



A conversion guide for
WARHAMMER FANTASY
ROLEPLAY 2nd Edition
To
SAVAGE WORLDS Deluxe
Edition

3rd Edition 2014

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So why another version? One of the most iconic elements of the Warhammer system was the Careers and character advancement system – some people liked it, some definitely didn't like it, but all remember it well. Yet it was missing from the previous conversion guides.

In short, this version translates the careers into edges. A Career edge limits where you can spend your advances but also gives you a unique mechanical benefit. eg a Rat-catcher has a loyal but vicious small dog.

If the Careers system is not to your liking, you can just ignore it.

Character Creation

Careers

Warhammer

Skills

The equivalent Warhammer skills are given in square brackets. There is no distinction between Basic and Advanced skills.

Skill List

- Boating (Agl) [Row, Sail]
- Climbing (Str) [Scale Sheer Surface]
- Disguise (Smt)
- Driving (Agl) [Drive]
- Faith (Spi)
- Fighting (Agl) [Weapon Skill]
- Gambling (Smt)
- Handle Animal (Spi) [Animal Care, Animal Training]
- Healing (Smt) [Heal]
- Intimidation (Spi) [Intimidate, Torture]
- Investigation (Smt)
- Knowledge (Smt)
 - Apothecary
 - Arcane Languages
 - Astronomy
 - Daemonology
 - Engineering
 - Heraldry
 - Law
 - Magic
 - Merchant
 - Navigation
 - Necromancy
 - Philosophy
 - Runes
 - Science
 - Strategy
 - Theology
- Lockpicking (Agl)
- Magic Sense (Smt)
- Notice (Smt) [Perception, Search]

- Perform (Spi) [Performer]
- Persuasion (Spi) [Blather, Charm, Haggle,
- Read & Write (Smt)
- Repair (Smt)
- Riding (Agl)
- Runecasting (Spi)
- Shooting (Agl)
- Speak Language (Smt)
- Spellcasting (Smt)
- Stealth (Agl) [Concealment]
- Streetwise (Smt)
- Survival (Smt) [Outdoor Survival]
- Swimming (Agl) [Swim]
- Taunt (Smt)
- Throwing (Agl)
- Tracking (Smt)

Altered Warhammer skills.

Charm Animal. Now an Edge.

Command. Use Leadership Edges.

Consume Alcohol. Not used.

Hypnotism. Now an Edge.

Ventriloquism. Now an Edge

New Skills

Faith (Spirit)

Handle Animal (Spirit)

Knowledge (Smarts)

Magic Sense (Smarts)

Requirements: Novice, Arcane Background OR Elf

You may make a Magic Sense roll to see magic on item, area or person, and strength in area. You may make a Magic Sense check to find a spot where the Winds of Magic will benefit the casting of a spell. The TN for this check is the CN of the spell you want to cast. If successful, you find a spot 2d6 squares away from you (roll d8 for direction) that will boost your casting roll by +1 (plus a further +1 per raise). This bonus will last for 1d6 rounds and is specific to the chosen spell. To continue to benefit from the beneficial Wind, you may only move 1 square per round.

Perform (Spirit)

Read & Write (Smt)

You are able to read and write any all of the languages that you can speak.

Additionally, with enough written material to study, you may be able to decipher basic concepts from material written in other languages.

Speak Language (Smt)

All characters can speak their own local language. How well you speak a language is determined by

your Smarts die type. . For each die step you have in this skill, you know one extra language.

Additionally, with enough exposure, you may be able to communicate and understand basic concepts in other languages.

Old World languages:

- Breton
- Classical
- Dark Tongue
- Eltharin
- Estalian
- Goblin
- Grumbarth
- Halfling
- Khazalid
- Kislevian
- Norse
- Reikspiel
- Tilean

Warhammer Hindrances

Orders (Minor)

The character is a member of a highly structured organization and while the character may have his own plans, he ultimately serves another power and is expected to follow orders when they are issued. Such orders should, of course, lead to an exciting adventure.

Unstructured Caster (Major)

Requirements: Arcane Background (Wizard) OR Arcane Background (Priest)

Whenever you cast a spell, roll an extra d6 - the Chaos Die. If either the Chaos Die or the Wild Die come up a One, you suffer mystic backlash - check for Tzeench's Curse or Wrath of the Gods as appropriate for your character.

Warhammer Edges

Allowed and modified edges from the core rules are detailed here. Any edge from the core rules that is not mentioned here is not suitable for Warhammer.

Additionally, several new edges appropriate to the Warhammer setting are detailed here.

Background Edges

Combat Edges

Leadership Edges

Power Edges

Professional Edges

Savage Warhammer uses career edges instead of Professional edges.

See [Character Creation - Careers](#) and [Advancement](#) for details.

Social Edges

Weird Edges

Wild Card Edges

Legendary Edges

Aetheryic Attunement

Requirements: Novice, Arcane Background OR Elf

Your ability to see the Winds of Magic enables finer control of your spells, all your arcane skills gain a permanent +1 bonus. If you successfully use your Magic Sense to find a beneficial Wind, it will be only 1d6 squares away from you.

Ally Cat

Requirements: Novice, Stealth d4+

This character has spent most or all of his life in the wild and dangerous streets of Old World cities. He gains a +2 on Notice, Tracking, Survival, and Stealth rolls in urban environments.

Arcane Background (Wizard)

Requirements: Novice, Spellcasting skill d4+, Smarts d8+, Human OR Elf

You are an Apprentice Wizard, studying either at the Colleges of Magic or under a tutor somewhere else in the Empire.

Alternatively, you may be an Apprentice Hedge Wizard, self taught from forbidden tomes of arcane lore or secretly studying under a hidden Master. At this level of your studies, your Spellcasting skill is limited to a maximum of d6. Choose 5 spells from the *Petty Magic: Arcane* and/or *Petty Magic: Hedge Magic* lists. Collegiate Wizards also gain the *Orders* hindrance while Hedge Wizards gain the *Unstructured Caster* hindrance (for no extra benefit).

Arcane Lore

Requirements: Seasoned, Arcane Background (Wizard), Spellcasting d6

Your studies have advanced to the point where you must choose one of the Arcane Lore's available to Collegiate Wizards to advance any further. Each Lore has 3 spell lists associated with it (see *Realms of Sorcery*), choose one of the 3 spell lists – you learn a number of spells from this list equal to your Spellcasting die type (when your Spellcasting die increases, you automatically gain additional spells from your chosen Lore spell list). The maximum die type for your Spellcasting skill is raised to d10, you must pay to raise the skill normally.

Master Wizard

Requirements: Veteran, Arcane Lore, Spellcasting d10

Your knowledge of your chosen Lore increases, choose a second spell list from the 3 available to your chosen Lore, you now learn any spells on that second list that you don't already know. The maximum for your Spellcasting die type is raised to d12. But your mastery of magic permanently marks you: roll once on the Arcane Mark (Realms of Sorcery p175) table appropriate for your chosen Lore.

Arcane Background (Priest)

Requirements: Novice, Faith skill d4+, Spirit d8+

You are an Initiate of one of the Cults of the Empire serving under a Priest at a city temple or at a small shrine somewhere else in the Empire. At this level of your studies, your Faith skill is limited to a maximum of d6. Choose 3 spells from the *Petty Magic: Divine* or *Petty Magic: Hedge Magic* lists. Priests automatically gain the *Orders* hindrance.

Divine Lore

Requirements: Seasoned, Arcane Background (Priest), Faith d6

Your studies have advanced to the point where you must choose one of the Divine Lore's available to priests of the Old World Cults to advance any further. Each Lore has 3 spell lists associated with it (see Realms of Sorcery), choose one of the 3 spell lists – you

learn a number of spells from this list equal to your Faith die type (when your Faith die increases, you automatically gain additional spells from your chosen Lore spell list). The maximum die type for your Faith skill is raised to d10, you must pay to raise the skill normally.

Anointed Priest

Requirements: Veteran, Divine Lore, Faith d10

Blessed by your chosen deity, your knowledge of the divine increases, choose a second spell list from the 3 available to your chosen Lore, you now learn any spells on that second list that you don't already know. The maximum for your Faith die type is raised to d12. But your god has permanently marked you: roll once on the Mark of God table appropriate for your chosen Deity (Tome of Salvation p242).

Arcane Background (Rune)

Requirements: Novice, Runecraft skill d4+, Spirit d8+, Dwarf

A character who fulfils all the requirements may pick any 3 Runes from the lists (See Realms of Sorcery). At this level of his studies, his Runecraft skill is limited to a maximum of d6.

Armoured Casting

Requirements: Novice OR Heroic(see description), Arcane Background, Special

This Edge reduces Magic penalties while wearing armour by 2. A character with Arcane Background (Priest) or Arcane Background (Rune) can take this as a Novice; a character with Arcane background (Wizard) cannot take this edge until at least Heroic.

Barbaric Blood

Requirements: Novice

Spend a Benny to activate Berserk.

Improved Barbaric Blood

Requirements: Barbaric Blood

Spend a Benny to activate Berserk, ignore -2 to roll to end rage, and won't hit an ally on a roll of 1.

Charm Animal

Requirements: Novice, Spirit d8, Handle Animal d4

You have a natural gift with animals. Domestic animals are always friendly to you. Wild animals or those trained to be hostile (like attack dogs) can be calmed with a successful Handle Animal test. GM's may apply a penalty if the animal is especially ornery or loyal.

Dark Magic

Requirements: Novice, Arcane Background, Special, GM's approval

Villains, and foolish heroes, can gain more power by tapping into Dhar energy, the energy of dark magic. Characters may use this Edge when casting any spell they like, but if they have this Edge and cast an actual spell from the Dark Lore list then they must use it. This allows the caster to roll 2 wild dice and take the two highest results of all three dice! However, both wild dice count for the purposes of Tzeench's Curse: if either one comes up a 1, then they will feel the effects. If both come up as a 1, then the Chaos Manifestation that occurs is 1 category higher. If it is already a Catastrophic Chaos Manifestation, then add +10 to the die roll on that chart. Either way, he automatically takes 1 Insanity Point. To take this Edge, a character must either be taught by someone who knows how to use Dhar energy, or he must have seen a glimpse of the Realm of Chaos through a Chaos Manifestation.

Dark Lore

Requirements: Seasoned, Dark Magic, GM's approval

Your studies have delved into the darkness to the point where you must choose one of the Dark Lores – Necromancy or Daemonology to advance any further. Each Lore has 3 spell lists associated with it (see WFRP core and Tome of Corruption), choose one of the 3 spell lists – you learn a

number of spells from this list equal to your Spellcasting die type (when your Spellcasting die increases, you automatically gain additional spells from your chosen Lore spell list). The maximum die type for your Spellcasting skill is raised to d10, you must pay to raise the skill normally.

Eagle Eyes

Requirements: Novice, Shooting d6

All ranges increased by 50%.

Etiquette

Requirements: Novice

+1 to Persuade, Streetwise, Stealth or any other skill when used appropriately among high society, nobility, royalty, and such.

Friends in Low Places

Requirements: Novice

+1 to Persuade, Streetwise, Stealth or other skills when used appropriately.

Gambler

Requirements: Novice

The character knows any reasonable form of gambling in his culture. If the form of gambling is outside his culture, he knows it on a Smarts roll, or can learn it

within a few games (let him play at -1 for 1d4 games).

Gambling is an opposed Smarts test. Characters can attempt to cheat; this is an opposed Agility vs. Notice. On a success, he may add +1 to his Gambling roll, or +2 on a raise. On a failure, he is not able to cheat this game.

If his opponent gets a raise, he catches him cheating. On a botch, pretty much everyone within eyesight catches him. Start dealing Initiative cards, because a fight is about to break out...

Grudgeborn Fury

Requirements: Novice

Your hero hates greenskins with undying rage. Attacks against any type of Orc, Goblin, Hobgoblin, or Snotling is at a +1 Fighting. The GM could decide that characters can take this Edge against other types of enemies too, such as Undead, but the most common Grudge is against greenskins. This Edge should be justified in a character's background, though Dwarves have been at war with greenskins forever and simply being a Dwarf is more than enough to justify it.

Legendary Strength

Requirements: Legendary, Str d12+, special

A few heroes throughout time have gained a strange, almost supernatural strength beyond that of normal humans. Heroes engaged in incredible, epic adventures who

already have an emphasis on Strength, such as barbarians, incredibly pious and powerful war priests, and various legendary heroes may attain upwards of Strength d12+3. A character who is of Legendary rank, has a Strength of d12 already, and who has gained permission from the GM may purchase this Edge, which increases his Strength to d12+1. A character with many years of intense fighting might increase it further to Strength d12+2, and in extreme circumstances (decades of intensive training, fighting, extremely heavy labour, etc) might attain Strength d12+3. The Edge would need to be taken 3 times, of course.

Mentally Sound

Requirements: Novice, Spirit d6+

Your character gains a +2 bonus to his Spirit roll when rolling for Insanity.

Mighty Missile

Requirements: Novice

+1 to damage with missile spells

Mighty Shot

Requirements: Novice

+1 to damage with mundane ranged non-firearm weapons

New Power

Requirements: Novice, Arcane Background

You may select 2 additional spells from any of the Petty Magic lists you have access to.

Alternatively, if you have selected a Lore, you may select 1 new spell from that Lore.

Point Blank Shot

Requirements: Novice

+1 on Shooting and Throwing at Short range.

Public Speaking

Requirements: Novice

+1 to Persuade when addressing 10 or more people

Improved Public Speaking (Master Orator)

Requirements: Public Speaking
+2 Persuade when addressing 10 or more people.

Rapid Reload

Requirements: Novice

Reduce reload time for ranged weapons by ½

Resistance to Chaos (Background Edge)

Requirements: Novice, Spirit d6+

This works just like Arcane Resistance, except that it is effective against Chaos energy, mutation, and Chaos magic.

Improved Resistance to Chaos (Background Edge)

Requirements: Novice, Resistance to Chaos, Spirit d6+

This works just like Improved Arcane Resistance, except that it is effective against Chaos energy, mutation, and Chaos magic.

Resistance to Disease (Background Edge)

Requirements: Novice, Vigor d8+

This character gains a +2 on Vigor rolls against Disease.

Resistance to Poison (Background Edge)

Requirements: Novice, Vigor d8+

This character gains a +2 on Vigor rolls against Poison.

Routine Disarm

Requirements: Novice

May designate an attack as Disarm; Disarm penalty only -1; opponent makes a Str test vs damage or drops his weapon.

Improved Routine Disarm (Flashy Disarm)

Requirements: Seasoned, Routine Disarm

As Routine Disarm, but allows you to catch the weapon, instead of it falling to the ground, if you are sufficiently close to the opponent.

Schemer

Requirements: Novice

+1 Persuade, resist Intimidation and other skills or bonuses when dealing with intrigue. Also +1 to detect and resist any sort of subterfuge, deception or other manipulation in conversation or general behaviour and treatment, including by staff, nobility or businesses. This can be used as a very primitive form of psychology to make vague educated guesses about general intents, inclinations, motivations, worries, etc.

Seasoned Traveler

Requirements: Seasoned

+1 to CK or no penalty for reasonably knowable information even for other cultures, and +1 for all language related skill tests.

Sharpshooter

Requirements: Novice

+1 to Shooting when Aiming (+2 when Aiming instead of +1).

Strike to Injure

Requirements: Novice

+1 to Injury table results when your attack causes an opponent to roll on it.

Strike to Stun

Requirements: Novice

The character gains d4 extra damage (which can stack with the extra d6 for a raise) on a successful attack if he calls "Strike to Stun" before attacking. However, they take a -2 on Fighting and this can NEVER wound an opponent, but only Shake them.

Sunder

Requirements: Novice

Ignore 1 Armour Bonus for melee attacks, allowing character to strike through armour efficiently, and on a raise, 2 AB are ignored. This has no effect on un-armoured targets but does effect even magical armour.

Improved Sunder

Requirements: Sunder

Ignore 2 Armour Bonus for melee attacks, allowing character to strike through armour efficiently, and on a raise, 4 AB are ignored. This has no effect on un-armoured targets but does affect even magical armour.

Super Numerate

Requirements: Novice

+1 Gamble, Know (Navigation) and anything requiring estimation or math, distances, time, etc.

Sure Shot

Requirements: Novice

Ignore 1 Armour Bonus for ranged attacks.

Improved Sure Shot (Crack Shot)

Requirements: Sure Shot

Ignore 2 Armour Bonus

Surgeon (Professional Edge)

Requirements: Novice, Agility d6+, Smarts d8+, Healing d8+

A character with Surgery can attempt to save a character from temporary or permanent injury. A character who receives such an injury must first take a normal Healing roll, as per the standard rules. Afterwards, the Surgeon character must make another Healing roll, applying his own Wound modifiers as well as any Wound modifiers left on the character.

- Temporary injury: On a success, the temporary injury is instantly repaired, even if the character has wounds remaining.
- Permanent injury: On a success, the permanent injury becomes temporary instead. On a raise, it is instantly repaired, even if the character has wounds remaining. This roll must be made within 24 hours of the injury, and supplies

such as bandages, splints, or various other medical supplies must be available(i.e. a set of trade tools, found under equipment). This Edge may also allow characters to perform other acts as determined by the GM(such as removing mutations, as described in Chapter IV).

Swashbuckling

Requirements: Novice

+1 stunts/Pace or distances for jumps.

Trapcraft

Requirements: Novice

+1 Notice, Pick Locks, etc. when locating, repairing, setting or disarming traps, including when avoiding and reducing damage (Agility roll for example) of those which have been triggered. This applies to normal game traps as well as more elaborate and unusual architectural and man traps.

Trick Riding

Requirements: Novice

+2 to Riding, Driving and acrobatics and nimbleness based Agility related stunts on moving animals and carriages.

Tunnel Rat

Requirements: Novice

+2 Notice, Tracking, Survival, Stealth while underground

Ventriloquism

Requirements: Novice

+1 to Persuade or Stealth or other skill when used to impersonate another culture or person. Additionally, the character can attempt to speak without moving his or her lips, making the sound appear to come from somewhere else. Onlookers get an opposed Notice test to realize the unreality of the situation and are baffled. On a raise they recognize the source of the sound.

Career Edges

Basic Careers

Rat Catcher

Requirements: Novice, Vigor d8

You have a small but vicious dog, that is extremely loyal and unusually intelligent. This dog is an extra under your control and advances as an Ally. If your dog is ever lost, you will be able to find a replacement in any town.

Career Advancement

Skills: Animal Care, Animal Trainer, Concealment, Perception, Search, Set Trap, Silent Move

Edges: Resistance to Disease, Resistance to Poison, Special Weapon (Sling), Tunnel Rat

Small but Vicious Dog

Attributes: Agility d8, Smarts d8 (A), Spirit d6,

Strength d4, Vigor d6

Skills: Fighting d6, Notice d10, Tracking d8, Swim d8

Pace: 8; Parry: 5; Toughness: 3

Special Abilities

- Bite: Str+d4.
- Fleet-Footed: Roll a d10 when running instead of a d6.
- Go for the Throat: Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.

- Size -2: Dogs are relatively small.

Advanced Careers

Requirements: Only *Seasoned* characters may enter an Advanced career.

Combat

Armor Degradation

Armor protects you from deadly attacks for a while. If the damage roll gets a raise, instead of doing extra damage, the armor of the victim is reduced by 1 per raise.

Unarmored victims or victims who's armor has been reduced to 0, take the extra damage as normal.

Damaged armor can be repaired, this requires an appropriate toolkit. A successful Repair roll restores 1 point of armor, each raise restores an additional point. A failure on the roll means the armor is beyond your skill to repair, however someone with a higher repair skill could attempt a repair. The armor does not degrade on a failed roll.

On a botched roll, the armor is ruined beyond repair and loses any remaining armor points.

Rising from Prone

This requires an Action.