Legends of the Savage World

A *Legends of the Ancient World* to *Savage Worlds* Conversion by Marc Gacy
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The following are some simple guidelines for converting Legends of the Ancient World from Dark City Games to Savage Worlds from Great White Games. Both games are on the "rules-light" side of the spectrum, so there is lots of ground for interpretation. This document is fan material and is endorsed by neither Pinnacle Entertainment Group/Great White Games nor Dark City Games.

Attribute Conversion

Legend Attributes	Savage Worlds Attribute
Strength	Strength & Vigor
Dexterity	Agility & Shooting (skill)
Intelligence	Smarts & Spirit

Attribute Value Conversion

Legends Attribute Value	SW Attribute Value
1-6	d4, d4(A) if Smarts
7-9	d4
10-12	d6
13-15	d8
16-18	d10
19-21	d12
22-25	d12+1
26-30	d12+2
31-36	d12+3
37-43	d12+4
44-51	d12+5
52-60	d12+6
61-70	d12+7
71-81	d12+8
82-93	d12+9

Spells/Powers

Mages need to take Arcane Background (Magic).
Spells and powers are quite different in the two systems.
I would suggest maintaining the spells in Legends as listed and retooling the requirements based on Rank for Savage Worlds. The power point cost remains the same. Otherwise, just start from scratch and redo spellcasters using SW rules.

Legends IQ required	Savage Worlds Rank
8 – 10	Novice
11 – 12	Seasoned
13 – 14	Veteran
15 – 16	Heroic
17+	Legendary

Experience Point Conversion

Every four experience points in Legends of the Ancient World correspond to one experience point in Savage Worlds.

Weapon Conversion

Legends Weapons	Savage Worlds Weapons
---- Grappling ----	
Unarmed	Unarmed
Dagger	Dagger
---- One handed ----	
Club	Billy Club/Baton
Cutlass	Saber (Cavalry)
Short Sword	Short Sword
Broad Sword	Long Sword
Morningstar	Flail
2-Hand Sword	Great Sword
Battle Axe	Great Axe
---- Two Handed ----	
Javelin	Spear
Spear	Spear
Bow	Bow
Longbow	English Longbow
Crossbow	Crossbow

Armor Conversion

Legends Armor/Shield	SW Armor/Shield
Cloth	No equivalent
Leather	Leather
Chain	Chain
Plate	Plate
Small Shield	Small Shield
Large Shield	Medium Shield

Skill Point/Value Conversion

Skill Points	Skill Value
None	d4-2
1	d4
2	d6
3	d8
4	d10
5	d12
6	d12+1

Skills Conversion	
Legends Skill	*Savage Worlds Skill/Edge* - (edges noted with *)
----Athletics----	
Acrobat	Acrobat*
Climbing	Climbing
Riding	Riding
Swimming	Swimming
----Social----	
Charisma	Charismatic*, Attractive*, Very Attractive*
Leadership	Command*, Inspire*, Fervor*, Natural Leader*, Followers*
Spoken/Written Dwarvish	Knowledge(Dwarvish)
Spoken/Written Elvish	Knowledge(Elvish)
Spoken/Written Orcish	Knowledge(Orcish)
Spoken/Written Sorcerer's Tongue	Knowledge(Sorcerer's Tongue)
Written Common Tongue	Knowledge(Common Tongue)
----Nautical----	
Boating	Boating
Navigation	Knowledge(Navigation)
Seaman	Boating, Steady Hands*
----Thief---	
Detect Traps	Notice
Lock Picking	Lockpicking
Remove Traps	Lockpicking
Shadowing	Stealth
Stealth	Stealth
Surveillance Detection	Notice
Thief	Thief*
----Trades----	
Alchemist	Arcane Background(Magic or Weird Science)
Animal Handler	Knowledge(Animal Handling), Beast Master*
Architect	Knowledge(Architecture)
Bard	Common Bond*
Blacksmith	Knowledge(Blacksmithing), Repair
Carpenter	Knowledge(Carpentry), Repair
Farmer	Knowledge(Farming), Survival
Herbalist	Knowledge(Herbs), Survival
Jeweler	Knowledge(Jewelry)
Loremaster	Investigation
Mason	Knowledge(Mason), Repair
Medic	Healing, Healer*
Merchant	Persuasion, Rich*
Potter	Knowledge(Potter)
Shipwright	Knowledge(Shipbuilding), Repair
Tactician	Quick*, Level-headed*
Tracker	Tracking
Weaver	Knowledge(Weaver)
----Weapons----	
Axe	Fighting, Throwing
Bow	Shooting
Dagger	Fighting, Throwing
Pole Arms	Fighting
Sword	Fighting
Unarmed Combat	Fighting