

THE COLD & GEAR

OPTIONAL RULES



Hellfrost is a fantasy setting in which the protagonists fight monsters and bad guys and become famous heroes. Like all Savage Worlds settings, it's about the action, not bookkeeping.

While the *Player's Guide* details the effects of cold on characters, it makes no mention of what happens to equipment when subjected to arctic temperatures. This was a deliberate exclusion.

For those who want such details, these optional rules can be used.

Note that an *environmental protection* (cold) spell protects the wearer *and* his gear from the ravages of freezing temperatures. Hrimwisards, who are under the effects of a permanent version of that spells, suffer as normal; their special power is not exactly the same as the spell, despite it having similar effects.

The Cold-Blooded Hindrances and Warm-Blooded Edge (and their racial equivalents) do nothing to help protect gear.

Warming herbal brews can be distilled into oils and applied to metal items, or added to liquids to prevent them freezing.

METAL

Biting cold temperatures affect metal, causing it to be brittle and prone to breaking. Exposed metal items suffer a penalty to their Toughness equal to the Vigor roll modifier on the Temperature Table minus two after one hour of exposure.

For instance, in the High Winterlands in winter the Vigor penalty is -3. Thus, the sword's Toughness would be lowered by 1 (-3 minus 2).

Any item whose Toughness drops to zero shatters immediately.

Exposed to a rapid rise in temperature, such as through a spell with a fire or heating trapping, the object's Toughness is treated as half its current

value, rounded down. Our sword, for example, has been reduced from Toughness 10 to Toughness 9. If the holder is caught in a fiery *blast* spell, the sword's Toughness is treated as being just 4.

Protected items, such as swords kept in a scabbard or metal flasks in a backpack, last 4 hours before they start to become brittle.

LIQUIDS

Still water generally begins to freeze when the temperature reaches freezing (32 F or 0 C). Small quantities of regular water, such as those in waterskins, freeze solid after one hour of continuous exposure. At the GM's option, alchemical potions suffer a similar effect.

Generally, a frozen potion must be thawed before it can be imbibed. However, since these are optional rules the GM can equally rule that a character can eat a frozen potion.

Another option is to rule that a potion has resistance to cold equal to the Rank of the spell, where Novice equates to +1, Seasoned is +2, and so on. The potion is thus treated as a character.

For instance, a potion of *healing* is a Novice device and has +1 to resist the cold. It remains liquid in temperatures as low as 13 F (-10 C) because it's modifier cancels the -1 Vigor penalty. However, exposed to lower temperatures it sets solid in an hour. A *regenerate* potion, on the other hand, is much more resilient, having a modifier of +4 (Heroic spell). It can withstand temperatures as low as -47 F (-44 C) before it freezes.

As with metal items, liquids not directly exposed to the cold, such those tucked inside a backpack, double the time before they set. If insulated, they remain liquid indefinitely.