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# HELLFROST

## • RULES •

# SAVAGE WORLDS DELUXE CONVERSION

This document covers changes to the *Hellfrost* setting based on the release of *Savage Worlds Deluxe*. These are official, and will be used in future products. As always, the game is yours, so you can introduce whatever house rules you want.

### RACES

The only official player characters races are detailed in the *Hellfrost Player's Guide*.

### SKILLS

**Knowledge Skills:** Many of the Knowledge skills in *Hellfrost* are already covered by Common Knowledge when relating to one's homeland or faith. Characters who want a more widespread knowledge rather than a focused one must purchase the relevant Knowledge skill, as is normal in *Hellfrost*.

**Languages:** As per the *Hellfrost Player's Guide*.

**Guts:** *Hellfrost* isn't a horror setting, so Guts has been dropped in favor of using Spirit. Where an ability grants a modifier to Guts, it now grants a modifier to Spirit rolls to resist Fear. Similarly, any reference to Guts rolls should be replaced with Spirit rolls. Drop the Guts skill for NPCs and monsters. Player characters with the Guts skill should transfer points invested in it on other skills.

*Courageous Edge:* Requirement for Guts changes to Spirit.

*Disciple of Hela Edge:* Guts requirement is dropped.

*Watcher of the Black Gate Edge:* Guts requirement is dropped.

### EDGES

The following new Edges are **not** available:

- \* Brave (use Courageous from the *Hellfrost Player's Guide*)
- \* Elan
- \* Linguist (use *Hellfrost Player's Guide* version)
- \* Martial Artist
- \* Tactician (use *Hellfrost Player's Guide* version)

### LEADERSHIP EDGES

*Hellfrost* is not a military game. Unless a hero swears fealty to another person, which requires both taking the Orders Hindrance and roleplaying a subordinate position, a Wild

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Card character cannot benefit from Leadership Edges. There are several exceptions to this.

\* A character with the Knight Hrafn Edge may always apply his Leadership Edges to Wild Cards—the knights are widely regarded as the best tacticians and strategists in Rassilon, and only an idiot ignores their advice.

\* A priest or paladin commander may bestow the benefits of his Leadership Edges to Wild Cards, so long as the recipient has the same patron deity. This represents boosting faith through songs, prayers, or chants, not giving orders. Thus, a paladin of Tiw can aid followers of Tiw, but he has no such inherent ability with regard worshippers of the other gods.

\* A skald's Leadership Edges best represent inspiring songs that stir the heart and soul, not barking commands to subordinates. To that end, their Leadership Edges effect Wild Cards.

\* A Wild Card may always benefit from Leadership Edges from a member of the same organization, so long as that bond is represented by the Orders Hindrance. For instance, the Convocation of Elementalists grants no such ability unless the Wild Card has picked the Orders Hindrance, whereas the Iron Guild (among many others) grants the Orders Hindrance for free.

In the cases of Hearth Knights and organizations, the recipient must act in a subordinate manner, obeying any orders from his commander. If he refuses an order, he has broken the bond between commander and subordinate—for the remainder of the combat, he no longer benefits from the Leadership Edges.

## REPLACEMENT CHARACTERS

The *Deluxe* rule on replacement characters is not used in *Hellfrost*. Replacement characters in *Hellfrost* begin with 50% of the deceased character's Experience Points. This is modified by Glory, as detailed in the *Hellfrost Player's Guide*.

## GEAR

Remains as per the *Hellfrost Player's Guide*. Gear notes not detailed in the *Hellfrost Player's Guide* apply as per SWD.

## SITUATIONAL COMBAT RULES

**Push:** In *Hellfrost*, add Size as a fixed modifier to the Strength rolls. Strength and Size are not always directly related, and the nuances of Acing dice mean a weak engro could shove an adult dragon with a lucky roll—great for high fantasy, but not for *Hellfrost*.

## HAZARDS

**Cold:** The Recovery & Incapacitation notes from SWD apply. The Vigor modifier is as per the *Hellfrost Player's Guide*. The cold and acting sensibly to offset penalties is an important part of the setting.

## SITUATIONAL RULES

**Setting Rules:** None of the optional setting rules are used in *Hellfrost*, though GMs may always add them.

**Travel:** GMs can use whatever version they prefer. Rules for nautical travel in *Hellfrost* are detailed in *Region Guide #8*.

## MAGIC

**Spells:** None of the new spells are available in *Hellfrost*. Where a spell appears in SWD and the *Hellfrost Player's Guide*, the *Hellfrost* version takes precedent (i.e. multiple *bolts* of varying damage, and *blast* not being a Heavy Weapon).

The new rules for allowing a single casting to affect multiple targets are not used in *Hellfrost*—*Hellfrost* magic is already powerful.

**Trappings:** GMs may use either the *Hellfrost Player's Guide* or SWD system, as they see fit—just be consistent. If using the SWD version, any reference to Power Points should be replaced with a casting modifier equal to the Power Point cost.

**No Power Points:** The *Hellfrost Player's Guide* system remains the default for *Hellfrost*. If GMs want to add in the SWD rule that a casting failure automatically drops all active spells, they can do so as a house rule.

## MONSTERS

Use the entries in the *Hellfrost Bestiary*. If a monster isn't in the *Hellfrost Bestiary*, then it isn't a native to the frozen north (which isn't to say a specimen can't be found there).