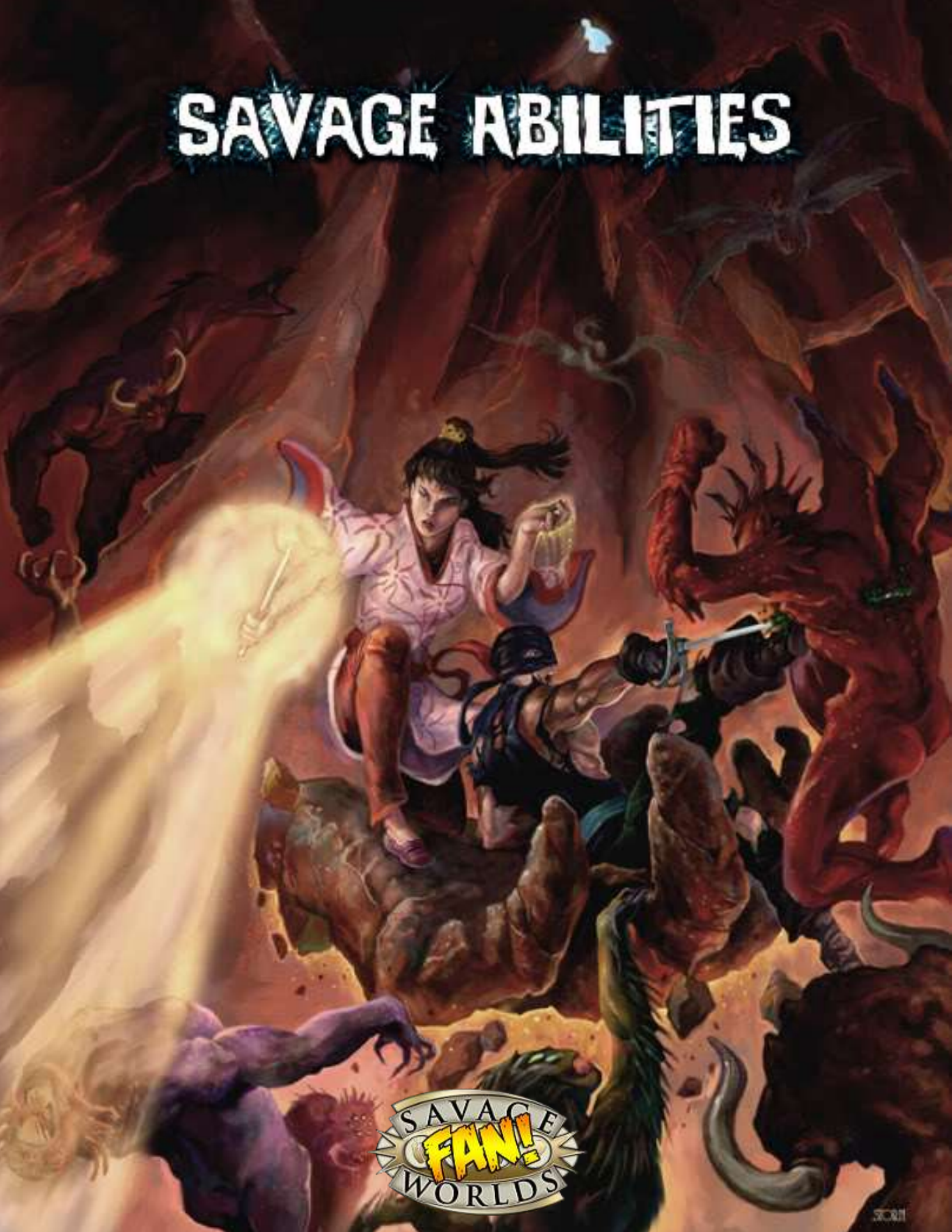
SAVAGE ABILITIES



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INTRODUCTION

Savage Worlds offers an extensive list of Edges and Hindrances in the core rule book, and each setting and companion introduces further options.

Many GMs also wish to add their *own* Edges and Hindrances, particularly when designing custom settings. However it can often be difficult to balance these new abilities, particularly if you're not too familiar with the way the game mechanics work in Savage Worlds.

Savage Abilities attempts to make the process easier by providing a clear set of guidelines for designing your own Edges and Hindrances. It also includes rules for creating Templates (zero-sum abilities that have an equal amount of benefits and drawbacks), and guidelines for balancing new Powers, the latter of which can also be used as the basis for a freeform magic system.

PRICING

As with **Savage Armoury**, most of the direct combat bonuses were balanced using my combat simulator, which involved running (quite literally) hundreds of millions of simulated fights between a wide variety of different characters, and then analysing the results.

While some people may disagree with the way I've priced certain abilities (particularly things like Hardy and Combat Reflexes), please don't think that I simply pulled all the values out of thin air.

However there's no reason why you can't change the prices of abilities you disagree with – you can still use the rest of the guidelines, just with your own ability costs instead of mine.

WHY CHANGE THE SCALE?

The abilities used throughout this document are conceptually similar to the race creation rules in SWD, but more granular. In **Savage Armoury** I used a different scale (with 3 weapon ability points the equivalent of 2 racial ability points), while in **Savage Beasts** I also used half points, but neither was quite able to offer the level of detail I wanted, and for a Combat Edge even a fraction of a point can be significant.

I first considered sticking with fractions, but that would have required dealing in thirds and quarters, which isn't very intuitive when you're adding up lots of abilities. So in the end I decided to multiply the costs by 12, so that a basic +1 racial bonus becomes a +12 ability bonus, which can be divided by 2, 3, or 4 without the need for fractions.

EXPANDING THE LIST

The ability list provided in this document is extensive, but certainly not exhaustive. However many of the abilities were designed by reverse engineering those from the core rules and other supplements, and you can use the same principle to add your own abilities to the list – by taking Edges and Hindrances you consider to be balanced, and breaking them down into component parts.

EDGES

GENERAL GUIDELINES

The following are some general guidelines you should keep in mind when designing new Edges:

1. Don't reinvent the wheel. If there's already an existing Edge that does something similar to what you want, modify and rename it in the same way as you'd use trappings to customise a power.

2. Make sure there are enough interesting Edges to encourage diversity at Novice rank, but don't overwhelm players with too many choices at the start, and don't add Edges just for the sake of it.

3. Streamline and simplify. Make sure your Edges are easy to understand and remember, so that you don't need to re-read the descriptions every time you use them.

4. Try to minimise the need for additional rolls and bookkeeping, particularly for combat-oriented Edges, as they can significantly slow down combat resolution.

5. Don't "give" bonuses that were previously implied to be available to everyone, as this just imposes limitations rather than offering something new.

6. Don't create no-brainer choices. If an Edge is so good that everyone feels obliged to take it, it actually reduces the overall choices (because players will take that Edge before diversifying).

7. Avoid excessive bonuses. As a rule of thumb, a Professional Edge can give a +2 bonus to 2-3 non-combat/arcane skills, while a Combat Edge might negate 2 points of penalty or grant a +1 bonus to a specific use of a combat skill.

8. Keep the bigger picture in mind. Don't view Edges in isolation, consider the impact they'll have in combination with other Edges, abilities and setting rules. This is also why +2 skill bonuses should generally be limited to Professional Edges, as it avoids potential stacking.

9. Don't allow an Edge to turn an attribute into a dump stat. For example if you introduce an Edge that allows Agility to be used for damage rolls instead of Strength, the only incentive to take Strength will be encumbrance (which many GMs don't bother enforcing anyway).

10. Offer a selection of Edges for each attribute. Every attribute should unlock some cool Edges when it reaches d8, ideally it should unlock some more at d10, and if possible try to have some Edges that benefit directly from the attribute (so that d12 provides additional benefits).

DESIGNING EDGES

Edges are created by assigning and combining different abilities, with each Edge being worth 24 ability points. You can allow some leeway with certain Edges, perhaps making their requirements tougher or more lenient to compensate, but it is recommended that you try to stay as close to 24 ability points as possible.

An Edge might also include minor freebies, such as lowering the requirements for another Edge, increasing the maximum to which an attribute can be raised with advances, or even providing additional limbs (they'd still suffer the offhand and multi-action penalties). This is a good way to flesh out an otherwise lacklustre Edge.

As a general rule, an Edge should almost never give a permanent penalty, although an *activated* Edge might include penalties while active.

QUANTITY MATTERS

Some people go overboard adding new Edges, something which even the rulebook warns against. Not only does this increase the risk of unbalancing the game (due to Edges complementing each other in unexpected ways), it can also be overwhelming for the players to have so many choices.

However there can also be problems at the opposite extreme. If you're running a lengthy campaign throughout which each PC earns many advances, it's important to give them enough options to encourage diversity at the higher ranks as well – otherwise you'll see characters begin to converge around the same group of Edges, as they run out of other things to spend their advances on.

There's no hard rule about how many Edges is the right number to offer, it depends heavily on both the setting and the length of the campaign. However you can make the list less overwhelming by reducing the number of Edges that are initially available, for example:

• **Edge Trees:** An "Edge Tree" is a group of Edges that are built around (and expand upon) a base Edge, so that you can't unlock the later Edges until you've bought the first one. The obvious example from the core rules would be the Leadership Edges, which all branch from the Command Edge, however you could also use the same concept for other groups of Edges.

• **Flexible Edges:** Some Edges can be purchased multiple times, for example Trademark Weapon can be purchased for different weapons, Professional can be purchased for different traits, and so on. Edges that work this way can offer increased diversity, not only because a character can take them more than once, but also because two characters with the same Edge will usually take a different "version" of it.

• **Racial Edges:** Racial Edges (as can probably be guessed by the name) are Edges that are only available to specific races. They're often used to balance powerful races, by splitting off some of their racial abilities into separate Edges. However they also serve as a good way to reduce the options for new players, because each PC can only take racial Edges for their own race, and may therefore ignore the others.

• **Ranked Edges:** Often it's enough simply to distribute Edges across different ranks. A starting character can only take Novice Edges, so introducing your new Edges as Seasoned rank or higher will help keep things simple for newbies.

MINOR EDGES

Savage Worlds splits Hindrances into Minor and Major, but Edges are always considered "Major". If you wish to introduce "Minor" Edges then they would each be worth 12 ability points, although their requirements should follow exactly the same guidelines as for Major Edges.

An advance can be used to buy one Major Edge or two Minor Edges, or buy a Minor Edge and raise one skill below its linked attribute, or to upgrade a Minor Edge to a Major Edge and buy another Minor Edge, and so on.

Some of the core Edges could easily be split into two Minor Edges if you wished. For example Beast Master might be split up into Animal Empathy (animals don't attack you) and Animal Companion (you have a loyal animal companion).

Certain Edges provide +2 bonuses which could be halved, for example a Minor version of Attractive might give just +1 Charisma, while a Minor version of Alertness might give +1 to Notice rolls. The PC could then choose to take either the Minor or Major version of the Edge (much like some Hindrances).

Particularly weak Edges (such as Fast Healer or Combat Reflexes) could also become Minor Edges.

EDGE CATEGORIES

Edges in Savage Worlds are split into a number of different categories, as follows.

BACKGROUND EDGES

These Edges are often hereditary, develop over long periods of time, or manifest in response to unusual events. GMs may also require justification for taking them after character creation.

Background Edges can sometimes provide similar bonuses to other Edge categories, but care should be taken to avoid overlap, particularly with Combat and Professional Edges.

The requirements of Background Edges are usually quite basic – they're always Novice rank, and sometimes require d6 or d8 in a specific attribute, but that's all.

COMBAT EDGES

Edges which provide benefits in combat, including bonuses to combat skills, are usually classified as Combat Edges.

A typical Combat Edge might give a +1 bonus to a specific use of a combat skill (e.g., one particular weapon) or negate 1-2 points of penalty from a specific source (e.g., halving the range penalty).

Combat Edges should have at least one of the following basic requirements:

- d8 in an appropriate attribute.
- d8 in Fighting, Shooting, or Throwing.
- Seasoned rank (instead of the default Novice).

Improved versions of a Combat Edge are typically Veteran rank, and *always* require the basic version of the Edge. You can design particularly powerful abilities in this way, splitting them over two Edges.

If the Edge is a bit weak or overly specialised, but you don't wish to give it any more bonuses, you could instead reduce the requirements slightly (perhaps only d6 in an appropriate combat skill, or Novice rank for an Improved Combat Edge). If the Edge is a bit on the strong side, consider adding one or more of the following requirements:

- Requires 2 (or all 3) of the basic requirements.
- Requires d10 in the appropriate attribute/skill.
- Rank requirement increases by 1 step.
- Requires an additional Edge.
- Requires an additional skill.

LEADERSHIP EDGES

Leadership Edges are a form of "Edge Tree" – the root Edge (Command) requires only Novice rank and d6 in one attribute, but numerous other Edges branch from it – each requires the root Edge, often with another requirement (such as a higher rank, and/or d8 in an attribute).

POWER EDGES

Power Edges are another form of "Edge Tree", much like Leadership Edges, except that these branch from Arcane Background.

Other than New Power and Power Points (which are a special case), these Edges are typically Seasoned rank or higher, and often require an attribute or skill.

Professional Edges

Professional Edges represent extensive training or practice, or sometimes a magical blessing.

It is recommended that bonuses to non-combat skills should *only* be provided by Professional Edges, to avoid them stacking with other Edges.

Professional Edges pay half price for a Skill Specialty, or quarter price if it only applies about half the time. They are almost always Novice rank, and their skill bonuses should never apply to combat or arcane skills.

A typical Professional Edge gives a +2 bonus to two skills, and the requirements should include at least d8 in both of those skills, or d8 in the attribute linked to both skills (assuming both are linked to the same attribute).

The Edge may also include a +2 bonus to one or two other skills when used in a specific way (for example, a Stealth bonus that only applies when underground, or a Notice bonus that only applies to spotting secret doors), in which case additional requirements should be added, such as d6 or d8 in the additional skills, or requiring an attribute in addition to the skills.

Professional Edges which grant benefits other than skill bonuses should still require at least d8 in one attribute or d8 in two skills.

Social Edges

Social Edges are geared towards different forms of social interaction, both positive and negative. They are usually only Novice rank, and may also require Spirit d8, or perhaps d6 or d8 in one or two appropriate skills.

Weird Edges

Weird Edges cover various supernatural abilities that don't belong in any of the other categories. They are usually Novice rank, and may also require d8 in an appropriate attribute.

Wild Card Edges

Wild Card Edges provide specific bonuses that only apply on a Joker. They are typically Seasoned rank, and require d10 in an appropriate skill, as well as Wild Card status.

Racial Edges

Racial Edges are yet another type of "Edge Tree", but in this case they branch from a race. They are designed like other Edge categories, however they usually provide bonuses or abilities that aren't available to other races, and are sometimes a little bit stronger than other Edges.

Legendary Edges

Legendary Edges tend to be setting-specific, and represent the more epic abilities. They are always Legendary rank.

Races as Edges

Races in Savage Worlds are usually balanced at +2 racial points, which puts them on-par with an Edge. From a game design perspective, one could actually argue that such races *are* a specialised type of Edge – and there's absolutely no reason why you couldn't design them exactly like any other Edge!

Note that I've used the term "Race Edge" to help differentiate from "Racial Edges", which are another category entirely. *Racial* Edges require a specific race, but there are no restrictions on how many you can take or when you can take them. The two concepts are not mutually exclusive – for example you might have "Dwarf" as a *Race* Edge, and "Tunnel Runner" as a dwarf-only *Racial* Edge.

Creating your races in this way provides an interesting solution for handling advanced races: All characters begin with one free Edge, which they can use for a Race Edge if they wish, otherwise they're human. Multiple Race Edges can then be stacked like building blocks in order to represent the more powerful races.

You could also combine this concept with Minor Edges in order to create weaker races (perhaps half-fae *only* have Low Light Vision and nothing else?), or even have Race Hindrances (for races that are worse off than humans).

Race Edges

These Edges can only be taken during character creation, and a character with no Race Edge is considered human by default. You may only take a second Race Edge if it requires your first Race Edge, and may only take a third Race Edge if it requires your second Race Edge.

Elven Blood

Requirements: Novice

You have elven blood running through your veins, making you a half-elf (unless you take a second Race Edge). You gain Low Light Vision, and a +1 bonus to Charisma.

High Elf

Requirements: Novice, Elven Blood

You are one of the great high elves, known for their powerful intellect. As well as the benefits provided by Elven Blood, this Edge also increases your Smarts by +1 die step, and grants you one Arcane Background of your choice. However you also suffer from the Arrogant Hindrance.

Dark Elf

Requirements: Novice, High Elf

You are a dark elf, an evil offshoot of the high elves. As well as the benefits of Elven Blood and High Elf, increase your Spirit by +1 die step, and replace Low Light Vision with Darkvision. Your Arcane Background (from High Elf) must have demonic or necromantic trappings.

Wood Elf

Requirements: Novice, Elven Blood

You are one of the agile wood elves who populate the great forests. As well as the benefits of Elven Blood, you increase your Agility by +1 die step and gain a +1 bonus to Notice rolls. However you also suffer from the All Thumbs Hindrance.

Hill Dwarf

Requirements: Novice

You are a hill dwarf, the most common caste of dwarf. You gain Darkvision and +1 die step to Vigor, but your Pace is reduced by 2.

Mountain Dwarf

Requirements: Novice, Hill Dwarf

You are a mountain dwarf, the most ancient of the dwarven races. As well as the benefits of Hill Dwarf, the range of your Darkvision is doubled and your Strength increases by +1 die step. However you also suffer -1 Charisma.

Dwelf

Requirements: Novice, Elven Blood or Hill Dwarf

You are a dwelf, the unusual cross between an elf and a dwarf. You gain Low Light Vision from your elven blood and Darkvision from your dwarven heritage, as well as +1 die step to Vigor.

Goblinoid

Requirements: Novice

You belong to one of the goblinoid races, making you a basic goblin unless you also take another Race Edge. You gain Low Light Vision, Small, and +1 die step bonus to both Strength and Vigor, as well as a -4 penalty to Charisma.

Orc

Requirements: Novice, Elven Blood or Goblinoid

You are an orc – the foul crossbreed of a goblin and an elf. You keep the Low Light Vision of both races, as well as the Strength and Vigor bonuses granted by Goblinoid. You are no longer Small, and your overall racial Charisma penalty is -2.

EXAMPLES

This section shows how certain Edges (including several concepts from the core rules) can be built using the guidelines in this document, and includes example trappings to show how each Edge can be used to represent several different abilities.

Improved versions of the Edges aren't listed explicitly; just assume they are Veteran rank.

Affinity (Minor/Major)

Trappings: Beast Master, Necromancer
Requirements: Novice, Spirit d8

As a Minor Edge, you have a natural affinity with a certain category of creature, such as animals, demons, elementals, undead, etc. These creatures won't generally attack you unless provoked.

As a Major Edge, you also have a loyal minion of the same creature category (created as a starting character except it's an Extra), if the minion dies it requires about a week to obtain a replacement.

Defend (Minor/Major/Improved)

Trappings: Block, Dodge, Shield Mastery
Requirements: Seasoned

As a Major Edge, this grants you either +1 Parry, or ranged attacks against you suffer a -1 penalty to hit, chosen when the Edge is taken. As a Minor Edge, the benefits only apply in specific situations, such as when wielding a shield or using the Defend maneuver. The Improved version of this Edge doubles the bonus.

Double Attack (Major/Improved)

Trappings: Frenzy, Swift Shot, Double Throw
Requirements: Novice, d8 in the appropriate skill.

This Edge allows you to perform a double attack with only a -1 penalty when using one combat skill (Fighting, Shooting or Throwing), chosen when the Edge is first taken. You resolve the double attack by rolling two trait dice and one Wild Die, and the penalty applies to all other attacks you perform that round. The Improved version of the Edge removes the penalty entirely.

Endurance (Minor/Major)

Trappings: Iron Jaw, Tough Skin
Requirements: Novice, Vigor d8

As a Minor Edge, this grants you a +1 bonus to Soak rolls, while as a Major Edge it grants you a +2 bonus.

Fast (Minor/Major)

Trappings: Fleet-Footed, Quick Walker, Sprinter
Requirements: Novice, Agility d8

As a Major Edge, gain +2 Pace, and your running die is increased by +2 die steps. As a Minor Edge, either halve the Pace and running bonuses to +1 each, or gain just one of the two bonuses.

Henchman (Minor/Major)

Trappings: Big Boss, Pack Master, Loyal Steed
Requirements: Seasoned

As a Minor Edge, receive a loyal minion (created as a starting character except it's an Extra), which requires about a week to replace if killed. As a Major Edge, you gain a second minion.

Iron Will (Minor/Major)

Trappings: Backbone, Mentalist, Strong Mind
Requirements: Novice, Spirit d8

Gain +2 to opposed rolls for one arcane skill *or* both tests of will (chosen when this Edge is taken). The Minor version of the Edge only gives +2 when *resisting* an opposed roll of the appropriate type, or else +2 for just *one* of the "test of will" skills.

Natural Rider (Major)

Trappings: Race Driver, Horse Lord, Ace Pilot
Requirements: d8 in the appropriate skill.

This is a Professional Edge which grants a +2 bonus to either Boating, Driving, Piloting or Riding, chosen when this Edge is first taken. You may also spend bennies to make Soak rolls for your current vehicle/mount if it is covered by this Edge, using the same skill (except without the +2 bonus).

Nice (Minor/Major/Improved)

Trappings: Attractive, Charming, Popular
Requirements: Novice, Spirit d8

As a Minor Edge, gain +1 Charisma. As a Major Edge the bonus increases to +2. The Improved version of this Edge doubles the Charisma bonus.

Plot Device (Major)

Trappings: Contacts, Scavenger, Ritualist
Requirements: Novice, an appropriate Edge

This Edge grants you the ability to manipulate the plot in some specific way (chosen when this Edge is first taken), either once per day or by spending a benny (decided when the Edge is first taken).

The precise uses of this Edge are at the GM's discretion, but possibilities include scavenging useful items, inventing magical rituals, rigging up improvised devices, obtaining aid from allies, and so on. The results only last for the game session.

Powerful Blow (Major)

Trappings: Brawler, Weapon Specialisation
Requirements: Novice, Strength d8

When using a specific type of weapon (such as unarmed, axes, etc.) you inflict +1 damage, increased to +2 damage if you hit with a raise.

Resist (Minor/Major/Improved)

Trappings: Arcane Resistance, Cold Resistance
Requirements: Novice, Spirit d8

As a Minor Edge, you have +1 armour and gain +1 to resist opposed rolls against one specific type of energy, chosen when this Edge is first taken. As a Major Edge, the bonuses increase to +2. The Improved version of this Edge doubles the bonus.

Slayer (Major)

Trapping: Holy Knight, Dragon Slayer, Giant Killer
Requirements: Veteran

You inflict +d4 damage when fighting a specific type of foe, such as dragons, giants, or evil beasts.

This Edge is a little stronger than average (+3.33 damage instead of +3), so the rank requirement has been increased by +1 step.

Special Bond (Minor/Major)

Trappings: Beast Bond, Common Bond, Loyal Bond, Necromantic Bond, Natural Leader
Requirements: Novice, Spirit d8

As a Major Edge you can share your bennies with one category of creature, such as Wild Card allies, troops under your command, animals you control, undead you've animated, demons you've bound to your will, etc.

As a Minor Edge you can share your bennies with one specific creature, such as your loyal sidekick, significant other, trusty steed, etc. If this specific creature dies, it takes about a week before you can apply the Edge to another.

Special Talent (Minor/Major)

Trappings: Alert, Brave
Requirements: Novice, Background Edge

As a Minor Edge, you gain a +1 bonus to one specific skill roll, such as Notice or Guts, chosen when this Edge is first taken. As a Major Edge the bonus increases to +2. This cannot be applied to combat skills, arcane skills, or "test of will" skills.

Specialised Hitter

Trappings: Bruiser, Double Grip, Weapon Finesse
Requirements: d8 in the attribute rolled, d8 in appropriate combat skill

When using a specific type of weapon (such as unarmed, light fencing blade, two-handed weapon, psychic energy blade, etc.) with one of your combat skills, you may roll a specific attributes instead of d6 for the extra damage die on a raise, up to a maximum of d12.

The weapon type, combat skill and attribute must all be chosen when this Edge is first taken.

Strider (Minor/Major)

Trappings: Arctic Step, Desert Dweller, Forest Walker
Requirements: Novice, Survival d8, Tracking d8

Select one type of terrain when this Edge is first taken; you never treat your chosen terrain type as difficult ground. As a Major Edge, you also leave no trail through such terrain for others to track.

Trickster (Minor/Major)

Trappings: Acrobat, Magician
Requirements: Novice, d8 in Agility or Smarts

This Edge grants you a bonus when performing and resisting either Agility tricks or Smarts tricks, chosen when the Edge is first taken. As a Major Edge the bonus is +2, while as a Minor Edge the bonus is only +1.

HINDRANCES

DESIGNING HINDRANCES

Hindrances are created in much the same way as Edges, however they give penalties rather than bonuses; a Minor Hindrance is worth -12 ability points, while a Major Hindrance is worth -24 ability points. Hindrances usually have no requirements, but they may occasionally block certain Edges.

It is possible for Hindrances to provide bonuses as well as penalties, as long as the total balances to -12 or -24, for Minor and Major respectively.

IMPROVED HINDRANCES

Just as there are Improved Edges for abilities that are particularly *strong*, so it's also possible to have Improved Hindrances for drawbacks that are exceptionally *bad*.

An Improved Hindrance can be taken instead of a Major Hindrance, but it is worth -48 ability points instead of -24; it gives the character 4 points to spend on attributes, Edges, skills or money during character creation.

The Blind Hindrance in SWD would be classified as an Improved Hindrance, but you could add others, such as No Arms, No Legs, etc. Improved Hindrances are always a significant drawback, and should almost always be crunch-based.

FLUFFY HINDRANCES

Fluff-based drawbacks (as opposed to crunch-based drawbacks, which give actual penalties to certain rolls or stats) can be more difficult to balance, but as there's a strict limit on how many Hindrances characters can take, it's not something you need to worry about *too* much.

My suggestion would be to read the flavour text for Greedy, Delusional, Vengeful and Vow (from SWD); note the difference between the Minor and Major versions of each Hindrance, and use that as a guideline when creating your own.

As a general rule, the Major version of a fluff-based Hindrance occurs much more frequently, and the character is willing to kill for it.

EXAMPLES

The following are some simple generic examples of how to create certain types of Hindrance:

Decrepit (Major)

Trappings: Crippled, Elderly, Feeble

This Hindrance reduces both your Strength and Vigor by 1 die step, and prevents you raising them after character creation. If this would reduce your Strength below d4, you instead suffer a -1 penalty to all Strength and damage rolls, and your load limit is halved. If this would reduce your Vigor below d4 then you instead suffer a -1 penalty to all Vigor rolls, and your Toughness is reduced by 1.

You also gain 2 free skill points, which must be spent on skills linked to Smarts, and if you wish you may also take the Slow Hindrance (this doesn't count towards your Hindrance limit, although any points gained from it must be spent on additional skills linked to Smarts).

Distinct Behaviour (Minor/Major)

Trappings: Arrogant, Cautious, Curious, Quirk

This Hindrance represents a distinctive behaviour exhibited by the character. The Minor version of this Hindrance should come up from time and time, and can cause annoyance or discomfort, while the Major version occurs more frequently and/or can put the character at significant risk.

Note that this Hindrance may be taken multiple times, but each must have a different trapping.

Slow (Minor/Major)

Trappings: Lame, Obese, Old, Peg Leg

This Hindrance reduces your Pace and running die by 1 (as a Minor Hindrance) or 2 (as a Major Hindrance). If your running die is reduced below d2, you can no longer run.

Unpleasant (Minor/Major)

Trappings: Bloodthirsty, Mean, Outsider, Ugly

This Hindrance reduces your Charisma by 2 (as a Minor Hindrance) or 4 (as a Major Hindrance), although the penalty doesn't apply to everyone, only those affected by the trapping – which should be most people, unless the Hindrance includes an additional drawback.

Note that this Hindrance may be taken multiple times, but each must have a different trapping.

TEMPLATES

DESIGNING TEMPLATES

In Savage Worlds, Edges represent advantages while Hindrances represent drawbacks. But sometimes it's desirable to have zero-sum abilities which provide an equal value of both advantages *and* disadvantages – for example if a PC is turned into a werewolf or vampire, it makes things much easier if the GM can simply assign the character a set of modifiers, without needing to worry about rebalancing them against the rest of the party.

A Template is created much like an Edge or Hindrance, except that it's worth 0 ability points. If you wish to have Templates that are stronger than normal, the additional benefits should be turned into a set of special Edges that can only be taken by someone with the appropriate Template.

EXAMPLES

Savage Undead (and the werebeasts in **Savage Beasts**) includes some fairly detailed examples of Templates, but here are a few basic ones:

Aquatic

You gain 2 skill points to spend on the Swimming skill, cannot drown, and swim at a Pace equal to your full Swimming skill. You must also be fully immersed in water once per day, as per the Major Habit Hindrance, and suffer -2 Pace on land.

Arctic

You suffer +4 damage from heat and fire, and -4 to resist heat-based environmental conditions. However you also gain a +4 bonus to resist cold-based environmental conditions, and no longer treat snow or ice as difficult ground.

Celestial

Suffer -4 damage from electricity, but you are now affected by powers and abilities that work on good creatures. You also suffer -4 Charisma when dealing with evil beings.

Child

Reduce your Size by one category (e.g., Medium becomes Small) and suffer -2 Charisma due to adults not taking you seriously, but gain +1 benny per session.

Dire Beast

Increase Size by one category (e.g., Medium becomes Big) and Pace by +2. The animal also gains the Bloodthirsty Hindrance; dire beasts are very aggressive!

Infernal

Suffer -4 damage from heat and fire, but you are now affected by powers and abilities that work on evil creatures. You also suffer -4 Charisma when dealing with holy creatures.

Winged

Gain the ability to fly at normal Pace with Climb 0, but your Vigor is also reduced by 1. If this would reduce Vigor below d4, instead suffer a -1 penalty to all Vigor rolls, and your Toughness is reduced by 1.

POWERS

DESIGNING POWERS

To create a new power, first choose one of the five base powers as a starting point: Invocations are fast spells, such as energy bolts, fireballs and healing magic. Enchantments apply bonuses or penalties to the target and usually last for a while. Conjurations summon creatures, objects, matter or energy. Execrations represent curses and indirect or non-damaging attacks. Divination is used to discover and reveal information.

Once you've chosen the base power, select any of its innate modifiers that you wish to use. The spell has an initial casting cost of 0 Power Points, but modifiers will often increase or decrease the cost. Note that the total cost of the spell can't fall below 0; it can be free to cast, but it never *restores* PP.

The next step is to choose one of each of the four base modifiers: Range, Template, Duration and Maintenance. After that you may also apply one or both of the two optional requirements if you wish.

Finally, and perhaps most important of all, you must choose the trappings for your new spell!

BASE POWERS

All spells start out with one of the following five base powers:

INVOCATION

Perform a single action using your arcane skill instead of the normal trait, ignoring all modifiers for tools (or a lack thereof). If you simulate a combat skill, you are treated as if you were using a Str+d6 weapon for Fighting, a 2d6 range 12/24/48 weapon for Shooting, or a Str+d6 range 6/12/24 weapon for Throwing. You can apply one or more of the following modifiers:

- **Roll (+1 PP):** If the action normally requires a trait roll to perform (rather than succeeding automatically), it costs +1 PP, and your arcane skill roll is treated as if it were the trait roll.
- **Swift (+1 PP):** If the action normally requires more than a round to perform, it costs +1 PP, and can now be completed as a normal action.
- **Repeatable (+1 PP):** If the action can normally only be attempted once for a particular situation (such as Healing or Survival), it costs +1 PP, and can now be attempted multiple times.
- **Counter (+1 PP):** You may also use this ability to counter someone else's action, as long as you're on Hold and successfully interrupt them. This works against all actions, not just powers. Use your arcane skill roll to oppose their trait roll, on a success you're able to counter their action with your magic (for example telekinetically deflecting an arrow, knocking aside a blade with a bolt of force, magically dispersing a fireball, etc.).
- **Dispel (+1 PP):** You may also use this ability to undo a power that someone else has cast. Make an opposed roll against the caster's arcane skill, although you suffer a -2 penalty if you're unfamiliar with their style of magic.
- **Boost (+X):** You can boost the action with additional abilities at the rate of +1 PP per 16 ability points (or fraction thereof). For example AP 2 costs +1 PP, increasing the damage of a Shooting attack costs +2 PP for 2d8, or +4 PP for 2d10 (or 3d6), etc.

ENCHANTMENT

Place an enchantment onto a target of your choice, they may attempt to resist with an opposed Spirit roll if they wish. You must select one of the following enchantments:

- **Abilities (X PP):** Divide the number of ability points in the enchantment by 24 and round down to calculate the PP cost (yes, this means a simple enchantment costs 0 PP). In most cases negative abilities are priced as if they were positive abilities, although in special cases the GM may allow the character to subtract negative abilities from the total cost.
- **Transmute (X-1 PP):** The target becomes something else, losing its innate racial abilities. In this case negative abilities *are* subtracted from the total cost, although GM discretion is strongly advised – each form should have an appropriate mixture of bonuses and penalties (see **Savage Beasts** for examples). If the trapping for the spell uses the same form every time it's cast, divide the total ability points by 48, otherwise divide by 24. If the target is unwilling, resolve like an Execration (Wound), except the wounds don't linger (i.e., you must "incapacitate" them in a single casting).
- **Gear (+2 PP):** When using Transmute, gear unusable in the new form temporarily vanishes.

CONJURATION

Create minions, inanimate objects, barriers, illusions, or areas of light or darkness. You must select one of the following Conjurations:

- **Minion (1 PP):** You conjure a minion, created exactly like the Minion ability (i.e., a normal starting character, except it's an Extra). You can conjure multiple Minions for +1 PP each, or more powerful minions using the Strong ability.
- **Object (0 PP):** You conjure a physical object. If the object has a financial value, add the Cash ability to reflect its price.
- **Matter (0 PP):** You conjure solid matter with Toughness 10. Increasing the Toughness costs +1 PP per 2 points of Toughness. The matter can appear around someone (like a cage), but not directly on top of them.
- **Energy (0 PP):** You conjure energy which inflicts 2d4 damage to those moving through it. Increasing the damage costs +1 PP per dice step (i.e., 2d6 costs +1 PP, 2d8 costs +2 PP, etc.). The energy can appear around someone (like a cage), but not directly on top of them.
- **Illusion (-2/-3 PP):** The conjuration is just an illusion, and doesn't really exist. -3 PP affects only one sense; -2 PP affects multiple senses.
- **Obscurement (-4 PP):** The conjuration simply obscures the area, blocking one sense of your choice (typically vision).
- **Illumination (-6 PP):** The conjuration simply illuminates the area with light.

You can enhance your conjurations by selecting the following optional modifier:

- **Abilities (+X PP):** Divide the number of ability points in the conjuration by 24 and round down to calculate the PP cost of this power. Negative abilities are usually priced as those they were positive abilities, although in some cases the GM may allow the character to subtract negative abilities from the total cost.

EXECRATION

Afflict your enemy with a curse, or perform some sort of indirect attack, or a non-damaging attack. The target may attempt to resist your arcane skill roll with an opposed roll, depending on the sort of execration you wish to perform. You must select one of the following Execrations:

- **Stun (0 PP):** Opposed with Smarts. On a success, opponent becomes Shaken.
- **Fear (0 PP):** Fear check (opposed with Guts or Spirit).
- **Knockdown (0 PP):** Opposed with Strength. On a success, opponent is knocked prone and moved 2d6" away from the caster (or in a random direction if more appropriate, or d6" if the caster controls the direction), becoming Shaken if they strike a solid object.
- **Restrain (1 PP):** Opposed with Agility. On a success, opponent is partially restrained (-2 to Pace and physical actions, including attempting to break free). On a raise, they are fully restrained (Pace 0 and -4 to physical actions). They can break free with a successful Strength or Agility roll as a normal action (if others try to help, they *also* suffer the restraint penalty to their roll), on a raise opponent can also act the same round they escape.
- **Hinder (1 PP):** Opposed with Smarts. On a success, opponent becomes partially hindered (as a Major Hindrance). On a raise, they are fully hindered (as an Improved Hindrance). They can recover with a trait roll at -2 (or at -4 if the power was cast with a raise) using either Smarts or Spirit, and on a raise they can also act on the round they recover.
- **Sleep (1 PP):** Opposed with Spirit. On a success, opponent falls asleep, although they can be woken by loud noises if they make a successful Notice roll.
- **Wound (2 PP):** Opposed with Spirit. On a success, opponent becomes Shaken, while each

raise causes a wound. An incapacitated foe suffers an appropriately unpleasant (but sometimes reversible) fate, depending on the trappings, such as petrification, entrapment, paralysis, banishment, eternal slumber, supernatural transformation, etc.

- **Exhaust (2 PP):** Opposed with Vigor. On a success, opponent becomes Shaken. Each raise causes a level of Fatigue, with the type of Fatigue depending on the trappings of the power.
- **Drain (2 PP):** Opposed with arcane skill. Each success and raise drains d6 Power Points from the victim. The caster does not gain these Power Points, they are lost.

You may also apply one or both of the following optional modifiers if you wish:

- **Substitute (+0/+1 PP):** Your power is resisted with a different attribute from the one listed above. This option is free except when applied to an improvised spell.
- **Resistible (-1/-3 PP):** Instead of an *opposed* roll: victim resists with attribute roll at -2 (or -4 on a raise) for -1 PP (**Hard**); attribute roll at -2 (always) for -2 PP (**Medium**); attribute roll at +0 (or -2 on a raise) for -1 PP (**Easy**).

DIVINATION

Discover useful information about a place, object or person. When used directly on another person (such as to read someone's mind) the target may attempt to resist with an opposed Spirit roll. On a success you gain an emotion-based answer, such as fear, anger, love, hate, etc. You can apply one or both of the following modifiers:

- **Depth (+1 PP):** This allows you to obtain deeper or hidden information, such as reading someone's memories (rather than just surface thoughts) or uncovering secrets (rather than public information you just weren't aware of).
- **Precision (+1 PP):** This version gives you a more detailed answer, including simple yes/no questions (or a short sentence on a raise).

BASE MODIFIERS

All spells must have one of each of the following four base modifiers:

RANGE

You must know the location of the target (to within a few feet), and even then you suffer -6 to any attacks if you can't actually see them or in some other way precisely pinpoint their exact location. If you apply range to a combat Action, you can make the attack originate from any point within range. Choose one of the following:

- **Self (-1 PP):** Only works on yourself.
- **Touch (+0 PP):** You must touch the target.
- **Short (+1 PP):** Linked attribute*.
- **Medium (+2 PP):** Double linked attribute*.
- **Long (+3 PP):** 50 times linked attribute*.

There are also combat ranges, although these are usually used by Invocations, which gain Short and Medium range for Throwing and Shooting actions respectively, included for free (you can even reduce this range to recover PP, for example if you wish to use a Cone Template).

- **Combat Short (+1 PP):** Range 6/12/24.
- **Combat Medium (+2 PP):** Range 12/24/48.
- **Combat Long (+3 PP):** Range 24/48/96.

** The attribute linked to your arcane skill.*

TEMPLATE

Some powers target individuals, and others cover an area. If the power fills a Template and doesn't already require an opposed attribute roll to resist (such as an attack), victims can attempt to evade with an opposed Agility roll. Attacks that fill a Template usually ignore worn armour unless it's sealed. Choose one of the following:

- **None (+0 PP):** Individual target. If this is an Enchantment or Execration, you may add up to four additional targets for +1 PP each.
- **Small (+1 PP):** Small Burst Template.
- **Medium (+2 PP):** Medium Burst Template.
- **Cone (+3 PP):** Cone Template.
- **Line (+1/+2/+3 PP):** 1"x3/6/12" Template.
- **Large (+4 PP):** Large Burst Template.

If you've applied a Template, you may also use one or both of the following modifiers if you wish:

- **Selective (+2 PP):** Specify at casting time exactly who within the Template is affected.
- **Dive (-2 PP):** This modifier can only be applied to powers that can normally be avoided with an opposed Agility roll. The victim now dives for cover on a successful Agility roll at -2, instead of making the normal opposed roll.

DURATION

Enchantments and Conjurations usually have a non-instant duration. Choose one of the following:

- **Instant (+0 PP):** Or until end of your turn.
- **Rounds (+1 PP):** 3 rounds (X/round).
- **Minutes (+2 PP):** 3 minutes (X/minute).
- **Hours (+3 PP):** 1 hour (X/hour).

Power Points used to cast a spell cannot be recovered until that spell ends, e.g., if you cast "mystic armour" with a duration in hours, you cannot recover the PP used to cast it while the spell is still active.

MAINTENANCE

Some powers are more expensive to maintain than others. Choose one of the following:

- **Double (-1 PP):** 2 PP per round/minute/hour.
- **Single (+0 PP):** 1 PP per round/minute/hour.
- **Free (+1 PP):** 0 PP per round/minute/hour.

The frequency of maintenance is based on the duration, so a power with a duration in minutes has to be maintained each minute, while a power with a duration in hours only has to be maintained each hour. Spells with an instant duration can never cost double to maintain, but they *can* be free; the risk of disruption and the penalty for maintaining the power is applied immediately.

OPTIONAL MODIFIERS

These two modifiers are optional, and can only be applied to improvised spells if you also have the appropriate Edge (described in the Freeform Magic section on the next page).

SYMPATHETIC

This modifier indicates that you're able to form a sympathetic link with your target, allowing you to cast the spell over any range as long as you hold something strongly connected to them.

Sympathetic spells are always at least Seasoned rank, and require the Sympathetic Magic Edge.

- **Major (+1 PP):** You hold a piece of the target (hair, nails, blood, leaf, brick, splinter, etc.).
- **Minor (+2 PP):** You have a valued personal possession of the target or something strongly tied to them (an item of clothing, favourite toy, the key to a chest you wish to locate, etc.).

LINKAGE

You can link two powers together to form a composite power, as long as each spell uses a different base power, and each costs at least 1 PP to cast. Make a single arcane skill roll for the composite power, if the primary spell succeeds, resolve the secondary spell as well, otherwise both fail (you still have to pay the full PP cost).

Linked spells are only available at Heroic rank, although at the GM's discretion it may be possible to have special Legendary powers which link *three* spells together (by applying "Linked" twice).

- **Linked (+1 PP):** Combine the PP costs for both spells, and then add another +1 PP.

You may also apply the following if you wish:

- **Necromantic (-2 PP):** The secondary power fails unless the primarily power incapacitates or kills a creature. Reduce the secondary power cost by 2, to a minimum of 1 PP.

FINISHING TOUCHES

After you've chosen the modifiers for your power, you need to determine its rank and trappings.

RANK REQUIREMENTS

Rank requirements for powers are based far more on intuition than strict rules, but you can use the following if you're not sure where to start. Powers are Novice rank by default (unless Sympathetic or Linked); **Divination** spells usually remain Novice.

Invocation: If the power has one or more of Dispel, Counter, Template (Large), Range (Long or Combat Long), or Duration (other than Instant), increase the rank to Seasoned.

Enchantment: If the power grants (or is able to grant) a negative ability and also has Maintenance (Double), or if it has 50 or more points in Abilities, increase the rank to Seasoned. If it grants Minion or Flight, increase the rank to Veteran. If it grants Ethereal or Plot Device, then increase the rank to Heroic. If the power uses Transmute, divide the number of ability points by 48 and round down, then increase the rank requirement by that many steps (i.e., 48+ is Seasoned, 96+ is Veteran, etc.).

Conjuration: Matter and Energy both increase the rank to Seasoned. Minion increases the rank by +1 step per 1 PP spent on the Stronger ability.

Execration: Knockdown, Sleep and Exhaust each increase the rank to Seasoned, Wound increases it to Veteran, and Drain increases it to Heroic.

APPLYING TRAPPINGS

If the mechanics are the skeleton of your power, then the trappings are the meat. Each spell should have its own name and description. The trappings also determine who the spell can affect; a fireball injures most people but not fire elementals, a holy incantation only harms demons and undead, etc.

Some trappings are beneficial while others are a drawback, and the GM should balance them out using other benefits and drawbacks. This part of power design is more art than science, although you can use ability values for the crunchier parts, and the Hindrance guidelines for fluffy penalties.

Check out **Savage Spellbook** for some detailed examples and suggestions about using trappings.

FREEFORM MAGIC

Freeform magic is handled through a set of special Edges. At the GM's discretion, you may be allowed to take Improvised Power instead of one or more of the powers that come with your Arcane Background – the GM could even design a new Arcane Background for improvised spellcasters, in which case they might not even be *allowed* to take the New Power Edge.

IMPROVISED POWER EDGES

Improvised spells can slow down the game if the player is indecisive. The preparation action is intended to help by giving the player an extra round to decide on their spell. If they wish to prepare and cast on the same round, it is recommended that they only be allowed to do so if they already know what spell they wish to cast (i.e., don't make everyone wait while they add up the numbers).

If the player is still taking too long, consider asking them to write a load of spells down on cards, and only allow them to use those cards when casting spells (they can write more spell cards whenever they like, as long as they don't do it while other people are waiting for them to act).

The card-based approach works particularly well in combination with Spell Memorisation, as each player will only have a few spells memorised at any one time, represented by a hand of cards.

Improvised Power

Requirements: Novice, Arcane Background

You gain one of the five base powers, and can use it to improvise and cast spells on the fly. It requires a normal action to prepare an improvised spell, and you must cast it with your next action, otherwise the preparation is wasted. It is possible to both prepare and cast a spell in the same round, but you will suffer the usual MAP to your arcane skill roll. The total Power Point cost (after applying all modifiers) is doubled for improvised spells.

This Edge can be taken up to five times, once for each of the base powers.

Intuitive Spellcaster

Requirements: Novice, Improvised Power

You have an intuitive knack for casting spells on the fly. Whenever you cast an improvised spell which costs 2 or more Power Points, you reduce the total casting cost by 1.

Intuitive Spellcaster, Improved

Requirements: Veteran, Intuitive Spellcaster

You now reduce the PP casting cost of your improvised spells by 2, although this can't reduce the casting cost below half of the original cost (i.e., it can't be made cheaper than a *non*-improvised version of the same spell).

Spell Linkage (Minor/Major)

Requirements: Heroic, Improvised Power

You gain the ability to apply the Linkage modifier to your improvised spells. As a Minor Edge you can only use the Linked option, while as a Major Edge you can also use Necromantic.

Spell Memorisation

Requirements: Novice, Improvised Power

If you prepare an improvised spell as a full round action, you can store it in your memory. You can memorise a number of spells equal to half your Smarts, and memorised spells don't need to be prepared before being cast. If you wish to forget a spell to make room for a new one, you can do so as a free action.

CUSTOMISABLE POWER EDGES

These Edges take the opposite approach to improvised spells - instead of building the spell from the ground up, you start with a finished power and adjust the modifiers. This approach also allows the caster to reduce the cost of a spell, for example the range from "touch" to "self" would lower the casting cost by 1 PP.

Metamagic

Requirements: Seasoned, Arcane Background, Knowledge (Arcana) d8+

Select one of the base modifiers when you first take this power: Range, Template, Duration, or Maintenance. You can adjust that modifier for any spell you cast, updating its PP cost accordingly.

This Edge can be taken up to four times, once for each of the four base modifiers, although you cannot change more than one modifier per spell.

Sympathetic Magic

Requirements: Seasoned, Arcane Background, Knowledge (Arcana) d8+

You gain the ability to apply the Sympathetic modifier to your spells (you can choose Minor or Major each time you cast the spell). The Range modifier of your spell will be reduced to Touch (+0), potentially reducing the cost of the spell.

POWER HINDRANCES

Wild Magic (Major)

You believe magic is a living thing, perhaps even sentient on some level – and it certainly seems to act that way around you! You can't spend bennies to reroll critical spell failures, instead draw a card, which the GM uses to determine what happens:

- **Clubs:** The magic does something destructive. Maybe it explodes in your face, or attacks your friends, or even targets your enemies.
- **Hearts:** The spell has a social impact. Perhaps it turns you bright blue, or causes your clothes to suddenly vanish – or maybe everyone bursts into spontaneous song!
- **Diamonds:** The spell does something with a financial impact, such as melting your weapon, causing your home to burn down, etc.
- **Spades:** The spell causes some sort of loss, although usually sentimental or utility-based rather than financial. Maybe your favourite hat disintegrates, or your car keys vanish.
- **Joker:** The spell does something to directly aid or benefit the caster in some way.

- **2, 3, or 4:** The spell targets the caster.
- **5 or 6:** The spell targets a random ally (or scenery if no allies are available).
- **7 or 8:** The spell targets a random bystander other than the caster (or the scenery if no other bystanders are available).
- **9 or 10:** The spell targets the scenery.
- **Face or Ace:** The spell targets a random enemy (or scenery if no enemies are nearby).

The magic should be treated as a Wild Card with the same traits as the caster, and it can use GM bennies to reroll. Don't worry about tracking the Power Point costs, just pick a spell effect that feels appropriate. The power of the spell can be ramped up if the PC has been particularly disrespectful in their use of magic (e.g., using it for petty purposes rather than important goals).

Design note: If you're using **Savage Arcanum** to build a new Arcane Background for wild mages, you can add this as an extra drawback.

RITUAL MAGIC

It's possible to represent ritual magic through a combination of the Plot Device ability, and the Crafting system described in the next chapter. The following Edge provides an example of how rituals could be handled.

Ritualist (Professional Edge)

Requirements: Novice, Knowledge (Rituals) d8+

With some simple tools and ingredients, a few minutes effort, and the expenditure of a benny, you can perform a magical ritual to escape from a trap, enchant an item for some highly specialised purpose, or deal with some other specific challenge in the story.

The limits of this ritual are entirely at the GM's discretion, but narrative creativity is encouraged, both in the description of the ritual process and in its results. The benefits of the magical ritual are temporary, lasting only until the end of the session at most, unless you spend another benny at the beginning of the next session to extend the ritual.

In addition, you may use Knowledge (Rituals) to perform lengthier rituals, including the creation of magic items, using the Crafting rules described in the next chapter. This works like using Knowledge (Artifice), except that the supplies are typically burned, destroyed, or killed as sacrifices, and usually represent at least 90% of the total price.

EXAMPLES

This section demonstrates how to design many common spells, including powers similar to those described in the core rules. It is intended as proof of concept, not a predefined power list – you can (and should) design your own spells and trappings!

Animate Corpse (Enchantment)

Abilities (24 points): +1 PP
Duration (Hours): +3 PP
Maintenance (Double): -1 PP
Power Points: 3 (and Veteran rank)

Drawing upon the blackest magic, you infuse a corpse with necromantic energy, animating it as an undead minion. Apply the "Zombie" or "Skeleton" template from **Savage Undead**, or else build it yourself using the Stronger ability.

Bodily Eruption (Composite)

Execration (Wound): +2 PP
Range (Combat Short): +1 PP
Resistible (Hard): -1 PP
Linked: +1 PP
Invocation (Roll): +1 PP
Range (Combat Short): -1 PP (downgraded)
Template (Medium): +2 PP
Boost (64 points): +4 PP
Dive: -2 PP
Necromantic: -2 PP
Power Points: 5 (and Heroic rank)

You point at your foe and unleash the full force of your will. The target can try to resist with a Spirit roll at -2 (-4 on a raise). If the spell is successful, your opponent is Shaken, while each raise inflicts a wound. If the target is incapacitated by this spell, they explode in a shower of bloody gore; everyone within a Medium Burst Template centred on the target must make an Agility roll at -2 to dive out of the way, otherwise they suffer 3d6 damage.

Blinding Flash (Execration)

Hinder: +1 PP
Range (Combat Medium): +2 PP
Resistible (Hard): -1 PP
Power Points: 2 (and Novice rank)

With a flick of your fingers, you unleash a blinding flash of light directly into your opponent's eyes. The target can try to avert their gaze with an Agility roll at -2 (or at -4 if the spell was cast with a raise). If the spell is successful, the target is partially blinded (like the Bad Eyes Hindrance), while on a raise they are fully blinded (like the Blind Hindrance).

Burning Hands (Invocation)

Roll: +1 PP
Range (None): -2 PP (reduced from Medium)
Template (Cone): +3 PP
Power Points: 2 (and Novice rank)

You spread your hands, and flames fan out towards your enemies. Everyone within a Cone Template must make an opposed Agility roll to evade the spell, otherwise they suffer 2d6 damage.

Circle of Fire (Composite)

Invocation (Roll): +1 PP
Boost (32 points): +2 PP
Range (Combat Short): -1 PP (downgraded)
Template (Small): +1 PP
Dive: -2 PP
Linked: +1 PP
Conjuration (Energy): +0 PP
Range (Combat Short): +1 PP
Template (Small): +1 PP
Duration (Rounds): +1 PP
Maintenance (Double): -1 PP
Power Points: 4 (and Heroic rank)

You make a swift gesture, and flames suddenly explode outwards from a point in the air, filling a Small Burst Template. Those within the area of effect can make an Agility roll at -2 to dive out of the way, otherwise they suffer 2d8 damage. After the explosion, the flames twist into a swirling circle of fire around the Small Burst Template, inflicting 2d4 damage to anyone who enters or leaves.

Conceal Magic (Enchantment)

Abilities (12 points): +0 PP
Duration (Hours): +3 PP
Power Points: 3 (and Novice rank)

You focus your spell into a concealing shroud (like an inverted Magic Sense) around the target object or creature, blocking all divination magic. Anyone wishing to penetrate your concealment magic must beat the roll you made when you cast this spell.

Cure Wounds (Invocation)

Roll: +1 PP
Swift: +1 PP
Repeatable: +1 PP
Power Points: 3 (and Novice rank)

Placing your hands upon the target, you attempt to heal their injuries. If you are trying to heal wounds, their wounds are applied as a penalty to the roll; you heal one wound on a success, and two on a raise. You can also use this spell to cure poison and disease, or to stabilise someone who is Bleeding Out.

Darkness (Conjuration)
Obscurement: -4 PP
Range (Short): +1 PP
Template (Large): +4 PP
Duration (Rounds): +1 PP
Power Points: 2 (and Novice rank)
With a snap of your fingers, you conjure a sphere of impenetrable darkness which fills a Large Burst Template. Those within the darkness suffer a -6 obscurement penalty.

Detect Magic (Enchantment)
Abilities (12 points): +0 PP
Range (Self): -1 PP
Duration (Rounds): +1 PP
Power Points: 0 (and Novice rank)
With a swift incantation under your breath, you grant yourself the Magic Sense ability, allowing you to sense the presence and type of magic within 12", as well as its approximate location.

Disguise Self (Enchantment)
Abilities (24/72 points): +1/+3 PP
Range (Self): -1 PP
Duration (Hours): +3 PP
Power Points: 3-5 (and Seasoned rank)
You distort and modify your appearance, your flesh shimmering as your features rearranging themselves. For +2 PP, you can even impersonate another person! Note the price is based on the Chameleon, Doppelganger and Mimic Edges from **Supernaturalis**.

Dispel Magic (Invocation)
Roll: +1 PP
Counter/Dispel: +1 PP
Range (Short): +1 PP
Power Points: 3 (and Seasoned rank)
You're able to counter the spells of other magic users (by interrupting them while on Hold), and dispel spells that are already in place.

Dread Gaze (Execration)
Fear: +0 PP
Range (Medium): +2 PP
Template (Large): +4 PP
Resistible (Easy): -3 PP
Power Points: 3 (and Novice rank)
As you stare at your foes, you allow the cold, dark emptiness of the void to fill your eyes. All creatures within a Large Burst Template must make a Fear check (at -2 if the spell was cast with a raise).

Earth Meld (Enchantment)
Abilities (42 points): +1 PP
Range (Medium): +2 PP
Duration (Rounds): +1 PP
Maintenance (Double): -1 PP
Power Points: 3 (and Novice rank)
With a swift gesture, you grant the target the Tunnelling ability, allowing them to move through the earth (but not stone or other matter) at their normal Pace, as well as the Ambush ability when they burst from the ground.

Energy Bolt (Invocation)
Roll: +1 PP
Boost (56/64 points): +4 PP (optional)
Power Points: 1-5 (and Novice rank)
Shoot an energy bolt, inflicting 2d6 damage. For +4 PP the caster can either boost the damage to 3d6, or give the energy bolt Rate of Fire 3 (rated a +32 ability in **Savage Armoury**) and the Ignore Penalty ability twice (+24 total) to negate the -2 recoil penalty for increasing the RoF above 1.

Enchant Weapon (Enchantment)
Abilities (48 points): +2 PP
Duration (Rounds): +1 PP
Power Points: 3 (and Novice rank)
You infuse a weapon (including natural weapons) with a potent enchantment; it inflicts +2 damage, or +4 damage if the spell was cast with a raise.

Endure Elements (Enchantment)
Abilities (24 points): +1 PP
Duration (Hours): +3 PP
Power Points: 4 (and Novice rank)
Drawing upon the strength of the elements, you grant the target total immunity to all background damage from one particular source (such as fire, cold, lightning, etc.), chosen when the spell is cast. This spell doesn't protect against direct attacks.

Entropic Shroud (Enchantment)
Abilities (108 points): +4 PP
Duration (Rounds): +1 PP
Maintenance (Double): -1 PP
Power Points: 4 (and Seasoned rank)
The target gains an entropic aura that inflicts 2d6 damage to any non-adjacent creatures who attack them in close combat, along with natural weapons that inflict Str+d6 damage. On a raise the aura inflicts 2d8 damage and the natural weapons inflict Str+d8 damage.

Exorcise (Execration)
Wound: +2 PP
Range (Short): +1 PP
Power Points: 3 (and Veteran rank)
Through your faith, or perhaps simply through pure force of will, you banish an otherworldly creature back to its own dimension. This spell only works on undead and demons, and they can attempt to resist with an opposed Spirit roll. If you succeed, the target is Shaken, while each raise causes a wound. A foe who is incapacitated by this spell is immediately banished back to their own dimension, in the case of undead their body either crumbles to dust or collapses to the floor.

Far Sight (Enchantment)
Abilities (40 points): +1 PP
Duration (Rounds): +1 PP
Power Points: 2 (and Novice rank)
You touch the target, halving all of their range penalties (considered a +24 ability), on a raise the target also doubles the range increments on their attacks (a +32 ability going by **Savage Armoury**, halved because it only applies on a raise).

Fireball (Invocation)
Roll: +1 PP
Boost (64 points): +4 PP (optional)
Range (Combat Long): +1 PP (upgraded)
Template (Medium/Large): +2/+4 PP
Dive: -2 PP
Power Points: 2-8 (and Seasoned rank)
You hurl a fireball at your enemies, inflicting 2d6 damage to all within a Medium Burst Template, unless they evade with an Agility roll at -2. For +2 PP the fireball fills a Large Burst Template. For +4 PP the damage is boosted to 3d6.

Flight (Enchantment)
Abilities (24/72 points): +1/+3 PP
Duration (Rounds): +1 PP
Power Points: 2/4 (and Veteran rank)
You infuse the target with elemental air magic, granting them the ability to fly at their base Pace with Climb 0. For an extra +2 PP, their flying Pace is doubled, and their Climb increases to +2.

Fog of Terror (Composite)
Conjuration (Obscurement): -4 PP
Range (Medium): +2 PP
Template (Medium): +2 PP
Duration (Rounds): +1 PP
Linked: +1 PP
Execration (Fear): +0 PP
Range (Medium): +2 PP
Template (Medium): +2 PP
Resistible (Easy): -3 PP
Power Points: 3 (and Heroic rank)
You conjure a sphere of impenetrable fog which fills a Medium Burst Template. All creatures within the fog suffer a -6 obscurement penalty, and those who are within the fog when the spell is first cast must make a Fear check (at -2 if the spell was cast with a raise).

Forcefield (Enchantment)
Abilities (72 points): +3 PP
Duration (Rounds): +1 PP
Power Points: 4 (and Seasoned rank)
You create a forcefield around the target; attacks against them now suffer a -2 penalty, or -4 if the spell was cast with a raise.

Ghostly Armour (Enchantment)
Abilities (24 points): +1 PP
Duration (Rounds): +1 PP
Power Points: 2 (and Novice rank)
You grant the target 2 points of Magical Armour, increased to 4 points on a raise.

Haste (Enchantment)

Abilities (60 points): +2 PP
Duration (Rounds): +1 PP
Maintenance (Double): -1 PP
Power Points: 2 (and Seasoned rank)

You enhance the reaction speed of the target, allowing them to act faster. Each round they can choose to either perform one extra action without incurring the normal MAP, or make a double attack without the normal -2 penalty. If the spell is cast with a raise, they also draw an additional initiative card each round.

Hypnotic Light (Execration)

Stun: +0 PP
Range (Medium): +2 PP
Resistible (Hard): -1 PP
Power Points: 1 (and Novice rank)

You project a hypnotically flashing light at the target's eyes. They can attempt to avert their gaze with a Smarts roll at -2 (or -4 if you cast the spell with a raise), otherwise they become Shaken.

Intangibility (Enchantment)

Abilities (96 points): +4 PP
Duration (Rounds): +1 PP
Maintenance (Double): -1 PP
Power Points: 4 (and Heroic rank)

You touch your target, shifting them into the ethereal plane, where they can still be seen but can no longer interact physically with the world. The target gains the Ethereal ability, however it is also Limited, because they can't make any attacks against those in the material world.

Invisibility (Enchantment)

Abilities (120 points): +5 PP
Range (Self): -1 PP
Duration (Rounds): +1 PP
Power Points: 5 (and Seasoned rank)

The target becomes partially invisible (all attacks and Notice rolls against them suffer a -4 penalty), or fully invisible (-6 penalty) on a raise.

Light (Conjuration)

Illumination: -6 PP
Range (Short): +1 PP
Template (Large): +4 PP
Duration (Hours): +3 PP
Power Points: 2 (and Novice rank)

You conjure a glowing ball of light, which floats in the air and illuminates an area the size of a Large Burst Template.

Mind Control (Enchantment)

Abilities (24 points): +1 PP
Range (Short): +1 PP
Duration (Rounds): +1 PP
Power Points: 3+ (and Veteran rank)

You impose your will on the target, forcing them to obey your commands, unless they can resist with an opposed Spirit roll. If you win they fall under your control, but they can make another Spirit roll to break free if ordered to do something that's against their nature. The cost increases by +1 PP if the target is a Wild Card, and another +1 PP per rank (or equivalent) beyond Novice.

Modify Trait (Enchantment)
Abilities (36 points): +1 PP
Range (Short): +1 PP
Duration (Rounds): +1 PP
Power Points: 3 (and Novice rank)
Increase or decrease any one of the target's traits by 1 die step, or 2 die steps on a raise. If the target is an unwilling recipient of this spell, they can attempt to resist your enchantment with an opposed Spirit roll.

Night Vision (Enchantment)
Abilities (18 points): +0 PP
Duration (Hours): +3 PP
Power Points: 3 (and Novice rank)
You touch the target's eyelids and mutter a brief incantation, granting them your choice of either Infravision or Low Light Vision, or both on a raise.

Polymorph Self (Enchantment)
Transmutation (Gear): +1 PP (base)
Range (Self): -1 PP
Duration (Minutes): +2 PP
Power Points: 2+ (and Novice rank)
You magically assume an alternate form, all of your equipment vanishing for the duration of the spell. Add +1 PP to the casting cost for every full 24 ability points (2 racial points) of the new form. Take a look at **Savage Beasts** for some example forms, and guidelines for creating new ones. The **Monster Finder** tool on my website has an option for generating new shapechange templates.

Prophetic Vision (Enchantment)
Abilities (24 points): +1 PP
Range (Self): -1 PP
Power Points: 5 (and Heroic rank)
This spell grants the caster the Plot Device ability, which is immediately activated for 5 Power Points (already included in the above casting cost). The Plot Device provides the caster with information about one subject of their choice, with additional information on a raise.

Resize (Enchantment)
Abilities (12/36 points): +0/+1 PP
Range (Short): +1 PP
Duration (Rounds): +1 PP
Maintenance (Double): -1 PP
Power Points: 1/2 (and Seasoned rank)
With a quick gesture, the target is immediately increased or decreased in size by one category. For +2 PP, they can be increased or decreased in size by up to three categories.

Slow (Enchantment)
Abilities (36 points): +1 PP
Range (Medium): +2 PP
Duration (Rounds): +1 PP
Maintenance (Double): -1 PP
Power Points: 3 (and Seasoned rank)
With a deft burst of magic, you slow down the target's reaction speed. The target may attempt to resist your spell with an opposed Spirit roll. If your spell is successful, their movement becomes a normal action rather than a free action (this is comparable with a reversed Quick Draw), while on a raise they also draw an extra initiative card each round and keep the *lowest* (or draw one fewer card each round if they normally draw 2 or more initiative cards).

Slumber (Execration)
Sleep: +1 PP
Range (Medium): +2 PP
Template (Medium): +2 PP
Duration (Minutes): +2 PP
Resistible (Easy): -3 PP
Power Points: 4 (and Seasoned rank)
You whistle a soothing lullaby as you focus your power. All living creatures within a Medium Burst Template must make an immediately Spirit roll (at -2 if the spell was cast with a raise), those who fail their fall asleep, although they can still be woken up by loud noises (and a successful Notice roll).

Sonic Boom (Execration)
Stun: +0 PP
Substitute (Vigor): +0 PP
Range (Combat Medium): +2 PP
Template (Medium): +2 PP
Resistible (Easy): -3 PP
Power Points: 1 (and Novice rank)
You open your mouth wide and unleash an enormous roar at your foes. Everyone within a Medium Burst Template must make a Vigor roll (at -2 if the spell was cast with a raise), in they fail they become Shaken.

Spider Climb (Enchantment)
Abilities (12 points): +0 PP
Duration (Rounds): +1 PP
Power Points: 1 (and Novice rank)
You infuse the target with the gift of the great spider spirit, granting them the ability to walk and even run up walls and across ceilings at their normal Pace; the recipient of the spell now only needs to make Climbing rolls in the most extreme situations or conditions.

Summon Minion (Conjuration)

Minion: +1 PP
Range (Short): +1 PP
Duration (Rounds): +1 PP
Power Points: 3+ (and Novice rank)

You conjure one or more loyal minions to serve you in battle. The basic spell summons only one minion, but you can summon more by increasing the casting cost (+1 PP for each additional minion). Minions are built like starting characters, except they are Extras, and don't normally have combat skills higher than their linked attributes. It is possible to create Stronger (as per the ability) minions, these cost +1 PP per 72 ability points (if you only summon one) or per 36 ability points (if you wish to summon multiple minions).

Alternatively, use the Nature's Ally power from **Savage Beasts**. The **Monster Finder** can also be used to generate templates for different minions, using the summon layout option.

Swiftness (Enchantment)

Abilities (48 points): +2 PP
Duration (Rounds): +1 PP
Power Points: 3 (and Novice rank)

You speed up the target. Their Pace is doubled (priced the same as a +6 Pace bonus), and on a raise they can also run as a free action (priced the same as Quick Draw).

Syphon Power (Execration)

Drain: +2 PP
Range (Short): +1 PP
Power Points: 3 (and Heroic rank)

With a swift gesture, you drain away the magical energy from an enemy spellcaster. Each success and raise drains d6 Power Points from the target. You don't gain these Power Points yourself, they are simply dispersed into the surroundings.

Telekinesis (Invocation)

Range (Short): +1 PP
Duration (Rounds): +1 PP
Power Points: 2 (and Seasoned rank)

You grant yourself the ability to perform physical actions at a distance, using your normal traits.

Telepathy (Divination)

Depth: +1 PP
Precision: +1 PP
Range (Short): +1 PP
Power Points: 3 (and Novice rank)

You attempt to read the target's mind, although they can resist with an opposed Spirit roll. If you succeed, you can ask a question about their thoughts or memories as long as it has a simple yes/no answer. On a raise you can ask a question with a single sentence answer.

Teleport (Enchantment)

Abilities (60 points): +2 PP
Range (Self): -1 PP
Power Points: 1+ (and Seasoned rank)

You can teleport up to 10", or 14" on a raise. Every +3 PP you spend increase the distance by an additional +10" (or +14" on a raise).

Tongues (Enchantment)

Abilities (12 points): +0 PP
Duration (Minutes/Hours): +2/+3 PP
Power Points: 2-3 (and Novice rank)

You grant the target the ability to communicate in one language of your choice (like a Minor version of the Linguist Edge). For an additional +1 PP the duration is in hours rather than minutes.

Unlock (Invocation)
Roll: +1 PP
Range (Short): +1 PP
Power Points: 2 (and Novice rank)
With a quick gesture of your fingers, you cause one lock within range to spring open, as if your arcane skill roll had actually been a Lockpicking roll (you don't need any lock picks, because this is an Invocation, so it removes the need for tools).

Wall of Fire (Conjuration)
Energy: +0 PP
Range (Short): +1 PP
Template (Line): +1/+2/+3 PP
Duration (Rounds): +1 PP
Power Points: 3-5 (and Seasoned rank)
You conjure a wall of fire 3" wide, it inflicts 2d4 damage to anyone passing through it. You can increase the length of the wall to 6" for +1 PP, or to 12" for +2 PP.

Wall of Stone (Conjuration)
Matter: +0 PP
Range (Short): +1 PP
Template (Line): +1/+2/+3 PP
Duration (Rounds): +1 PP
Power Points: 3-5 (and Seasoned rank)
You conjure a wall of stone 3" wide, with Toughness 10. You can increase the length of the wall to 6" for +1 PP, or to 12" for +2 PP.

Ward against Evil (Conjuration)
Energy: +1 PP
Template (Small): +1 PP
Duration (Rounds): +1 PP
Power Points: 3 (and Seasoned rank)
You draw a magical circle of protection the size of a Small Burst Template. Any Evil creatures who cross the circle automatically suffer 2d6 damage.

Warrior's Blessing (Enchantment)
Abilities (24/48 points): +1/+2 PP
Duration (Rounds): +1 PP
Power Points: 2-3 (and Novice rank)
You grant the target one Combat Edge of your choice, ignoring all requirements. If that Combat Edge normally requires an additional Edge which the target lacks, the target gains that Edge as well, although the cost of the spell increases by +1 PP to cover the cost of that extra Edge (for example granting Trademark Weapon would cost 2 PP, while granting Improved Trademark Weapon to someone who didn't already have Trademark Weapon would cost a total of 3 PP).

Web (Execration)
Restrain: +1 PP
Range (Short): +1 PP
Template (Medium): +2 PP (optional)
Power Points: 2-4 (and Novice rank)
The target must make an opposed Agility roll to avoid being entangled by the web. If the spell is successful, the target is partially entangled, while on a raise they are fully entangled. You can spend an additional +2 PP to affect everyone within a Medium Burst Template.

Whirlwind (Execration)
Knockdown: +0 PP
Range (Medium): +2 PP
Template (Medium): +2 PP
Resistible (Easy): -3 PP
Power Points: 1 (and Seasoned rank)
Everyone within a Large Burst Template must make a Strength roll (at -2 if cast with a raise) or be knocked 2d6" in a random direction and fall prone, becoming Shaken if they hit a solid object.

Windblast (Execration)
Knockdown: +0 PP
Template (Cone): +3 PP
Resistible (Hard): -1 PP
Power Points: 2 (and Seasoned rank)
Everyone within a Cone Template must make a Strength roll at -2 (or -4 on a raise) or be knocked back 2d6" and fall prone, becoming Shaken if they hit a solid object.

CRAFTING

EARNING A SALARY

When working a job, you can earn a number of $ per hour equal to your appropriate skill (die type plus fixed bonuses). If the skill directly benefits from a Knowledge you have, add the two together (use the highest if more than one applies). If you have one or more directly appropriate Professional Edges, double the final salary. If a particular job is very challenging (resolved as a Dramatic Task or Mission) it pays quadruple, but only if you succeed! The GM could also apply modifiers for jobs that are in high demand. Specialised work also pays more, but is more difficult to find.

Unskilled labour (d4-2) would pay only $2/hour. However a master blacksmith with Scholar, Mr Fix It, Repair d8+2 and Knowledge (Smithing) d8+2 could earn $40/hour, assuming he found someone willing to pay his prices. This assumes 8 hours of solid work per day, if the GM allows the character to work more than that it should incur penalties (such as Fatigue).

Objective-based jobs should be paid based on an initial estimate of the time required to complete them. For example a master burgler (Knowledge (Security) d10 and Stealth d12+2 plus the Thief Edge) would earn (24*2*4) $192/hour, as his jobs would be treated as Missions. But being hired to steal something specific might be considered a two week job, earning him (192*8*14) $21,504!

THE INTERVIEW

In some cases (particularly high-paid professional work) it may be necessary to apply for a job before you can start earning money. This can be handled as a Social Conflict, with the character potentially earning 50%, 75%, 100%, 125% or 150% of their normal salary for 1-5 successes respectively. High or low demand could adjust this value by a further 50% (or more), at the GM's discretion.

THE FRUIT OF YOUR LABOUR

If you are capable of crafting things for a living, you can also create them for yourself. You will usually need to purchase the raw materials, which represent a percentage of the item cost, at the GM's discretion. For example a short sword costs $200, so the GM might rule that the master blacksmith (who earns $40/hour) has to pay 20% of the short sword's value (i.e., $40) in advance to cover the necessary materials. It would then take the blacksmith 4 hours (at $40/hour) to cover the rest of the $200 – so in total it would require 4 hours work and $40 of materials for the blacksmith to forge a short sword.

Note that the term "create" is used loosely. The same concept could apply to training an animal, for example – you start with a tame animal, and go through the process of training it. If a warhorse is worth $1500 and you earn $10/hour, then you'd buy the basic horse for $750 and it would require a total of 75 hours to train it as a warhorse.

CRAFTING MAGIC ITEMS

The supplies required for crafting a magic item always represent half its price, and the price is multiplied by 10 (i.e., $5000 for a +12 ability rather than $500). Use your arcane skill plus Knowledge (Artifice), quadrupled because crafting magic items is always treated as a Dramatic Task using Knowledge (Artifice). For example if you have d10 in both skills, you would earn $80/hour from crafting magic items, and creating an item that grants an Edge (+24) would require an investment of $5000 for materials and (5000/80=) 62.5 hours (7 days and 6.5 hours) to construct.

MAGIC ITEM ATTUNEMENT

Before you can use magic items, you must first activate them as a free action – this costs 1 benny per 24 ability points to activate for the scene, or per 12 ability points for the entire session. For example, for 1 benny you could activate both your Goggles of Darkvision (+12) and Ring of Healing (+12) for the current scene, or just one of them for the entire gaming session.

There is now an Item Attunement Edge:

Item Attunement (Minor/Major)

Requirements: Novice

You are able to attune 12 (Minor) or 24 (Major) ability points of magic items each session for free, allowing you to use those items for the entire session. This Edge may be taken once per rank.

ABILITY LIST

The abilities described here are certainly not intended to be an exhaustive list, but they should cover the essentials, and you can always add more as needed. The abilities have been split into rough categories for organisational purposes only.

A +2 racial ability in the core rules (or **Savage Beasts**) is worth a +3 **Savage Armoury** weapon or armour ability, which in turn is worth a +24 ability in this document.

WILD CARD

These abilities are specific to Wild Cards, although they can be used to create NPCs who are part-way between an Extra and a Wild Card, or even create series of Edges for Extras to become Wild Cards.

- **Full Wild Die (+36):** Gain a d6 Wild Die.
- **Partial Wild Die (+24):** Gain a d4 Wild Die.
- **Specialised Wild Die (+12):** Wild Die increases by +1 die step when using a specific trait, but cannot exceed trait (stackable up to d12 per trait).
- **Wound (+12):** Gain a wound level (stackable, normally up to 3 times).
- **Benny (+24):** Gain a benny.

TRAITS

These abilities relate to attributes and skills.

- **High Attribute (+24):** Increase attribute (and its maximum) by +1 die step.
- **Low Attribute (-24):** Reduce attribute (and its maximum) by -1 die step. If this takes the attribute below d4, treat it as a -1 penalty to all rolls using that attribute.
- **Skill Point (+12):** Gain an extra skill point. You could also reverse this for Hindrances which reduce the number of starting skill points.
- **Skill Specialty (+12):** Gain a +1 bonus when using a specific non-combat kill (stackable up to 2 times). This works differently for Professional Edges.
- **Reroll Trait (+12):** Gain a +1 bonus to the final result when spending a benny to reroll a trait check (stackable up to 4 times).

CHARISMA

Charisma typically costs twice as much to raise as to lower, which isn't unreasonable, as (more than most stats) it has the potential to be used as a dump stat. Note that Charisma is always conditional to *some* extent, for example "ugly" only applies to people who can see you and have the same cultural standards of beauty.

- **High Charisma (+12):** Charisma +1 (stackable).
- **Low Charisma (-6):** Charisma -1 (stackable up to 4 times).
- **Hatred (-3):** Charisma -1 when dealing with a specific subgroup, such as a race or an organisation (stackable up to 4 times).
- **Empathy (+12):** A broad category of creature is generally well disposed towards you and won't usually attack (animals, undead, etc.).

SIZE

These abilities replace the Size abilities in the core rules. The Strength bonus can be treated as a die increase if you wish, but I recommend treating it as a fixed bonus, so that the Strength attribute serves as an indication of the *relative* Strength of the creature – e.g., a Huge giant with Strength d8+8 and a tiny sprite with Strength d8-6 are clearly both above average (d6) for their race, meaning they can both wield longswords designed for creatures of their respective size.

- **Huge (+48):** You're about the size of an adult dragon. +8 Strength, +8 Toughness, -4 to hit, +4 to be hit.
- **Massive (+36):** You're about the size of an elephant. +6 Strength, +6 Toughness, -3 to hit, +3 to be hit.
- **Large (+24):** You're about the size of a rhino. +4 Strength, +4 Toughness, -2 to hit, +2 to be hit.
- **Big (+12):** You're about the size of a gorilla. +2 Strength, +2 Toughness, -1 to hit, +1 to be hit.
- **Medium (+0):** You're about the size of a human.
- **Small (-12):** You're about the size of a medium dog. -2 Strength, -2 Toughness, +1 to hit, -1 to be hit.

- **Diminutive (-24):** You're about the size of a house cat. -4 Strength, -4 Toughness, +2 to hit, -2 to be hit.
- **Tiny (-36):** You're about the size of a mouse. -6 Strength, -6 Toughness, +3 to hit, -3 to be hit.
- **Minuscule (-48):** You're about the size of an insect. -8 Strength, -8 Toughness, +4 to hit, -4 to be hit.

COMBAT STATS

Most bonuses to secondary stats should always be conditional, unless they are negating a penalty. They typically apply when using certain weapons or stances, for example when using bows, or a shield, or a two-handed weapon, or an offensive stance, etc.

- **Damage (+16):** Inflict +1 damage, or increase damage die by +1 step (conditional, stackable).
- **Bonus damage (+8):** Inflict +1 damage on a raise, or increase die by +1 step (conditional, stackable).
- **AP (+8):** Ignore 1 point of armour (conditional, stackable).
- **AP vs rigid (+4):** Ignore 1 point of rigid armour (conditional, stackable).
- **Defence (+24):** Opponents suffer -1 to hit you (conditional, stackable).
- **Toughness (+16):** Toughness +1 (stackable).
- **Attack (+24):** +1 to attack rolls (conditional, stackable).
- **Natural Armour (+8):** Armour +1, doesn't stack with worn armour (stackable).
- **Magical Armour (+8):** Armour +1, this stacks with physical armour but not with other sources of magical armour (stackable).
- **Stackable Armour (+12):** Armour +1, stacks with other armour (stackable).
- **Specialised Armour (+6):** Armour +1 against specific damage source, stacks with other armour (stackable).
- **Reach (+24):** Reach 1" (conditional). Each additional +1" costs +6 (stackable).
- **Parry (+12):** Gain +1 Parry (conditional, stackable).
- **Dodge (+12):** Ranged attacks against you suffer -1 to hit (conditional, stackable).
- **Trick (+12):** +1 bonus to rolls when making and resisting either Agility *or* Smarts tricks (stackable, maximum +2 per attribute).
- **Test (+6):** +1 bonus to rolls when making and resisting either Taunt *or* Intimidation tests of will (stackable, maximum +2 per skill).
- **Push (+12):** +1 bonus to perform and resist push maneuvers (stackable, maximum +2).
- **Soak (+12):** +1 bonus to Soak (stackable).
- **Unshake (+6):** +1 bonus to recover from being Shaken (stackable).
- **Healing (+6):** +1 bonus to natural healing rolls (stackable).
- **Initiative (+24):** Draw one additional action card for initiative, keep the highest (stackable). Note that this can also be reversed; you draw an additional card and keep the *lowest*.

COMBAT ABILITIES

- **Ambush (+60):** If you move before attacking, and your enemy can't see you move (because you're invisible, teleporting, behind them, etc.) make a Stealth roll opposed by your target's Notice: On a success you gain +2 attack and Damage (unless you also have the Drop); on a raise you get the Drop.
- **Impale (+3):** Inflict +1 damage with horns/tusks if you can charge at least 6" before attacking (stackable up to 4 times).
- **Grab (+24):** If you hit with a raise, opponent is pinned, and requires a raise on an opposed Strength roll to escape.
- **Swallow (+24):** After successfully pinning a victim with a bite attack using the Grab ability, make an opposed Strength roll as a normal action. On a success the victim is swallowed, and automatically suffers Str+d6 damage each round after that. A swallowed victim can climb back up to your mouth as a normal action with an opposed Strength roll, but remains pinned by the bite. This ability only works on targets at least one Size category smaller.
- **Never Miss (+24):** Your attacks *always* hit, but if your attack roll would normally miss, your total damage is halved (rounded down).
- **Hardy (+12):** A second Shaken result is not upgraded to a wound.
- **Reduce Gang Up (+12):** Gang Up bonuses against you are reduced by 1 (stackable).
- **Natural Weapons (+24):** As per the **Savage Armoury** Edge of the same name.
- **Go for the Throat (+24):** Hit least armoured location on a raise.
- **Engulf (+24):** Can engulf creatures you move over, as long as you don't make any other attacks the same round. Victims who fail an Agility roll are pinned, and require a raise on an opposed Strength roll to escape.
- **Knockback (+24):** Opponents are knocked back d6" if you get a raise on your attack, if they hit a solid object they suffer +d6 damage.

SENSES

- **Infravision (+12):** Half penalties for darkness.
- **Darkvision (+12):** Ignore darkness penalties with a range of 12", black and white vision only. +2" range costs +1 (stackable).
- **Low Light Vision (+12):** Ignore penalties for dim/dark lighting.
- **Lifesense (+12):** Can sense and accurately pinpoint living creatures within 12".
- **Truevision (+36):** Ignore all visibility penalties, can also see through illusions, shapechanging, invisibility, etc.
- **Blindsight (+36):** Ignore all sight-based penalties and gaze attacks.
- **Blindsense (+12):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Keen Sense (+6):** Gain a +1 bonus to Notice rolls for one specific sense.
- **Keen Senses (+12):** Gain a +1 bonus to all Notice rolls.
- **Scent (+12):** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately.
- **Tremorsense (+12):** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Watersense (+12):** Can sense and accurately pinpoint anything within 12" that's in contact with the water.
- **Mage Sense (+12):** Can sense the presence and approximate location of spellcasters within 12".
- **Magic Sense (+12):** Can sense the presence, type, and approximate location of magic within 12".
- **No Sight (-48):** Cannot see, treated as if always in total darkness (-6 to attack rolls).

WEAKNESSES AND RESISTANCES

- **Major Weakness (-24):** Double damage from one damage type.
- **Minor Weakness (-3):** +1 damage from one damage type (stackable up to 4 times).
- **Environmental Weakness (-6):** -1 to resist all environmental hazards (stackable up to 4 times). Half the cost if it applies to one specific type of environmental hazard.
- **Major Resistance (+24):** Half damage from one damage type.
- **Minor Resistance (+3):** -1 damage from one damage type (stackable up to 4 times).
- **Environmental Resistance (+6):** +1 to resist all environmental hazards (stackable up to 4 times). Half the cost if it applies to one specific type of environmental hazard.

IMMUNITIES

- **Background (+24):** Immune to background damage from one specific damage source.
- **Poison (+12):** Immune to poison.
- **Disease (+12):** Immune to disease.
- **Magical Sleep (+12):** Immune to magical sleep.

ORIGIN

These abilities tend to combine other abilities, and they seem cheaper than one might think from looking at their component parts. However these creatures typically include other drawbacks, for example constructs have to be repaired instead of healing naturally, undead have to feast on the living to recover wounds and might become carriers for disease, and so on.

- **Construct (+36):** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Undead (+72):** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Plant (+36):** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Elemental (+36):** Immune to fear, ignore wound modifiers, poison, and extra damage from called shots.
- **Amorphous (+48):** Ignore additional damage from raises and called shots.

MOVEMENT

- **Flight (+24):** Can fly at base Pace with Climb 0.
- **Glider (+12):** Can fly at base Pace, but cannot gain altitude, and always lose 1" of altitude at the end of movement.
- **Limited Flight (+12):** Can fly at base Pace, but must land at end of movement.
- **Fast Walker (+6):** Increase base Pace by +1 (stackable).
- **Fast Runner (+6):** Increase running die by +1 die step (stackable, maximum d12).

- **Fast Flier (+6):** Increase Pace when flying by +1 (stackable).
- **Agile Flier (+6):** Increase Cimb when flying by +1 (stackable).
- **Slow Walker (-6):** Reduce base Pace by -1 (stackable).
- **Slow Runner (-6):** Reduce running die by -1 die step (stackable, maximum d12).
- **Slow Flier (-6):** Reduce Pace when flying by -1 (stackable).
- **Clumsy Flier (-6):** Decrease Cimb when flying by -1 (stackable).
- **Aquatic (+12):** Cannot drown, can swim at Swimming pace.
- **Tunnelling (+24):** Can burrow through the ground at base Pace, and remain underground between rounds if you wish. Add Ambush and apply Limited Use (earth only) if you wish it to work like Burrowing, this brings the cost to 42.
- **Spider Walk (+12):** Can walk on walls, ceilings, etc, at base Pace.
- **Natural Swimmer (+12):** Can swim at base Pace, and gain +2 to resist drowning.
- **Teleport (+24):** Can vanish and reappear at destination within Pace as movement action, +1" costs +6.
- **Stride (+12):** One type of terrain (such as arctic, swamp, water, woodland, etc) is never treated as difficult ground for you.
- **Trackless (+12):** You leave no tracks when moving through one type of terrain (such as arctic, swamp, water, woodland, etc).

LIMBS

- **Prehensile feet (+24):** You can use tools and manipulate objects with your feet, as long as you're not currently using them to move. If you also have No Hands then you're able to use your feet for most activities, just not for using weapons or shields.
- **No Hands (-48):** You cannot wield weapons or shields, use tools, or manipulate objects.

MAGIC

- **Arcane Background (+24):** Use **Savage Arcanum** to build the background.
- **Full Reduced Cost (+24):** Powers cost 1 fewer PP to cast.
- **Partial Reduced Cost (+12):** Powers cost 1 fewer PP if cast with a raise (multiple raises provide no further benefit), you must have sufficient PP in advance. If using multiple arcane skill dice, you must specify which one this ability applies to in advance.
- **Replenishment (+24):** Spend a benny to recover d6 Power Points.

SUPERNATURAL

- **Invisibility (+96):** Works like quadruple Defence but only against vision.
- **Full Invisibility (+144):** Works like six Defence abilities but only against vision.
- **Swarm (+144):** +2 Parry, immune to most weapons, automatically inflicts 2d6 damage to everyone within a MBT.
- **Ethereal (+192):** Intangible and can only be hurt by magical attacks.
- **Extraplanar (-6):** Not native to the material plane, and can be targeted by Banish.
- **Barbs (+24):** Victims attempting to escape a successful pin or grapple suffer 2d6 damage.
- **Thorns (+24/+48/+72):** Anyone hitting you with a non-reach melee weapon automatically suffers 2d4, 2d6 or 2d8 damage.
- **Transdimensional (+24):** Can sense and attack across dimensional boundries.
- **Retain Shape (+12):** If transformed or transmuted into another form or substance, can automatically revert to original form as a free action.
- **Web (+24):** Can walk on webs without penalty. Can also shoot webs as a normal action, treated like the basic Entangle power except using Agility as the arcane skill. This doesn't use PP, but the character suffers Fatigue if they roll 1 on their trait die.
- **Slippery (+3):** +1 to resist and escape from grapple, constrict, Entangle, and other forms of confinement (stackable up to 4 times).
- **Fearless (+24):** Immune to both fear and Intimidation.
- **Mindless (+48):** Immune to mind-affecting magic.
- **Madness (+24):** Anyone attempting to read, control or contact your mind suffers an automatic level of Fatigue.
- **Fear (+24):** Anyone who sees this creature must make a Fear check. A -1 penalty to the roll costs +12 (stackable up to 4 times).
- **Good (-6):** Affected by powers and abilities that work on good creatures.
- **Evil (-6):** Affected by powers and abilities that work on evil creatures.
- **Slow Regeneration (+24):** Can make a natural healing roll once per day.
- **Spell Resistance (+6):** +1 to resist opposed rolls against magic.

MINIONS

- **Minion (+12):** Gain a basic minion. If killed, you can find a replacement after about a week. If this option is taken for a power, double the cost to +24, as the replacement limitation is rendered redundant.
- **Stronger (+4):** Gain 12 points to spend on a specific minion, or 6 points on each member of a group of minions.

USAGE

- **Reversed (invert cost):** Any ability that *could* be reasonably reversed *can* be: -1 Toughness would be a -16 ability, removing Flight from a flying creature is worth -24, and so on.
- **Limited Use (half):** A bonus that can easily be negated or is rarely useful is typically worth only half.
- **Power Raise (half):** A bonus that only applies to a power when successfully cast with a raise is worth half.
- **Joker-Based (quarter):** A bonus that only applies when you draw a joker is typically worth only quarter.
- **Benny Fuelled (-24):** Costs a benny to use the ability (the ability must cost at least 48 before applying this modifier).
- **Trait-Based Activation (-24):** Requires a trait roll as a normal action to activate.

MISCELLANEOUS

- **Ignore Penalty (+12):** Ignore 1 point of penalty from a specific source (stackable).
- **Ignore Multi-Action Penalty (+24):** Ignore 1 point of MAP for a specific combination of actions (stackable). This option can also be used to reduce the penalty for double or triple attacks.
- **Mule (+8):** Increase Load Limit by 50% (stackable).
- **Benny (+24):** Gain +1 benny per session (stackable).
- **Share Bennies (+24):** You can share your bennies with one specific group of characters (allied PCs, subordinates, pets, etc).
- **Opposed Roll (+12):** Gain +1 to a specific opposed roll (stackable up to +2).
- **No Breath (+12):** Don't breathe, immune to drowning, inhaled poisons, and smell-based effects.
- **Hold Breath (+6):** Can hold breath for Vigor times 10 minutes.
- **Poison (+48):** Attacks inflict lethal poison.
- **Plot Device (+24):** You gain some benefit, such as an object, a clue, an ally, etc, although the benefit is always lost at the end of the session. If this ability can be used only once per session, then it is free to use, otherwise it costs a benny each time you activate it. If this ability is granted by a power, the caster must instead spend 5 Power Points to activate it. As an Edge, some sort of trait roll is usually required to activate the ability, unless the Edge has tough requirements (typically at least one other Edge).
- **Cash (+6):** You can't purchase abilities, but abilities can grant cash or objects worth $250 per 6 ability points (stackable).
- **No Speech (-24):** You might be able to growl, purr, bark, etc, but you cannot speak.
- **Naked (-24):** Cannot wear armour or clothing.

FURTHER REFERENCES

I've also written a number of other free fan supplements, many of which you may find useful when using Savage Abilities. Like Savage Abilities, these are all released under a Creative Commons licence, allowing you to share them with your friends or even distribute them from your own website (although if you do, I'd appreciate you keeping them up to date, so that I don't receive errata for an older version of a supplement that I've long since corrected).

Of particular interest are **Savage Armoury** (for its weapon and armour abilities as well as the Natural Weapons Edge) and **Savage Arcanum** (as it covers Arcane Background design, something which I chose not to expand on in this document). But the other supplements may also be worth a look, particularly **Savage Undead** for an example of Template design.

SAVAGE ARMOURY

Guidelines for designing your own weapons and armour. A +1 weapon/armour ability in **Savage Armoury** is worth a +8 ability in **Savage Abilities**.

The "Natural Weapons" ability is a **Savage Armoury** Edge.

SAVAGE ARCANUM

Guidelines for designing new Arcane Background Edges. A +1 **Savage Arcanum** arcane ability is worth a +24 ability in **Savage Abilities** (the same as an Edge).

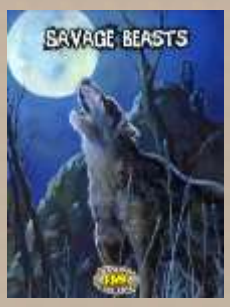
The "Arcane Background" ability references **Savage Arcanum**.

SAVAGE UNDEAD

Contains guidelines for creating different types of undead, each of which are balanced at +0. This supplement is also the basis for the **Savage Abilities** Templates, and can provide a good example for designing complex Templates.

SAVAGE DRAGONS

Defines a customisable dragon race. Although it's based on 26 Racial Edges, some of them are only available during character creation (like Race Edges), and it is a good example of building a powerful race using Edges.



SAVAGE BEASTS

Rules for animal and beastman races, new Edges and powers for summoning and shapechanging.

Of particular interest are the 300 animals; multiply their ability prices by 12 if you wish to use them in **Savage Abilities**.

SUPERNATURALIS

A cap-setting for playing as supernatural monsters, demigods and low-powered superheroes.

This document contains many Edges that can each be treated as +24 abilities, or be broken down into smaller abilities.

SAVAGE SPELLBOOK

Gives an overview of trappings, along with a list of examples showing how to customise them.

The spells aren't balanced with **Savage Abilities**, but they still give a good overview of how you can go about applying trappings.

WAR OF THE BURNING SKY

My Savage Worlds conversion of a superb Adventure Path (written with the permission of Morrus).

Contains a large number of new Edges, many of which could be reverse engineered and turned into new abilities.