spells, although it's far from exhaustive.

## Gabal's Superior Missile

**Rank:** Novice

**Power Points:** 1 per missile

**Range:** 6/12/24

**Duration:** Instant

You fire a dart of magical energy at your target, inflicting 2d4+1 damage. This attack cannot miss - as long as you successfully cast it, it will always hit your opponent. However it cannot make called shots, and if your attack roll falls to reach the TN, the spell will inflict only half damage. You may fire up to 3 bolts at 1 PP each.

If this spell is cast as your only action for the round (i.e., you don't move or take any other actions) then you become aware of all creatures within the range of the spell (as long as they would normally be visible to you were it not for cover), and your attack ignores all penalties for cover, as long as there is a clear route between you and the target. The missile will swerve around corners and dive through open windows as it homes in on its target.

**Design note:** Based on Magic Missile from *Savage Spellbook*, except the range is halved, and it can ignore cover.

## Stand the Heat

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 24 hours

The target becomes immune to all environmental damage and hazards caused by heat. They still suffer damage normally from heat-based attacks, but if they catch on fire they can automatically extinguish the flames as a normal action.

**Design note:** This is a variant of Environmental Protection with an improved duration, and it allows you to put yourself out if you're on fire, but it cannot be used for other environments.

## Cancel

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts

**Duration:** Instant

This spell allows you to counter another spell as it's being cast. You must be on Hold, and successfully interrupt the target while they're casting. If your arcane skill roll then exceeds theirs, their spell has been successfully countered.

**Design note:** This is a Novice version of Dispel, but it only allows you to counter spells as they're being cast. It ignores the normal penalty for dispelling powers from other Arcane Backgrounds.

## Duelist's Etiquette

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** 1 hour

This spell creates a magical glowing barrier that surrounds an area the size of a Large Burst Template. All attacks within the barrier are automatically considered nonlethal. Whenever a creature enters the area (including when the spell is cast, if they're within the area), they must consciously agree to accept the conditions of the spell, otherwise the spell ends. Any creature within the area may also end the spell as a full-round action.

**Design note:** Unlike the other spells, this one isn't based on an existing power, and has no real tactical value. You might want to give this spell for free to spellcasters from the Lyceum Academy, particularly if they have the Spellduelist Edge.

## Wayfarer's Step

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts

**Duration:** 3 (2/round)

You are able to teleport distances equal to the range of this spell, but cannot pass through solid barriers, nor through gaps that are too small for you to fit through normally. You can attempt to surprise a foe with a Stealth roll opposed by their Notice; on a raise you get the Drop, on a normal success you gain half the benefit of the Drop.

**Design note:** This is a variant of Burrow that allows you to travel through air rather than earth. The range is halved, and there's no option for remaining submerged.

# GEAR

Weapons and armour can be created by using the guidelines in *Savage Armoury*, with \$1 representing 1 silver piece – meaning most weapons cost around 250sp (or 25gp). There are 10 copper pieces in a silver piece, 10 silver pieces in a gold piece, and 10 gold pieces in a platinum piece.

Alternatively you can use the pre-made weapons and armour presented below. Any special abilities (such as Dangerous, Entangling, Carried, etc.) are described in further detail in *Savage Armoury*.

## Melee Weapons

| Type            | Damage | Toughness | Notes  |
|-----------------|--------|-----------|--|
| <b>Blades</b>   |        |           |  |
| Longsword       | d8     | 10        |  |
| Shortsword      | d6     | 10        | AP 1, Raise +d8  |
| Dagger          | d4     | 10        | Weight 0, thrown 3/6/12, easy to hide and +2 to ready, costs 10gp            |
| Greatsword      | d10    | 12        | AP 1, Weight 2, 2 hands  |
| Bastard sword   | d8/d10 | 10        | Weight 2, damage is d8 one-handed and d10 two-handed                         |
| Rapier          | d4     | 10        | Parry +1, AP 1   |
| Main Gauche     | d4     | 10        | Parry +1, Weight 0   |
| Cavalry sabre   | d6     | 10        | AP 2 when charging on a mount, Raise +d8                                     |
| <b>Axes</b>     |        |           |  |
| Handaxe         | d6     | 10        | Weight 0, costs 10gp   |
| Battleaxe       | d8/d10 | 10        | Damage is d8 one-handed and d10 two-handed, must roll to ready               |
| Throwing axe    | d6     | 10        | Weight 0, thrown 3/6/12  |
| Greataxe        | d12    | 10        | AP 1, Weight 2, 2 hands, must roll to ready                                  |
| <b>Clubs</b>    |        |           |  |
| Cudgel          | d6     | 10        | Costs 1gp  |
| Mace            | d8     | 10        | AP 2 vs. rigid armour, must roll to ready                                    |
| Warhammer       | d6     | 10        | AP 2 vs. rigid armour, Raise +d8   |
| Maul            | d12    | 10        | AP 2 vs. rigid armour, Weight 2, must roll to ready, 2 hands                 |
| Staff           | d4     | 10        | Parry +1, Reach 1", Carried, 2 hands, costs 1gp                              |
| Ironshod staff  | d4     | 12        | Parry +1, Reach 1", AP 2 vs. rigid armour, Carried, 2 hands                  |
| Sap             | d4     | 10        | AP -1, Raise +d10, Weight 0, nonlethal, costs 1gp                            |
| <b>Flails</b>   |        |           |  |
| Flail           | d6     | 10        | +1 to Fighting rolls, Raise +d10, must roll to ready, Dangerous              |
| Morning star    | d10    | 10        | Parry -1, AP 2 vs. rigid armour, Raise +d12, must roll to ready, Dangerous   |
| Whip            | d4     | 8         | Parry -1, Reach 1", other hand cannot attack, Entangling vs. d12             |
| <b>Polearms</b> |        |           |  |
| Spear           | d6     | 8         | Parry +1, Reach 1", Carried, thrown 3/6/12, 2 hands                          |
| Trident         | d8     | 8         | Reach 1", Carried, other hand cannot attack                                  |
| Javelin         | d6     | 8         | Reach 1", Carried, thrown 4/8/16, other hand cannot attack                   |
| Pike            | d8     | 8         | Reach 2", Carried, Weight 2, 2 hands   |
| Lance           | d8     | 8         | AP 2 when charging, Reach 1", Carried, Weight 2, 2 hands                     |
| Halberd         | d8     | 10        | AP 1, Reach 1", Carried, 2 hands   |
| <b>Shields</b>  |        |           |  |
| Buckler         | d4     | 12        | Parry +1   |
| Target          | d4     | 12        | Parry +1, AP -1, Raise +d4, Light Cover                                      |
| Kite            | d4     | 15        | Parry +1, AP -1, Raise +d4, Weight 2, Light/Medium Cover, must roll to ready |
| Tower           | d4     | 15        | Parry +1, AP -1, Raise +d4, Weight 2, Medium/Heavy Cover, Carried            |

## Ranged Weapons

| Type              | Range    | Damage | Toughness | Notes  |
|-------------------|----------|--------|-----------|--|
| <b>Thrown</b>     |          |        |           |  |
| Dagger            | 3/6/12   | Str+d4 | 10        | Weight 0, easy to hide and +2 to ready, costs 10gp           |
| Throwing axe      | 3/6/12   | Str+d6 | 10        | Weight 0   |
| Spear             | 3/6/12   | Str+d6 | 8         | Carried, 2 hands   |
| Javelin           | 4/8/16   | Str+d6 | 8         | Carried, other hand cannot attack                            |
| <b>Projectile</b> |          |        |           |  |
| Sling             | 10/20/40 | 2d4    | 5         | Raise +d8, Weight 0, easy to hide and +2 to ready, costs 1gp |
| Blowgun           | 6/12/24  | 2d4+1  | 5         | Raise +d8, Weight 0, easy to hide and +2 to ready, costs 1gp |
| <b>Bows</b>       |          |        |           |  |
| Shortbow          | 12/24/48 | 2d6    | 8         | 2 hands  |
| Longbow           | 15/30/60 | 2d6    | 8         | AP 1, Carried, 2 hands                                       |
| Crossbow          | 15/30/60 | 2d6    | 10        | AP 2, 1 action to reload, must roll to ready, 2 hands        |
| Hand crossbow     | 10/20/40 | 2d4+1  | 8         | AP 1, Raise +d8. Repeating crossbow (1 handed reload)        |

## Armour

| Type                      | Armour | Weight | Cost | Notes   |
|---------------------------|--------|--------|------|---|
| <b>Light</b>              |        |        |      |   |
| Leather armour            | +1     | 2      | 10gp | Covers torso, arms and legs                                       |
| Boiled leather cuirass    | +1     | 2      | 10gp | Covers torso, Rigid (grants Hardy)                                |
| Hide shirt                | +1     | 1      | 10gp | Covers torso and arms   |
| Padded vest               | +1     | 1      | 1gp  | Covers torso  |
| <b>Medium</b>             |        |        |      |   |
| Chainmail hauberk         | +2     | 3      | 25gp | Covers torso, arms and legs                                       |
| Chainmail shirt           | +2     | 2      | 25gp | Covers torso and arms   |
| Chainmail vest            | +2     | 1      | 25gp | Covers torso  |
| <b>Heavy</b>              |        |        |      |   |
| Brigandine over chainmail | +3     | 3      | 25gp | Covers torso  |
| Breastplate               | +3     | 3      | 50gp | Covers torso, Rigid (grants Hardy), Slow Don                      |
| <b>Headgear</b>           |        |        |      |   |
| Leather cap               | +1     | 0      | 1gp  | 50% chance vs. headshot   |
| Chainmail coif            | +2     | 1      | 7½gp | 50% chance vs. headshot   |
| Pot helm                  | +3     | 2      | 7½gp | 50% chance vs. headshot, treated as rigid for AP purposes         |
| Steel helmet              | +3     | 2      | 15gp | Enclosed (-2 Notice), treated as rigid for AP purposes            |
| Full helm                 | +3     | 2      | 25gp | Enclosed (-2 Notice) with Visor, treated as rigid for AP purposes |

## MAGIC ITEMS

### Potion Bracer

This magical storage device costs 500gp and can hold up to 10 potions. The wearer may remove a potion as if drawing a weapon, or even drink directly from the bracer if their hands are full.

### Shatterspell

This vial costs 50gp and can be thrown with a range of 3/6/12, filling a 1" square on impact. Any creature within the area of effect must make a Smarts roll, on a failure they drop all of their currently maintained spells. The Smarts roll is made at -2 if the attacker got a raise on their Throwing roll. If the vial is frozen then the contents becomes liquid, and can be consumed like a potion, granting the drinker the Arcane Resistance Edge for 1 minute.