

SAVAGE WORLDS WIZARDS & WARRIORS



WELL MET, FRIEND!

There's no denying the roots—and indeed the great majority—of the entire roleplaying game industry, including the computer adventure game category—is firmly grounded in Tolkien-esque fantasy. Thanks to Gary Gygax, the father of our hobby, and those who followed in his footsteps, millions of elves, dwarves, hobbits, and humans have delved dungeons, fought dragons, and recovered fantastic treasures.

The *Savage Worlds* core rules gives you all the game information you need to run such epic tales, but the Explorer's Edition didn't have room for our take on the classic races and a few other fantasy trappings that can help you jump right into a sword-slinging, fireball-blazing, fantasy campaign.

This free supplement for *Savage Worlds* does just that, allowing you to jump right in to your own fantasy world with just the *Savage Worlds* rulebook, or even the *Savage Worlds Test Drive*, both available at www.peginc.com.

Strap on your sword, string your bow, ready your spellbook, and head out into the most fantastic settings you can imagine...

RACES

The following non-human races are representative of those found in most traditional Tolkien-esque fantasy worlds.

DWARVES

Dwarves are short, stout, hardy people who come from massive caverns in the high mountains. They are a proud, warlike race, usually made so by frequent contact with savage races such as orcs and goblins.

Dwarves usually live upwards of 200 years. In most fantasy campaigns, they have ruddy skin and all typical hair colors.

- **Low Light Vision:** Dwarven eyes are accustomed to the dark of the underground. They ignore attack penalties for Dim and Dark lighting.
- **Slow:** Dwarves have a Pace of 5".
- **Tough:** Dwarves are stout and tough. They start with a d6 Vigor instead of a d4.

ELVES

Elves are tall, thin souls with pointed ears and deep-set eyes of various colors. Whether they hail from the forests or hidden valleys, they are all born more graceful than humans, though somewhat slither. Most elves live upwards of 300 years. They have fair skin and their hair includes all typical colors, plus shades of silver and blue.

- **Agile:** Elves are graceful and agile. They start with a d6 in Agility instead of a d4.
- **All Thumbs:** Elves have an inbred dislike of mechanical objects, and thus have the All Thumbs Hindrance. They shun most mechanical items and designs.
- **Low Light Vision:** The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

HALF-ELVES

Half-elves are usually a solid mix of their two parents. They gain the elves' grace but none of their elegant frailty. They are also blessed with the elves' ability to see in all but complete darkness.

Most half-elves are well-adjusted, but some are shunned by one side of the family or the other and grow resentful, or are perhaps even mistreated.

Their life-spans are closer to their human parent than those of their elven kin, for most half-elves live only to about 100 years.

- **Heritage:** Some half-elves retain the grace of their elven parent. Others gain the adaptability of their human ancestry. A half-elf may either start with a free Edge of his choice (as a human), or a d6 in Agility instead of a d4.

- **Low Light Vision:** The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

- **Outsider:** Half-elves aren't true outsiders (as per the Hindrance of the same name), but neither are they ever quite comfortable around humans or elves as one of their own, so the effect is the same.



HALF-FOLK

Half-folk are small, nimble creatures with fuzzy brown or black hair. Though they are frail compared to most other races, their cheerful optimism (or wily cunning) gives them a “never say die” attitude that makes them more than a match for creatures twice their size.

Half-folk see no reason to invite trouble, and tend to live in their own little communities far off the beaten path.

- **Fortunate:** Half-folk draw one additional benny per game session. This may be combined with the Luck and Great Luck Edges.
- **Short:** Half-folk average only about 4' tall. Their small size subtracts 1 from their Toughness. Half-folk have a Size of -1, and cannot take the Small Hindrance.
- **Spirited:** Half-folk are generally optimistic beings. They start with a d6 Spirit instead of a d4.

HALF-ORCS

Half-orcs are the offspring of either a human and an orc or an orc and another half-orc. Rarely is such a mating willingly accepted, so the character's “family tree” is likely more than a little troublesome to him or her.

Half-orcs are usually accepted by orcish communities, but are shunned by most other races, including humans, elves, and dwarves. Some half-orcs choose to join the “civilized” races, turn their backs on their barbaric roots, and are often looking to redeem themselves. Many are heroic souls trying to prove their worth.

Half-orcs have light-colored human skin with just a tinge of orcish coloration, with black hair and small eyes. Their features are harsh and angular, like that of orcs. Their natural life-span is the same as humans, though it is rare when one dies of old age.

- **Infravision:** Half-orcs can see in the infrared spectrum, halving attack penalties (round down) for bad lighting.
- **Outsider:** Half-orcs aren't trusted by most other civilized races, and so subtract 2 from their Charisma.
- **Strong:** Half-orcs have some of the strength of their ancestry. They start with a d6 Strength attribute instead of a d4.



SETTING RULES

The following rules add a bit more dash and detail to your swords and sorcery campaign.

LANGUAGES

All characters may speak (and read unless Illiterate) a number of languages equal to their Smarts divided by 2. One language must be their native tongue. Increasing Smarts allows a character to learn a new language if the Game Master feels it's appropriate.

Languages in most fantasy settings are by race, so a character might know Elvish, Dwarven, and human, for example. The setting you're playing should dictate exactly which languages are available.

DRIVING / PILOTING

The Driving and Piloting skills are not used. Animal-drawn wagons are controlled using the Riding skill.

GUTS

Fear is not a defining aspect of the setting, so the Guts skill is dropped and all uses are replaced with a Spirit roll.



EDGES

Only the Magic and Miracles versions of Arcane Background are allowed, and assume the following changes. AB: Magic does not have access to *healing* or *greater healing*, and AB: Miracles considers all powers that do damage as having a Rank requirement one higher (maximum of Legendary).

The Protector aspect of AB: Miracles depends on the pantheon of the setting, but some ideas include:

- **Battle:** Protect warriors, soldiers, always be the last to leave a battle.
- **Death:** Protect cemeteries, crypts, help spirits to their final rest, and combat undead.
- **Healing:** Protect all who need healing and show mercy to all.
- **Honor:** Protect those who follow their duty. Always keep your word.
- **Sun/Moon/Light:** Protect those who depend on light and combat darkness. This may also represent metaphorical light and darkness of knowledge and ignorance.
- **Nature:** Protect the natural order and the circle of life.

These represent "good" versions of these deities, but darker versions could exist simply by reversing the ideals presented. For example an evil god of disease and poison would simply be a reversed Healing deity who seeks to swell the ranks of those sick and injured, and shows no mercy at all.

EDGES

The following new Edges should be added to most traditional fantasy settings.

PROFESSIONAL EDGES

ADEPT

Requirements: Novice, AB: Miracles, Faith d8+, Fighting d8+

Adepts are holy warriors who have trained themselves as living weapons. Their unarmed attacks do Str+d4 damage, and they are always considered armed for purposes of the Unarmed Defender rule.

In addition, upon taking this Edge and at each new Rank, they may choose to change the trappings of one of the following powers to work only on themselves but be activated as a free action: *boost/lower trait*, *deflection*, *healing*, *smite*, or *speed*. The Adept must have the power to begin with, and this does not allow him to activate more than one power in a round.

TROUBADOUR

Requirements: Novice, AB: Miracles, Perform d6+

Troubadours are traveling entertainers who bring news and amusement to people across the land. Despite using the rules for Arcane Background: Miracles, Troubadours typically don't worship a specific deity for their power. They believe in the power of the arts, so their Arcane Skill is Perform (Spirit) instead of Faith. Additionally, they don't worry about sins, though they have to deal with occasional "strain."

Strain: Troubadours who roll a 1 on their Perform die, regardless of the Wild Die, suffer the effects as for a minor

sin (-2 to Perform for a week). Should they critically fail such a roll, they suffer the effect of a major sin (complete loss of powers for a week and -4 to "normal" uses of the Perform skill). This represents terrible strain on their voice, mind, or raw nerves for the given period.

The Perform skill may also be used simply to entertain instead of activating powers. In these cases, the Troubadour can earn money for his performance. A successful skill roll per "set" (usually a couple of hours) nets him \$1d6 for every 10 members of the audience. Double this number with a raise. The performer may add his Charisma to the roll when using the skill in this way. This assumes the audience can tip instead of a set fee. The audience may also tip with libations, livestock, blind dates with their daughters, or local rumors that may lead to adventure, fortune, and glory.

RACIAL EDGES

ADAPTABLE

Requirements: Seasoned, Human or Half-Elf with Edge Heritage

Humans are capable of picking up new talents quite readily even if mastery sometimes eludes them. When a human takes this Edge he gains one non-Improved version of an Edge restricted to another race as long as he meets all other requirements.

This Edge may be taken multiple times, but only once per Rank. If a human learns Scamper, it applies to any creature one or more Sizes larger than him.

BARBARIC BLOOD

Requirements: Seasoned, Berserk, Half-Orc

Some half-orcs have an animal rage inside them they can trigger consciously. A half-orc with Barbaric Blood may spend a Benny to activate his Berserk Edge.

IMPROVED BARBARIC BLOOD

Requirements: Veteran, Barbaric Blood, Spirit d8

With sufficient willpower, a half-orc who has learned to trigger his rage can restrain it as well. Improved Barbaric Blood allows the half-orc to ignore the -2 penalty to end his rage, and on a roll of 1 on his Fighting die, he will not hit an ally while Berserk (though he may still hit the wrong opponent or miss).

DOUBLE SHOT

Requirements: Seasoned, Elf or Half-Elf with Agility Heritage, Shooting d8+

Elves are renowned not only for their accuracy with the bow but for incredible trick shots as well. Double Shot allows an elf to fire two arrows in his bow at once, firing two shots at a single target with one attack roll at a -2 modifier.

The target must be within short range. If the attack is successful, both arrows hit, each causing normal damage. Double shot does not work with crossbows or other ranged weapons—only with bows and arrows.

IMPROVED DOUBLE SHOT

Requirements: Veteran, Double Shot

The elf may attack as above, but ignores the -2 penalty.

SCAMPER

Requirements: Seasoned, Agility d8+, Half-Folk

Half-folk are small and quick. Some make great use of this in combat too, scampering about to avoid the blows of larger foes. Opponents of man-size or larger subtract 1 from attack rolls against half-folk with this Edge. The benefit only applies when the character is aware the attack is coming, he is unbound and able to move freely, and has no encumbrance penalty.

IMPROVED SCAMPER

Requirements: Veteran, Scamper

The half-folk can move so quickly as to cause multiple opponents to interfere with each other's attacks. Opponents get no Gang Up bonus against the half-folk.

SUNDER

Requirements: Seasoned, Dwarf

Dwarves have an instinctual knowledge of materials. Those with this Edge know just where to strike objects or armored foes to cause the most damage. Any weapon in the hands of a dwarf with this Edge ignores 1 point of armor (in addition to any AP value the weapon may already have) on a successful hit. If the dwarf gets a raise on the attack roll, he ignores 2 points of armor. The Edge applies against all forms of armor, natural or magical.

IMPROVED SUNDER

Requirements: Veteran, Sunder

As above, but the dwarf ignores up to 2 points of armor on a success and 4 points of Armor on a raise.



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