

Crossbows, Crafting, and Ka-ZOT!

Supplemental Edges and Rules for



and other



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Time to Share Some Cool Ideas

In the course of working on the *Guidebooks* and *Black Lantern Reports* for **Shaintar**, as well as running the ongoing globally-shared campaign that is *Shaintar: Justice and Life*, a lot of requests came forth from game masters and players for certain kinds of rules or information. This minor supplement is a collection of some of that material, shared both in the interest of getting it out to all Shaintar and Savage Worlds fans, as well as to invite your feedback for when it goes to final publication.

(OK, sure, it's *also* to get some revenue in the door. I do work on this kind of thing full-time, after all...)

Consider what follows to be "advanced Beta material." It's pretty well worked out and established, but it may be subject to alteration before final publication in whichever Guidebook it winds up in.

The first things you will find below are centered around the oft-unloved crossbow wielder; GMs may find crossbows a much more popular choice of weaponry in their games now.

Next up, the fans of alchemists will be fairly giddy with their new options, both for making potions a much less onerous task and for the new stuff they can do. A much broader and very helpful system for overall crafting (tinkering, etc.) is also presented, one that will make it relatively easy to knock out some downtime stuff-building for alchemists and everyone else.

Finally, the long-awaited basics for actually taking up the practice of arcmanancy are at last revealed. For this, I must apologize to Shaintar game masters everywhere...

Thanks for picking this up, and thanks for your continued support of Shaintar, Evil Beagle Games, and all things Savage.

Crossbows - More Than Brute Force

In fantasy games, the bow tends to get a lot of love. Crossbows, however, are just as interesting where ranged weapons are concerned, and I've had more than a few players wondering where the love is for their favored form of far-reaching death. The following Edges are meant to represent what happens when someone *really* delves into the mastery of crossbows.

Crossbow Soldier

Requirements: Seasoned, Agility d6, Strength d8, Fighting d6, Trademark Weapon (Crossbow)

Those who select a crossbow of solid build and construction; who love and respect and care for their weapon; and who master the nuances of pull and heft and just how to slam the stock into the bridge of a nose - these are the men and women who are more than troops with crossbows as ranged weapons. These are Crossbow Soldiers.

The Crossbow Soldier suffers only a -1 Multiple Action Penalty when reloading and firing their chosen crossbow on a single Round. As well, they can use the crossbow in melee with no penalties and not be considered Unarmed (Str+d4 damage).

Order of the Closed Eye (First Degree)

Requirements: Seasoned, Agility d6, Marksman, Notice d6, Shooting d8, Stealth d6;
Only usable with crossbows

One of the more specialized military orders in the Kingdom of Olara, the Order of the Closed Eye is looked down upon by most rank-and-file Olaran soldiers. Experienced and wise commanders, however, greatly appreciate having a handful of the Order's members available for "tactical flexibility." The Order specializes in stealthy maneuvers and pinpoint accuracy to eliminate key enemy targets.

In other words, these are the crossbow snipers of the Olaran military.

This Edge grants a +1 to all Shooting rolls with a crossbow when the firer is either prone or has the weapon braced on a surface. This bonus stacks with Marksman.

Order of the Closed Eye (Second Degree)

Requirements: Veteran, Order of the Closed Eye (First Degree), Woodsman, Stealth d8

In the outdoors, a sufficiently advanced member of this Order can be a truly deadly sniper to contend with.

The character must remain stationary in order to use this Edge. Before making a Shooting roll, the sniper rolls a Stealth check, opposed by the target's Notice. On a success, he gains the Surprise bonus (+2 to the Shooting roll, +2 to the damage). With a raise, he gains the Drop (+4 Shooting, +4 damage).

Once this Edge is used from a specific location, all enemies gain a +2 on their Notice checks to search for the shooter and oppose their Stealth checks. This bonus increases to +4 if the shooter fires again without moving, then +6 if the shooter fires again without moving for a third shot.

If the shooter spends an entire Round doing nothing but moving and hiding in a new location, they can reset the bonuses back to zero for the searchers.

Order of the Closed Eye (Third Degree)

Requirements: Heroic, Order of the Closed Eye (Second Degree), Notice d8, Shooting d10

The deadliest of the deadly when it comes to crossbows, such masters gain a d10 for Raise damage, instead of a d6.

For the Love of Alchemists

I've been asked, in short, to make Alchemists more fun to play, especially at starting levels. Here's what I've come up with.

The Crafting of Concoctions

For now, abandon the standard rules as supplied in Shaintar: Legends Arise. Refer to the document Making Things in Shaintar (below) for faster, kinder, and more enjoyable rules that apply to the making of Potions.

Minor Formulae - "Poppers"

All Alchemists know how to make these minor effect concoctions, called "Poppers" for the dual meaning of either popping one in your mouth or the "pop" sound most make when you fling them on the ground (or at someone). Small and lightweight, the ranges for throwing one of these is 3/6/12 (potion bottles usually have a range of 5/10/20).

For the cost, time, and effort it takes to craft a single Novice Rank potion (one *Work-Time Unit*, per the Making Things rules), an Alchemist can make five of these (in any chosen combination):

- **Alacrity Draught:** Imbibing this grants a +1 to any Agility related checks for 3 rounds. It also grants +1 Pace for that time.
- **Curative Confection:** Ingesting this grants an immediate Vigor check (at current Wound Penalties) to heal a single Wound.
- **Energy Chew:** A character chewing on one of these temporarily removes the effect of a single Fatigue level for up to ten minutes. The Fatigue returns after that time, however, and must be dealt with by whatever normal means are required (based on how it was first attained). Those chewing an Energy Chew also gain +1 to recover from Shaken while it's in effect.
- **Fish Food:** Eating this grants 1 minute of the ability to breath underwater. As well, the consumer gains a d4 Swimming (or a die raise if they already have it).
- **Flash-Smoke:** Hurling this to the ground creates an *Obscure* effect over a Small Burst Template, which lasts for a single round. This usually makes for a great opportunity to get away fast.
- **Focus Draught:** Imbibing this grants a +1 to any Smarts or Spirit related checks for 3 rounds.
- **Power Draught:** Imbibing this grants a +1 to any Vigor or Vigor related checks for 3 rounds.
- **Stinger:** Anyone hit with one of these (usually via Throwing) must make a Vigor check (-2 if hit with a raise) or be Shaken.
- **Thunderbit:** This hits the ground (or target) with a loud bang, causing 2d4 damage over a Small Burst Template. This is *not* Heavy Damage, and a raise only adds an additional d4 (not d6).

Edges

New and clarified Edges for Alchemists

Quick Draw

This Edge can be applied to quickly retrieving concoctions as well as weapons. If only applied to alchemy preparations, the Alchemist may take it with only a d6 in Agility; if they ever raise their Agility to d8, they may then apply *Quick Draw* to weapons as well.

McGyver

Those with the *Alchemist* Edge may take this Edge straight from the book, if they meet the requirements. It functions just as it reads, representing their understanding of the natural and mystical properties of everything around them (and how to exploit those properties).

Able Bottle Hurler

Requirements: Agility d6, Throwing d8

The character has a keen sense of the heft and weight of bottles, as well as their aerodynamic qualities. They reduce all range penalties when throwing a bottle by 1.

Expert Bottle Hurler

Requirements: Seasoned, Able Bottle Hurler

Truly practiced, the character reduces all range penalties when throwing bottles by 2. They also reduce range penalties when throwing anything else by 1.

Making Things in Shaintar

For those who want to handle between-scenario crafting, artifice, alchemy, and other such projects, this is an alternate set of rules meant to give a “quick-and-easy” approach in place of the Day in the Life: Gaming the Downtime system. It's based on similar principles, but the GM can run through it fairly quickly with each player who is working on such projects without having to devote the round-robin game play time that Day in the Life requires.

Step 1: Determine Available Work-Time Units

Everything takes Work-Time Units, which are an abstraction of actual time, assets, resources, and other intangible aspects that relate to the opportunity to get work done. By default, a Work-Time Unit is a four-hour block, but players should not be able to argue for “more hours” based on the simple passing of time. Eating, resting, menial tasks, and dozens of other things that eat up real time (but never make it on screen in the movie) are assumed to intractably eat any time that cannot be spent on projects. As well, assets and resources only stretch so far.

For every **week** the Game Master wants to allow to pass without interruption, roll on the following table to determine how many Work-Time Units are available for project work in that week. The die roll does *not* Ace! The table also indicates modifiers to all die rolls in the **Project Management** phase.

Prevailing Conditions	Die Roll	Mods
On the road or in the field	d4-2	-4
In a village or rest stop	d4	-2
In a town or organizational outpost	d4+1	-0
In a city, fortress, university, dedicated facility	d6	+2
Moderate support, assistance, good work space	+1	+1
Excellent support, assistance, premium work space	+2	+2
<i>Savant</i> (for Alchemy and Artifice)	+1	-
<i>Maestro</i> (for Alchemy and Artifice)	+2	-

In urban or mostly civilized settings, the following Traits may be rolled to gain additional WTUs. Only one of each type of roll can be made, though others with the same Trait may roll Complimentary checks to enhance the result. Each success and raise grants one additional Work-Time Unit: **Persuasion, Resource, Streetwise**

As well, in such a setting the *Connections* Edge adds +1 to the initial WTU Die Roll. *Trader* adds +2, and *Merchant* raises the die type rolled (d6 in a village or town, d8 in a city). *Scrounger* grants a free re-roll of the WTU die roll (take the better of the two). In rural and wilderness settings, the following Traits may be rolled, following the same rules: **Notice, Survival, Tracking** Notice and Tracking can only grant a total of +1 WTU each; there's no limit for Survival.

In all settings, the GM may allow appropriate **Knowledge** Skills to be used as well.



Step 2: Project Management

This is where a particular character picks a Project and gets to work on it. The following table establishes how many Work-Time Units will be required; the Skill or Skills required; prevailing modifiers; and total number of Successes to complete a Project. If a Project doesn't achieve the the number of Successes initially, additional WTUs (same amounts required for initial Project) may be expended (if they are available) for more rolls.

Project	WTU	Skill(s)	Successes
Potions (up to Veteran)	1 per 3 ESS	Alchemy	1
Potions, Heroic	1 per 2 ESS	Alchemy	2
Potions, Legendary	1 per 1 ESS	Alchemy	3
Artifice, Minor Qualities	2	Knowledge (Craft x), Knowledge (Magic)	2 each
Artifice, Powers & Edges	5	Knowledge (Craft x), Knowledge (Magic)	3 each
Tinkering (Journeyman Wright device)	1	Repair	2
Tinkering (Master Wright device)	2	Repair	3
Craft/Smith (up to <i>Expensive</i>)	2	Knowledge (Craft x) or Repair	1
Craft/Smith, <i>Exorbitant</i>	4	Knowledge (Craft x) or Repair	3
Craft/Smith, <i>Priceless</i>	12	Knowledge (Craft x) or Repair	5

The permanent ESS costs for Artifice imbuing Powers and Edges is still required as per Legends Unleashed.

Step 3: Resource Management

This is where the character determines how much of their Resources were expended in completing the Project. This is based on the Resource Die system, and all the rules there apply (including others being able to assist and reduce losses). An important note here is that, once everyone possibly involved in bankrolling a Project is down to a d4 Resource Die, no further Projects can be undertaken until Resource is regained.

At the end of each **week** where Projects were undertaken, the lead character (or whoever is “bankrolling” the Projects) rolls their Resource Die, with the following modifiers based on what was created that week:

Project	Resource Die Mod
Potions (up to Veteran)	-0
Potions, Heroic	-2
Potions, Legendary	-4
Artifice, Minor Qualities	-2
Artifice, Powers & Edges	-6
Tinkering (Journeyman Wright device)	-1
Tinkering (Master Wright device)	-3
Craft/Smith (up to <i>Expensive</i>)	-2
Craft/Smith, <i>Exorbitant</i>	-4
Craft/Smith, <i>Priceless</i>	-6

Other characters who are not engaged in Projects at the same time may do a Cooperative Roll to support each of these rolls.

On a Failure, the character's Resource Die goes down *two* levels. If others Cooperated, the loss is only one level.

On a Success, the character's Resource Die goes down one level. If others Cooperated, there is no loss.

On a Raise, no Resource loss is suffered.

Arcmancy: The Crystalpunk Magi-Tech Style

For years, players of Shaintar have been wondering when they might gain full access to the powers and capabilities of Arcmancy and the Arcfire-driven devices that shift the nature of any battlefield. Thanks to the greatly-increased presence of Builders in Shaintar, in service both to the Merchant and their own agendas, the critical mass is achieved that now non-Builders are starting to figure out how to do this stuff. Whether through captured Builders or expatriates seeking to undo the damage of their people, the Southern Kingdoms now have places where the form is being studied and practiced. As well, some folks are just smart or clever enough to work it out for themselves.

Arcmancy should remain rare in Shaintar, regardless of the capacity for PCs to learn it now. It's a new form, and as can be read below, a very dangerous one as well. Game masters should feel completely free to disallow anyone taking this style of magic until they are prepared to deal with its consequences.

Arcmancer (Professional Edge)

Requirements: Novice, Smarts d8+, Arcmancy d6+, Repair d6+, Knowledge: Magic d6+

The mysterious and ancient style of magic known by very few as Arcmancy has been lost for millennia. Generally, it is known only to the equally mysterious Builders who only recently have begun appearing in Shaintar, traveling from Norcan Darr (though some scholars believe there may be other lands beyond the Veil that have practitioners). In some extremely rare cases, a native of Shaintar comes across enough materials and documents to form an understanding of this powerful lost art.

The Arcmancer begins with the Arcane Background (Weird Science) Edge. The arcane skill is called Arcmancy and is Smarts based. Arcmancers begin knowing 2 Powers, each imbued in a device that has its own pool of 10 Power Points (Essence). It is permissible for more than one Power to be in the same item; however, each Power draws from its own pool of Essence, and those pools cannot be shared (they are drawing from a separate array of crystalites – See *Arcane Background: Arcmancy*, below). Typical arcfire devices include rods, staffs, belts, gauntlets, goggles, and boots.

Note that Arcmancers do not inherently have the *Detect Arcana* Power and must build it into a device, like any Power.

In addition to the normal issues with Malfunctions (as per Weird Science in the core Savage Worlds rules), a critical failure (1's on both dice) means the device erupts in an Arcfire explosion, doing 1d6 damage for every two remaining Power Points in it (round up; maximum 4d6) over a Large Burst template. The person wielding the device suffers an additional d6.

An Arcmancer may qualify to take the Arcane Artificer and Master Artificer Edges, using Knowledge (Craft Crystalites) as their crafting requirement; the former edge is renamed *Arcfire Engineer* when an Arcmancer takes it, and the latter, *Master Engineer*. As well, Arcmancers can take the Dwarven Racial Edges Apprentice Wright, Journeyman Wright, Master Wright, and Legendary Wright; they may ignore the Keeper of the Old Ways requirement for the first one, but they must have a d8+ in Smarts and Repair.

Arcfire Trained (Professional Edge)

Requirements: Smarts d6+, Does not have the All Thumbs Hindrance

This highly specialized Edge cannot be attained unless the Hero has someone who is either an Arcmancer or is also Arcfire Trained (and has some experience under their belt) who can teach the techniques and understanding required.

A character must be Arcfire Trained in order to use any Arcmancy-created device. Without this Edge, the device simply will not work for them. Note that having this Edge does not mean the Hero automatically has the needed Skill; an Arcfire device that shoots the *Bolt* Power requires Shooting, but one that grants the *Deflection* Power requires the Arcmancy Skill to operate. An Arcfire Trained Hero without the Skill will either have to roll the default d4-2 or have someone who has the Skill turn on the device for them.

Note that Arcmancers are automatically considered Arcfire Trained.

Arcane Background: Arcmancy

In almost all ways, Arcmancy works just like Weird Science from the core Savage Worlds rules, but there are some stylistic and genre differences. Consider it “steampunk,” but with crystals and fiery-electrical discharges rather than involving steam and pure electricity. The raw ore, **crysarium**, is the essential ingredient for all Arcmancy devices, though to be of any use, the ore must be refined into specialized crystals called **crysalites**. Each crysalite is crafted to a purpose, so one such crystal is not inherently interchangeable with another.

Crysalites are exceedingly rare in Shaintar; fortunately, a skilled Arcmancer can do the necessary refinements of crysarium to create the specific crystals he needs for his devices. Such things take both time and money; GMs should use the same rules for Alchemists creating potions when an Arcmancer creates a new device (see the **Making Things** rules above).

Arcmancy devices are lined with crysalites in various patterns, both internally and externally on the devices. Arcmancy devices tend to be shaped and oriented towards their function – weapons, goggles, suits of armor, belts, boots, and so forth. Metal is a key part of almost all Arcmancy items, usually involving a mix of copper, iron, and steel.

Virtually all Arcmancy devices have a visible effect when used, and the main part of this display involves the energy known as Arcfire – visually, a kind of fiery lightning, seemingly possessing the traits of both forms of energy. When a weapon fires the *Bolt* Power, or sets off a *Blast*, this energy is pure Arcfire. *Deflection* fields are wild arrays of sparking Arcfire surrounding the protected target, and so forth.

As might be expected, Arcfire does have the capacity to set things on fire, though not to the same degree as pure fire or Flame. When an object is hit by Arcfire, roll a d8; on an 8, anything combustible will catch fire.

The Powers that are available to Arcmancers are: *Analyze Foe*, *Arcane Shield*, *Armor*, *Barrier*, *Blast*, *Blind*, *Bolt*, *Boost Trait* (STR, VIG, and AGI, and their Linked Skills only), *Burrow*, *Burst*, *Clairvoyance*, *Conceal Arcana*, *Damage Field*, *Darksight*, *Deflection*, *Detect Arcana*, *Dispel*, *Drain Power Points*, *Entangle*, *Environmental Protection*, *Farsight*, *Fly*, *Havoc*, *Intangibility*, *Invisibility*, *Jet*, *Legerdemain*, *Light*, *Lower Trait* (same restrictions as *Boost Trait*), *Mind's Eye*, *Obscure*, *Phantasms*, *Pummel*, *Quake*, *Quickness*, *Silence*, *Smite*, *Speed*, *Stun*, *Telekinesis*, and *Teleport*.