

# Ultima V Forsan



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SAVAGE  
WORLDS  
LICENSED PRODUCT

- Sebécasse 14



**This document offers a sample of the Savage Setting Ultima Forsan for Savage Worlds. A setting book originally developed in Italian by Mauro Longo and Giuseppe Rotondo, Ultima Forsan is now being translated into English.**

**Welcome then to the Macabre Renaissance of Savage Worlds. One way or the other, once you get in, you will never be able to leave...**





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# Ultima Forsan

## A taste of Macabre

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*he Dead have  
breached our  
defenses. The  
Alchemist and  
the Knight have  
already died  
fighting, while  
that cursed*

*Inventor has flown away on his winged  
machine. The gypsy has been bitten, and  
now she cannot hide her sardonic grin.  
You have seen this happen to the Morituri<sup>1</sup>  
many times before. You have managed  
to barricade yourselves in the armory,  
where you sit down close to each other.  
Her wound is superficial, so it may take  
her many days to turn into one of them,  
but the door will fall down much sooner  
than that.*

*It is your last hour of life.*

*Perhaps.*

In Ultima Forsan, resolute, resourceful heroes face the dead brought back to life and the nameless abominations infesting our macabre world in a period set between the end of the Dark Ages and the dawning of the Renaissance. The Plague has already been spreading for two centuries, but now men are ready to face it and to hope in a better future. Death, however, is always lurking out there for those who fight and risk their lives every day, and it counts each second of their lives on a dusty hourglass.

Ultima Forsan – Perhaps their Last (hour of life) – is these Heroes' motto: each hour, each feat, each adventure could be their last, but they won't stop because of that. Whether they succeed or fail, they will fall fighting!

<sup>1</sup> Morituri: Latin for "those who will die"

## INTRODUCTION TO THE MACABRE RENAISSANCE

### I

At the end of the Middle Ages, the Plague of the Dead has spread through the old world, destroying the kingdoms of men. All the cities in Europe, Africa, and Asia have fallen prey to the Gray Horde of the corpses brought back to life, which has reached all the known lands, while horrible abominations are rampant everywhere, thus giving rise to the darkest time in the history of the human race.

After almost two centuries spent fighting for survival, facing macabre battles and unthinkable horrors, the survivors among the human race have managed to reconquer part of the lost territories and to establish small, fortified and guarded fiefs there. All sciences, techniques, and arts have been redirected from their original course and steered toward those fields of research most useful against the Plague. Resources never dreamed of before, and obtained from the treasures and properties of millions of families now extinct, have been devolved to the development of machines, alchemic materials, weapons, equipment and training to fight this Macabre War.

Now, in the year 1514, the New Kingdoms are ready to meet in Council and to bring the Renaissance to life... the Renaissance of Man on Earth. Many are the places where the new powers on Earth are concentrating their alliances and, at times, their schemes out of personal interest. One of them is New Venice – on the Isle of Candia, in the middle of the Mediterranean Sea – where the



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survivors from the Fall of Venice found shelter. Another is Lucca – in the heart of Tuscany, where every year merchants, onlookers, noblemen and inventors from all the New Kingdoms are attracted by the Fair of the Dead.

### LUCCA'S FAIR OF THE DEAD

The official name for this event is the Fair of All Saints and of the Day of the Dead, but soon everybody took to calling it simply the Fair of the Dead, with an intentional grotesque twist to the name. The Fair is held in Lucca every year, between the end of October and early November, depending on when the Sunday falls in that period. It spreads throughout the city and offers all sorts of goods and merchandises, even if most of the stall owners, who come from near and far fiefs, bring only their most precious and quaint merchandise: illustrated and printed books, exotic gowns and costumes, extraordinary weapons, new models of bombards, harquebuses, prosthesis and armors, odd contraptions and alchemic potions, scientific and medical discoveries, all sorts of devices and prototypes.

Besides the ongoing demonstrations and the countless stalls, the fair also offers costume pageants, duels and jousting, performances by acrobats, jugglers and actors, private meetings and appointments, awards and skill, cleverness, or luck contests, card, dice and board games. Every night, inns, taverns, gambling houses and houses of ill repute fill up with the most colorful assortment of human beings, all bent on celebrating all night through their happiness at being still alive.

### ULTIMA FORSAN HEROES

Ultima Forsan Heroes are indomitable warriors wearing augmented armors, alchemists skilled in distilling devastatingly efficient preparations, stealthy hit men who can track down and kill necromancers and infectors, hunters of the Dead who carry silenced muskets, gifted inventors who can design tanks and flying machines, witches, rascals and charlatans so sly and skilled they can deceive even the Plague Spawn.

The Dead are their main enemy, be them isolated Strays or devastating Hordes, but in the depths of the Cities of Sorrow have their lair horribly mutated Fell Beasts, Chimeras born of mad experiments, or even more frightening Abominations.

And in the East, in Jerusalem, the Black Sultan is gathering his awful legions, getting ready to hurl them at the New Kingdoms...





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## Ultima Forsan Heroes of the Macabre Renaissance

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*Ultima Forsan Heroes can be normal human beings, also called "Untainted", to differentiate them from the "Tainted". These are not two different races, because the Tainted are still human beings, but with different characteristics, which is why it is more practical to keep the two categories apart.*

### UNTAINTED

These normal human beings follow the common Savage World rules, and therefore start the game with a free Edge.

### TAINTED

The Tainted are men and women who contracted the Plague and suffered a mutation of their body because of the Atrament pervading their body fluids and

tissues, but they are still fully alive and human as far as instincts, emotions, and feelings are concerned.

In strict game terms, the Tainted are dangerous immune carriers of the Plague! Their physique is marked by their condition: their skin is pale and diaphanous, and their veins are dark and swollen, plainly visible all over their body. The Tainted are immune to the Plague because their body is already imbued with Atrament, which means two things: they cannot die because of the contagion, and if and when they die – however this happens – they will come back as horrible Possessed. They are unpopular and loathed by most of the Untainted because of their emaciated appearance, and because they can spread the Plague whether alive – through their blood – or dead. This is why they usually live in isolated communities, or are driven away and persecuted everywhere else.

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## In the full version...

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Ultima Forsan is comprehensive of the necessary rules to play Untainted or Tainted characters, and also of many new Edges and Hindrances, military and religious orders the heroes can belong to, new equipment including many mechanical wonders, such as augmented armors and mechanical prosthesis, plus three detailed Arcane Backgrounds: Alchemy, Witchcraft and Weird Science, each with its own powers, Aspects and special rules.



# Ultima Forsan Setting Rules



*Ultima Forsan is set in a dark and cruel world, so its setting rules reflect its atmosphere.*

## 1 - SAVAGE WORLDS DELUXE

### SETTING RULES

Ultima Forsan makes use of the following Savage Worlds Deluxe Setting Rules:

- \* **Gritty Damage**
- \* **Multiple Languages**
- \* **No Power Points**
- \* **Blood & Guts**

## 2 - THE MACABRE WAR TRADE

### FEAR AND HORROR

Sadly, all Ultima Forsan Heroes are quite used to walking dead, massacres and suffering, and to the tales about the Abominations hiding in the wilderness. Therefore, they seldom face situations or creatures that can upset them.

Note: In Ultima Forsan, the characters make Fear tests with a Spirit roll.

### EXPOSURE TO THE PLAGUE

Exposure to the Plague is perhaps the greatest danger Ultima Forsan heroes have to face.

If a character gets hit by a Dead or by any other Plague Spawn, and the damage causes a Wound, then the character is in real danger of contracting the Plague. And nobody wants that to happen, right? This effect can be avoided spending, as usual, one Benny to make a Soak Roll. If the roll is successful and there aren't any Wounds, then the character has been lucky and managed to dodge the blow, or to get bitten on a part of the body covered by thick layers of cloth, or other similar things.

There is no risk of contracting the Plague if an attack by a Dead only leaves the character Shaken. If an already Shaken character incurs again in the Shaken condition, then this effect causes a Wound, as usual, and as a consequence the character contracts the Plague.

**Please Note:** Unlike normal illnesses, the Plague is such an obscure and powerful disease that it doesn't allow Vigor rolls to avoid the contagion, unless you're playing at a lower than standard lethality level (see Variable Lethality box). Therefore, whoever suffers one or more Wounds inflicted by a Dead or another contagious creature, and doesn't manage – or cannot – avoid them through a Soak roll, can be certain of having been infected.

## Variable Lethality

The Plague is undoubtedly dangerous, and in game terms it is lethal. However, Ultima Forsan full manual allows you to choose the lethality level you prefer, to adapt Ultima Forsan to your preferences.



### LAST HOPE AND CAUTERY

If it hasn't been possible to avoid a Wound, there is still some hope to get out of it alive.

Having been bitten, or scratched, by a Plague Spawn might not be the end of the Hero. Centuries of battles against the Dead, Fell Beasts and all sorts of Abomination have taught fighters and healers how to act efficiently if one of their companions gets wounded.

There is one good piece of news. Given the kind of attack delivered by these enemies, hands, arms, and legs are the parts of the body that get wounded more frequently (See Bites and Scratches Table), and it is, therefore, still possible to intervene.

First thing, time is running out! The players have only 5 rounds to amputate the infected part. This is why fellowships, groups of scouts or of warriors, and in general whoever can afford it, always carry with them a special surgeon hatchet called the Last Hope, specifically to the purpose of amputating on the spot the infected limb. The Last Hope must be constantly honed, cleansed with fire, and never used for anything else, particularly not for fighting, because it would risk getting infected and losing its purpose.

To efficiently amputate a limb it is enough to make a successful Healing roll, but it is necessary to apply a -2 modifier if the victim tries to perform the amputation without help, and another -2 if weapons or instruments that aren't the Last Hope are used (to say nothing of the fact that other instruments, weapons in particular, could already be infected with Atrament, which would make the amputation totally useless!)

Once the limb has been amputated, the character is at risk of bleeding out.

Bleeding out works here exactly as it does in Savage Worlds Deluxe: the injured character must make a Vigor roll at the start of each round, before Action Cards are dealt, and then every minute after the fight; getting a Success, the victim must roll again at the next round, and or every minute if not in combat; getting a Raise, the victim stabilizes, and no further rolls are required; getting a Failure, the character dies from blood loss.

To avoid blood loss effects, it is possible to apply Cautery – another object wise adventurers should always carry with them – after cutting out the infected part. Cautery is an alchemic, official substance that corrodes like vitriol and burns like fire, but in the long run has soothing and balsamic effects. If immediately applied on the stump, Cautery will thoroughly cauterize and disinfect the wound, and the victim won't die from infection or blood loss. This operation doesn't require any roll, but it is necessary to have one dose of Cautery available.

If no Cautery is available, it is possible to use fire, vitriol or other acids. In this case, however, it is necessary to make a Healing roll, with a -2 malus if the victim had to do it all by himself.

It is possible to repeat this roll until successful, but at each try the victim also has to make a Vigor roll or suffer one Fatigue level due to the extreme pain (recoverable after 24 hours).

### FIGHTING AGAINST THE PLAGUE HORDES

There are some specific rules to follow when fighting against the Dead, Fell Beasts and other Plague Spawn. After all, they are anything but average opponents!



## Ultima Forsan Setting Rules

When a Plague Spawn attacks using claws or fangs, at the same time the Game Master makes a d20 roll on the Bites and Claws Table to see what part of the body was attacked, before making the damage roll. This way, the wounded character can use the Armor points that protect the affected area. If the attack causes one or more Wounds, it is then necessary to apply (in addition to Wounds) the effects described for that part of the body in the Bites and Claws Table.

This table substitutes the Savage Worlds Injury Table as far as the Spawn is concerned, because it uses natural weapons and is fundamentally irrational. If able to use a regular weapon, a Plague Spawn (such as Possessed, Tyrants and Striges) follows the usual Savage Worlds Deluxe rules and uses its regular Injury Table. As it is for the Gritty Damage Setting Rules, Injuries generated by the Bites and Claws Table are temporary, and heal together with the Wounds that caused them, provided that the character isn't made Incapacitated. Beware: unfortunately, this doesn't prevent contagion! See the section Exposure to the Plague.

### MORITURI AND SARDONIC GRIN

If there is no way to save the character, who is therefore doomed, before settling his business, say good-bye to his loved ones and entrust himself to the Misericorde... well... he's not dead already, after all. Some Morituri have even admitted to feeling a sense of freedom and relief in being doomed to death, a sense of resignation and serenity called Sardonic Grin. The Dead have lost their best weapon – the fear of the Plague – against that victim, who can now attack them

without hesitation, knowing there is nothing left to lose.

A Wild Card character thus infected gains the Wild Card “Sardonic Grin” Edge.

### PLAGUE IN ACTION

The first effect of the Plague is to kill the infected subject. The infected character must make a Vigor roll every day. It is a special roll, because Wild Cards cannot use either the Wild Die or their Bennies: the Plague doesn't make any exceptions. After the first day, a cumulative -1 penalty is applied to any following day.

If the roll is successful, the character carries on for another day. If the roll fails, the character suffers one Fatigue level, 2 if he gets 1 on his Vigor roll. If Fatigue makes him Incapacitated, the character still has one last chance. The character draws one Action Card for each Rank (that is, one for Novice, two for Seasoned, and so on). If the character draws a Joker, his body has managed to stand up to the Plague and has overcome the danger: the character thus becomes Tainted, gaining all the pertinent Traits, but he loses the Sardonic Grin Edge. If the character draws any other card, it is time for the First Death.

Even those Tainted already infected and therefore – theoretically – destined to get up again, have a last chance: at the moment of death, a Tainted character draws one Action Card per Rank (that is, one for Novice, two for Seasoned, and so on). Drawing a Joker, the character gains the Beyond the Threshold Edge, and in fact cheats Death.



Ultima Forsan  
Setting Rules





# Ultima Forsan Setting Rules

## BITES AND CLAWS TABLE: ATTACKS BY THE SPAWN AGAINST THE CHARACTERS

Roll a d20 together with the Spawn attack roll to determine the specific Injury:

D20	POSITION	INJURY	CURE
1-2 3-4	Right Leg Left Leg	Calf bite! Gain Lame Hindrance (or One Leg Hindrance, if already Lame)	Amputation prevents infection, but the Injury becomes permanent.
5 6	Right Leg Left Leg	Torn apart tight! Pain and wound prevent use of the leg: One Leg Hindrance.	Amputation prevents infection, but the Injury becomes permanent.
7	Guts	Family Jewels! Intolerable pain, and reproduction is out of the question from now on.	Amputation prevents infection, but the Injury becomes permanent.
8	Guts	Agility reduced one die type (min. d4).	Infection is unavoidable!
9	Guts	Vigor reduced one die type (min. d4).	Infection is unavoidable!
10	Tronco	Strenght reduced one die type (min. d4).	Infection is unavoidable!
11-14 15-18	Right arm Left Arm	Bitten and torn arm! Pain and wound prevent use of the arm, as in One Arm Hindrance, but if the primary arm is affected, off-hand penalties apply to the other.	Amputation prevents infection, but the Injury becomes permanent.
19-20	Head	<p>The monster grabs your head! Roll d20:</p> <p><b>1-2:</b> Right eye ripped off! Gain the One Eye Hindrance (or the Blind Hindrance if you had only one good eye).</p> <p><b>3-4:</b> Left eye ripped off! As above.</p> <p><b>5-7:</b> Right ear ripped off! The damage causes the Hard of Hearing Hindrance (minor). Such Injury is always permanent!</p> <p><b>8-10:</b> Left ear ripped off! As above.</p> <p><b>11-13:</b> Nose ripped off! Gain Ugly Hindrance.</p> <p><b>15-16:</b> Blinded! Right eye: One eye is wounded. Gain the One Eye Hindrance (or the Blind Hindrance if you had only one good eye).</p> <p><b>17-18:</b> Blinded! Left Eye: See above.</p> <p><b>19:</b> Torn apart face! Gain Ugly Hindrance.</p> <p><b>20:</b> Torn apart neck! You start losing blood!</p>	<p><b>Ripped off eye or ear:</b> The piece of good news is that the infected part has been severed off and it is not necessary to intervene to avoid infection.</p> <p><b>Nose:</b> Amputating the remaining part prevents infection, but the Injury becomes permanent.</p> <p><b>Blinded:</b> The eye is seriously wounded and the only remaining hope is to remove it! The Injury becomes permanent.</p> <p><b>Face:</b> Infection is unavoidable!</p> <p><b>Neck:</b> Infection is unavoidable, but cauterizing the wound may stop the blood loss.</p>





## Ultima Forsan Setting Rules

### GETTING UP AGAIN

The characters infected by the Plague (Tainted included), get up again 1d6-1 hours after their demise. This means that if the roll gives 1 as a result, the Dead gets up right away.

The infected Untainted who died a violent death (for example, characters killed

while fighting), get up as pitiful Husks, or even as Carrions, if their body is awfully mangled. Characters killed by the Plague after a long agony due to the infection (as described in the chapter Plague in Action), get up instead as dangerous Furies or even as Possessed, if they are successful in a Vigor roll (-2).

The Tainted always get up as Possessed.



### In the complete version...

Ultima Forsan includes rules regarding mechanical prosthesis, Mass Battles, fights between Dead and Extras, and much more!



# Ultima Forsan Pregenerated Characters

## Flor Escalione "La Mariposa"

### THE RED ODALISQUE

The Red Odalisques are the elite guards of the Sultan Soraya of Granada. They can belong to any race or religion, and in the Harem of Granada they get trained in disguise and espionage techniques, as well as in a special martial art known as the "Blade Dance", which is executed holding two sabers. Each Odalisque has sworn to serve Soraya and Granada, and will agree to any compromise in order to do her mistress' will.

**Race:** Untainted

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

**Skills:** Fighting d10, Lockpicking d4, Notice d4, Persuasion d4, Stealth d6, Streetwise d4, Throwing d8,

**Charisma:** +3; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

**Hindrances:** Curious, Loyal, Stubborn

**Edges:** Attractive, Red Odalisque

**Languages:** Spanish, Arab, Tuscan vernacular

**Weapons:**

**2 sabers** (damage: Agility+d6)

**4 throwing knives** (range: 3/6/12; damage: d6+d4)

**Armor:**

Leather corselet, armlet and jamb (Armor 1)

**Equipment:**

Elegant dress of red veils (Charisma +1)

**Bag containing:** Last Hope hatchet, phial of Caution, soap, a small bottle of perfume, lockpicking tools, 150 florins

**Edge:** Red Odalisque

Thanks to their training in the "Blade Dance", the Red Odalisques can fight with two scimitars or sabers, as if having the Ambidexterous and Two Fisted Edges, provided that they have no Encumbrance penalties.

While free from Encumbrance penalties, Red Odalisques can also use Agility instead of Strength to cause melee damage when using sabers or scimitars (they still have to follow the Minimum Strength rule).

They get two free sabers, or scimitars, and elegant, custom-made gowns of red veils, which add +1 to Charisma in those circumstances where status is important.



Ultima Forsan  
Pregenerated Characters





# Ultima Foran Pregenerated Characters

## Jean Paul La Roche

### PALADIN OF THE HOLY ROMAN EMPIRE

The French Paladins owe obedience to the Pope-King and swear themselves to the service of the Order and of the Empire of the Avignonnais Church. When they aren't on a special mission on behalf of the Vicar Generals or of the Bishop Counts, they still obey the Pope-King's orders and fight against the Dead, defend the travelers and the poor, hunt down infectors, sorcerers, heretic, necromancers and Tainted.

**Race:** Untainted

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

**Skills:** Fighting d8, Healing d4, Intimidation d8, Notice d4, Persuasion d4, Riding d8

**Charisma:** 0; **Pace:** 6; **Parry:** 7 (1); **Toughness:** 8 (2)

**Hindrances:** Overconfident

**Edges:** Knight (Paladin of the Holy Roman Empire), Brawny

**Languages:** French, Tuscan vernacular, Latin

**Weapons:**

**Longsword** (damage: Strength+d8)

**Armor:**

**Augmented armlet** (Armor +3 on the right arm, +1 to Strength rolls and melee damage); chainmail corselet, left armlet and jambs (Armor 2), medium shield (+1 Parry, +2 Armor against ranged attacks), full helmet (Armor +3)

**Equipment:**

**Bag containing:** the Bible in Latin, 300 florins

**Edge:** Knight – Paladin of the Holy Roman Empire

The Paladins of the Holy Roman Empire are an elite corps that answers directly to the Pope, Constantin II. They are bound by a holy vow which implies obedience and immediate answer to any call to arms, even if this might mean certain death. They get a warhorse, full chainmail armor (corselet, armlets and jambs), steel helmet (enclosed), long sword and medium shield with their order's coat of arms, plus an augmented bracelet. They can ask for hospitality at any ecclesiastical facility belonging to the Avignonnais Church, as well as at monasteries, convents and abbeys belonging to any Christian religious order.



# Ultima Forsan Pregenerated Characters

Ricciardo De Barri

## DEAD HUNTER

Many Fiefs have elite corps of armigers, men-at-arms, and woodsmen whose specific task is to patrol the borders or to venture into the savage lands to destroy the Dead that get too close to the Fief. These “Feditori” perform their duties alone or in small groups, setting ambushes, traps, and surprise attacks, and they usually carry short weapons. At times, adventurers and itinerant hunters do that as well, and some Fiefs will pay 50 florins or some similar reward, for each Dead’s head.

**Race:** Untainted

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

**Skills:** Fighting d8, Firing d8, Notice d4, Stealth d6, Streetwise d6, Survival d4, Tracking d4

**Charisma:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

**Hindrances:** Greedy (minor), Ugly

**Edges:** Steady Hands, Shot to the Head

**Languages:** Tuscan vernacular, German, Hungarian

**Weapons:**

**Axe** (damage: Strength+d6)

**2 flintlock pistols** (range: 5/10/20; damage: 2d6+1; 2 actions to reload; can be reloaded in one round with a successful Agility roll)

Pouch containing 20 shots and black powder.

**Armor:**

**Leather corselet, armlets and jambs** (Armor 1), pot helmet (Armor 3, head protection 50%).

**Equipment:**

**Bag containing:** pouch of salamander wool, Last Hope hatchet, one phial of Caution, rope, 30 florins.

**Edge: Shot to the Head**

The character is particularly adept at scoring a direct hit to the Dead’s head, and can anticipate their movements and shuffling gait. This halves the penalty for called shots to the head when the character attacks the Dead with a ranged weapon.



# Ultima Forsan Pregenerated Characters

## Perriballe Tarragni

### INVENTOR

Real geniuses, artists, mathematicians, scholars of algebra and physics, engineers who wouldn't hesitate to experiment the most daring mechanical solutions, true Renaissance men with a deep knowledge of all arts, sciences and technologies, these men are one of the most important symbols of Man's rebirth from the fog of the darkest Age. Their mechanical, magnetic and optical marvels are activated by levers and gears, hinges and tie-rods, are fueled by steam and spring devices, by gunpowder and inflammable oil, by lightning and wind power.

They usually work for the lord of some fief, or in a workshop equipped with all sorts of tools and raw materials, and they strive to create prototypes and machines that one day will allow them to defeat the Progeny of the Plague.

**Race:** Untainted

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

**Skills:** Fighting d6, Investigation d4, Notice d6, Taunt d6, Repair d6, Weird Science d8, Shooting d8

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Hindrances:** Hard of Hearing, Quirk (eats only raw food)

**Edges:** Arcane Background (Weird Science)

**Languages:** Tuscan vernacular, French, German, Latin, Ancient Greek

**Powers:** *Armor* (-1 to Weird Science roll; *Armor* +2/+4)

**Weapons:**

**Bombard** (loaded with iron ball: range: 14/28/56; damage: 2d10; PA 2, Heavy Weapon. Loaded with 4 shots and black powder: conical model; damage 2d8; an opposed roll in Agility neutralizes the damage)

**Dagger** (damage: Strength+d4)

**Equipment:**

10 iron balls

12 shots and black powder

**Bag containing:** rope, flint and steel, flask of oil, lantern, 25 florins.



Ultima Forsan  
The Dead in Ultima Forsan





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## Ultima Forsan

### The Dead in Ultima Forsan

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*he Plague Spawn is divided into many different categories, but the following Special Abilities generally apply to them all:*

**Brain Death:** The Dead with a (D) beside their Smarts value are driven by blind fury and totally out of their mind. They cannot be distracted from their target, but they also won't notice if their opponent throws obstacles or flames in their way, or is luring them into a trap. From the game point of view, however, their absence of mental reactions makes them immune to Trick maneuvers based on Smarts (except for those attempted by a character having the Fool the Dead Edge).

**Contagious:** Characters bitten or clawed by a Dead are unavoidably infected by the Plague.

**Fearless:** All the Dead are immune to Fear, Intimidation and all other similar effects.

**Indirect Infection:** If at risk of becoming infected in an indirect way (for example by splashes of Atrament getting in contact with open wounds or being ingested by a living person), the character has to draw a card from the deck. If it is a face card, the Plague has reached an area that can become infected, and the character is therefore infected as well. It is possible, however, to avoid indirect infection spending a Benny, which represents a stroke of luck.

**Raging Hunger:** The Dead throw themselves at their targets wildly and recklessly, not caring at all about their personal safety, which is why they have Parry -1. They cannot make Wild Attacks in combat. Moreover, when a Dead kills or makes his opponent Incapacitated, on the next round he keeps overwhelming his victim (if Incapacitated, but still alive, the victim draws a card: if the card is black, the character is killed). The Dead keeps tearing the poor remains apart until distracted by another attack or something like that, and is to be considered Shaken to all effects (he can therefore try to recover at each round).

**Undead:** +2 to Toughness; +2 to recover from being Shaken; called shots do not inflict added damage, unless aimed at the head (see Weakness). Arrows, spears and other attacks with piercing weapons only inflict half damage. Immune to venom and illnesses.

**Weakness (Head):** Damage to the head gets a +2 bonus besides the standard +4 applied to all creatures. Piercing weapons cause full damage to the head.



# Ultima Forsan

## Death and the Machine



*Some are  
born great,  
some achieve  
greatness, and  
some have a  
great armor suit  
around them.*

*Malvolio Melancone, inventor*

The following adventure demonstrates how Ultima Forsan works; it is suitable for 3-5 Novice characters. The group is composed of nosy adventurers or representatives sent by their respective kings to attend to a demonstration of war machines, held at the Lucca Fair of the Dead, in the event that some of those contraptions might be usefully employed in the Macabre War. The group soon finds itself involved in an accident that drags its members in a succession of fightings, chases, war automatons and sabotages.

### BACKGROUND FOR THE GAME MASTER

Malvolio Melancone, a mad Tuscan inventor, wants to show the world how good his “prototypes” are, and to prove to everybody that he isn’t the mad fanatic everybody takes him for (which he actually is). Malvolio has invented a disgusting “Atrament Engine” which adds some salts and chemical additives to a mass of Atrament, transforming that lethal substance in a thick fuel akin to tar. Obviously, nobody ever even thought of financing or supporting his research, both because Atrament Boilers

give off an awful Miasma, and because they have to be fueled with human body parts that the Atrament first melts and then coagulates, before burning down. In other words, a senseless horror.

In spite of all this, Melancone has managed to get permission to exhibit his prototype, the Gorgon, at a show of war Automatons and Armillary Armors to which all the greatest European factories and workshops will take part.

Knowing only too well that his prototype would never hold a candle to the others, Malvolio has sabotaged the Manifatture da Vinci prototype, in order to humiliate his adversaries and to appear in a much better light.

His act of sabotage will cause a small Pandemonium and, of course, Malvolio’s guilt will appear more than obvious from the very start. The scientist will run away on the Gorgon and the heroes will have to chase him down and shoot down his gigantic armillary armor.

### 1 - THE MECHANICAL CHALLENGE

Coming from different parts of the known world, the heroes come to Lucca for the Fair of the Dead. More or less by accident, they end up near each other during one of the Fair events: a sort of arena has been assembled in the Amphitheater Square, where will be held demonstrations of new, experimental war machines from various parts of the world.

A wooden, seven feet high palisade, strongly reinforced against any possibility of the Dead tearing it down, separates the arena from the platforms



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where the spectators will take place. Many of them are just peasants or curious merchants, but of course among them there are also some rich, prospective customers: courtesans, warlords and noblemen who have come from all over Italy and Europe specifically for that show.

Among the most important characters, we find the Lord of Florence, Niccolò Machiavelli, Leonardo Da Vinci, the Berettas from Brescia and the Cardanos from Pavia, as well as some princes from Hungary (in particular, the siblings Ilona and Lajos Farkas, Tainted). Many Lucca Guards and Crossbowmen supervise the demonstration to prevent any accidents.

The Heroes take place right below the authorities' dais, in front of which there is a great red cloth pavilion hosting the inventors, the gunners, and their helpers.

The first war machines are activated and systematically destroy wooden targets and armored mannequins.

On one side of the arena there are also several sealed wooden boxes, probably containing more prototypes and machineries that their owners want to keep hidden till the moment of their performance.

## 2 - ON THE AUTHORITIES' DAIS

Before the demonstrations begin, the young inventor Girolamo Cardano flirts with both Ilona Farkas and/or any Heroine in the group; at some point, he suggests that they all go up on the authorities dais which, for the matter,

is half empty anyhow, since they'll be better able to watch the fights from up there. Of course, this is just a pretext to better study the group's female characters, or talk with warriors and inventors. Girolamo's curiosity has been really piqued by the Automaton and the Armillar Armors presented by his adversaries, and will explain their technology and background to whoever shows interest in them.

When it comes to the Manifatture Da Vinci, Leonardo himself presents his machines:

*"Esteemed Ladies and Noble Lords!  
Here in this square, today, you all will  
see how much the power of the intellect  
can do in the service of good!"*

*You will see how the virtues of  
mechanics and science can bring  
hard, lifeless metal to life and create  
weapons that, like titans, without any  
fear of death, will be able to inflict the  
Last Death to the lifeless bodies of the  
Hungering Departed!"*

Behind Leonardo's back, the pavilion's flaps are pulled back, revealing two enormous Armillar Armors: the one to the left, well chiseled and finished off, seems to have no pilot inside, while inside the one to the right – a mass of wood planks, badly assembled plates and other pieces shoddily nailed together – it is possible to see a dirty and aged man, who nervously greets the crowd leaning out of a big, round trapdoor set on the top of the Automaton.

*"So that nobody can say that genius  
doesn't tolerate any competition,  
together with our latest creation, which  
we call Talos, 'the Steel Colossus', today*



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*you will also see here a creation by Malvolio Melancone, a man of science and intellect from this very city, who will demonstrate the merits of his 'Gorgon', which a few have already nicknamed 'the Junk Giant'."*

The joke makes the crowd laugh and some of the tension melts away. Malvolio, however, turns beet red and locks himself inside the Gorgon, an angry grimace on his face.

*"Since genius isn't worth anything if its aim isn't to do good deeds," Leonardo goes on in the meanwhile, "our inventions have been conceived as tools to be used to defeat the evil of the Plague, and not to kill the living. Therefore, it is against the Dead that you will see them fight."*

At his signal, his assistants pull some ropes, opening the huge wood boxes, from which emerge at least fifty Husks, clothed in black leather jackets, masks and gloves.

A sudden clamor rises from the crowd, but Machiavelli stands up and explains that everything is in order with the demonstration, and that there are protections and guards enough to keep everybody safe.

He then explains to the Heroes that:

- \* Leonardo's automaton is moved by some "perforated metal plates" containing the steering instructions, without any need for a man to guide it.

- \* Malvolio is an inventor from Lucca, and Lucca's Podestà himself has imposed his presence at Leonardo's demonstration, to give some satisfaction

to the citizenship and not to lose too much time with that 'poor excuse for an inventor'.

The two war machines come forward and they soon make mincemeat out of the Dead with their huge weapons. While Leonardo's Clockwork Colossus is slower and heavier, Malvolio's Armillar Armor is undoubtedly swifter, but the boiler on its back gives off a cloud of black vapour. Once its early bewilderment is over, the crowd begins to appreciate the show and cheers the two machines on.

### 3 - DEATH AND THE MACHINE

The Colossus built by Manifatture Da Vinci suddenly jams, falls sideways and delivers a blow to itself before knocking down part of the palisade under its own weight and stopping altogether. Of course, the knocked down area is exactly beside the place where the Heroes are!

A score of Husks immediately swarms through the breach, climbing over the carcass of the huge metal beast, while the crowd runs away, the Mercenary Guards do their best to contain the ensuing Pandemonium, and the Heroes get ready to help.

#### Husk, Mannequin

**(Heroes' number +3):** these Husks are clad in leather to better absorb the blows, and they also wear gloves and a mask covering their mouth to avoid any possible form of contagion during the transportation and demonstration. They inflict normal damage, but they cannot spread the Plague. Moreover, they have an added +1 Armor on every part of their body.



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#### 4 – SABOTAGE!

Once all the Dead have been destroyed, and the peace restored, Malvolio looks out of the trapdoor of his automa and cannot help but indulge in the temptation of making fun of poor Leonardo, boasting about the superiority of his own invention, while Niccolò Machiavelli thanks the Heroes.

The perforated brass plate inside Talos has fallen out of its slot on the Colossus' back. Carefully observing it and successfully making a Smarts or Weird Science Test, it is possible to ascertain that some of the punching has been violently and roughly tampered with, and Leonardo also discovers that some of the automaton screws and tie-rods are nowhere to be found. "Sabotage!"

It should be simple enough to understand that it is Malvolio's doing, since he is one of the few with the know-how to sabotage the Colossus and a reason to do it; it is quite easy to make him confess or contradict himself, since it is enough to work (even accidentally) on his presumptuousness. Moreover, on the perforated plate there are some stains (fingermarks) of a black, tarry substance very much like Atrament – something anybody successful in making a Knowledge (Plague), Alchemy or Healing roll can notice – and akin to that sort of black oil dripping from the Gorgon. If cornered, the mad inventor will lock himself up inside his Gorgon and run away from the square, heading for his laboratory, while Machiavelli can only give the Mercenary Guards the order to apprehend him. The guards, however, don't look too sure of being able to stop

a metal giant, so all Machiavelli can do is to ask for the Heroes' intervention, if necessary also offering them a handsome reward: 2,000 Florins.

#### 5 – CHASE TO THE LAST BOLT!

Chasing Malvolio on his Gorgon is an action the Heroes might decide to perform on foot, on some kind of mount, using other Armillar Armors, or even on one of Leonardo da Vinci's flying machines. In any case, the normal Savage World rules for Chasing apply here.

If the Heroes chase Malvolio on mounts, or by any means that increase their speed, then Malvolio will resort to his automaton's Special Ability called Atrament Engine to increase its speed.

#### 6 – MALVOLIO'S LABORATORY

Unless the chase gets to an end before that, Malvolio and his Junk Giant run through the streets of Lucca and among the general bewilderment they leave the city through one of its gates, finally reaching a large, shabby farmhouse outside the city walls. The Gorgon bursts through the doors and thus reveals mad Malvolio's laboratory.

Boiler pieces, metal components and all sorts of contraptions are spread everywhere, together with containers filled with much more unsettling materials: a full squad of mechanical Opprobriums (Heroes' number +2) and a heap of human body parts, the awful fuel propelling the Atrament Engines.

The Gorgon throws to the ground the box containing the Opprobriumus, then it waits to face the Heroes in the final confrontation.



## JUNK GIANT

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

**Skills:** Climbing d4\*\*, Fighting d10\*\*, Throwing d6\*\*

**Pace:** 5; **Parry:** 5; **Toughness:** 13 (3)

**Special Abilities:**

**Armor +3:** Hard metal plates.

**Atrament Engine:** The Junk Giant is activated by an Atrament fueled engine! The driver can use back-up fuel to give the Giant a boost, doubling its Pace and obtaining Improved Frenzy for 6 rounds. After the 6th round, the driver must make a Weird Science roll at the beginning of each round: if he gets 1, the result is equal to a critical failure (see Experimental Contraption) and the Giant stops working. Moreover, if the driver uses back-up fuel, whoever gets in close contact with the Giant (in a melee, for example) and breathes the fumes from the boiler during all the 6 rounds suffers from the Miasma effects: that means the character has to make a successful Smarts roll to hold his breath, or the Plague will infect him!

**Construct:** +2 to recover from being Shaken; ignores wounds penalties; immune to poisons and illnesses; no extra damage from called shots.

**Experimental Contraption:** Whenever the driver gets 1 on a Trait die (regardless of the Wild Die), the Giant suffers a Wound. In case of critical failure, the Giant is damaged beyond repair and cannot be used again until repaired through a Weird Science roll. Repairing it requires 3d6 hours, but this time can be halved with a raise on the Weird Science roll.

**Improved Sweep:** As per Improved Sweep Edge.

**Mallet:** Str+d10.

**Revolving Multicrossbow:** The pilot can release a volley of bolts in all directions from the automaton's guts. All the characters within a 2 inches range must make a successful Agility roll or suffer 2d6 damage. Those within a 6 inches range add +2 to the roll and those within a 12 inches range add +4. Once used, the multicrossbow has no more ammunitions.

**Size +4:** It is an almost 13 feet tall machine which can accommodate a man inside its guts.

**Steered Automaton:** Since the automaton is not a living creature, the Traits marked with an asterisk (\*) use the Traits of whoever is steering it. In the case of those Traits marked with two asterisks, instead, the driver will have to use the lowest value die between the automaton's Trait and his own Weird Science die.

**Vehicle:** As a vehicle, the Giant has three wounds; when wounded, it makes a roll on the vehicle damage table.

## MALVOLIO MELANCONE

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

**Skills:** Fighting d6, Investigation d6, Notice d8, Persuasion d6, Shooting d6, Taunt d6, Weird Science d10

**Charisma -;** **Pace 6;** **Parry:** 5; **Toughness:** 5

**Edges:** Arcane Background (Weird Science), New Power



**Powers:** Entangle, Smite (but his inventions are in his laboratory so he can't use his powers unless there).

**Equipment:** Dagger (Str+d4) o other weapon.

### HUSK, MANNEQUIN

**Attributes:** Agility d4, Smarts d4 (D), Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Notice d4

**Pace:** 4; **Parry:** 4; **Toughness:** 8 (1)

**Special Abilities:**

**Bite:** Str+d6.

**Claws:** Str+d4.

**Dead:** Mannequins/Dummies have all the Dead's Special Abilities, but they are padded with thick leather layers and cannot spread the Plague.

**Shuffling Gait:** Husks cannot run.

### MECHANICAL OPPROBRIUMS

These human body parts have been put together and soldered with metal parts, gears, screws and pulleys. Their movements and attacks are rather disorganized, but they can still be a dangerous source of distraction for our heroes.

**Attributes:** Agility d4, Smarts d4 (D), Spirit d4, Strength d4, Vigor d6

**Skills:** Fighting d4, Intimidation d4

**Pace:** 1; **Parry:** 3; **Toughness:** 5

**Special Abilities:**

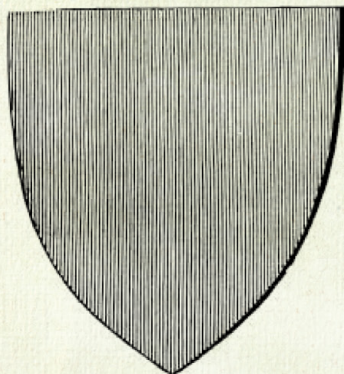
**Claws/Bite:** Str+d4.

**Dead:** The creature has all the Dead's Special Abilities.

**Shuffling Gait:** Opprobriums cannot run.

**Size -2:** Opprobriums are just maimed body parts.

**Small:** Attacks against Opprobriums suffer a -2 penalty.





## War machines and new marvels

The Mechanical War Trade is a new specialization inventors, artificers, artisans and clockmakers (as well as warriors and warlords, of course) have been developing over the past few decades. The employment of automatons and other amazing machines at the courts and against the Plague certainly is far from recent, but its first relevant practical developments have appeared only a generation ago, during the last decades of the Reconquest.

In the year 1514 there are more than a dozen big workshops experimenting and building such artifacts, and there are a hundred more small and big artisan workshops connected one way or the other to this industry.

All these creations are usually called Mechanical Devices, and include among others mechanical Prosthesis, augmented Armors, Automatons – which can be steered through punched plates or not – and Armillar Armors, out-and-out giant armors hosting a pilot inside, who has to drive and use them in battle.

Here is a list of the most avant-garde Mechanical Devices exhibited at the Lucca Fair of the Dead.

Each of them is a prototype, with only a few samples available, and therefore they all are very expensive: 20,000 florins!

**Ornithopter:** Acc/Sp Max: 10/20; **Climb:** -1; **Crew:** 1; **Toughness:** 5; **Note:** Experimental Contraption.

**Aircscrew:** Acc/Sp Max: 2,5/12,5; **Climb:** -2; **Crew:** 1+5; **Toughness:** 8 (2); **Note:** Experimental Contraption.

**Assorted War Tanks:** Acc/Sp Max: 2,5/15; **Crew:** 1+3; **Toughness:** 13 (3); **Note:** Experimental Contraption.

**Experimental Contraption:** If the pilot rolls 1 on a Trait roll (regardless of the Wild Die), the Contraption suffers a Wound. In case of critical failure, the Contraption is damaged beyond repair and cannot be used again until repaired through a Weird Science roll. Repairing it requires 3d6 hours, but this time can be halved through a raise on the roll.

If it is a flying machine, when it stops functioning whoever is aboard will have a very hard time avoiding the damage from the fall!

### Typical Armillar Armor:

**Attributes:** Agility d4\*\*, Smarts\*, Spirit\*, Strength d8-d12, Vigor d8-d12.

**Skills:** Climbing d4\*\*, Fighting d10\*\*, Throwing d6\*\*

**Pace:** 4-6; **Parry:** 2+ half Weird Science of the pilot; **Toughness:** 10-15 (1-3) Weird Science: /2;



## Ultima Forsan Bestiary

### Special Abilities:

**Armor +1/+3:** Overlaid in wood, terracotta, or hard metal plates.

**Construct:** +2 to recover from Shaken; ignores wounds penalties; immune to poisons and illnesses; no extra damage from called shots.

**Experimental Contraption:** If the pilot gets 1 in a Trait roll (regardless of the Wild Die), the Contraption suffers a Wound. In case of critical failure, the Contraption is damaged beyond repair and cannot be used again until repaired through a Weird Science roll. Repairing it requires 3d6 hours, but this time can be halved through a raise on the roll.

**Melee weapons:** Str+d8 to Str+d12.

**Size +2/+4:** Available Armillar Armor height ranges between 8.20 and 13.12 feet, and they can accommodate a man inside their guts.

**Steered Automaton:** Since the automaton is not a living creature, the Traits marked with an asterisk (\*) use the Traits of whoever is steering it. In the case of those Traits marked with two asterisks (\*\*), instead, the driver will have to use the lowest value die between the automaton's Trait and his own Weird Science die.

**Vehicle:** As a vehicle, Armillar Armors have three wounds; when wounded, they make a roll on the vehicle damage table.





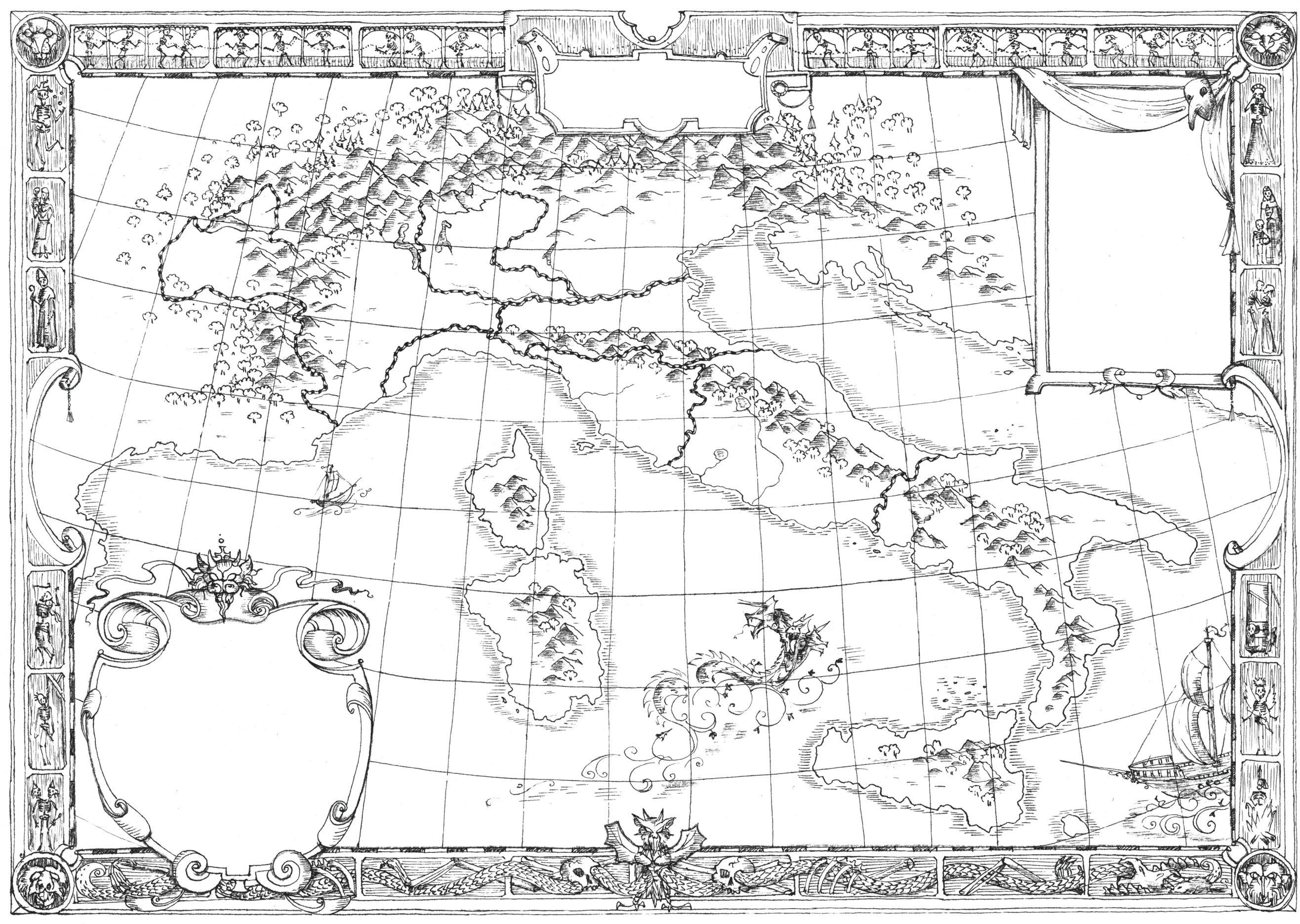
1515

# Italia Marabra

1. Venezia Nuova e Lega Adriatica
2. Principato di Benevento
3. Califfato di Sicilia
4. Terre dei Briganti
5. Vecchia Romagna ed Emilia Melancolica
6. Venezia Vecchia e Domini di Terraferma
7. Toscana Felice
8. Ducato di Milano
9. Piemonte Selvaggio
10. Regno di Sardegna









# Ultima Forsan

## Agility



Boating — Shooting —  
Fighting — Stealth —  
Lockpicking — Swimming —  
Riding — Throwing —

## Smarts



Gambling — Notice —  
Healing — Repair —  
Investigation — Streetwise —  
Knowl. — Survival —  
Knowl. — Taunt —  
Knowl. — Tracking —

## Strength



Climbing —

## Spirit



Intimidation — Persuasion —

## Elegance



Weapon	Range	Damage	Wt.	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Power	Cost	Range	Damage/Effect
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## Gear

_____	_____
_____	_____
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_____	_____

## Head

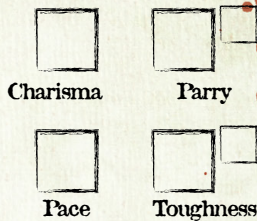
## Arms

## Torso

## Legs

Name \_\_\_\_\_  
Race \_\_\_\_\_

## Wild Arcana



## Background

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Languages

\_\_\_\_\_

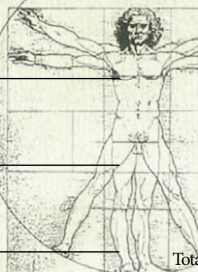
## Permanent Injuries

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Armor



Total weight \_\_\_\_\_ Florins \_\_\_\_\_

Weight limit \_\_\_\_\_ Encumbrance Penalty \_\_\_\_\_

## Hindrances

\_\_\_\_\_

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## Edges

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V

X

XV

## Seasoned

XXV

XXX

XXXV

## Veteran

XLV

L

LV

## Heroic

LXV

LXX

LXXV

## Legendary

XC

C

CX

Fatigue

-I

-II

INC


-III

-II

-I

Wounds





At the end of the Middle Ages, the Plague of the Dead has spread through Europe, Africa and Asia giving rise to the darkest time in history. Now, in the year 1514, heroes from the New Kingdoms are ready to fight to reconquer the World. Ultima Forsan is a game of wild adventures and deadly dangers, set in a macabre alternate version of our Renaissance.

Inside Ultima Forsan Basic Manual you will find:

- A new Savage Worlds Savage Setting, made of grim horrors and indomitable heroes
- Two double-page maps: Macabre Lucca and the New Kingdoms of the West
- New Edges, Backgrounds and Rules to face the Plague Hordes
- Special weapons, augmented armors, airships and mechanical prosthesis to fight in the Macabre War
- A complete campaign
- More than thirty new, frightening monsters, plus dozens of animals, human characters and Wild Cards
- An adventures generator that will allow you to create an infinite number of adventures for your Heroes.

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Death is lurking, and each hour could be the last.  
But you won't give up.  
Never.

