

FIGHTERS & WARLORDS

FANTASY ADD-ON



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INTRODUCTION

Just like magic, martial prowess plays a big part in any fantasy setting. From ferocious axe-wielding fighters and cunning rapier-wielding swashbucklers to short sneaky sling masters and alert crossbowmen firing from afar, fantasy settings harbor many fighter archetypes.

While the *Savage Worlds* core book provides over thirty Combat Edges and about as many medieval weapons, there are not many ways one can build a fighter and which weapon he wields doesn't change anything.

In this book, you will find new options to create very different fighters (for which the weapon choice have an impact), new options to cover common martial tropes such as cavaliers, sharpshooters, or swashbucklers, new combat maneuvers such as tripping or dragging an opponent around, as well as a few new weapons. All of this together should allow you, and your players, to recreate the various fighters archetypes that exist in your setting.

Everything presented here is optional. You may integrate all, some, or none of it into your favorite setting as you see fit.

YOUR GAME. YOUR FUN!

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WEAPONS

To stick to the spirit of *Savage Worlds*, this book will focus on two simple aspects of the way a warrior fights: what type of weapon he uses and how he fights (whether he also wields a shield, wields two weapons, takes opponent from very long range, unloads a flurry of blows, tricks his opponents, etc.).

Let's start with the weapons.

WEAPON TYPES

Fantasy settings tends to take a lot of inspiration from Earth's history. If a setting or culture is based on medieval Scotland, strong fighters wield claymores. If the culture is based off medieval Japan, they wield nodachi instead. Both weapons look different and have different techniques, but for simplicity's sake, they both the same Weapon Type in *Savage Worlds*: they are *great swords*. The Weapon Type defines the stats of those weapons (damage, Minimum Strength, Range...).

In this chapter, we take each Weapon Type and give **guidelines** on for whether a given weapon fits that Type, along with examples from Earth's history (and other role-playing systems).

We also introduce new Weapon Types to cover weapons we felt were missing in *Savage Worlds* core book but often exist in fantasy settings, like the military flail, the staff-sling, or the repeating crossbow.

Every dimension, shape, material, or even technique listed here are just **suggestions**. For many weapons, these greatly depend on the actual historical period and region. Follow the suggestions if you like them. Make your own exceptions if you need to.

The first goal is to help players (and game masters) figure out what their weapon would typically look like. How long it is? Can I wield it with two hands? Is it made of wood or metal? With the weapon

examples provided, you can also search the internet for pictures and better imagine what a character is wielding.

The second goal is to help game masters to create their own setting. Facing a given weapon, you might be wondering: is it a dagger or short sword? A glaive or halberd? Either the weapon is listed here and you have a proposal for which stats to use, or the weapon is not listed here, but you have information to make it fit under an existing Type. And if need be, you can add your own Types and compare them to similar Types for balance.

WEAPON GROUPS

This book groups similar Weapon Types into larger categories, called Weapon Groups. For example, short swords, long swords, great swords, and rapiers, all are Swords.

Those groups are key to the Weapon Proficiency Setting Rules (see page 26). A fighter trained with one type of weapon will more easily take on other weapon types from the same group.

Again, we kept it simple. You might not agree that javelins have anything in common with a ranseur. But, *Savage Worlds* is not a perfect simulation, it should remain Fast!

You will find new Weapon Types, similar to existing ones, just to have them in different Weapon Groups. For example, a tonfa (Parrying Baton) shares the same stats as a rapier (Str+d4, Parry +1), but playing a tonfa monk should feel different from playing a rapier duelist. Being skilled in a different Weapon Group lets the fighters' proficiencies make those character concepts feel different.

GEAR NOTES

Gear Notes are properties attached to items to describe specific behaviors in a condense way.

Here are a few new Gear Notes for Weapon Types described in this book.

CAVALRY

Cavalry weapons are perfect to be used from a mount, as the mount's movement improves the weapon's velocity, and thus, its impact damage.

On mounted combat, a Cavalry weapon is always wielded with one hand and it deals +2 attack damage if the mount moved at least 2" in a straight line before striking.

Note that the lance in Savage Worlds has been changed from +2 AP when charging, to Cavalry (so +2 damage).

DEFENSELESS

Defenseless weapons are too small to counter opponents' attacks. They do not count as a weapon for the **Unarmed Defender** rule (see *Savage Worlds*).

DOUBLE WEAPON

A trained fighter can use both ends of a Double Weapon to strike their opponent. Usually one end is a sharp or pointy blade, the other end of the shaft is covered in iron or a spike. To keep it simple, the damage is the same whichever end you hit with.

Double Weapons enable the Flurry of Blows Edge.

ENTANGLING

An entangling weapon can be thrown (using Athletics) at an enemy to ensnare them instead of dealing damage. The weapon is usually designed to affect targets up to two Sizes smaller or larger than the wielder (you don't entangle a dragon with a human-sized bolas, a rat won't feel entangled by a human-sized net).

When using the Entangling weapon to ensnare, a successful attack causes the foe to be Entangled. On a raise, the target is Shaken (not Bound).

The target can attempt (as an action) to Break Free from a Device (see *Savage Worlds*). The weapon's Hardness is given in the weapon notes (damaging the Entangling weapon usually requires a One Hand cutting weapon or fire).

Winged or Running targets that get Entangled immediately fall to the ground (suffering potential Fall damage) and are Prone until they Break Free.

FAST FIRING

Fast Firing weapons are ranged weapons which can be fired quickly in sequence.

Fast Firing weapons benefit from the Volley Edge.

HAND-AND-A-HALF

Hand-and-a-half weapons can be wielded with one hand or with two hands. They provide flexibility. Switching between single-handed or two-handed (if offhand is free) counts as Readyng a weapon.

When used one-handed, he can use his free offhand to wield a shield or a companion weapon (e.g. a main gauche), to Grapple or Test an enemy, to hold a torch...

When used two-handed, the weapon's damage decreases by one die type but gains a +1 damage overall (Str+d8 becomes Str+d6+1). Yes, this looks weird, but it *does* increase the weapon's minimum damage and *does* slightly increase its average damage, while remaining inferior to the damage of a comparable two-handed weapons (which usually also require a higher minimum Strength).

Note that while spears can be used with one or two hands, they are not Hand-and-a-Half. Wielding a spear with two hands does not improve it's damage: it provides a different advantage (increased Parry).

MELEE

A melee weapon is meant to be used in hand to hand combat. When attacking with a melee weapon you roll the Fighting skill. If it is thrown, treat it as an **Improvised Weapon** (see *Savage Worlds*) unless it also has Throwing.

ONE HAND

The weapon must be wielded in one hand and can't be wielded with two.

In Savage Worlds, any weapon that wasn't Two Hands, was supposedly wielded with a single hand, but we had no mention whether it could be wielded in both or not. Now, One Hand and Hand-and-a-Half makes it clear.

SHOOTING

A shooting weapon is fired at range using the Shooting skill.

Bows and Crossbows suffer no Recoil. However, Black Powder Weapons do.

A shooting weapon can be used in melee as an **Improvised Weapon** (see *Savage Worlds*).

SHOTGUN

While shotguns are modern or science-fiction weapons, some fantasy weapons behave like shotguns, that is they spray multiple small stone beads or metal shards at their targets.

If the weapon is fired like a shotgun, it gets +2 to hit but a natural 1 or 2 on the skill die hits an Innocent Bystander (in addition to the original target if the attack did succeed).

A shotgun's damage is written as 1–3d6, which means 3d6 damage at Short Range, but only 2d6 at Medium Range, and only 1d6 at Long Range. It can't be fired at Extreme Range.

However, for thrown projectiles, damage is written as Str+d8. This is the damage at Short Range. Damage at Medium Range loses its damage die and drops to Str only, and Long Range deals no damage.

The **blunderbuss** must always be fired as a Shotgun. The **slingshot** can be fired with a single projectile (standard ranged attack) or as a Shotgun. If it was loaded as a Shotgun, you must fire it as a Shotgun (you can't fire a single projectile).

THROWING

A throwing weapon is either a thrown projectile or a tool to throw projectiles which relies mainly on the fighter's Strength.

When attacking with a thrown weapon, you roll Athletics and suffer no Recoil (even with a Rate of Fire higher than 1).

Used in melee is it considered an **Improvised Weapon** (see *Savage Worlds*) unless it also has Melee.

TRICK

Trick weapons can be used to perform Tests (with Athletics or Fighting), **Trips** (see page 40), Grapples, or Disarm maneuvers from range. The number after the word Trick is the Reach of the weapon when performing those maneuvers. Attacks are still limited to adjacent targets unless the weapon also has the Reach property.

When used to Grapple, the Trick property becomes unavailable while a target is kept Entangled. However, the wielder does not become Vulnerable on a raise. The target can attempt (as an action) to Break Free from a Device (see *Savage Worlds*). Damaging the weapon usually requires a blade or fire. The wielder can release the target as an action.

WEAK DEFENSE

Weapons with a Weak Defense are hard to use to Parry. If that's the only weapon the fighter is using, he suffers a –1 penalty to Parry.

However, this is canceled if he is using a shield or another weapon in the other hand (unless that weapon is Defenseless or Weak Defense).

AXES & FAUCHARDS

Axes are bladed weapons, designed for cutting hard. Such weapons can sever limbs or cut heads off.

The blade is mounted on a handle, away from the wielder's hand, so that the center of mass of the weapon is closer to the tip of the weapon than to the wielder's hand. This increases the velocity of strikes and makes the weapon deadly.

The handle is usually made of hard wood. Military versions might have a metal handle, or metal bands to strengthen the wooden handle. The blade is usually metal, but some cultures use stone or bone.

HAND AXES

DMG	MIN STR.	WEIGHT	COST
Str+d6	d6	2	100

Melee, One Hand

Hand axes are short axes, around 20–70 cm long (8–28 in). They usually are single-headed (one head on a single side of the haft) and the edge of the blade is usually below 20 cm (8 in).

Examples: Hatchet, kama, masakari.

BATTLE AXES

DMG	MIN STR.	WEIGHT	COST
Str+d8	d8	4	300

Melee, Hand-and-a-Half, Cavalry

Battle axes strongly vary in size and shape but are designed to be a main weapon, usually wielded in one hand but can be grabbed in two hands. The haft is between 70 and 100 cm long (28–40 in). The blade can be single-headed or double-headed, with the second head most often looking like a pointy pick rather than an actual axe blade. Those with the longest haft and shortest heads can be used efficiently from horseback.

Examples: Bearded axe, broadaxe, gandasa, meat cleaver, ono, parashu, sagaris, skeggøx, tabar, viking axe.

GREAT AXES

DMG	MIN STR.	WEIGHT	COST
Str+d10	d10	7	400

Melee, Two Hands, AP 2, Weak Defense

Great axes are long two-handed axes, hard to wield but extremely deadly. Their haft is around 100–180 cm (40–70 in). They may have one or two heads, with cutting edges usually between 20 and 50 cm (8–20 in). They require performing large circular moves which makes them hard to use for blocking incoming blows.

Examples: Danish axe, doloire, sparth axe, two-handed parashu, two-handed tabar.

FAUCHARDS

DMG	MIN STR.	WEIGHT	COST
Str+d8	d8	6	250

Melee, Two Hands, Reach 1, Double Weapon

Fauchards covers polearms with a single large blade. Their haft is between 180 and 250 cm long (70–100 in). Some have their blade perpendicular to the haft (like an axe), other have sword-like blades at the end of the haft. They all must be wielded two-handed but benefit from Reach.

Examples: Atgeir, arbir, bill, bardiche, dagger-axe (gé), falx (the Dacian polearm), fauchard, glaive, guando, lochaber axe, naginata, podao, rhomphaia, sovnya, sword-staff (svärdstav), voulge, war scythe, woldo.

THROWING AXES

DMG	MIN STR.	WEIGHT	COST
Str+d6	d6	3	100

Melee, One Hand, Throwing (RoF 1, 3/6/12)

Throwing axes are a kind of axe which are also balanced to be thrown. They usually are below 45 cm long (18 in) and the blade is rarely longer than 15 cm (6 in).

Examples: Francisca, nzappa zap, tomahawk.

CHAINS & SICKLES

DMG	MIN STR.	WEIGHT	COST
Str+d6	d6	3	200

Melee, Two Hands, Trick 2, Hardness 8

The chain and sickle is an exotic weapon where a sickle (kama) is attached to a chain between 1 and 4 m long (4–13 feet). The chain is used to disarm, pull, or otherwise distract enemies. The sickle is kept in the main hand to parry or attack the enemy once distracted.

Example: Kusarigama.

kyoketsu-shoge: The kyoketsu-shoge is a similar weapon where the kama is replaced by a double edge blade and the chain by a rope. The rope is usually longer (3–5 m or 10–18 feet), but the techniques are the same, so use the same stats.

SPECIAL AXES

Mambele: Also known as Hunga Munga, is a curved weapon with a few rearward blades. It can be used in hand-to-hand combat but is usually thrown. While often referred to as a throwing knife, its size and features make it count as a **throwing axe**.

Onzil & Trumbash: Throwing knives the size and shape of an axe. They count as a **throwing axe**.

Sickle: A crescent blade with a small handle. It functions like a **hand axe**.

Falcata: While it looks like a sword, it's shaped in a way that the weight of the blade is displaced towards the tip. Can be used both as a **short sword** or as a **hand axe**.

Falchion: Like the falcata, the weight of the blade is shifted away from the wielder. Can be used both as a **long sword** or as a **battle axe**.

Shepherd axe: A small axe head on a haft 90 to 120 cm long, which doubles as a walking stick. Counts as a **battle axe**.

Hurlbat: A throwing axe sharpened everywhere possible. Usually fully made of metal. Counts as a **throwing axe** but it can't be used in melee.

BARE HANDS

FISTS

DMG	MIN STR.	WEIGHT	COST
Str	—	—	—
Melee, One Hand, Defenseless			

Come on! We all know what fists are, don't we? It's what most characters use to strike when they have no Natural Weapon or weapon equipped.

Kicks, elbows, knees, headbutts, shoulder bashes, and similar attacks share the same stats as fists.

Fist damage can be improved with various Edges (Martial Artists, Brawler) or having Claws (see **Natural Weapons** in *Savage Worlds*).

FIST WEAPONS

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	1	20
Melee, One Hand, Defenseless			

Fist weapons increase the mass of the fist and therefore its striking damage. They usually are attached to the fist. If not attached, they are held inside the fist and barely stand out.

Holding such a weapon in hand changes the fist damage to Str+d4 or increases it by one die type. This stacks with the Brawler and Martial Artists Edges (and their improved versions), but doesn't stack with Claws.

Examples: Brass knuckles, cestus, claws (bagh naka, tekko-kagi, tiger claws), deer horn knives, knuckleduster, tekko, punch dagger, suntetsu, vajra-mushti, weighted gloves, yawara, yubi-bo.

CLUBS & STICKS

Clubs are simple blunt weapons, usually made of wood, ivory, or bones. When polished, they are less likely to break on impact.

Too light to do heavy lethal damage or penetrate armor, they are still ideal to daze opponents. They are favored by guards and rogues who want to dispatch their opponent without killing them.

LIGHT CLUBS

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	2	25
Melee, One Hand			

A light club is usually between 20 and 70 cm long (8–28 in). They often look like a straight stick and are wielded single-handed.

Examples: Sap, blackjack, cosh, mere, patu, tanbo, bludgeon, truncheon, billy club, singlestick, nightstick, cudgel.

CLUB OR HAMMER?

Both are blunt weapons, the main difference being how much damage they can do to armored enemies. This mostly depends on the material the part that strikes the enemy is made of.

Hammers use heavy materials, such as metal or stone. They might have a wooden handle, but it is rarely used to strike the enemy.

Clubs are made of softer material such as wood or bone (or carbon fiber or plastic in modern times). They can barely crush through leather or metal armor.

However, for two-handed weapons, the material that strikes makes less of a difference. Large heads, even if wooden, count as hammers (mauls) rather than clubs (staves).

HEAVY CLUBS

DMG	MIN STR.	WEIGHT	COST
Str+d6	d6	5	50

Melee, Hand-and-a-Half

Heavy clubs aren't that much heavier than light clubs, but they do hurt more when they strike. They usually are between 70 and 100 cm long (28–40 in) and the end is often larger than the handle.

Examples: Cane, shillelagh, knobkerry, hanbō, walking stick, macana, u'u, culacula, totokia, gata waka, baseball bat.

PARRYING BATONS

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	2	75

Melee, One Hand, Parry +1

By placing a handle at a right angle from the shaft, the weapon opens up for better defensive techniques. The shaft is usually a bit longer than a light club, between 50 and 100 cm long (20–40 in).

Examples: Tonfa.

THROWING STICKS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
4/8/16	Str+d4	—	1	d4	1	50

Throwing, One Hand

Throwing sticks are pieces of wood whose design let them easily fly to a target. They were mostly used for hunting game, but can easily daze enemies too.

They are about 45 to 50 cm long (18–20 in) of polished wood. They are slightly curved and rotate while flying to their target.

They usually take a straight path to the target, but some are designed to take a circular flight able to return to the thrower's hand. Those returning sticks are not meant to return after hitting a target. They are used to scare the game hiding in brushes to force them to run off or fly, so that another hunter could take them down.

Examples: Boomerang, kylie, rungu, ula.

SHORT STAVES

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	3	10

Melee, Two Hands, Parry +1, Double Weapon

The short staff is a defensive shaft of hard wood wielded with both hands. It usually measures between 100 and 180 cm (40–70 in). The hands can take multiple positions on the staff, which allows the wielder to deliver strikes with both ends of the weapon or have quicker reaction to incoming attacks.

Examples: Baton, jō, quarterstaff.

LONG STAVES

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	4	10

Melee, Two Hands, Parry +1, Reach 1, Double Weapon

The long staff is long shaft of hardwood like the handle of a spear or a pike. It measures between 180 and 370 cm (6–12 feet). It requires two hands to wield but provides Reach and can be used as a polearm.

This is the Staff listed in Savage Worlds' Gear list.

Examples: Bō.

The word "quarterstaff" was also often used for those longer staves, even if the techniques were quite different.

CHAIN STICKS

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	2	75

Melee, One Hand, Ignore shield bonus

The chain-sticks started as a peasant flail to thresh grain used for self defense. They sport two wooden sticks linked by a leather strap, cord, or chain (metal versions could count as simple Flails).

Each handle is usually the length of the forearm, between 20 and 40 cm (8–16 in). The cord is around 15 cm (6 in).

They are used one-handed either with a free hand to easily move the weapon between the hands, or with one in each hand.

Examples: Nunchaku.

CHAINS & BATONS

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	3	150

Melee, Two Hands, Trick 1, Hardness 8

A chain and baton is a weapon made of a wooden stick attached to a chain ending with a small weight. The stick measures between 45 and 150 cm long (18–60 in). The chain is usually 50 to 70 cm long (20–28 in).

While similar to flails, they are used differently. Flails are used to strike the enemy with the weight. Instead the chain & baton sports a longer chain which is mainly used to disarm or distract opponents. It requires both hands to wield, one on the baton, the other along the chain. Hits are most often given with the stick itself. You can hit with the chain's head, but the chain's length makes it impractical and risky (on the returning path, the head can strike the wielder's hand or body).

Sometimes the stick is made hollow so the chain can be retracted and concealed.

Examples: Chigiriki.

DAGGERS & DARTS

Daggers are short, light, fast, bladed weapons. They are mostly used for piercing between armor joints, ideal to target vitals (heart, neck, eyes, armpit).

They are easy to move and to change the direction of strikes, often surprising opponents, especially when flanking or taking them by surprise.

Those weapons can be as short as 20 cm (8 in) or as long as 60 cm (24 in — the length of a short sword). However, they remain light and easy to wield.

Darts are thin pointy or bladed projectiles. The smallest are covered under **Throwing Spikes**, and the longest under **War Darts**.

They are usually thrown by hand. But a **Blowgun** can shoot them, and the Rope Dart is a unique technique to return and reuse thrown darts.

DAGGERS

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	1	25

Melee, One Hand

Daggers usually have a sharp point and two sharp edges. They are designed for stabbing and slashing.

Example: Acinace, baselard, cinquedea, corvo, jile, katar, kerambit, khanjali, knightly dagger, kris, parazonium, pugio.

KNIVES

Knives have a single sharpened edge, but they can still be used for stabbing and slashing.

Knives use the same stats as **Daggers**.

Examples: Dirk, golok, kopis, kukri, parang, seax, sewar, tanto.

PONIARDS

Poniards are thrusting weapons with a slender blade. Often, the blade isn't even sharp, its section is round, lenticular, triangular, T-shaped, or cross-shaped. The poniard is purely designed to stab.

Poniards use the same stats as **Daggers**.

Examples: Misericorde (mercygiver), poignard, rondel, stiletto.

PARRYING DAGGERS

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	1	75

Melee, One Hand, Parry +1

Parrying daggers are long daggers (40–60 cm or 16–24 in) featuring a guard, glove, or quillons (crossguard) to protect the wielder's hand, and serrations, hooks, or side blades to block an opponent's blade. They are usually wielded as a pair or in the left hand as a companion weapon to a rapier or similar weapon.

Examples: Main gauche, serrated blade, sword breaker, trident dagger, war fan.

JITTES AND SAIS

A **jitte** is a short, usually wooden, stick, 30 to 60 cm long (12–24 in), with a prong on one side.

A **sai** (chabang, tekpi) looks like a jitte but sports a prong on each side and is usually made in metal.

Both weapons are good to defend one-self against enemy blades. They look like a poniard as their *blade* is not sharp but pointy, but they are mostly impact weapons used for self-defense rather than for piercing opponent's hearts.

Count them as **Parrying Batons**. But if they are made of metal and pointy, count them as **Parrying Dagger**.

THROWING KNIVES

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	1	25

Melee, One Hand, Throwing (RoF 1, 3/6/12), Fast Firing

Throwing knives are short knives designed so they can be thrown. Most of the time, they can still be used in melee. They are usually balanced but some have heavier handles which make them slightly more unpredictable yet have slightly more impact when landing (not enough for a noticeable difference in your attack rolls).

Examples: Kunai, throwing knife.

THROWING SPIKES

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
3/6/12	Str	—	2	d4	0.2	10

Throwing, One Hand, Fast Firing, Defenseless

On a raise, target receives no bonus damage but is Vulnerable instead.

Under the throwing spike name, we find pointy bladed weapons usually around 7 to 15 cm (3–6 in) thrown with one hand. Some are straight blades thinner than throwing daggers. Others look like circles, crosses, or stars.

Their range is short. They are sharp but not enough to be deadly. They are mostly used to distract enemies before a deadly blow with another weapon.

Examples: Darts, shaken, shuriken, throwing stars, throwing spikes.

BLOWGUNS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
4/8/16	2d4	—	1	d4	1	20

Shooting, Two Hands, Reload 1

Blowguns (or blowpipe or blow tube) are long tubes, usually between 1 and 3 meters long (3–10 feet). They are nearly always made of wood (but could be made of metal by cultures mastering smelting).

It is used to shoot darts by blowing through the tube. The darts' length depends on the blowgun's length, but can go from 20 to 60 cm (8–24 in), and they can be fletched for better stability. Some blowguns uses clay pellets instead.

Very small blowguns are possible (as small as 20 cm long — 8 in). They shoot small needles unable to do damage as they barely penetrate tissues. But they can be used to deliver poison.

WAR DARTS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
12/24/48	Str+d6	—	1	d6	1	40

Throwing, One Hand, Defenseless

War darts usually look like an arrow with a lead or iron weight and measures about 30–60 cm long (12–24 in). They are thrown like throwing daggers but have a much higher range.

Examples: Martiobarbuli, plumbata.

ROPE DART

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
3/-/-	Str+d4	—	1	d4	1	50

Throwing, Two Hands, Defenseless

Can only be used at Short Range, and on a raise, target receives no bonus damage but is Vulnerable instead.

Sometimes a rope (or even a scarf) is attached to a small dart. While it limits the range at which the dart can be thrown, the rope was used to pull the dart back (free action), so it could be thrown again.

Such ropes are usually between 3 and 5 meters long (10–16 ft).

HAMMERS & FLAILS

Hammers and flails both have the same goal: to hurt opponent through their armor.

Hammers are blunt weapons with a metal or stone head at the end of a wooden or metal handle. This shifts the mass of the weapon towards its tip, increasing velocity of the strikes, making for powerful blows. When landing on armor, it still strikes hard enough to damage what's below. Whether the head piece is flat, rounded, spiky, or pointy, the result is the same: armor is damaged, flesh is mangled, bones are crushed.

MACE

DMG	MIN STR.	WEIGHT	COST
Str+d6	d6	4	100

Melee, One Hand

A mace is a blunt weapon made of a handle and a round or flat head. The weapon is usually between 40 and 70 cm long (16–28 in). While it is a simple weapon to make, especially those with stone heads, a forge is still required for metal heads.

Examples: Bulava, ceremonial scepters, crowbar, gada, mallet, metal rod, stone mace.

SPIKED MACE

DMG	MIN STR.	WEIGHT	COST
Str+d6	d6	2	250

Melee, One Hand, AP 1

Spiked maces are maces whose head is decorated with spikes, knobs, or flanges. Those aren't just decorative, they allow greater penetration of plate armor.

In *Savage Worlds* core book, this is listed as "Warhammer".

Examples: Flanged mace, gurz, morning star, pernach, shishpar, totokia.

BATTLE HAMMER

DMG	MIN STR.	WEIGHT	COST
Str+d8	d8	4	300

Melee, Hand-and-a-Half, Cavalry

Battle hammers are blunt weapons sporting a double-head, blunt or dentate. Sometimes one side of the head is a pointy beak (like a pick). The weapon is between 70 and 180 cm long (28–70 in) and can be wielded with a single hand or both hands. The head is usually short, no more than 25 cm long (10 in). They are perfectly adapted to be swung from horseback.

Examples: Hakapik, horseman's hammer, horseman's pick, pickaxe, medieval war hammer, war pick.

BEC-DE-CORBIN

DMG	MIN STR.	WEIGHT	COST
Str+d8	d8	6	250

Melee, Two Hands, Reach 1, Double Weapon

Bec-de-corbin are hammers on a pole between 180 and 210 cm (70–80 in). One side of the head is usually shaped as a pick to better puncture armor, the other side is either blunt or dentate. A spear head might be mounted on top of the head.

Examples: Bec-de-corbin, lucerne hammer.

MAUL

DMG	MIN STR.	WEIGHT	COST
Str+d10	d10	10	400

Melee, Two Hands, +2 damage to break objects

Mauls are heavy maces. They sport large and heavy wooden, metal, or stone heads mounted on a long haft between 100 and 180 cm (40–70 in). The head might have spikes, knobs, or flanges to increase the impact. They require two hands and formidable strength to wield. They are designed to crush.

Examples: Kanabō, macuahuitl, otsuchi, planson (plaçon à picot), sledgehammer, tetsubō.

FLAILS

DMG	MIN STR.	WEIGHT	COST
Str+d6	d6	3	200

Melee, One Hand, Ignore shield bonus, Weak Defense

Flails use the same principle as hammers but place the metal weight at the end of a chain, thus improving the impact even more. While they require some space to be twirled and are dangerous to wield, they can bypass opponent defenses, especially shields. Parrying with a flail is hard and so are best paired with a shield.

The simplest flails start with a wooden or metal haft between 30 and 100 cm long (12–40 in). The chain is made of metal, rope, or leather and is always short enough that the head can't hit the hands holding the haft. The head is a small and simple metal weight.

MILITARY FLAILS

DMG	MIN STR.	WEIGHT	COST
Str+d8	d8	4	350

Melee, Hand-and-a-Half, Cavalry, AP 1, Ignore shield bonus, Weak Defense

Military flails have heavier heads with spikes, knobs, or flanges. The handle have enough room to use the flail two-handed, between 50 and 100cm long (20–40 in).

Instead of a heavy head, a military flail can also sport two or three chains (with one head each).

Examples: Chain morning star, two-headed flail, three-headed flail.

SPEARS & HALBERDS

SPEAR

DMG	MIN STR.	WEIGHT	COST
Str+d6	d6	3	100

Melee, One Hand or Two Hands (Parry +1 when used two-handed), Reach 1, Double Weapon, Throwing (RoF 1, 3/6/12)

The spear is a long weapon composed of a shaft and a head. The shaft is usually made of wood but can be made of metal.

The shortest spears start around 180 cm (6 ft). Spears longer than 3.5 m (11 ft) are considered Pikes (see below).

The head can be the shaft itself, e.g. fire hardened, or a blade of bone, stone, or metal. The head's edges are sharp and can sometimes be serrated or feature barbs.

Military spears may sport quillons to help block enemy blades. Some polearms feature side blades branching at various angles from the head and are used like spears.

Spears can be wielded single-handed and thrown at enemies. But you can also take them two-handed for easier defense and riposte.

Examples: Ahlspiess, angon, chauve-souris, corseque, dangpa, earspoon, falarica, feather staff, fuscina, gichang, harpoon, hasta, jangchang, javelin, military fork, ox tongue (langue de bœuf), partisan, pilum, qiang, ranseur, runka, soliferrum, spetum, spiculum, spontoon, saintie, trident, trishula, yari.

SPEAR-THROWERS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
12/24/48	Str+d8	—	1	d6	1	50

Throwing, Two Hands, Reload 1, Defenseless

A spear-thrower is a tool acting as a lever to increase the speed and distance at which one can throw spears. It usually looks like a U-shaped shaft (typically between 45 and 60 cm, or 18–24 in, but can be as small as 15 cm, or 6 in, and as long as 120 cm, or 50 in). It ends as a cup, where the spear end rests.

Amentum: Amentum are small leather straps attached to the spear. The thrower would wrap it around the shaft before the throw. While amentum would reach slightly smaller ranges than other spear-throwers, it's simpler to just count it as a spear-thrower.

Defenseless: The spear itself is a weapon and cancels Unarmed Defender. But once it is loaded in the spear-thrower, while the atlatl is empty, or while the amentum is wrapped around the spear, the fighter is an Unarmed Defender.

Examples: Amentum, atlatl, spear-thrower, woomera.

PIKE

DMG	MIN STR.	WEIGHT	COST
Str+d8	d8	18	400

Melee, Two Hands, Reach 2

Pikes are very long spears, between 3.5 and 7.5 m (11–23 ft). While the weapon is mainly used in military formations, they could be used in dueling situations with the right training. However pikemen would always carry a secondary weapon for when they had no place to handle such a long weapon.

Examples: Pike, sarissa.

HALBERD

DMG	MIN STR.	WEIGHT	COST
Str+d8	d8	6	250
Melee, Two Hands, Reach 1, Double Weapon			

Halberds are polearms with an axe blade and a spear spike mounted at the top. The axe blade would usually sport a hook on its back side. The weapon usually is between 150 and 180 cm long (5 to 6 feet).

While halberds look like axes, most fighters would rather use the advantages of the hooks and spikes to control their enemy than try to cut their head off.

Hook polearms: Many other polearms with various hooks were used in history. Let's fold them all under the Halberd Weapon Type.

Examples: Bill hook, fangian ji, glaive-guisarme, guisarme, halberd, qinglong ji.

LANCE

DMG	MIN STR.	WEIGHT	COST
Str+d8	d8	6	300
Melee, One Hand, Reach 2, Only usable in mounted combat, Cavalry			

A lance is a heavy and thick spear made for mounted combat. They usually are over 3 m long (9 ft) and used a vamplate (a circular plate) to hold the hand upon impact.

They are used for the initial charge (which they rarely survive). Once engaged in melee, they are too heavy and impractical. Lancers always rely on a secondary weapons like swords, hammers, or axes.

Examples: Contus, jousting lance.

POLEARMS

Polearms are any weapon with a handle long enough to provide Reach to the fighter.

However, in this book, they have been divided in different weapon types: Long staves, spears, pikes, halberds, fauchards, and bec-de-corbin. When trying to fit a polearm under one of those groups, look at the weapon goal.

Long Staves (Str+d4) and **Spears** (Str+d6) are lighter, more defensive, and less damaging polearms. **Pikes** (Str+d8) have a very long Reach. **Halberds** (Str+d8) excel at controlling opponents. **Bec-de-corbin** (Str+d8) are for crushing armor or damaging through armor. **Fauchards** (Str+d8) are brute force and raw damage.

Note that Halberds, Bec-de-corbin, and Fauchards use exactly the same stats, until the Weapon Proficiency Setting Rule (see page 26) comes into play.

SWORDS & SABERS

Swords are bladed melee weapons consisting of a short hilt (that the hand grabs) and a long blade (straight or curved).

By design, the center of weight of the weapon is closer to the hilt than to the tip. This makes it very easy to wield and to react to opponents moves. They also often feature quillons, crossguard, or a basket-hilt to protect the hand and provide extra parry and riposte techniques.

With a single-edged sword (called **sabers**), the fighter uses the back of the blade to parry incoming blows. Double-edged blades offer a bit more offensive flexibility. But those differences are too small to make any difference in *Savage Words*.

Overall, swords are used by many soldiers and armies as the best balance between offense and defense.

SHORT SWORD OR DAGGER?

Daggers look like swords with a shorter blade. Some long daggers are as long as short swords.

The main difference is how they are used. Daggers are usually made for stabbing, finishing foes off, or as an auxiliary tool.

Swords are for every day fights and are strong at defending. They are capable of more damage and require more Strength to wield.

Parrying daggers are the daggers that look the most like short swords, but they are thin and light. Short swords are usually larger and heavier than parrying daggers.

SHORT SWORDS

DMG	MIN STR.	WEIGHT	COST
Str+d6	d6	2	100

Melee, One Hand

Short Swords are single-handed swords designed for cutting and usually able to do some thrusting too. They are about 50–70cm long (20–28 in).

Examples: Bilbo, bolo, butterfly sword, cavalry saber, dao, cutlass, gladius (Mainz, Fulham, or Pompei), hanger, hooksword, hunting sword, jian, kodachi, khopesh, machete, makhaïra, ninjato, sica, uchigatana, wakizashi, xiphos, yatagan.

LONG SWORDS

DMG	MIN STR.	WEIGHT	COST
Str+d8	d8	3	300

Melee, One Hand

The name long sword did refer to very different weapons throughout history, from rapiers to long thin two-handed swords. To stick to *Savage Worlds* list of weapons, the long swords in this book refers to any sword between 70 and 120cm long (28–48 in).

Examples: Arming sword, backsword, broadsword, claymore (the 18th century version), gladius (hispaniensis), knightly sword, kopis, flyssa, nimcha, pata, pulwar, saber/sabre, scimitar, side-sword, spatha, takouba, wodao.

BASTARD SWORDS

DMG	MIN STR.	WEIGHT	COST
Str+d8	d8	3	300
Melee, Hand-and-a-Half			

Some long swords have small hilts and can only be wielded single-handed. Other long swords feature a grip long enough to place both hands. Those are referred as bastard swords or hand-and-a-half swords.

Examples: Épée bâtarde, épée de passot, kaskara, katana, (large) scimitar, shamshir, talwar, wodao.

The damage listed in Savage Worlds core book for the Katana (Str+d6+1) matches the bastard sword damage when used with two hands.

RAPIERS

DMG	MIN STR.	WEIGHT	COST
Str+d4	d4	2	150
Melee, One Hand, Parry +1			

Rapiers are light and thin swords with a long blade, only capable of thrusting. The weapons are between 70 and 150 cm long (28—60 in) and even the longest are still wielded single-handed because they aren't as heavy as greatswords. The hilt is protected and the weight allows for quick reactions. Ideal for self-defense and dueling. Capable of drawing first blood, less of slaying. Usually designed as a clothing accessory for fashion.

Examples: Rapier, épée de combat, small sword, court sword, dress sword, tuck, estoc, colichemarde, koncerz.

GREAT SWORDS

DMG	MIN STR.	WEIGHT	COST
Str+d10	d10	6	400
Melee, Two Hands			

Great swords are swords which are always used two-handed due to their length and weight. The smallest start around 120cm (48 in) and most are usually as tall as their wielder (so about 180—210 cm, or 70—80 in).

Examples: Changdao, claymore (Scottish/Highlander's late medieval great sword), espadon, executioner's sword, flambard, montante, nagamaki, nodachi, zweihänder (or bidenhänder).

BOWS

Bows are a curved piece of wood joined at both ends by a string. They require both hands to use. They require strength to bend and shoot. One can't keep an arrow knocked in and ready for long.

SIMPLE BOWS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
12/24/48	2d6	—	1	d6	3	250

Shooting, Two Hands, Fast Firing

Simple straight bows made of a single type of wood and a basic string. They usually are between 70 and 120 cm high (28–48 in). They can be created in the wild with rudimentary tools.

Examples: Self bow, flat bow.

CABLE-BACKED BOWS

Cable-backed bows are simple bows reinforced with a cable (made of animal or vegetable fibers) along the back of the bow stave, usually to compensate for poor-quality wood in regions where adequate wood is hard to come by.

Cable-backed bows use the same stats as **Simple Bows**.

LONG BOWS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
15/30/60	2d6	1	1	d8	3	300

Shooting, Two Hands, Fast Firing

The long bow is a simple bow but nearly as tall as its user (around 150–180 cm — 60–70 in), increasing the draw force and firing distance.

RECURVE OR REFLEX BOWS

The tips of a recurve bow curve away from the archer. This allows the bow to store more energy than a non-recurve bow the same size. Reflex bows are curved even more. Both kind of bows are as effective as a long bow, but as short as a simple bow, and so can be used from horseback with ease. They require dedicated tools and weeks to be made. They also tend to make louder noises when fired than simple bows.

Recurve and reflex bows use the same stats as **Long Bows**.

LAMINATED OR COMPOSITE BOWS

The stave of such bows is made from different materials laminated together. Just like with recurve bows, the goal is to shoot further and stronger with less force from the archer. Laminated bows are also complex to create.

Laminated and composite bows use the same stats as **Long Bows**.

COMPOUND BOWS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
15/30/60	Str+d6	1	1	d6	3	700

Shooting, Two Hands, Fast Firing

A compound bow is a technological device using a levering system of cables and pulleys to bend it. This maximizes the energy storage and stabilizes the arrow, thus making the shots more efficient.

Those are typically designed by tinkering races such as dwarves or gnomes and might not be available in your typical fantasy setting. Its range and cost has been adapted from the modern compound bow proposed in Savage Worlds core book to balance it against long bows, heavy crossbows, and black powder rifles.

CROSSBOWS

Crossbows are ranged weapons shooting arrow-like projectiles (bolts). An elastic launching device (looking like a bow) is fixed on a handle (looking like a rifle).

The frame and bow can be either made of wood or metal. While some can be very simple, one always requires tools to make a crossbow.

The shooter pulls the elastic device back into a latch, knocks a bolt in, raises the crossbow to his eyes to aim, and pulls a trigger to release the launching device.

Once the bolt is knocked in, it can remain ready without any effort from the shooter (as opposed to a bow), as long as the crossbow is kept more or less upright.

HAND-DRAWN CROSSBOWS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
10/20/40	2d6	2	1	d6	5	250

Shooting, Two Hands, Reload 1

There are various mechanisms to draw the launching device. Hand-drawn crossbows cover any mechanism that can be quickly performed by the shooter with a single hand, that is still holding the crossbow in his hands (such as a simple, wippe, gaffe, or goat's foot lever).

Those crossbows are usually between 60 and 90 cm long (24–36 in) and nearly as wide.

HEAVY CROSSBOWS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
15/30/60	2d8	2	1	d6	8	400

Shooting, Two Hands, Reload 2

Heavy crossbows cover longer crossbows which are too hard to be drawn manually. They use a mechanism (such as a winch, crank, cranequin, screw, or windlass), that usually requires having the crossbow touch the ground while operating the mechanism.

Heavy crossbows are typically between 80 and 120 cm long (32–48 in) and 70 to 100 cm wide (28–40 in).

REPEATING CROSSBOWS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
10/20/40	2d6	2	1	d6	4	750

Shooting, Two Hands, shots 5, Reload 3, Fast Firing

Repeating crossbows require a single pull of a lever to fetch a bolt from a magazine and slide it in place.

For similar dimensions, repeating crossbows provides lower power and so weaker impact and shorter range than their non-repeating counterpart. However, it can be fired just as fast as a bow.

SLINGS

Slings are projectile weapons firing blunt projectiles, usually made of stone, clay, or lead. It uses Athletics rather than Shooting to fire and they can be fired at **Extreme Range** (see *Savage Worlds*) using lobbed trajectories.

SLINGS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
4/8/16	Str+d4	—	1	d4	1	10

Throwing, Two Hands, Defenseless

A sling consists of a pouch, where one places the projectile, between two lengths of cord. It is fired with one hand but both hands are required to ready a shot. Bullets weigh about 80 to 150 gr (3 to 5 oz).

A trained fighter (see *Weapon Proficiency* page 26) can fire bullets twice that weight.

Whistling bullets: if you set a small hole in the bullet, you can twirl the sling without releasing it to produce some whistling sound used to intimidate enemies and animals.

Potions: Slings can also be used to throw potions, small pots, or other grenade-like weapons further than one could by hand. Such a projectile can be lobbed at 10/20/40 Range without doing serious damage (and they usually break on landing).

BOLAS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
4/8/16	Str+d4	—	1	d4	1	10

Throwing, One Hand, Entangling, Hardness 4

A bolas is a throwing weapon made of stones linked by interconnected cords, designed to entangle game (but it can still be used to do damage). The wielder grabs one of the bolas' ends and spins it. When released, the weapon flies towards the target.

A trained fighter (see *Weapon Proficiency* page 26) can use heavier bolas (about 1kg – 2 lbs) and fire them at higher Range for higher damage.

STAFF SLINGS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
4/8/16	Str+d6	—	1	d4	4	20

Throwing, Two Hands, –1 penalty to throw

Melee (use the quarterstaff stats)

A staff sling (or fustibalus) is a sling whose cords are attached to a staff (100 to 180 cm long — 3 to 6 ft). The bottom cord is permanently attached to the staff. Firing the staff sling is performed by drawing a single arc with the staff using both hands, the upper cord slides out and releases the projectile.

The staff sling can fire heavier projectiles (500 gr — one pound) at similar range to the hand sling, but is less accurate.

A trained fighter (see *Weapon Proficiency* page 26) can fire bullets twice as heavy (about 1 kg — 2 lbs).

In melee: The staff sling can be used as a regular quarterstaff in melee (see *Clubs & Sticks* page 9).

SLINGSHOTS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
3/6/12	Str+d4	—	1	d4	1	10

Throwing, Two Hands, Shotgun (with Reload 2), Defenseless

The slingshot is an elastic band attached to a forked stick (Y shaped). The projectile is placed in a pouch sitting on the rubber, pulled backward and released. Both hands are required to operate the weapon.

It uses light ammunition and fires them at very short range. It can also be loaded with multiple stone beads to get a shotgun effect, but this takes longer to load.

A trained fighter (see *Weapon Proficiency* page 26) can load the slingshot with heavier stone beads for more damage and Range. The Range of the shotgun mode is not affected by heavier ammunition.

The slingshots didn't exist in medieval times, they might not be available in your typical fantasy setting, unless designed by tinkering races.

BLACK POWDER

Black Powder weapons are the early firearms from Earth. Regarding ranged weapons, fantasy settings rarely go beyond black powder technology without heavily relying on magic.

Every black powder weapon takes time to reload, usually by loading the projectile and propellant from the front (muzzle-loading). The firing mechanism can be a matchlock, wheel-lock, flintlock, or simply be manually lit by the shooter with a match.

PISTOLS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
5/10/20	2d6+1	—	1	d4		

Shooting, One Hand, Reload 3

Pistols cover any black powder weapon that only needs a single hand to aim and shoot. However, you usually use both hands to reload a pistol.

MUSKETS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
5/10/20	2d6+1	—	1	d4		

Shooting, Two Hands, Reload 3

Muskets cover any black powder weapon that requires two hands to aim and shoot.

BLUNDERBUSSES

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
5/10/20	1-3d6	—	1	d6		

Shooting, Two Hands, Reload 3, Shotgun

The blunderbuss is an early version of a shotgun. It is muzzle-loaded with multiple small projectiles which makes it very effective at short range.

OTHERS

WHIPS

DMG	MIN STR.	WEIGHT	COST
Str	d4	1	50

Melee, One Hand, Reach 2, Trick 2, Hardness 6, Weak Defense

Whips are tools originally made to provide guidance to animals (or slaves) through pain. Most are totally useless as a weapon.

However, whips with a small handle and a long lash can be useful as a weapon, mainly to distract the opponent.

Examples: Bullwhip, chain whip, jiujiebian, qilinbian.

LARIATS

DMG	MIN STR.	WEIGHT	COST
—	d4	3	10

Melee, Two Hands, Reach 2, Trick 2, Hardness 6, Defenseless

Lariats are a length of rope ending in a loop, mostly used to capture wild beast or cattle to bring home. They do no real damage, but can be used to Grapple, Trip, Disarm, or Test enemies.

Examples: Lasso.

NETS

RANGE	DMG	AP	ROF	MIN STR.	WEIGHT	COST
3/6/12	—	—	1	d4	4	50

Throwing, One Hand, Entangling, Hardness 10

A net is a set of ropes woven to form a grid pattern. It is first a tool to fish or catch birds. When weighted it can be used as a weapon to entangle larger beasts or even men.

Examples: Retiarius.

MELEE WEAPONS

TYPE	DAMAGE	MIN STR.	WEIGHT	COST	GROUP	NOTES
LIGHT						
Chain stick	Str+d4	d4	2	75	Clubs	Melee, One Hand, Ignore shield bonus
Dagger	Str+d4	d4	1	25	Daggers	Melee, One Hand
Fist weapon	Str+d4	d4	1	20	Hands	Melee, One Hand, Defenseless
Light club	Str+d4	d4	2	25	Clubs	Melee, One Hand
Parrying baton	Str+d4	d4	2	75	Clubs	Melee, One Hand, Parry +1
Parrying dagger	Str+d4	d4	1	75	Daggers	Melee, One Hand, Parry +1
Rapier	Str+d4	d4	2	150	Swords	Melee, One Hand, Parry +1
Throwing knife	Str+d4	d4	1	25	Daggers	Melee, One Hand, Throwing (RoF 1, 3/6/12)
MEDIUM						
Flail	Str+d6	d6	3	200	Hammers	Melee, One Hand, Ignore shield bonus, Weak Defense
Hand axe	Str+d6	d6	2	100	Axes	Melee, One Hand
Heavy club	Str+d6	d6	5	50	Clubs	Melee, Hand-and-a-Half
Mace	Str+d6	d6	4	100	Hammers	Melee, One Hand
Short sword	Str+d6	d6	2	100	Swords	Melee, One Hand
Spear	Str+d6	d6	3	100	Spears	Melee, One Hand or Two Hands, Reach 1, Parry +1 when two-handed, throwing (RoF 1, 3/6/12)
Spiked mace	Str+d6	d6	2	250	Hammers	Melee, One Hand, AP 1
Throwing axe	Str+d6	d6	3	100	Axes	Melee, One Hand, Throwing (RoF 1, 3/6/12)
HAND-AND-A-HALF						
Battle axe	Str+d8	d8	4	300	Axes	Melee, Hand-and-a-Half, Cavalry
Battle hammer	Str+d8	d8	4	300	Hammers	Melee, Hand-and-a-Half, Cavalry
Long sword	Str+d8	d8	3	300	Swords	Melee, Hand-and-a-Half
Military flail	Str+d8	d8	4	350	Hammers	Melee, Hand-and-a-Half, Cavalry, AP 1, Ignore shield bonus, Weak Defense
TWO-HANDED						
Great axe	Str+d10	d10	7	400	Axes	Melee, Two Hands, AP 2, Weak Defense
Great sword	Str+d10	d10	6	400	Swords	Melee, Two Hands
Maul	Str+d10	d10	10	400	Hammers	Melee, Two Hands, +2 to break objects
Short staff	Str+d4	d4	3	10	Clubs	Melee, Two Hands, Parry +1, Double Weapon
POLEARMS						
Bec-de-corbin	Str+d8	d8	6	250	Hammers	Melee, Two Hands, Reach 1, Double Weapon
Fauchard	Str+d8	d8	6	250	Axes	Melee, Two Hands, Reach 1, Double Weapon
Halberd	Str+d8	d8	6	250	Spears	Melee, Two Hands, Reach 1, Double Weapon
Lance	Str+d8	d8	6	300	Spears	Melee, One Hand, Reach 2, Only usable in mounted combat, Cavalry
Long staff	Str+d4	d4	4	10	Clubs	Melee, Two Hands, Parry +1, Reach 1, Double Weapon
Pike	Str+d8	d8	18	400	Spears	Melee, Two Hands, Reach 2
Spear	Str+d6	d6	3	100	Spears	Melee, One Hand or Two Hands, Reach 1, Double Weapon, Parry +1 when two-handed, Throwing (RoF 1, 3/6/12)
TRICK WEAPONS						
Chain & Sickle	Str+d6	d6	3	200	Axes	Melee, Two Hands, Trick 2, Harness 8
Chain & Baton	Str+d4	d4	3	150	Clubs	Melee, Two Hands, Trick 1, Hardness 8
Lariat	—	d4	3	10	—	Melee, Two Hands, Reach 2, Trick 2, Hardness 6, Defenseless
Weighted chain	Str+d6	d6	3	200	Hammers	Melee, Two Hands, Ignore shield bonus, Trick 1, Hardness 8
Whip	Str+d4	d4	1	50	—	Melee, One Hand, Weak Defense, Reach 2, Trick 2, Hardness 6

RANGED WEAPONS

TYPE	RANGE	DMG	AP	ROF	STR.	WGT	COST	GROUP	NOTES
THROWING - SHORT RANGE									
Rope dart	3/-/-	Str+d4	—	1	d4	1	50	Daggers	Throwing, Two Hands, Defenseless, Can only be used at Short Range, On a raise target receives no bonus damage but is Vulnerable instead
Net	3/6/12	—	—	1	d4	4	50	—	Throwing, Two Hands, Entangling, Hardness 10
Slingshot	3/6/12	Str+d4	—	1	d4	1	10	Slings	Throwing, Two Hands, Shotgun (with Reload 2), Defenseless
Spear	3/6/12	Str+d6	—	1	d6	3	100	Spears	Melee, One Hand or Two Hands (Parry +1 when used two-handed), Reach 1, Double Weapon, Throwing
Throwing axe	3/6/12	Str+d6	—	1	d6	3	100	Axes	Melee, One Hand, Throwing
Throwing knife	3/6/12	Str+d4	—	1	d4	1	25	Daggers	Melee, One Hand, Throwing, Fast Firing
Throwing spike	3/6/12	Str	—	2	d4	0.2	10	Daggers	Throwing, One Hand, Fast Firing, Defenseless, On a raise, target receives no bonus damage but is Vulnerable instead
THROWING - MEDIUM RANGE									
Bolas	4/8/16	Str+d4	—	1	d4	1	10	Slings	Throwing, One Hand, Entangling
Sling	4/8/16	Str+d4	—	1	d4	1	10	Slings	Throwing, Two Hands, Defenseless
Staff sling	4/8/16	Str+d6	—	1	d4	4	20	Slings	Throwing, Two Hands, -1 penalty to throw, Works as a staff in melee
Throwing stick	4/8/16	Str+d4	—	1	d4	1	50	Clubs	Throwing, One Hand
THROWING - LONG RANGE									
Spear-thrower	12/24/48	Str+d8	—	1	d6	1	50	Spears	Throwing, Two Hands, Reload 1, Defenseless
War dart	12/24/48	Str+d6	—	1	d6	1	40	Daggers	Throwing, One Hand, Defenseless
SHOOTING - SHORT RANGE									
Blowgun	4/8/16	2d4	—	1	d4	1	20	Daggers	Shooting, Two Hands, Reload 1
Pistol	5/10/20	2d6+1	—	1	d4	3	150	Black Powder	Shooting, One Hand, Reload 3
SHOOTING - MEDIUM RANGE									
Blunderbuss	10/20/40	1-3d6	—	1	d6	12	300	Black Powder	Shooting, Two Hands, Reload 3, Shotgun
Hand-drawn crossbow	10/20/40	2d6	2	1	d6	5	250	Crossbows	Shooting, Two Hands, Reload 1
Musket	10/20/40	2d8	—	1	d6	15	300	Black Powder	Shooting, Two Hands, Reload 3
Repeating crossbow	10/20/40	2d6	2	1	d6	4	750	Crossbows	Shooting, Two Hands, Fast Firing, Shots 5, Reload 3
Simple bow	12/24/48	2d6	—	1	d6	3	250	Bows	Shooting, Two Hands, Fast Firing
SHOOTING - LONG RANGE									
Compound bow	15/30/60	Str+d6	1	1	d6	3	700	Bows	Shooting, Two Hands, Fast Firing
Heavy crossbow	15/30/60	2d8	2	1	d6	8	400	Crossbows	Shooting, Two Hands, Reload 2
Long bow	15/30/60	2d6	1	1	d8	3	300	Bows	Shooting, Two Hands, Fast Firing

WEAPON PROFICIENCY

The Weapon Proficiency Setting Rule allows a fighter to gain advantages when using weapons of a given Weapon Group (see *Weapon Groups* page 4).

Proficiency Edges: When the Weapon Proficiency Setting Rule is selected, Weapon Proficiency Edges become available. Those Edges count as both Combat and Professional Edges. As Professional Edges, they reflect intense training in one group of weapon, so acquiring them outside of character creation usually requires role-playing training sessions or mentorship during downtime.

Unavailable Edges: The Trademark Weapon and Improved Trademark Weapon Edges are no longer available. If converting existing characters, denizens, or monsters, replace Trademark Weapon with one Weapon Proficiency Edge (matching the Trademark Weapon's group), and Improved Trademark Weapon with the Improved Weapon Proficiency Edge.

Fast!: To keep the Fast! aspect of *Savage Worlds*, the Weapon Groups are pretty large. A fighter might still suffer from the Familiarization rule when picking up and wielding a weapon he is not used to, even if from the same group. For example, rapiers and great swords fall under the same group, however it doesn't mean a rapier expert duelist can pick up a great sword for the first time and automatically be an expert. Yet, moves and concepts for both weapons are similar, so with a few days of training (GM's call), the rapier duelist can apply most of his expertise to the great sword.

DESIGN NOTES

WHY INTRODUCE WEAPON PROFICIENCY?

The *Savage Worlds* rules are designed to fit most settings' genres, but they don't focus much on weaponry, especially medieval weapons. There is no big difference between an axe and a sword, or a bow and a crossbow. Any fighter can use any weapon to the same degree of effectiveness.

While *Savage Worlds* proposes a few Edges to make some tropes a reality (Berserk, Two-Fisted), those remain quite generic. The only weapon-focused Edge is the Trademark Weapon Edge. It grants bonuses when wielding a unique weapon (the one you gave a nickname to) and that bonus is the same whatever the type of weapon you are using.

In a fantasy setting, a fighter typically doesn't name his weapon until he finds a magical one. And he gladly replace his weapon with one of better quality or with a stronger magic power.

Instead, a fighter is defined by what type of weapon he is using. Brutal fighters use axes or hammers, nimble ones use swords or rapiers, assassins wield daggers... Each weapon has its strengths and weaknesses. Mastering a weapon is expected to either take further advantages of the weapon's strengths or compensate for the weapon's weaknesses.

In *Fighters & Warlords*, to avoid completely rewriting the *Savage Worlds*' standard gear list (and those from existing fantasy settings), most of the weapon strengths comes from the Weapon Proficiency Edge.

WEAPON PROFICIENCY

REQUIREMENTS: Novice, Athletics d8+ or Fighting d8+ or Shooting d8+

Choose one Weapon Group. You can take this Edge multiple times, but for different Weapon Groups.

The hero gets a +1 bonus to perform attacks with those weapons, even in modes where the weapon is considered Improvised, e.g. being proficient with Swords & Sabers grants +1 to throw a sword at an enemy (but the attack still suffers from the Improvised Weapon penalty).

In addition, those attacks get the following benefits:

- **Axes & Fauchards:** Bonus damage (from a raise) is increased two die steps (d6 becomes d10)
- **Black Powder:** Bonus damage (from a raise) is increased two die steps (d6 becomes d10)
- **Bows:** Damage is increased by +1.
- **Clubs & Sticks:** Damage is increased by 2 against non-armored foes (or locations when using Called Shots).
- **Crossbows:** Attacks gain +2 Armor Piercing.
- **Daggers & Darts:** Damage to head or vitals is increased by +2.
- **Hammers & Flails:** Attacks gain +2 Armor Piercing.
- **Slings:** The fighter can load slings with heavier stones (or use heavier bolas). This increases the weapon's Minimum Strength by one die type, and its damage die by one die type (Str+d4 becomes Str+d6, Str+d6 becomes Str+d8). Also, it doubles the weapon range (stacks with, and after, the Athlete Edge), except for slingshots.
- **Spears & Halberds:** Damage of free fighting attacks is increased by +2; And a raise with a throwing attack makes the target Vulnerable in addition to bonus damage.
- **Swords & Sabers:** The fighter gains +1 Parry when wielding at least one sword or saber.

You can't take this Edge for **Bare Hands**. Take the Martial Artist instead, and the Martial Warrior Edge instead of the Improved Weapon Proficiency Edge.

IMPROVED WEAPON PROFICIENCY

REQUIREMENTS: Seasoned, Weapon Proficiency, Athletics d10+ or Fighting d10+ or Shooting d10+

When using weapons he is proficient with, the attack bonus from any of his Weapon Proficiency becomes +2 instead of +1.

In addition, the weapon's damage is increased by +1 (in addition to any possible bonuses from the Weapon Proficiency Edge).

VERSATILITY

REQUIREMENTS: Novice, Athletics d8+ or Fighting d8+ or Shooting d8+

Through curiosity and intense training, the warrior knows how to fight with nearly every weapon without totally mastering it.

The hero gets a +1 bonus to all of his attack rolls.

The Versatility Edge doesn't stack with the Weapon Proficiency or Martial Artist Edges (or their improved versions).

IMPROVED VERSATILITY

REQUIREMENTS: Seasoned, Versatility, Athletics d10+ or Fighting d10+ or Shooting d10+

The Versatility attack bonus is increased to +2.

NEW EDGES

We have covered weapons a fighter can use. Now let's diversify a fighter's techniques.

COMBAT EDGES

ACCURACY

REQUIREMENTS: Seasoned, Agility d6+, Notice d8+

Sharp eyes, precise movements, the hero always hits even the smallest target.

The hero only suffers half of the Called Shot penalties (rounded up), including to Disarm. This applies before any other penalty reduction.

Also, Called Shots and Disarm can be used with free attacks.

ATHLETE

REQUIREMENTS: Novice, Strength d6+, Athletics d8+

An athlete, strong and fit, gets a free reroll on Athletics totals that involve climbing, swimming, Jumping (long or high), Grappling, Pushing, or Tripping (see [Trip page 40](#)).

It doesn't affect rolls for interrupting actions, throwing, balance, or acrobatics. The Athlete Edge focuses on the Strength aspect of sports and athletics, while the Acrobat Edge focuses on the Agility aspect.

Athletes also increase the Short Ranges of throwing actions by 1 (double the Short Range to get the Medium Range, and double again for the Long Range).

This replaces the Brute Edge from *Savage Worlds*. Linking Athletics to Strength is too small of a benefit for an Edge. This reworks is based on one of [Donavon Bailey's](#) ideas.

BLIND FIGHTING

REQUIREMENTS: Novice, Notice d8+

When his vision is impaired, the fighter's other senses step up. He hears or smells presences around him, he senses or anticipates where they stand, when they are about to act, and in which direction they move.

The blind fighter ignores all Illumination and blindness penalties to attack, Test, Support, or activate powers on targets up to 3" from him.

BRUTALITY

REQUIREMENTS: Novice, Strength d8+, Fighting d8+

The hero uses the weight and inertia of his weapon to great effect.

When wielding a melee weapon with two hands, the hero increases its damage die one type (Str+d10 becomes Str+d12).

In addition, on a raise, before damage is rolled, he may choose to either push the target 1" away, or have them fall Prone, or deal an additional +2 damage to them. This also applies to free attacks.

BULL RUSH

REQUIREMENTS: Seasoned, Strength d8+

The hero jostles his enemies harshly: "What stands up must come down" as he likes to say.

Once per round, the fighter can make a Push or Trip maneuver (see [page 40](#)) against two targets adjacent to each other. Each defender resists and is affected by the maneuver separately.

CHALLENGING CRY

REQUIREMENTS: Seasoned, Intimidation d8+ or Taunt d8+

The first time each round the hero Wounds or Incapacitates an enemy with an attack or power, he gets a free Intimidation or Taunt Test targeting (at least) that enemy or another enemy (of his choice) who saw his comrade take the blow.

CHARGE

REQUIREMENTS: Seasoned, Strength d6+, Fighting d8+

When the hero charges an enemy by Running, jumping, or riding at least 2" in a straight line to attack them in melee, he gets a free reroll on the damage roll.

If the attack provides multiple damage rolls, e.g. Frenzy or Sweep, choose only one to reroll.

Any target (no more than two Sizes larger than the hero) hit by this attack must roll Athletics higher than or equal to the damage or fall Prone (mounted enemies fall from their mount).

DIRTY FIGHTER

REQUIREMENTS: Seasoned

Honor and rules do not matter when your life is at stake.

The hero gets +2 to Test an enemy when their next action this turn (taking Multi-Actions) is to attack that same enemy.

IMPROVED DIRTY FIGHTER

REQUIREMENTS: Veteran, Dirty Fighter

When the hero performs a Test resisted by Agility, a simple success also reaps the benefits of a raise (usually Shaking the opponent, or if Creative Combat is active, rolling on the Creative Combat Table).

When he succeeds with a raise, choose one additional effect:

- **Blind:** The target suffers a -2 penalty to physical tasks that require vision, until the end of their next turn.
- **Crippled:** The target can't Run and their Pace is reduced by 2 until the end of their next turn.
- **Jostled:** The target is pushed 1" away from the hero.
- **Prone:** The target falls to the ground.
- **Weakened:** All damage dealt by the target is reduced by 2 until the end of their next turn.

FLURRY OF BLOWS

REQUIREMENTS: Seasoned, Fighting d8+

When wielding **Double Weapons** (staves, spears, polearms, [see page 5](#)) with both hands, the fighter lands consecutive rapid strikes with any end of the weapon.

He ignores 1 point of Multi-Action penalties for Fighting rolls made with those weapons.

FOCUS FIRE

REQUIREMENTS: Veteran, Marksman, Athletics d10+ or Shooting d10+

The Marksman Edge affects all of the shooter's ranged attacks on his turn, as long as she fires no more than a Rate of Fire of 1, doesn't move, and targets the same foe.

Also, when the hero successfully hits a target for the second time in the turn, the target immediately becomes Vulnerable.

HIT AND RUN

REQUIREMENTS: Seasoned, Steady Hands, Athletics d8+ or Shooting d8+

The hero knows how to keep a steady aim despite moving.

He always ignores the penalty for Running on all of his actions.

And, once during a turn in which he moves and fires, he can reroll one Shooting or Athletics (throwing) roll.

MOMENTUM

REQUIREMENTS: Seasoned, Strength d8+, Athletics d8+

When taking a few steps before a throw, the missile gains extra momentum and hits violently.

The fighter's throwing attacks gain +2 Armor Piercing if he moved at least 2" towards the target before the attack. On a raise, the target is also Distracted or Vulnerable.

OPPORTUNIST

REQUIREMENTS: Novice, Athletics d6+, Notice d6+

The hero spots the best opportunities to strike at weakened opponents.

His attacks (including free attacks) against Prone or Distracted targets gain +1 to their attack and damage rolls.

POINT BLANK SHOT

REQUIREMENTS: Veteran, Athletics d8+ or Shooting d8+

When the hero throws or shoots at a Range of 4" or less, he gets +1 to both his attack and damage rolls.

PROTECTOR

REQUIREMENTS: Novice, Spirit d6+, Notice d6+

While the protector wields a shield or a weapon with a Parry bonus, all her adjacent allies gain +1 Parry.

When someone within the warden's Pace is attacked (by melee, ranged, or a power), she may fling herself in the way and take the hit for them. This is declared after the attack roll but before any subsequent roll such as Evade, resist, or damage.

She moves to where the target stands, pushes them 1" away or aside, and is now the target of the attack.

REDIRECT BLOWS

REQUIREMENTS: Seasoned, Athletics d8+, Fighting d8+

Whether he grabs another opponent as a meat shield, tricks his enemy, or uses the attack's inertia to deviate it, the hero uses his enemy as a weapon.

Once per round, when being targeted by a melee attack, the hero can roll Athletics at -2 against the attacker's Fighting total. If successful, he redirects the attack to a new target, adjacent to himself and in Reach of the attacker. The attack is now resolved against that target instead of against the hero.

ROLL AWAY

REQUIREMENTS: Seasoned, Vigor d8+, Athletics d8+

The fighter can take a punch and land on his feet.

Once per round, after being hit by a melee attack but not Incapacitated, the hero can roll 2" away. He may choose to end that roll standing or Prone. This happens after damage is resolved (including Soak) and does not trigger Withdrawing from Melee.

SENTINEL

REQUIREMENTS: Seasoned, Athletics d6+, Fighting d10+

On the front line, the sentinel keeps watch of his enemies' movement and keeps them from passing through.

Whoever is about to leave the sentinel's Reach (withdrawing from melee or simply moving past him) becomes Distracted until the end of their next turn (unless the sentinel is Shaken or Stunned). This happens before free attacks on them, if any.

In addition, if the sentinel successfully hits an enemy as they Withdraw from Melee, that enemy can't take any more movement this turn (they remain on the square from which they would have escaped). On a raise, they also fall Prone.

SHARP REFLEXES**REQUIREMENTS:** Novice, Agility d8+

The hero reacts promptly to external events. He adds +2 to Athletics rolls to interrupt someone else's actions or resist being interrupted by them.

In addition, when spending a Benny to draw a new action card, draw an additional one (apply the Quick Edge to each card, if you have it) and keep the one you like the most (if you have Level Headed, you choose amongst all the cards you drew).

This Edge is largely inspired by Quick Draw from Deadlands: The Weird West.

SHARPSHOOTER**REQUIREMENTS:** Veteran, Marksman, Athletics d10+ or Shooting d10+

When a sharpshooter uses the Aim maneuver on a target, he also adds the benefits of the Marksman Edge.

Also, once per round, he gets a free reroll on damage when targeting head or vitals.

SKIRMISHER**REQUIREMENTS:** Novice, Spirit d6+, Battle d6+

The hero is used to fighting in small coordinated groups. He quickly understands what his squad mates are about to do and adapts his tactics as needed.

When he grants a Gang Up bonus to an ally, his ally receives a +2 instead of +1 (this still cannot exceed the standard maximum bonus of +4).

A Skirmisher also gains a +1 to Trait rolls during Quick Encounters.

SPEED LOADING**REQUIREMENTS:** Seasoned, Athletics d8+ or Shooting d8+

If the shooter doesn't move in a turn, he gets one Reload action for free (so he can reload then attack and still benefit from the Marksman Edge if he has it).

While using the Aim maneuver, the shooter instead gets two free Reload actions.

SPOT WEAKNESSES**REQUIREMENTS:** Novice, Smarts d8+

As an action, or as a free action during the Defend or the Aim maneuvers, the hero observes his target to discover his weaknesses. He may roll Notice or Battle opposed by the target's Smarts. If successful, the target is Vulnerable to him until the end of the scene, or until he successfully Spots Weaknesses of another target.

Instead of a single target, he may observe a group of similar Extras. They resist with a group roll.

STOMP**REQUIREMENTS:** Novice, Fighting d8+

Once per round (if not Shaken or Stunned), the hero receives a free attack against an enemy in her Reach immediately after they fall Prone.

When the hero is mounted, her mount also benefits from this Edge (they don't need to target the same foe).

TEMPERED RAGE**REQUIREMENTS:** Seasoned, Spirit d8+, Berserk

In combat, the hero may choose to go Berserk immediately after she succeeds on a Wild Attack with a raise.

She also ignores 2 points of penalties to her Smart rolls to end the rage.

TRICKY FIGHTER**REQUIREMENTS:** Seasoned, Athletics d8+

Throw sand to the eyes of multiple enemies, push one into another, ricochet that tankard off the shoulder of an enemy into a second...The hero is a devilish fighter.

Once per round, the fighter can make an Athletics Test against two targets adjacent to each other. Each defender resists and is affected by the Test separately.

VOLLEY

REQUIREMENTS: Seasoned, Athletics d8+ or Shooting d8+

The hero learned techniques to quickly reload and fire **Fast Firing** weapons (like bows, daggers, darts, see page 5).

When making attacks or Test with a Fast Firing weapon, the hero ignores 1 point of Multi-Action penalties.

WALL OF STEEL

REQUIREMENTS: Novice, Fighting d8+

Increases the Parry bonus of the warrior's offhand weapon or shield by +1 (it must have a Parry bonus to start with) and her free attacks deal +2 damage.

WRESTLER

REQUIREMENTS: Novice, Strength d8+

Once per round, when the wrestler successfully Grapples an enemy, he may immediately make one free Crush, **Force Disarm**, **Force Takedown**, **Force Throw**, or **Drag** action (see page 40) on that target.

WEIRD EDGES

DRUNKARD'S LUCK

REQUIREMENTS: Seasoned, Liquid Courage, Luck

When the hero is under the effects of Liquid Courage in combat, he gains a Benny. If not used, that Benny is lost at the end of the combat.

EBB AND FLOW

REQUIREMENTS: Seasoned, Agility d8+, Liquid Courage

While the hero is under the effects of Liquid Courage, his movements are highly unpredictable.

His Pace in combat is reduced by 2, but attacks against him are made at -2 (as long as he can reasonably move about and isn't suffering any Encumbrance or Minimum Strength penalties).

IMMOVABLE STILLNESS

REQUIREMENTS: Seasoned, Spirit d8+, Liquid Courage

While under the effects of Liquid Courage, the beverage gives our hero unexpected determination.

The boozier gets +2 to Spirit rolls to resist Fear or Intimidation and +2 to Strength rolls to resist being Pushed, Tripped, or Dragged (see page 40).

However, his Smarts rolls and linked skills suffer a -2 penalty instead of -1.

LEADERSHIP EDGES

RALLY

REQUIREMENTS: Seasoned, Spirit d8+, Command

The hero always finds the right words to galvanize his allies in the harshest times.

As an action, the hero may roll Persuasion, Performance, Taunt, or Intimidation. On a success, all allies in Command Range who can hear and understand him immediately recover from Shaken. On a raise, they also ignore one level each of Wound and Fatigue penalties until the start of their leader's next turn.

In Mass Battles, the hero grants his side a +2 bonus to Morale roll.

STRATEGIST

REQUIREMENTS: Novice, Command, Battle d8+

Strategist don't have just a single plan in mind. They imagine various outcomes and prepare for them all.

A strategist gets a free reroll on Battle rolls.

TURNING POINT

REQUIREMENTS: Wild Card, Seasoned, Command

A good leader makes the best decisions at the right moment.

When the leader or an ally draws a Joker as their Action Card, the leader and all allies in Command Range gain a +1 to Trait and damage rolls.

WATCH OUT!

REQUIREMENTS: Seasoned, Command, Notice d8+

The leader ever watches over his men.

Once per round, the hero grants an ally under his Command, the First Strike, Extraction, or Dodge Edge, until the end of the round. If they already have the Edge, they gain the Improved version instead.

SOCIAL EDGES

EMBOLDEN

REQUIREMENTS: Seasoned, Spirit d8+

Once per round, when an event requires one or more allies to roll Spirit or Smarts to resist a Test, power, Special Ability, or Fear check, the hero can immediately Support his allies' rolls to resist (as a free action). This Support is generally done with Persuasion, Performance, Taunt, Intimidation, Battle, or an arcane skill (other skills are up to the GM). The hero rolls once and the result is applied to each of the affected allies.

TRUSTY PAL

REQUIREMENTS: Veteran, Reliable

The hero's allies engage their fight knowing their trusty pal has their back covered.

The hero ignores up to 2 points of penalties (including from Multi-Action or Complications) on all his Support rolls.

PROFESSIONAL EDGES

CAVALRYMAN

REQUIREMENTS: Novice, Fighting d6+, Riding d8+

While riding, the hero ignores up to two points of penalties to any Riding roll and may spend Bennies to Soak damage for their mount using her Riding skill instead of the mount's Vigor. Each success and raise negates a Wound.

Also, if the hero has the Block, Dodge, or Extraction Edges (and improved versions), they also affect the mount she is riding. And with the Counterattack Edge, she can riposte failed attacks against her mount.

HUNTER

REQUIREMENTS: Novice, Common Knowledge d6+, Notice d8+

Choose a group of creatures like undead, demons, dragons, beasts, or a subgroup of humanoids, like cultists or criminals. The hero is trained to track, hunt, capture, and kill such targets.

He gains +2 to knowledge and Networking rolls to get information about creatures from that group.

He also get +2 to resist Intimidation, Fear, and Special Abilities from such creatures.

This Edge can be taken multiple times, each time for a different group of creatures.

MENTOR

REQUIREMENTS: Novice, Spirit d6+, Academics d6+, Persuasion d8+

As a tutor to an aristocrat's children, a missionary educating barbarians, or a philosopher teaching students, a mentor always finds a way to make you perform better.

When the hero successfully Supports an ally, the bonus they receive is increased by +1 (so +2 on a success and +3 on a raise) and the total bonus the ally can receive increases to +5.

MODIFIED EDGES

COMMAND

REQUIREMENTS: Novice, Smarts d6+

As per *Savage Worlds*, but also affects Wild Cards (as if the hero also had the Natural Leader Edge).

COMMON BOND

REQUIREMENTS: Wild Card, Novice, Spirit d8+

As per *Savage Worlds*, but, in addition, during a Joker's Wild (when you or any ally is dealt a Joker), you receive one additional Benny.

FAST HEALER

REQUIREMENTS: Novice, Vigor d8+

The hero checks for natural healing every three days (instead of five) and recovers from Bumps & Bruises every 4 hours (instead of 24 hours).

If the Fast Healing Setting Rule is active, instead, he checks natural healing every day and Bumps & Bruises every hour.

In addition, whenever someone attempts to heal the hero, they get a free reroll on the action. This includes the hero's own natural healing rolls.

FEINT

REQUIREMENTS: Novice, Smarts d8+, Fighting d8+

When performing a Fighting Test, you can choose to make the foe resist with Smarts instead of Agility.

Also, once per round, the hero gets a free attack against one foe who failed the Smarts roll to resist such a Test.

FOLLOWERS

REQUIREMENTS: Wild Card, Seasoned

As per *Savage Worlds*, except that one follower joins the hero per Rank of the hero. So two (for each Followers Edge) at Seasoned, up to five at Legendary.

HARD TO KILL**REQUIREMENTS:** Novice, Spirit d8+

The hero doesn't let go so easily and will fight for survival.

The hero ignores every penalty to his Vigor rolls due to Incapacitation and when Bleeding Out.

Also, when dealt a Joker, he gets +2 to Toughness that round and, if he is a Wild Card, immediately heals one Wound or removes one Fatigue level.

HARDER TO KILL**REQUIREMENTS:** Veteran, Hard to Kill

The hero's resolve is so strong that he continues to fight even when all logic should have him down.

The first time in combat the hero is Incapacitated, he may choose to remove the Incapacitation (but you still have to face its consequences, rolling Vigor to check for Injury or Bleeding Out) and become Resolute, either immediately or at the start of his next round.

While Resolute, the hero gains +2 to Toughness and the effects of Conviction (d6 added to all the hero's Trait and damage rolls) until the beginning of his next turn.

You may maintain the Resolute state from round to round by spending a Benny. However, Resolute immediately stops when the hero is Stunned or Incapacitated.

NO MERCY**REQUIREMENTS:** Seasoned

Whenever the hero rerolls damage (whether from a Benny or another source such as an Edge or Special Ability), he adds +2 to his final total.

RETORT**REQUIREMENTS:** Novice, Taunt d6+

If the hero resists any Test with a raise, the *foe* who initiated the Test is Distracted.

Additionally, once per round, if a Test targets one of his allies in sight, and the ally resists with a raise, the hero may immediately make a free Taunt Test at that single *foe* (can't use Rabble-Rouser on that Retort).

SWEEP**REQUIREMENTS:** Novice, Strength d8+, Fighting d8+

Once per round, as an action, the hero can perform a Sweep attack. This is a single Fighting roll at -2 against all targets in his Reach (friends and foes) in a 180° arc in front of the hero. This can't be combined with Frenzy.

IMPROVED SWEEP**REQUIREMENTS:** Veteran, Sweep

Ignores the -2 penalty on Sweep attacks and the hero can now choose whether to narrow the arc to 90° or perform a full 360° circle.

DESIGNER NOTES - WHY CHANGE THOSE EDGES ?

Command: In fantasy adventures, heroes more often lead small parties than armies. This change makes Leadership Edges more impactful.

Common Bond: A very altruist edge which grants no benefit to the hero and limited benefit to his party. The ability to collect extra Bennies helps.

Fast Healer: This Edge was pretty weak when instant healing powers or potions are widely available. The free reroll (similar to a +2) on attempts to heal the character more closely embodies the *fast to recover* trope.

Feint: Changing Agility to Smarts is a very small and niche bonus. Also, it did not convey enough of the Feint Fighter trope, which relies on the Fighter being smart (hence the change to the Requirements) and to chain attacks (hence the free attack).

Followers: A little extra oomph to allow leader characters to get allies before Legendary without having to resort to mercenaries.

Hard to Kill: The edge rarely triggers and is even totally useless when Heroes Never Die is active. Also, these changes better convey the heroic *fight for survival* the Spirit requirement is calling for.

No Mercy: The damage bonus is small and triggers rarely. No Mercy now benefits from the new damage rerolling Edges. *Note that the bonus from No Mercy is added after you select which roll to keep.*

Retort: A reaction to Smarts and Spirit Tests is pretty situational and also greatly depends on game master and available enemies. Affecting all Tests makes the Edge more useful. The free Test for allies, makes this a great support tool for the party.

Sweep: A great tool for polearm and heavy weapons wielders, however too hard to use. Players usually prefer Frenzy which is less risky for allies. Also a full circle attack feels more Heroic than Novice. Those quarter/half/full-circle changes grants control to the fighter and brings the Edge on par with Frenzy.

MODIFIED EDGES

EDGE	REQUIREMENTS	SUMMARY
Command	N, Sm d6+	+1 to Shaken or Stunned recovery rolls. Leadership Edges apply to both Extra and Wild Card allies under the Command Range of 5".
Common Bond	WC, N, Sp d8+	The hero may freely give his Bennies to others. During a Joker's Wild he gains an additional Benny.
Fast Healer	N, V d8+	Attempts to heal the hero gets a free reroll (including natural healing rolls). Checks for natural healing every three days and recovers one Bumps & Bruises every 4 hours. If Fast Healing rule is active, every one day and 1 hour respectively.
Feint	N, Sm d8+, Fighting d8+	The hero may force targets of her Fighting Tests to be resisted by Smarts instead of Agility and gets a free attack (once per round) if a target fails his Smarts roll to resist it.
Followers	WC, S	One follower per Rank (two at Seasoned, five at Legendary). Can be taken multiple times.
Hard to Kill	N, Sp d8+	When dealt a Joker, gets +2 Toughness for the round, and, if Wild Card, immediately heals a Wound or Fatigue. Also, always ignores any penalty to his Vigor rolls due to Incapacitation or when Bleeding Out.
Harder to Kill	V, Hard to Kill	When Incapacitated the hero may immediately (or at the start of next turn) enter a Resolve state granting +2 Toughness and the effects of Conviction until Incapacitated or Stunned, or until the beginning of his next turn (can be extended with Bennies).
No Mercy	S	When rerolling damage, gets +2 to the final total.
Retort	N, Taunt d6+	When the hero resists any Test with a raise, the foe who initiated the Test is Distracted. Or, if an ally resists a Test with a raise, the hero gets a free Taunt Test at the initiator.
Sweep	N, St d8+, Fighting d8+	Fighting roll at -2 to strike everyone in Reach in a 180° arc. Once per round.
Improved Sweep	V, Sweep	Can sweep in a 90°, 180°, or 360° arc and without the -2 penalty.

COMBAT EDGES

EDGE	REQUIREMENTS	SUMMARY
Accuracy	S, A d6+, Notice d8+	Halve Called Shots penalties & free attacks can do Call Shot.
Athlete	N, St d6+, Athletics d8+	Free Athletics reroll to climb, swim, Jump, Grapple, Push, and Trip. Also increases thrown Short Range by 1 (double Short for Medium, double again for Long).
Blind Fighting	N, Notice d8+	Ignore all Illumination and blindness penalties to attack, Test, Support, or activate powers at up to 3".
Brutality	N, St d8+, Fighting d8+	Weapons wielded with two hands increase damage one die type. On a raise, +2 damage, or push 1", or fall Prone.
Bull Rush	S, St d8+	Once on your turn, Push or Trip against two adjacent targets.
Challenging Cry	S, Intimidation d8+	First time hero Wounds or Incapacitates an enemy, get a free Intimidation against same or close target.
Charge	S, St d6+, Fighting d8+	When Running, Jumping, or riding at least 2" to attack, get a free reroll on damage.
Dirty Fighter	S	Gain +2 to Test an enemy when followed by an attack.
Improved Dirty Fighter	V, Dirty Fighter	On Test resisted by Agility, simple success reaps the benefits of a raise, and a raise grants additional effects (see text).
Flurry of Blows	S, Fighting d8+	Ignore 1 point of Multi-Action penalty on Fighting rolls with Double weapons wielded with two hands.
Focus Fire	V, Marksman, Athletics d10+ or Shooting d10+	Marksman affects all attacks of the turn on the same target. If hit at least twice, the target becomes Vulnerable.
Hit and Run	S, Steady Hands, Athletics d8+ or Shooting d8+	One free ranged attack reroll when moving and firing the same turn. Also, ignore all Running penalties.
Momentum	S, St d8+, Athletics d8+	Throwing attacks gains +2 AP after 2" of movement. On a raise the target is also Vulnerable.
Opportunist	N, Athletics d6+, Notice d6+	+1 to attack and damage rolls against Distracted or Prone targets.
Point Black Shot	V, Athletics d8+ or Shooting d8+	+1 to ranged attack and damage rolls at a Range of 4" or less.
Protector	N, Sp d6+, Notice d6+	With a shield or defensive weapon, adjacent allies gain +1 Parry. Can intercept an attack against an ally.
Redirect Blows	S, Athletics d8+, Fighting d8+	Once per round, can redirect a melee attack from him to an adjacent target by succeeding at Athletics roll vs the attack's total.
Roll Away	S, V d8+, Athletics d8+	Once per round, when hit by a melee attack, can move 2" away ignoring free attacks from Withdrawing from Melee.
Sentinel	S, Athletics d6+, Fighting d10+	Whoever leaves the sentinel's Reach is Distracted. Successful free attacks against retreating targets root and set Prone on a raise.
Sharp Reflexes	N, A d8+	+2 to athletics rolls during interruptions and Bennies to redraw two actions cards instead of one.
Sharpshooter	V, Marksman, Athletics d10+ or Shooting d10+	Marksman stacks with Aim and free damage reroll against head or vitals once per round.
Skirmisher	N, Sp d6+, Battle d6+	Allies receive +1 Gang Up from the skirmisher. +1 Trait rolls in Quick Encounters.
Speed Loading	S, Athletics d8+ or Shooting d8+	When not moving, get one free reroll or two free rerolls when Aiming.
Spot Weaknesses	N, Sm d8+	As an action, roll Notice or Battle vs Smarts to get +1 to attacks rolls vs target or group of extra (+2 on a raise) until end of scene. This is a free action during Defend or Aim.
Stomp	N, Fighting d8+	Free Fighting attack once per round when foe drops Prone within Reach. If mounted also benefits the mount.
Tempered Rage	S, Sp d8+, Berserk	Can enter Berserk rage after a raise on a Wild Attack. Ignores 2 points of penalties to Smarts rolls to end the rage.
Tricky Fighter	S, Athletics d8+	Once on your turn, can Test with Athletics against two adjacent targets.
Volley	S, Athletics d8+ or Shooting d8+	Ignore 1 point of Multi-Action penalty on ranged attacks with Fast Firing weapons.
Wall of Steel	N, Fighting d8+	Increases Parry bonus of shield or offhand by 1 and free attacks deal +2 damage.
Wrestler	N, Strength d8+	Once per round, after a successful Grapple, the hero gets one free Crush, Force Disarm, Force Takedown, Force Throw, or Drag.

WEAPON PROFICIENCY EDGES

EDGE	REQUIREMENTS	SUMMARY
Versatility	N, Fighting d8+ or Athletics d8+ or Shooting d8+	+1 to attack rolls (Can't benefit from Weapon Proficiency).
Improved Versatility	S, Versatility, Athletics d10+ or Fighting d10+ or Shooting d10+	Versatility attack bonus increased to +2.
Weapon Proficiency	N, Fighting d8+ or Athletics d8+ or Shooting d8+	+1 to attack rolls and bonus when wielding weapons from chosen Group (see text).
Improved Weapon Proficiency	S, Weapon Proficiency, Athletics d10+ or Fighting d10+ or Shooting d10+	Proficiency attack bonus increased by another +1 and weapon's damage increased by +1.

LEADERSHIP EDGES

EDGE	REQUIREMENTS	SUMMARY
Rally	S, Sp d8+, Command	Roll a social skill to get allies out of Shaken and, on a raise, ignore one level of Wound and Fatigue for one round. Also adds +2 to Morale rolls in Mass Battles.
Strategist	N, Command, Battle d8+	One free reroll when making Battle rolls.
Turning Point	WC, S, Command	Leader and allies receive +1 Trait and damage rolls when leader or ally draws a Joker.
Watch Out!	S, Command, Notice d8+	Once per round, grant either First Strike, Extraction, or Dodge to an ally under Command.

PROFESSIONAL EDGES

EDGE	REQUIREMENTS	SUMMARY
Cavalryman	N, Fighting d6+, Riding d8+	Ignore 2 points of penalty to Riding rolls and may spend Bennies to Soak damage for the mount. Block, Dodge, Extraction affects the mount too, and rider can Counterattack attacks to the mount.
Hunter	N, Common Knowledge d6+, Notice d8+	Choose a group of creatures. +2 to any knowledge or Networking roll to get information about such creatures. Also receives +2 to resist Intimidation, Fear, and Special Abilities from such creatures.
Mentor	N, Sp d6+, Persuasion d8+, Academics d6+	The hero Support rolls grant an additional +1 bonus (and maximum is now +5).

SOCIAL EDGES

EDGE	REQUIREMENTS	SUMMARY
Embolden	S, Sp d8+	Once per round, immediate Support roll when allies roll Smarts or Spirit to resist Test, Special Ability, Fear, or power.
Trusty Pal	V, Reliable	Ignores 2 points of penalties on Support rolls.

WEIRD EDGES

EDGE	REQUIREMENTS	SUMMARY
Drunkard's Luck	S, Liquid Courage, Luck	One free Benny per Combat if under the effects of Liquid's Courage.
Ebb and Flow	S, A d8+, Liquid Courage	Under Liquid Courage, Pace reduced by 2, but -2 to be hit by melee and ranged attacks.
Immovable Stillness	S, Sp d8+, Liquid Courage	Under Liquid Courage, Smarts and linked skills at -2, but +2 to resist Fear, Intimidation, Push, Trip, and Drag.

COMBAT OPTIONS

FREE ATTACKS

Free attacks are free actions a character can take after given events. *Savage Worlds* provides three sources of free attacks: when an enemy Withdraws from melee, the First Strike Edge, and the Counterattack Edge.

New Edges: This book introduces two new sources of free attacks, the Stomp and Feint Edges. But it also introduces Edges that grants bonuses to free attacks. Wait! Aren't free attacks unaffected by Edges and combat options? Well, in fact, free attacks are not affected by *options*, whether from Edges or combat maneuvers.

Options: What are *options*? Any effect the player must choose whether or not to implement, such as Wild Attacks, Called Shots, Frenzy, Sweep. However, this book introduces the Accuracy Edge which explicitly allows the use of Called Shots with free attacks.

Situations: So, what does apply to free attacks? Bonuses that apply when a given *situation* arises like Gang Up, a bonus from an ally's Support action, Assassin, No Mercy, Improvisational Fighter, Mighty Blow, Weapon Proficiency (or Trademark Weapon), having a Joker as action card, opponent being Vulnerable, or Unarmed Defender. Also any bonus that applies permanently, like Professional.

Defender: Note that a free attack does not limit what a defender can do. For example, a free attack can be counterattacked in return.

Shaken: And last, if a free attack Shakes the opponent, this does not end the opponent's turn, but since they are Shaken, they can only perform free actions (including movement), and so lose all their remaining non-free actions of the turn (unless they spend a Benny to remove their Shaken state).

RELOAD

Some players are confused by the Reload property of weapons. Such weapons require actions to reload it.

Bows & slings: First, bows and slings have no Reload property. Drawing an arrow from your quiver or pellet from your pouch happens as part of the Shooting action.

Multi-Action: Reloading a heavy crossbow (Reload 2) requires 2 actions. You can take those actions during a same turn. If you Reload twice and shoot, that's three actions and a -4 Multi-Action penalty. Note that the Reload actions require no roll and so they succeed automatically, despite the Multi-Action penalty (unless you Run, since you would then need to take an Agility roll). If you Reload twice (without Running) and wait for the next turn to Shoot, Multi-Action would not affect you (but you would have *wasted* a turn just to Reload your weapon).

Speed Loading: The Speed Loading Edge turns some Reload actions into free actions under certain circumstances. You Reload while Aiming, turning a *wasted* turn into a useful turn. You can also shoot and then start Reloading if you don't move that turn.

TRIP

The Trip maneuver lets you send an opponent to the ground.

This is an opposed Strength roll. On a success, the target falls Prone. On a raise, they are also Shaken (which can cause a Wound if already Shaken).

The Gang Up bonus applies to Trip. Other maneuvers don't unless the GM rules otherwise in a specific situation.

Weapons: The attacker must have at least one hand free or use a weapon with Reach (usually polearms or chain weapons) to Trip an enemy. Otherwise, he suffers a -2 penalty. Unlike Push, shields are not particularly helpful for Tripping.

Four Legs: A defender standing on more than two legs gets +2 to resist a Trip.

Size Matters: Tripping smaller creatures suffer from Scale penalties. A Huge (+4) Dragon subtracts 6 from its roll to Trip a Small (-2) bobcat. You generally can't Trip creatures two sizes larger than you, unless for exceptional circumstances (GM's call).

Skill: The attacker, as well as the defender, may choose to roll Athletics instead of Strength if they choose to.

Takedown: The attacker may choose to gain +2 to Trip his opponent, but this leaves him Vulnerable or Prone (his choice).

GRAPPLE

Savage Worlds core book introduces the Grapple maneuver, but doesn't offer much to do once the opponent is Grappled. In your fantasy setting, especially if you have some kind of Martial Artists, you want more options than Crush.

Here are a few maneuvers a character can take once they have an opponent Grappled.

DRAG

On his turn, as an action, a wrestler can attempt to drag the target he has Grappled. Dragging is an opposed Strength roll. On a success, he moves 2" with the Entangled target, or half his Pace if the target is Bound instead. This is doubled on a raise.

Size Matters: A wrestler can't drag a target more than two Sizes larger than himself. But if the target is at least two Sizes smaller, a simple success is enough to drag at full Pace.

FORCE DISARM

A wrestler who has an opponent Grappled, may attempt to disarm them.

On his turn, as an action, the grappler rolls Strength or Athletics with a -2 penalty, opposed to the target's Strength (or Athletics, their choice). Don't forget to include bonuses and penalties from Distracted and Vulnerable states.

On a success, one weapon is removed from the target's hand(s) and lands at their feet. However, they can't pick it back up while they remain Entangled or Bound.

On a raise, the attacker may choose to pick the weapon up for themselves or push it away up to 3" in the direction of their choice.

FORCE TAKEDOWN

On his turn, as an action, a wrestler can use a Trip maneuver to force his Grappled enemy to the ground.

FORCE THROW

On his turn, as an action, a wrestler can throw a target he has Grappled away from him. Resolve this as a Push maneuver (see *Savage Worlds*).

When using a Trick weapon, you can only pull the target towards you.

TRAPPINGS

You may wonder where is the Flying Kick maneuver or the Deviate Arrow Edge? Well, those already exist but are not explicitly called so.

In *Savage Worlds*, a Trapping is applied to a power to create the actual spell a character has learned. The Trapping turns *protection* into a shield of light or a bark skin. You can apply the Trappings concept to Edges, maneuvers, and combat options.

For example, some players refuse to pick the Frenzy Edge because their character is not a mindless frenzy brute. But an Edge name is only one way to easily remember its effects. Those effects can narratively be achieved in various ways...based on their *trapping*. In some cases, you can even slightly change the *trapping* each time you use an Edge, based on the situation, as long as it fits the character's story.

Here are some example of how *trappings* apply to combat.

Block: This Edge is about defense against melee attacks. **Trappings:** Step or roll away from the blow, quick parry of your blade, expert use of a shield, understanding your opponents moves, quick reactions.

Counterattack: This Edge is about using opponents mistakes while defending. **Trappings:** Move aside and strike back, block with the shield and strike with the weapon, parry with the weapon and bash the opponent with the shield, use opponent's strength to fuel your own attacks, read the opponents' intentions on his face.

Dodge: This Edge is about avoiding enemy projectiles. The Agility requirement represents body coordination or reflexes needed to avoid those missiles. **Trappings:** actual dodge, hand knocking arrows away, premonition.

Extraction: This one is about leaving melee safely, without taking blows. **Trappings:** being faster than your opponents, distracting them, feints.

Frenzy: It's about scoring multiple hits in a single action. **Trappings:** quick and furious strikes, a powerful cleaving blow, secret technique, combining punches with knee strikes.

Improvised Weapons: This can be about taking anything and using it as a weapon, or this can be taking a well known weapon and using it in an unexpected way, like throwing your sword, or bashing an opponent with your crossbow handle without breaking it.

Killer Instincts: This Edge is about improving odds of succeeding with Tests. **Trappings:** Hate losing, knack for annoying people, being sharp and witty.

Martial Artist: You don't need to know kung-fu to take Martial Artist, anything that uses your fist (or feet) will do. **Trappings:** Boxing, muay thai, capoeira, or simply good at delivering punches.

Sweep: This one is about hitting multiple opponents at once. **Trappings:** Single cleave or sweep, multiple rapid strikes, jabbing through two opponents at once.

Wild Attack: By performing Wild Attacks, the character takes risks, lowering his defense to be more effective and deadly. **Trappings:** furious strike, lunge under the opponent's defenses, rotating kick.

Wild Attack & Run: Running at your opponent while taking risks to ensure the success of your attack. Yes! it's a Charge! Every character can do it. The Charge Edge proposed in this book represents an expertise for this risky move.

Wild Attack & Jump: Jumping then attacking, or attacking while jumping. **Trappings:** Flying kick, acrobatic strike, heroic jump strike to the head.

SAMPLE CHARACTERS

FURLANO DE FRIULI

"Let's start with a duelist, with a nasty rapier."

"Oh, want to play a noble?"

"Why would a noble go on adventure? No, he is an ex-noble, shamed by his father. He seeks to earn his title back."

"Ok for me. I suggest you start with the Feint Edge. For Hindrances, Vengeful, Shamed, Quick, Drive, Death Wish would fit."

FURLANO DE FRIULI

Race: Human; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Academics d6, Athletics d6, Common Knowledge d6, Fighting d12, Notice d8, Persuasion d6, Stealth d4

Pace: 6; **Parry:** 10 or 12 (Rapier); **Toughness:** 7 (2)

Hindrances: Anemic, Driven (Major, regain the noble title his father lost), Thin Skinned (Minor)

Edges: Accuracy, Block (Imp), Counterattack (Imp), Feint, First Strike (Imp), Killer Instincts, Opportunist, Weapon Proficiency (Swords & Sabers — Imp)

Gear: Rapier (Str+d4), Leather Jacket & Pants (+2 Armor).

Furlano is born third son of Duke Cavilie de Friuli. Life was good at the castle, receiving education and martial training, until the king declared war to the north. Requiring always more men, his two older brothers were sent to join the king, but never returned. When the king required his nobles to send even more men and sons, the Duke refused to sacrifice his last son. The king canceled his title, took his castle, and made him hang at the gates. That is how the frail and young Furlano, saved by his mentor, took the path of adventure with one driving goal: avenge his father, kill the king, and retake his noble title.

Furlano is a witful fighter, able to take a few enemies at once. Whoever runs at him gets attacked (First Strike). Next, he usually feints one enemy (Test to Distract) and gets a free attack off it. Last, he counts on his excellent Parry to Counterattack, while Block keeps the Gang Up from stacking.

Outside of combat, well, he has some knowledge, but that's it. He rambles a lot about taking his castle back. Don't you dare discuss that with him, he is rather jumpy about it.

CREATING FURLANO

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d4

Skills: Academics d6, Athletics d6, Common Knowledge d6, Fighting d10, Notice d8, Persuasion d6, Stealth d4

Starting Edges: Feint; Weapon Proficiency (Swords & Sabers)

Novice: Opportunist; **Attribute:** Vigor; Fighting d12

Seasoned: Counterattack; Killer Instincts; Accuracy; Block

Veteran: Improved Counterattack; Improved Block; Improved Weapon Proficiency; First Strike

Heroic: Improved First Strike

MIKO NUGURI

"Can I play a cold-blooded assassin?"

"I planned a political campaign in the main city of the Wildlands. So, yeah, it can fit. Tell me more about him."

"Her! She had a tough start, got recruited by an assassin guild. She is ambitious, wanting to climb towards the leadership of the guild. She sounds like a ruthless fanatic."

"Oh, yeah, I like it, perfect for my plot."

"Nice!"

"I'm not sure you will like it once you know more about it! But it will be fun, that's sure."

MIKO NUGURI

Race: Human; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d10, Common Knowledge d6, Fighting d12, Notice d8, Persuasion d6, Performance d6, Stealth d10

Pace: 6; **Parry:** 8; **Toughness:** 5

Hindrances: Ruthless (Major), Code of Honor (always honor a contract, never harm a child)

Edges: Accuracy, Assassin, Dirty Fighter (Imp), Extraction, Fleet-Footed, Free Runner, Frenzy, Weapon Proficiency (Daggers & Darts — Imp)

Gear: Dagger (Str+d4), Shurikens (3/6/12, Str+d4, RoF 2).

Born in the slums of High Castle, the main city of Wildlands, she had a rough start. Orphan, bullied here and there, until the day she witnessed an assassination. She should have died but he took her with him instead. That's how she entered the service of the assassins' guild.

Pleasing the guild leaders became an obsession. One day, sooner or later, she will be joining the leadership crew. She is skilled, she deserves it.

And skilled she is. She failed no contract yet. Nothing can stop her from reaching her target. And she follows the guild rules by the book!

Miko is single target killer: sneak in, kill, sneak out. If she doesn't get The Drop on her target, she has multiple ways of getting them at least Vulnerable: sneak attack, getting a raise throwing shurikens, Fighting Tests with her dagger, Athletics Tests throwing her shurikens (to two targets with Tricky Fighter). She deals serious, often fatal, damage from Assassin, Called Shots to the head, and Daggers Proficiency.

However, she is extremely brittle. One can wonder how she is still alive. Her main defense tools are Improved Dirty Fighter and Extraction (then flee with Fleet-Footer and Free Runner).

When not killing people, she acts, dances, and occasionally plays music in delightful taverns.

CREATING MIKO

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d6, Performance d6, Stealth d8

Starting Edges: Fleet-Footed; Weapon Proficiency (Daggers & Darts)

Novice: Assassin; Agility d10; Fighting d10 & Stealth d10

Seasoned: Dirty Fighter; Frenzy; Accuracy; Extraction

Veteran: Tricky Fighter; Improved Dirty Fighter; Agility d12; Fighting d12 & Athletics d10

Heroic: Free Runner

RUKOR CRIMSON HAMMER

"Challenging Cry. Hmm. Interesting. I like the concept."

"You need to make sure the blow lands, but it's a fun edge indeed. Taunt or Intimidate?"

"Intimidate. Let's go with a bloody fighter. An old gladiator. He always fights for his life. No place for jokes."

RUKOR MORGENSTERN

Race: Minotaur; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d12, Intimidation d8, Notice d4, Persuasion d4, Survival d6

Pace: 6; **Parry:** 8; **Toughness:** 10 (2); **Size:** 2

Hindrances: Blood Thirsty, Loyal, Quirk (Fights are serious, one can't joke while fighting!)

Edges: Ambidextrous, Bolster, Challenging Cry, Frenzy (Imp), Menacing, Rabble-Rouser, Two-Fisted, Weapon Proficiency (Hammers & Flails — Imp)

Gear: Battle Hammers (Str+d8), Leather Jacket and Leggings (+2 Armor).

Special Abilities:

- **Claustrophobia:** Minotaurs are going mad when they don't know how to get out. First thing they do entering a room is to check for exits. Mazes and prison cells are their bane. They suffer -1 to all their Trait rolls when they feel locked in.
- **Loud & Smelly:** Minotaurs have a loud step and often smell hard. They start with no Stealth.
- **Tall and Tough:** Size +2.

Rukor spent years in the arena of Tch'agulpa, the capital of the lizardmen. Nearly became mad. He did his best to stay alive. After each blow he would scream his madness out, terrorizing his enemies. He was known as the Crimson Hammer, for his weapons always ended painted of the blood of his enemies.

Rukor is a ruthless dual-wielder. He always engages combat with a fierce battle cry (Intimidation, Menacing, Rabble-Rouser). Distracted for defense, Vulnerable for offense. Then, he unleashed two Frenzied attacks, as Wild Attacks when he needs to. Each Wound draws another cry, bringing despair to his enemies and hope to his allies (Bolster).

Unfortunately, outside of combat, he is quite useless. He didn't really had the time to explore the world from his gladiator cell.

CREATING RUKOR

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Fighting d10, Intimidation d6, Notice d4, Persuasion d4, Survival d6

Starting Edges: Ambidextrous; Two-Fisted

Novice: Weapon Proficiency (Hammers & Flails); Spirit d8; Menacing

Seasoned: Frenzy; Rabble-Rouser; Athletics d6 & Intimidation d8; Challenging Cry

Veteran: Strength d8; Bolster; Improved Weapon Proficiency; Improved Frenzy

Heroic: Vigor d8

TONG RENKAN

"Hi. I have a concept in mind, a tavern brawler."
"Ok, sure, go ahead. You can check Liquid Courage if you feel your brawler takes benefits from drinking. Or Improvised Weapons if you want to fight with stools and tankards."
"He will be fighting with his fists and dirty tricks. But not one of those martial mystics. He will lean on the brute side."
"Fine! Did you pick a race yet?"

TONG RENKAN

Race: Rhinokin; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d12, Gambling d4, Healing d4, Intimidation d6, Notice d4, Persuasion d4, Repair d4, Stealth d4

Pace: 6; **Parry:** 8; **Toughness:** 11 (2); **Size:** 1

Hindrances: All Thumbs, Curious, Habit (alcohol)

Edges: Bruiser, Bull Rush, Dirty Fighter (Imp), Nerves of Steel, Martial Warrior, Stomp, Sweep (Imp)

Gear: Brass Knuckles (Str+d12 with Edges).

Special Abilities:

- **Powerful Build:** Rhinokin are strong and bulky humanoids. They gain +1 Size and one die type in Strength (and maximum is d12+1).
- **Thick Skin:** Rhinokin leather skin is sturdy. They gain +2 natural Armor.
- **Naive:** Rhinokin tends to believe everything they are been told. They roll Spirit at -1.

Tong loves to play dice games especially while having a nice beer. He loves the ambiance of a tavern, the talks everywhere, the smell of roasted pork, the occasional laughter here and there, the kind words of the waitress...but he hates cheaters, or sometimes those with a bit too much luck. That's when it's time for a brawl and he love those too!

Tong fights with his fists but deals an incredible amount of damage nonetheless. With multiple opponents he Sweeps them. When they are two or three, a good Bull Rush can send a few back, or down for a Stomp. He can also Test with Fighting, which sometimes also lead to them being Prone and stomped.

Outside of combat, his build and intimidating manners can get him some information. He occasionally had to sew a few bruises himself or repair a broken stool or table.

CREATING TONG

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d10, Gambling d4, Healing d4, Intimidation d6, Notice d4, Persuasion d4, Repair d4, Stealth d4

Starting Edges: Brawler; Martial Artist

Novice: Sweep; Stomp; Fighting d12

Seasoned: Martial Warrior; Bull Rush; Dirty Fighter; Nerves of Steel

Veteran: Strength d10; Improved Sweep; Improved Dirty Fighter; Bruiser

Heroic: Strength d12

SANDER FINIGAN

"Hey, I have finished my character. I need to check his background with you."

"Oh, nice, tell me more. What can he do?"

"He likes to pun, joke, and mock people."

"Hmm, a rogue, a comedy artist, a..."

"A warrior. While he mock them a lot, he loves his allies and swear to protect them."

"Ah ah, funny. Oh wait, I got it, you are going to Provoke your enemies, right?"

"Oh yeah! That's my first Edge!"

SANDER FINIGAN

Race: Human; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d4, Battle d4, Common Knowledge d4, Fighting d12, Notice d6, Persuasion d6, Stealth d4, Taunt d10

Pace: 6; **Parry:** 13 with sword; **Toughness:** 10 (3)

Hindrances: Quirk (mockery); Driven (avenge his village); Heroic

Edges: Block; Counterattack (Imp); Humiliate; Protector; Provoke; Weapon Proficiency (Swords & Sabers)

Gear: Chain Leggings & Shirt (+3 Armor); Large Shield (+3 Parry); Long Sword (Str+d8).

Everybody loves him at the watch. Sander is a fierce fighter who does not hesitate to engage and risk his life to protect the village. But they hate him all the same. He always finds something to joke about you. It quickly becomes irritating. The good point is he mocks enemies all the same, making them lose their temper, and do stupid things which cost them dearly.

Until that day, where a horde of skeletons and ghouls did raid the village. One can't joke with the dead. He nearly died that day. A lot of people did. Many guard mates and friends, many town folk he did appreciate. And there was that strange silhouette up the hill. She must be somewhat involved with that carnage. He took his pack and strode off to find out.

Sander plays as a tank, drawing the enemies' attention to him and keeping them away from his teammates. He starts with a good well thought Taunt to Provoke them. Then Counterattacks whoever is fool enough to strike him.

With Protector his strengthens the defenses of his allies to join him in melee. And from time to time he jumps to save a mate from a certain death.

Taunt works well against humans and sapient races. With time and practice, he learned to provoke beasts with gestures and screams. But he will have to find ways to provoke those Undead.

CREATING SANDER

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Athletics d4, Battle d4, Common Knowledge d4, Fighting d10, Notice d6, Persuasion d6, Stealth d4, Taunt d6

Starting Edges: Provoke; Humiliate

Novice: Taunt d8; Wall of Steel; Weapon Proficiency (Swords & Sabers)

Seasoned: Counterattack; Rabble-Rouser; Vigor d8; Protector

Veteran: Fighting d12; Improved Counterattack; Block; Vigor d10

Heroic: Taunt d10

EGAN VALKIMOR

"I want a fighter driven crazy. Something dark happened in his past, and now he is a ruthless killer."

"What happened to him, what he is looking to slay?"

"Hmm. Demons!"

"Oh, I see, a holy warrior."

"Kind of. Hunting by his own. Guided by vengeance. A beast unleashed!"

"I feel a Berserk Edge coming, right?"

"Oh Yeah!"

EGAN VALKIMOR

Race: Human; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d10, Vigor d12

Skills: Athletics d4, Common Knowledge d4, Fighting d12, Notice d4, Persuasion d8, Repair d6, Stealth d4

Pace: 6; **Parry:** 8; **Toughness:** 11 (3)

Hindrances: Bad Luck, Death Wish, Wanted (Major, murderer of wife and kids)

Edges: Berserk, Brutality, Champion, Frenzy (Imp), Nerves of Steel, Stomp, Tempered Rage, Weapon Proficiency (Hammers & Flails — Imp)

Gear: Maul (Str+d10, AP 2 with Edges), Chain Armor (+3 Armor).

Egan was a peaceful smith in the peaceful capital of Hampür. With wife, children, and a good business, everything was going fine, until that day where a stranger proposed to sell him some strange ore. Suspicious, Egan refused and rudely kicked the insisting stranger out of his forge. When he came back home, he found wife and children murdered. Witnesses claimed to have seen Egan enter the house just before the screams. Alone, chased for murder, Egan took his best hammer and fled. His friend Megan, a priest of Vesta, ran an investigation and discovered traces of a strong shapeshifting demon. Since then, with nothing left to loose, Egan is tracking the evil beast.

Egan is a fierce devastating warrior. Weapon Proficiency and Wild Attacks easily cancel Multi-Action penalties for running three attacks per turn (two of them being frenzied). Brutality can deal extra damage or push the opponent to the ground to get a free Stomp.

Tempered Rage helps a lot in getting into and out of a Berserk rage. Don't take Multi-Actions to improve the odds of rolling a raise and unleashing the rage.

Outside of combat? Well, he can still talk to people and get information from them.

CREATING EGAN

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d4, Common Knowledge d4, Fighting d12, Notice d4, Persuasion d8, Repair d6, Stealth d4

Starting Edges: Berserk; Weapon Proficiency (Hammers & Flails)

Novice: Brutality; Stomp; Vigor d10

Seasoned: Frenzy; Vigor d12; Improved Weapon Proficiency; Tempered Rage

Veteran: Improved Frenzy; Nerves of Steel; Fighting d12; Strength d10

Heroic: Champion

SSSALVOR VUL'RAN

"What about an old and educated warrior?"
"No problem."
"Smart fighters don't see enough play."
"I agree, I'm all for it."
"Strategist and leadership sounds the way to go."
"Feint also shows how cunning a warrior is. So does Skirmisher."
"Let me see what I can come up with."
"You could start as a High Elf."
"I don't like playing elves. I want something more....bestial."

SSSALVOR VUL'RAN

Race: Draconian; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Battle d8, Common Knowledge d8, Fighting d12, Notice d8, Persuasion d6, Stealth d4

Pace: 5; **Parry:** 8; **Toughness:** 9 (3)

Hindrances: Elderly, Overconfident

Edges: Brutality, Command, Feint, Inspire, Master Tactician, Opportunist, Sentinel, Stomp, Strategist, Weapon Proficiency (Spears & Halberds — Imp)

Gear: Halberd (Str+d8), 2x Javelins (3/6/12, Str+d6), Chain Shirt & Leggings (+3 Armor).

Special Abilities:

- **Draconic brain:** Draconians start with d6 Smarts (and d12+1 maximum).
- **Bite:** Draconians sport fangs and strong jaws. They can bite for Str+d4 damage as a Natural Weapon.
- **Cold Weakness:** Though not truly cold-blooded, draconians are made to live in hot jungles and hardly stand a cold weather. They suffer a -4 penalty to resist cold environmental effects and suffer +4 damage from cold-based attacks.

Sssalvor lived a long and peaceful life in the Draconian armies. It's only when the Rise of the Shadow Lord started that he left the army ranks to join other heroes to stop the Lich. He was already old but they had no chance without a good plan.

Sssalvor is the front line protecting weaker party members. Sentinel offers a strong control over enemies' movement weakening enemies that pass through him. During his turn, he usually Feints to Distract the most dangerous enemy. Sentinel and Brutality can set enemies Prone, best way to insure they don't reach the back line while also triggering a free Stomp.

Sometimes all you need is to make sure your teammates do their job in time. That's where Tactician and Inspire come into play.

Outside of combat...there is no outside of combat. Life is a fight, you must always be watchful and prepared.

CREATING SSSALVOR

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Battle d8, Common Knowledge d8, Fighting d12, Notice d8, Persuasion d6, Stealth d4

Starting Edges: Command; Weapon Proficiency (Spears & Halberds)

Novice: Strength d8; Brutality; Stomp

Seasoned: Sentinel; Feint; Inspire; Opportunist

Veteran: Improved Weapon Proficiency; Tactician; Strategist; Vigor d8

Heroic: Master Tactician

TORIK DAWNBRINGER

"Hey, Master, can I shoot arrows right in the eye of the enemies?"

"Sure. It's a Called Shot. Check the Accuracy Edge."

"Oh, and Sharpshooting sounds like a fit too."

"You are going to be very immobile but efficient. Hardly more than one shoot per turn, but the damage ranks up very fast."

"If I have to stay immobile, I'll go with short legs."

"You better shoot and kill first."

TORIK DAWNBRINGER

Race: Dwarf; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d4, Fighting d4, Notice d8, Persuasion d4, Shooting d12, Stealth d8

Pace: 5; **Parry:** 4; **Toughness:** 7 (2)

Hindrances: Arrogant, Can't Swim, Vengeful (Minor)

Edges: Accuracy, Dead Shot, Elan, Level Headed (Imp), Marksman, No Mercy, Sharp Reflexes, Sharpshooter, Speed Loading, Spot Weaknesses, Weapon Proficiency (Crossbows — Imp)

Gear: Heavy Crossbow (15/30/60, 2d8, AP 2, Reload 2), Leather Jacket (+2 Armor).

Special Abilities:

- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Reduced Pace:** Pace 5, Running die d4.
- **Tough:** Dwarves start with d6 Vigor (and a maximum of d12+1).

Torik was taught the crossbow at the Dwarven Academy of Military Assets and Geometric Endeavors. He got a pretty good eye for a dwarf. No, he IS the best dwarven eye! He is an arrogant brat, and a vicious one, who can strike you in the back (from as far as possible) for vengeance.

If Torik can find a place to hide and can wait for his target, they are most probably dead. Aim while using Spot Weaknesses, then shoot with Marksman bonus stacking thanks to Sharpshooter. This can ignore up to 6 points of penalties from Range, Cover, or Illumination, or add +3 to the roll. Aiming for the head only suffer -2 thanks to Accuracy. Then, reroll the damage and get +2 from No Mercy. Last Aim again, while Reloading (Speed Loading).

Improved Level Headed greatly improves his odds of going first. If the target isn't available yet, he can just go On Hold, and interrupt her with Sharp Reflexes. Also, it improves the odds of drawing a Joker for a Dead Shot.

Torik needs

a strong bodyguard.

If an enemy manages to close in and reach melee range, well, Torik is most probably dead.

CREATING TORIK

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d4, Fighting d4, Notice d8, Persuasion d4, Shooting d10, Stealth d8

Starting Edges: Elan; Dead Shot

Novice: Weapon Proficiency (Crossbows); Spot Weaknesses; Sharp Reflexes

Seasoned: Speed Loading; Marksman; Accuracy; Level Headed

Veteran: Sharpshooter; Improved Weapon Proficiency; Improved Level Headed; Shooting d12

Heroic: No Mercy

AVI MINELA

"What if I wanted to lead the party from the back lines?"

"And why not? By leading you mean Leadership Edges? Don't be too far, you need your allies in the Command Range."

"Hmm. Then I'll Support instead of leading."

"Support is very fun. A bit weak if you don't focus it hard."

"Let me be their Mentor!"

AVI MINELA

Race: Catfolk; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d10, Shooting d10, Stealth d4, Survival d4

Pace: 6; **Parry:** 5 or 6 (Rapier); **Toughness:** 6 (2)

Hindrances: Habit (always says "you know"), Loyal, Yellow

Edges: Charismatic, Embolden, Extraction, Hit and Run, Mentor, Reliable, Steady Hands, Trusty Pal, Weapon Proficiency (Bows), Work the Crowd

Gear: Rapier (Str+d4), Simple bow (12/24/48, 2d6), Leather outfit (+2 Armor).

Special Abilities:

- **Dexterous:** Catfolks start with d6 in Agility (and a maximum of d12+1).
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **No Water Thanks:** Catfolks don't like to bath in water. They suffer 2 penalties to Athletics (swimming) rolls, swimming 1" requires 3" of Pace.

Avi has been working as a tutor for years. But when her youngest protégé was kidnapped during the night, she decided to joined the crew for his rescue. They can use her bow but advice and encouragements is what they need most.

Avi is a reliable mate always ready to give a hand (Support). Each time she Supports with Persuasion she gets two free rerolls. And that Support is impactful (Mentor). Trusty Pal lets her Support twice per round to affect four allies. She can also Shoot and Support instead. She should not hesitate to move and reposition herself.

Outside combat, she can Support.

Support isn't strong, but it's always useful, in many situations, not only with Persuasion.

Survival, Academics, or Common Knowledge too.

CREATING AVI

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Academics d6, Athletics d4, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d8, Shooting d8, Stealth d4, Survival d4

Starting Edges: Reliable; Charismatic

Novice: Work the Room; Mentor; Weapon Proficiency (Bows)

Seasoned: Persuasion d10; Steady Hands; Hit and Run; Extraction

Veteran: Trusty Pal; Work the Crowd; Vigor d6; Shooting d10

Heroic: Embolden

TANIA LIVANDEL

"What edges to take for an archer?"
"Marksman. Just like Aim, weaker but doesn't need to wait for a full round."
"Hmm, I see. A good start. Weapon Proficiency for bows too."
"Yes, and Volley should help deliver multiple arrows in the same round."
"Ok, let's try. I'll go with an half-elf, I like how they are rejected by both sides. Makes for a fun background."
"I'm eager to see what you end up with."

TANIA LIVANDEL

Race: Half-Elf; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d4; Common Knowledge d6; Fighting d8; Notice d8; Persuasion d4; Shooting d12; Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Driven (Major, kill a legendary beast), Overconfident.

Edges: Dodge, Extraction (Imp), Focus Fire, Marksman, Point Blank Shot, Volley, Weapon Proficiency (Bows — Imp)

Gear: Long Bow (15/30/60, 2d6, AP 1), Leather Jacket (+2 Armor).

Special Abilities:

- **Heritage:** Tania leans towards the Elf side and starts with d6 Agility and a maximum of d12+1.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Outsider (Minor):** Being an half-elf Tania is always considered an outcast by elves and humans.

Tania was born of a wood elf father and human mother. She got her bow when she turned four years old. She fell in love with the weapon and trained very hard. However, she was denied to join the elite squads because of her mixed heritage. That's when she left them and started her quest to kill a legendary beast, to show them how good an archer she is.

Tania is a swift shooter, able to fire multiple arrows in a few seconds. With Volley and Weapon Proficiency, she can take three Shooting actions for a total penalty of -1. Point Blank Shot cancels that last point on targets who come too close, while Focus Fire cancels it when all arrows are shot at the same opponent (thanks to the +1 bonus from Marksman).

She remains vulnerable to melee and magic. Dodge and Extraction are her only defense to stay out of harm's way.

CREATING TANIA

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d4, Shooting d8, Stealth d8

Starting Edges: Weapon Proficiency (Bows); Extraction

Novice: Strength d8; Shooting d10; Shooting d12

Seasoned: Volley; Improved Weapon Proficiency; Improved Extraction; Vigor d8

Veteran: Marksman; Point Blank Shot; Dodge; Focus Fire

Heroic: Accuracy

DORKO KALASSAR

"I would like to play a horse rider, but I would be useless without my horse, which is most of the time, right?"

"It depends on the edges you pick. Cavalryman makes some traditional edges work better on horse without removing their usefulness unmounted. Charge works for both mounted and unmounted. Stomp is still useful unmounted. You can also go with Tests, your mount benefits from Vulnerable or Distracted enemies. Leadership is also a good option, as your horse is a trusty extra under your command."

"Let's see what I can come up with."

DORKO KALASSAR

Race: Human; **Advances:** 12; **Rank:** Heroic

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d12, Notice d6, Persuasion d6, Riding d12, Stealth d8, Survival d6

Pace: 6; **Parry:** 10; **Toughness:** 7 (2)

Hindrances: Clueless, Poverty, Quirk (remove and bury dead men's eyes, the raven must not eat them)

Edges: Cavalryman, Charge, Extraction (Imp), No Mercy, Stomp, Sweep (Imp), Weapon Proficiency (Axes & Fauchards)

Gear: Battle axe (Str+d8), medium shield (Parry +2), leather suit (+2 Armor).

Dorko is a rider from the Northern Steppes. He, like all of his tribe, was born on the saddle. In disagreement with his clan leader and full of his youth's overconfidence, he challenged him to duel under the Setting Sun. He lost the fight and so he was sentenced to exile.

He now roams in a world which is unknown to him and sells his sword for a living.

Play Dorko as a mobile fighter. Spot a good position, charge, sweep, get out. With a raise, the Charge leads to a Stomp. This works both on a horse or on feet. With a trained war horse, the mount can attack and provide Gang Up bonus for Dorko. His high Fighting skill and a shield gives him a decent Parry.

Outside of combat, Dorko knows some Stealth and Survival and so can forage for food and look for shelter.

CREATING DORKO

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d6, Riding d8, Stealth d6, Survival d6

Starting Edges: Cavalryman; Sweep

Novice: Fighting d8 & Stealth d8; Weapon Proficiency (Axes & Fauchards); Agility d10

Seasoned: Extraction; Charge; Fighting d10 & Riding d10; Agility d12

Veteran: Improved Sweep; Stomp; Fighting d12 & Riding d12; No Mercy

Heroic: Improved Extraction

A fellow companion or sidekick?

Fighter/caster hybrids? New Arcane Backgrounds New Powers



Other supplements to improve your fantasy setting

