

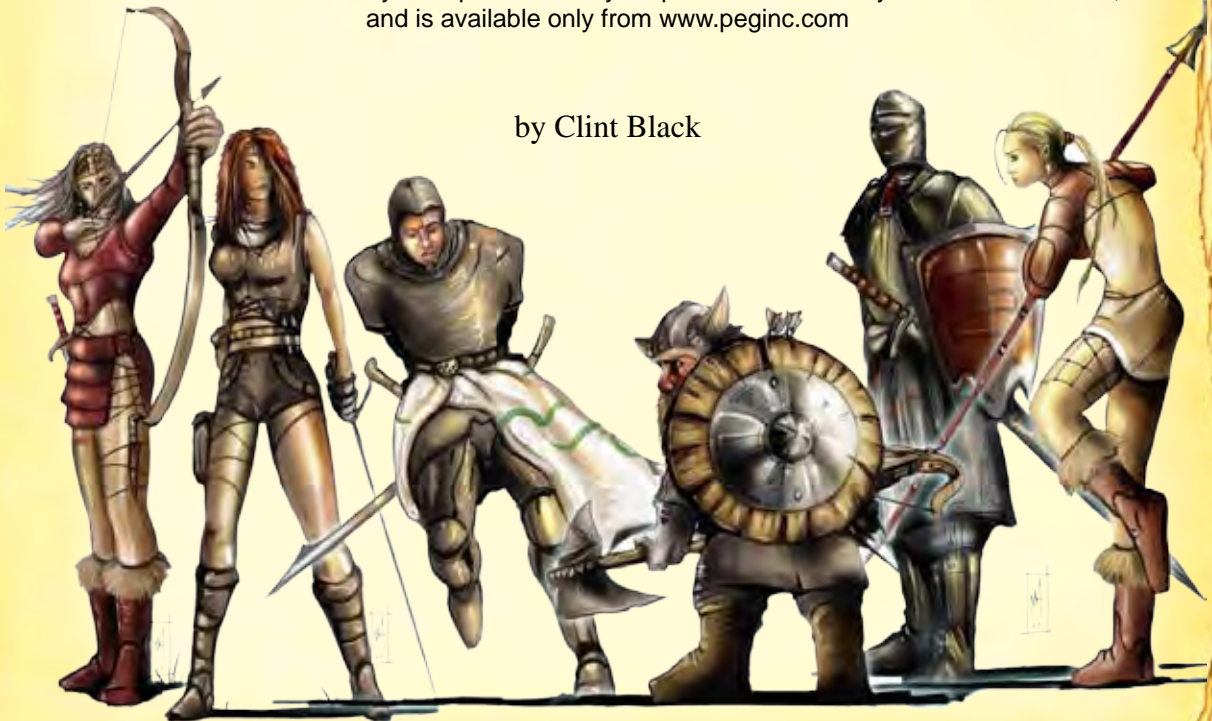


# WIZARDS & WARRIORS

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by Clint Black



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# WIZARDS & WARRIORS

Instant Races and Setting Rules for Classic Fantasy

Fantasy is traditionally the foundation of roleplaying game settings. This document allows you to jump right in to your own fantasy world with just the *Savage Worlds* rulebook.

## RACES

The following races are available in most traditional fantasy settings in addition to humans detailed the core rulebook. Use these as a guideline for creating your own unique fantasy races.

### 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 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 underworld. 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. 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 or items of any design.

- **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.

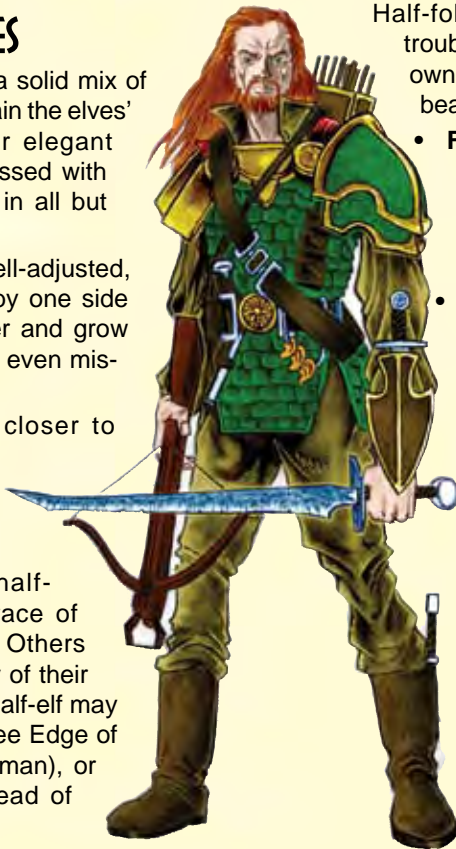
## HALF-ELVES

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.

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 are used to reinforce the genre and the setting.

### 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.

### SKILLS

The Driving and Piloting skills are not used. Animal-drawn wagons are

controlled using the Riding skill. 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 with 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 will depend 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 and always keep your word.



**Sun/Moon/Light:** Protect those who depend on light and combat darkness (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. So for example, an evil god of disease and poison would simply be a reversed Healing who seeks to swell the ranks of those who need healing and shows no mercy at all.

## EDGES

The following new Edges are suitable additions to a traditional fantasy setting.

### PROFESSIONAL EDGES

#### ADEPT

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

Adepts are holy warriors who have trained themselves as weapons. Their unarmed attacks do Str+d4 damage, and they are always considered armed for purposed of the Unarmed Defender rule. In addition, upon taking this Edge and at each new Rank, they may choose one of the following powers they may activate upon themselves as a free action (Boost/Lower Trait, Deflection, Healing, Smite, or Speed). This does not allow Adepts to activate more than one power in a round though.

#### 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 of AB: 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 insecurity about their skills.

**Self-Doubt:** 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).

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. Each 10 spectators (or fraction thereof) allows the character to earn \$1d6 per one daily show for a success and double the amount on a raise.

However, entertaining larger groups is harder, so for every group of 10 additional audience members after the first set, he suffers a -1 penalty to his Perform roll (up to a maximum of -6 for 70 or more viewers). On this plus side, for this use of the skill (not for arcane use) the Troubadour may apply his Charisma to the roll. On the down side, a critical failure or a 1 on the skill die inflicts the normal effect for Self-Doubt as listed above.



# 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 they may learn one non-Improved version of an Edge restricted to another race as long as they meet 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 them.

## 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 a number of incredible trick shots as well. Double Shot allows an elf to fire two arrows in his bow at once, firing both at the same target at a -2 modifier to the archer's Shooting dice. The target must be within short range. If the attack is successful, both arrows hit, 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

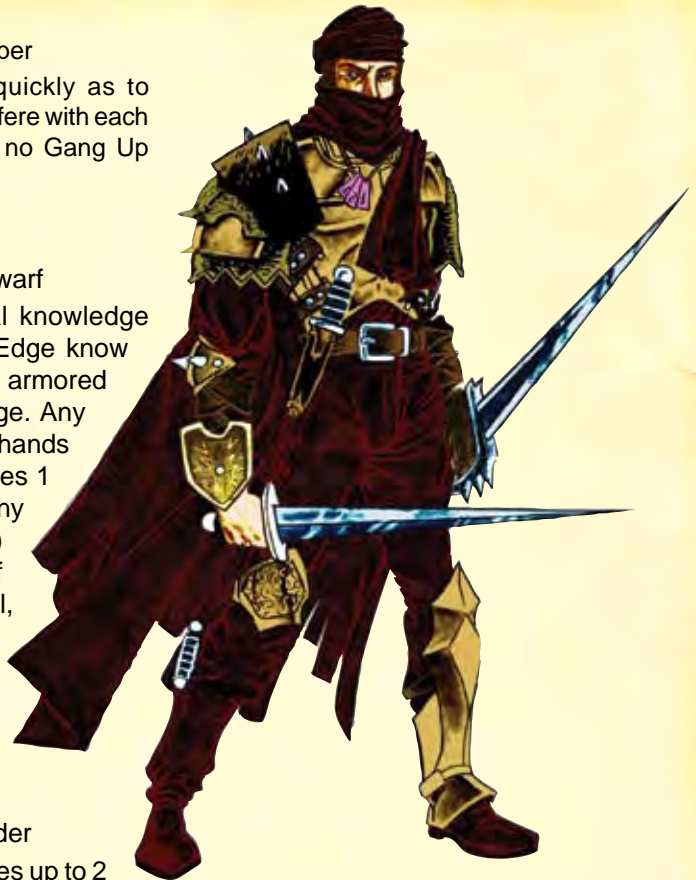
Requirements: Veteran, Scamper

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 hand or ranged weapon in the hands of a dwarf with this Edge ignores 1 point of armor (in addition to any AP value it 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, whether it's natural or crafted.



## 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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