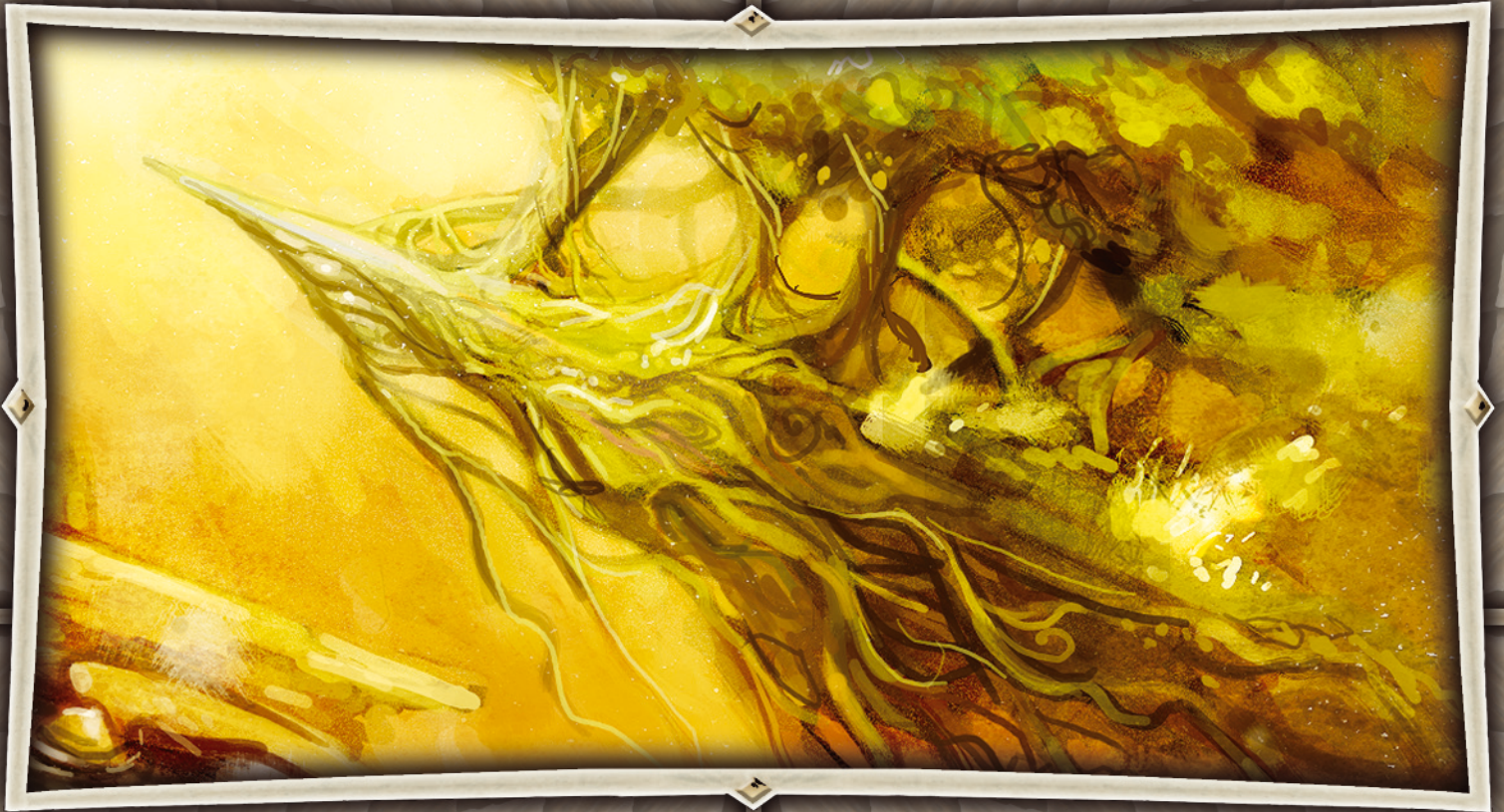


SUNDERED SKIES



DELUXE CONVERSION

BY DAVE BLEWER



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SUNDERED SKIES DELUXE CONVERSION

CHARACTER GENERATION

GLOWBORN

With the removal of the Guts skill, the Jaded ability has been changed:

Jaded: Glowborn can still remember their previous lives as goblins and roll a d10 as their wild die when making Spirit rolls to resist the effects of Fear.

GUTS

We absolutely agree with the removal of the Guts skill—in fact, we have played without it in our *Sundered Skies* games for some time now. Player Characters should be re-tooled, reassigning the skill points and level up advancements which were applied to the Guts skill. Any modifiers applied to the Guts skill are now applied to the Spirit roll instead.

EDGES

As with all rules, the GM's ruling trumps anything which is written here. It is your game, and you are the final arbiter on what makes a game fun for you. Look upon these as pointers to how we would handle these things in our own home games.

SUNDERED SKIES BACKGROUND

EDGES

Edges which were once Background Edges can now be taken at any time, the right justification decided by both the player and GM—one might even call this justification a *trapping*. This effects the following edges found in the various *Sundered Skies* books and pdfs:

Chosen: Now a drakin may be Chosen at any time. This may be due to exposure to weird magical currents in

the void, or she may even be the subject of strange draconic rituals deep below the surface of Dragon's Spines, which bestow the gift of Dragon-hood.

Clan Born: (Companion) The orc becomes a cherished member of one of the clans. He could have been born into it, or been adopted later in life.

Gateway Born: (Island Guide) The hero spends a lot of time in Gateway, and takes the time to get too know its residents and ways.

Glowmad Resistant: The hero becomes a particular favorite of the Gods, or may develop a resistance due to sheer exposure to the sanity warping effects of the void.

God-Kissed: (Companion) This Edge remains mostly unchanged. The hero just goes through the ritual in-game and spends his Level-up improvement on the Edge.

Oakthorn Armor: If an elven hero is particularly revered by the Boughbreakers, he may come to the attention of an ex Oakthorn armorer, who has a cherished supply of oakthorn seeds which he can implant into the hero's flesh. The experience will not be a pleasant one though.

Shatterborn: (Island Guide) Exposure to the overlapping capture fields of the Shattered City has awakened an intrinsic, and strange ability.

Stoneborn: (Companion) The dwarven hero transforms during a particularly traumatic incident, such as a terrible wound, or exposure to malign magics. Alternatively, the hero could be transformed into a living elemental during a holy ritual deep in the heart of the Factory.

Twin-Souled: (Companion) The glowborn hero absorbs a new soul at the point of glowmadness, and somehow survives. Alternatively she may become possessed, and instead of warring with the spirit, an accord is reached.

SAVAGE WORLDS DELUXE NEW EDGES

Several new Edges were introduced in *Savage Worlds Deluxe*. If an Edge is not specifically mentioned below, then it can be assumed it can be used in a *Sundered Skies* game without modification.

DELUXE CONVERSION

BACKGROUND EDGES

Linguist: This Edge can be used in *Sundered Skies*, but has limited impact due to the universal hybrid language known as Skyspeak which is used by almost everyone in the known skies.

COMBAT EDGES

Elan: This Edge is not available in *Sundered Skies*.

Martial Artist and Improved Martial Artist: No martial arts beyond pugilism or fisticuffs have ever developed in the *Sundered Skies*, as a result these Edges are not available.

LEADERSHIP EDGES

Leadership Edges may only be applied to Extras. They never effect a Wild Card no matter how subordinate he may appear to the hero with these Edges. Wild cards have a far too independent nature to fully surrender their individuality.

PROFESSIONAL EDGES

Adept: The Battlelord promotes armed combat and actively frowns upon unarmed combat, except where absolutely necessary. For this reason this Edge is not available in *Sundered Skies*.

WEIRD EDGES

Scavenger: There is already a Scavenger Edge in *Sundered Skies*, so we propose this Edge be renamed to **Hoarder**.

LEGENDARY EDGES

Legendary Martial Artist: No martial arts beyond pugilism and fisticuffs have ever developed in the *Sundered Skies*; as a result this Edge is not available.



DRAMATIC TASKS, INTERLUDES, AND SOCIAL CONFLICT CAN BE USED IN SUNDERED SKIES AS WRITTEN

POWERS

There are several new powers introduced in *Savage Worlds Deluxe*. Almost all of them has their place in the *Sundered Skies*. Listed below are the new powers, which

gods and magic systems they are available to, and the trappings of the spell where applicable.

Banish: *banish* only effects elementals in the *Sundered Skies*. The strange cosmological circumstances of the setting prevent it from effecting ghosts and demons.

The Artificer: The Steampriest creates a strange looking technological device covered in dials, wires and switches which emits beams which trap and destroy the elemental.

Lady Of The Winds: Winds tear the elemental apart.

Lifemother: Conjured water washes the elemental away.

Sorcerers: The trappings are different for each sorcerer.

Voidomancy: The glow of the void coalesces around the elemental and consumes it.

The Wild: Plants grow swiftly from the ground and entangle the elemental, which is then dragged below the earth.

Blind: There is already a spell in *Sundered Skies*, which serves this purpose. *Blinding flash* on page 46.

Confusion

The Artificer: A device, which creates hypnotic lights.

Alpha: Shades of slain wildlings who whisper conflicting commands into the ears of the priests foes.

Battlelord: The spell's targets minds become filled with tactical alternatives—so many they are often frozen by indecision.

Festival: The senses of the spells target are overwhelmed by bursts of discordant music and chanting.

Lightbringer: Madness blossoms in the target's mind leaving him drooling and unable to act

Damage Field

The Artificer: A crackling field of electrical sparks.

Lady Of The Winds: A force field of whirling debris which smashes into those who come near

Sorcerers: The trappings are different for each sorcerer.

Darksight: This spell has very limited utility in the *Sundered Skies* where it is rarely dark.

The Artificer: Blocky cumbersome goggles.

Sorcerers: The trappings are different for each sorcerer.

Disguise

The Alpha: Untamed are able to change appearances to appear as both a wildling (with a different Fleshforged power—if applicable) and also as elves. Disguising a target as an elf costs an extra Power Point.

The Artificer: Steampriests can create a chest-mounted device, which changes the appearance of the wearer

The Beautiful One: The Beloved can change the appearance of a target to someone the viewer loves. However the spell is unpredictable and guesswork, research,

SUNDERED SKIES

and careful questioning must ascertain the nature of the disguise.

Festival: Through poetry and song the target takes on the form of another. Songpriests use this spell to great effect in entertaining islanders or giving their tales the proper gravitas.

Lightbringer: Madness priests bend the void around a target, distorting and changing how he is seen.

Voidomancers: Voidomancers bend the void around a target, distorting and changing how he is seen.

Divination: This power is available to all priests apart from Leafpriests.

Drain Power Points:

The Rotting One: The necromancer describes profane symbols in the air with his finger, these symbols drain the essence from targets.

Farsight

Lady Of The Winds: The Windpriest can see—within the range of the spell—wherever the wind blows.

Lifemother: The Provider can see—within the range of the spell—wherever there is standing water.

The Wild: The Leafpriest can see—within the range of the spell—wherever trees grow.

Growth/Shrink

The Battlelord: Warpriests can call upon their god to either increase the size of their allies or put their foes at a physical disadvantage.

Havoc

The Alpha: Shades of fallen wildlings are summoned who assault the area.

The Artificer: The Steampriest creates a device, which emits repulsion fields.

Lady Of The Winds: Chaotic winds assail the target area.

Lightbringer: The void creates chaos and disorder amongst the Madness Priests enemies.

The Rotting One: Summoned poltergeists cause chaos in the targeted area.

Voidomancers: The Voidomancer creates localized gravitational fields which attract and repel everything within the targeted area.

Intangibility

The Artificer: The Steampriest creates a device, which vibrates the wearer's molecules to such a degree they are able to *slide* between the molecules of solid objects.

Lifemother: The Provider transforms the targets into an aqueous form which is able to seep through porous substances.

Lightbringer: The target is able to merge with the void.

The Rotting One: The target takes on a ghostly form.

Mind Reading

Lifemother: The Provider is able to read the vital fluids of the target.

Pummel: There is already a spell in *Sundered Skies*, which serves this purpose. *Elemental deluge* on page 47.

Slow

The Battlelord: Beset with doubt, the target starts second guessing himself.

The Lady Of The Winds: Winds buffet the target, impairing his actions.

Lifemother: The Provider thickens the targets vital essences, slowing his reaction time.

Slumber

The Beautiful One: The target is lulled into a peaceful sleep filled memories of past and present love.

Lifemother: The Provider slows the metabolism of the subject too the point of collapse.

Succor

The Beautiful One: The target is cocooned in feelings of blissful love, erasing all pain.

Lifemother: The Provider stimulates the targets system, speeding the process by which injuries are healed.

Summon Ally: There is already a three spells in *Sundered Skies*, which serve this purpose. *Summon elemental*, *summon muse* (both found on page 49), and *wilds call* on page 50.

Warriors Gift: There is already a spell in *Sundered Skies*, which serves this purpose. *Battlelord's blessing* on page 46.

BESTIARY

GUTS (PART 2)

With the removal of the Guts skill, monsters now roll their Spirit trait instead.