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EXPANSION  
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# DAWN OF LEGENDS





# DAWN OF LEGENDS

## **~~Rules Expansion One~~**

Requires the Savage Worlds RPG by Pinnacle Entertainment, and the Dawn of Legends setting from Daring Entertainment, for Use.

**Design:** Lee F. Szczepanik, Jr.

**Editing:** Anna Lunsford and Mike Dukes

**Typesetting and Interior Layout:** Mike Dukes

**Logo:** Mike Dukes

**Cover Art:** Butch Mapa

**Interior Art:** Louis Porter Jr. Design, Inc.

Autumn Arbor created by Michael Kuhn, Anna Lunsford, and Lee F. Szczepanik, Jr.

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# DAWN OF LEGENDS

## RULES EXPANSION ONE

Over the decades, comic books have been an ever evolving tapestry through which to tell stories. Internal rules have changed between titles, and entirely separate genres even within the field of super-heroes have developed. Dawn of Legends, being a comic book rules add-on and setting for Savage Worlds, is no different. It's ever expanding and developing, both from those of us in-house, and those players and GMs that are kind enough to send us feedback.

*Dawn of Legends: Rules Expansion One* is not errata for Dawn of Legends (the Downloads section at the Daring website contains that), but is a set of new rules to expand upon and further develop campaigns into true comic book stories.

Inside you'll find a variety of new Edges, new Hindrances, new Super-Team Hindrances, and new Super-Team Edges. You'll also find basic guidelines for adjusting Power Limits and Power Points to better capture the feel of various comic book genres- ranging from the Street Level campaign to the default Super-

Heroic campaign of Dawn of Legends.

*Dawn of Legends: Rules Expansion One* is not all exhaustive, and future Rules Expansions will be released as Dawn of Legends continues to expand its options for comic book role-playing.

## New Edges

### Background Edges

#### **Determination**

**Requirements:** Novice, Wild Card

The Hero was born lucky, but not without a price. Whenever the Hero takes at least 2 Wounds (regardless of how many Wounds over 2 they received), they gain 1 Bennie.





## Focused Determination

**Requirements:** Novice, Determination, Wild Card

The Hero's luck through pain gives a greater chance to bounce back before going down. Whenever the Hero takes at least 1 Wound (regardless of how many Wounds over 1 they received), they gain 1 Bennie.

## Combat Edges

### Incredible Resistance

**Requirements:** Novice, Smarts d8+ or Spirit d8+ or Vigor d8+, Wild Card

The Hero gets one Soak roll for free each round of combat. The Hero must specify if the free soak is for Toughness, Mental Resistance, or Spiritual Resolve when the Edge is taken. The Edge can only be taken once per Soak type.

### Last Ditch Recovery

**Requirements:** Novice, Wild Card

The Hero can spend 2 Bennies and immediately soak a number of Wounds equal to their appropriate Trait die-steps (Vigor for physical damage, Smarts for mental damage, or Spirit for mystical damage).

*For example: A Hero with a Vigor d8 spends 2 Bennies for Last Ditch Recovery and soaks 3 Wounds. However, a Hero with Vigor d12 would soak 5 Wounds of damage, while a Hero with Vigor d12+8 would soak 13 Wounds of damage.*

If the Hero's Vigor die type soaks more Wounds than the character has taken, he heals the difference in previous Wounds.

*For example: A Hero with Vigor d12 has 2 Wounds and is about to take 3 more. He spends 2 Bennies and Soaks the 3 Wounds. Because he can Soak 5 Wounds automatically, he heals the 2 other Wounds, giving him a full second wind and putting him fresh into the battle.*

## Hero Edges

### Team-Player

**Requirements:** Novice, Wild Card

The Hero was born to work with others and be a part

of a super-team. When helping to form a team, the Hero is worth 20 Team Points.

### Dedicated Team-Player

**Requirements:** Novice, Team-Player, Wild Card

The Hero's dedication to the team is unquestionable. When transferring Personal XP to Team XP, the character doubles the amount of Team XP gained.

## Power Edges

### Power Focus

**Requirements:** Novice

The Hero is able to better focus his powers and gains a +2 to Push attempts.



## **Superior Power Focus**

**Requirements:** Seasoned, Power Focus

The Hero's power focus is incredible. The Hero gains an additional +2 (for a total of +4) to Push attempts.

## **Power Improvisation**

**Requirements:** Arcane Background (Neo), Novice, Wild Card

The Hero is better at expanding his powers for amazing feats. He only needs to perform 8 uses of a Power Stunt to gain the benefits of the normal 12 uses, and all penalties to perform a Power Stunt are -2 lower (so a -6 becomes a -4, and a -4 becomes a -2).

# **New Hindrances**

## **Fixation (Minor or Major)**

The character is fixated with a person, object, animal, idea, or expression form chosen when the Hindrance is taken. When in the presence of the fixation, the character must make a Spirit roll -2 or occupy himself with the object of the fixation for the remainder of the scene. As a Major Hindrance, the Spirit roll is at -4.

Examples include: colors, cars, jokes, riddles, police, and so forth.

## **Fury (Minor or Major)**

In combat situations, the Hero sometimes breaks into a horrible rage, often resulting in the killing or maiming of opponents.

During combat, any time you roll a "1", regardless of what is rolled on the Wild Die, the Hero flies into a fury, and will not stop attacking an opponent until that opponent is dead, someone stops you, or you manage to snap out of the fury.

Snapping out of the Fury requires a Spirit roll at -2 for the Minor version of this Hindrance. A roll at -4 is required for the Major version. Bennies may not be spent to aid in this roll.

## **Gruff (Minor)**

The Hero isn't necessarily mean or ugly, but his personality is a general turn-off to others. It could be

that he's abrasive, generally antisocial, or just has an aura about him. His Charisma is -2.

## **Hatred (Minor or Major)**

The character has an incredible hatred for something, be it a person, group, object, material, or idea. When in the presence of the object of hatred, the character does his utmost to destroy or vandalize it unless a Spirit roll -2 is made. As a Major Hindrance, the Spirit roll is at -4.

Examples include technology, art, pornography, and mobsters.

## **Loner (Minor)**

The Hero prefers to work alone, and just doesn't understand the sense of brotherhood of being on a Super-Team. When helping form a Super-Team, the Hero only grants 5 Team Points (or subtracts -5 points from the beginning Team Point total if the Hero is an Unregistered Neo, which automatically grants the team the Unregistered Member Hindrance). Likewise, the Hero isn't as dedicated to fostering growth within the team, and must transfer 2 Personal XP for each point of Team XP.

Super-Team Popularity benefits that increase or decrease Personal XP to Team XP transferal rates do not effect the Hero.

# **New Super-Team Edges**

## **Brotherhood**

**Requirements:** Wild Card, Seasoned Super Team

The team is able to pull together and support each other. At the beginning of every adventure the team receives a common Bennie Pool, equal to 2 Bennies per player, that can be used by any team member during play.

## **Finance Management**

**Requirements:** Wild Card, Novice Super Team

Either an ally, or a team member, is successfully handling the team's finances. The Team Wealth Rating gains a +2 each time this Edge is taken.



## **Reserve Member**

**Requirements:** Wild Card, Novice Super Team

Each time this Edge is taken, the Super-Team has a reserve member on its roster. The member is considered a Wild Card, and is created either as a 0 XP Novice character or with ½ the XP of the highest personal XP team member (whichever is greater). The Reserve Member does not contribute team points at Super-Team formation, and does not contribute to the Team's Wealth Rating or Popularity. Reserve Members receive XP and advance as per the player-character Heroes, but may not transfer Personal XP to Team XP.

## **New Super-Team Hindrances**

### **Arch-Nemesis (Minor)**

The team has an enemy with resources and power greater than normal that has become a serious threat. The Villain has 8 Bennies whenever facing members of the Super-Team.

### **Dysfunctional Family (Minor or Major)**

The team just can't seem to get along and work together outside of combat.

For a Minor Hindrance, the team's constant bickering and arguing reduces their beginning Popularity by -10, and any Team Popularity adventure reward by -5.

For a Major Hindrance, not only is the Team's Popularity effected, but also its growth. It takes 2 Personal XP for every 1 Team XP to advance the Super-Team. Any team member with the Loner Hindrance must spend 3 Personal XP per 1 Team XP.

Super-Team benefits for the 96-100 range allow the team to transfer at a rate of 1 Personal XP for 1 Team XP, but the penalty for a Super-Team Popularity of -36 to -45 requires 3 Personal XP per 1 Team XP.

### **Financial Difficulties (Minor)**

The Team seems to run into some kind of financial trouble wherever they turn. The team's wealth is equal to that of the lowest Wealth Rating of its current members.

## **Rogues Gallery (Minor)**

Villains opposing the Super-Team seem more capable than usual. The Gamemaster receives 2 Bennie per player in his Bennie pool.

## **New Setting Rules**

### **Comic Book Genres**

Comic Books are known for their various genres of storytelling, each containing its own themes, tones, and internal rules. The series that deals with the revenge driven, hard-hitting street vigilante is different than the series dealing with a team of powered heroes defending a world that generally hates them, or the series dealing with the world's greatest heroes dedicated to defending the planet against threats from beyond the stars and their own dimension.

The following new Setting Rules are designed to help Gamemasters and Players mimic the tone and feel of some of the more popular comic book genres, while maintaining the core Dawn of Legends powers system and the FFF of Savage Worlds.

GMs and Players should keep in mind one of the more interesting idiosyncrasies of comic books: a Hero that is a Street Level crime-fighter when operating within his own series, might be designed with a Super-Heroic build when working in a series dedicated to Earth's greatest heroes.

### **Street Level**

In this type of campaign, the Heroes defend the streets against gangs, insane villains, crime lords, and other human level Rogues. Although the Heroes may develop to become slightly more than the peak human potential, their crime-fighting careers are an exercise in development and training, with Novice Heroes in this genre having only a slight edge over their enemies (if any at all).

Classic examples of a Street Level campaign are such DC Comics and Marvel Comics titles as: Batman (or any Gotham based title), Daredevil, Punisher, Iron Fist, and Hellblazer.



## Street Level Power Points

### Arcane Background (Neo)

**Requirements:** Novice

The Hero possesses abilities and Powers giving him a slight edge over everyday man. Most powers are either low-range abilities, or derived from intensive training or gadgets.

The Hero begins play with 20 Power Points from which to purchase Powers.

Unused Power Points are “banked” until used.

### Power Development

**Requirements:** Novice, Arcane Background (Neo)

The Hero gains 10 Power Points each time this Edge is taken. Power Development can only be taken one per character rank.

Unused Power Points are “banked” until used.

## Street Level Power Rating Limit

Novice Heroes in a Street Level campaign have a maximum Power Rating (in Powers governed by Power Rating Limits) of 3 at Novice, with a +1 increase to the limit per character rank increase to a maximum of Power Rating 7.

### Other Street Level Limits

**Attribute and Skill Caps:** Regardless of Power Rating limit, no Attribute or Skill in a Street Level campaign can have a die-type greater than d12+3 without the Legendary Paragon Edge. While the Heroes can become slightly better than human peak, Street Level campaigns aren't home to the truly super-heroic levels of abilities.

**Defensive Bonus Stacking:** In a Street Level campaign, powers that increase a character's Toughness, Mental Resistance, and Spiritual Resolve can never exceed the Power Rating Limit of the power, regardless of the source of the Power or stacking of bonuses.





## Low-Heroic

Low-Heroic campaigns represent comic books where the Heroes are greater than mere mortals, but not quite on par with the normal levels of powers experienced in comic books. They are capable of amazing feats, but military forces and waves of powered henchmen can still pose a threat.

Classic examples of a Low-Heroic campaign are such DC Comics and Marvel Comics titles as: The Teen Titans, Wolverine, Fantastic Four, and Uncanny X-Men.

### Low-Heroic Power Points

#### Arcane Background (Neo)

**Requirements:** Novice

The Hero possesses abilities and Powers greater than everyday man. Most powers are either low-range abilities, or are more powerful but the Hero tends to possess only a few Powers.

The Hero begins play with 30 Power Points from which to purchase Powers.

Unused Power Points are “banked” until used.

#### Power Development

**Requirements:** Novice, Arcane Background (Neo)

The Hero gains 15 Power Points each time this Edge is taken. Power Development can only be taken twice per character rank.

Unused Power Points are “banked” until used.

#### Low-Heroic Power Rating Limit

Novice Heroes in a Low-Heroic campaign have a maximum Power Rating (in Powers governed by Power Rating Limits) of 4 at Novice, with a +1 increase to the limit per character rank increase to a maximum of Power Rating 8.

#### Other Low-Heroic Limits

**Attribute and Skill Caps:** Regardless of Power Rating limit, no Attribute or Skill in a Low-Heroic campaign can have a die-type greater than d12+6 without the Legendary Paragon Edge. While the Heroes are more

than human, the genre still possess its limitations.

**Defensive Bonus Stacking:** In a Low-Heroic campaign, powers that increase a character’s Toughness, Mental Resistance, and Spiritual Resolve can never exceed the Power Rating Limit of the power, regardless of the source of the Power or stacking of bonuses.

## Heroic

Heroic campaigns are the first type of four-color comic book stories found in Dawn of Legends. Heroes in this genre are capable of amazing feats and taking on most military forces. Villains enter the range of world-dominating megalomaniacs, and some minor extraterrestrial or interdimensional threats are not uncommon.

Classic examples of a Heroic campaign are such DC Comics and Marvel Comics titles as: Avengers, Iron-Man, Astro City, Justice Society of America, and X-Men.

### Heroic Power Points

#### Arcane Background (Neo)

**Requirements:** Novice

The Hero possesses abilities and Powers far greater than everyday man.

The Hero begins play with 40 Power Points from which to purchase Powers.

Unused Power Points are “banked” until used.

#### Power Development

**Requirements:** Novice, Arcane Background (Neo)

The Hero gains 20 Power Points each time this Edge is taken. Power Development can only be taken three times per character rank.

Unused Power Points are “banked” until used.

#### Heroic Power Rating Limit

Novice Heroes in a Heroic campaign have a maximum Power Rating (in Powers governed by Power Rating Limits) of 5 at Novice, with a +1 increase to the limit per character rank increase to a maximum of Power



Rating 9.

### **Other Heroic Limits**

**Attribute and Skill Caps:** Regardless of Power Rating limit, no Attribute or Skill in a Heroic campaign can have a die-type greater than d12+9 without the Legendary Paragon Edge.

**Defensive Bonus Stacking:** In a Heroic campaign, powers that increase a character's Toughness, Mental Resistance, and Spiritual Resolve can stack as per the normal rules in Dawn of Legends.

### **Super-Heroic**

A Super-Heroic campaign is the default campaign genre for Dawn of Legends, and all normal rules remain unchanged.

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