

Savage Worlds - Glorantha

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The following Rules are part new, part taken from other Sources (primarily www.peginc.com and www.savageheroes.com) and should help to make our Glorantha Campaign more fun to play!

The included Edges, Races, etc. not complete, they are just a summary of what we needed/used in our games, more Material will likely follow ;)

Races

Night-Elves

Night-Elves are bound to the Night as Elves are bound to the Nature. Their look like the Dark-Elves from the Forgotten-Realms.

Racial Edges & Hindrances

- **Agile:** Night-Elves start with Agility d6 instead of the usual d4.
- **improved Nightvision:** Night-Elves receive no penalty for Darkness (even total Darkness)
- **Sun-Allergy:** Night-Elves receive -2 to all Actions when they are in open sunlight.

Demons (Generic, you have to choose a Subspecies)

Demons in Glorantha are unlike Demons of other Worlds. They are messengers, diplomats and Warriors send directly from Gods of the God-World and are therefore not automatically evil. They all have some powers in Common but also have some Powers and Hindrances from the Subspecies.

Racial Edges & Hindrances

- **Unaging:** Demons never Age
- **Immunity to Diseases**
- **Infra-vision:** Modifiers from Darkness are halved
- **Shapechange:** Demons can change into one humanoid form at will. The appearance have to be chosen at the character generation and cannot be altered. The change takes two rounds in which no actions can be taken.
- **Outsider:** Most people are shocked when they first see a Demon, who therefore receive -2 Charisma.
- **Theological Sensibility:** If foreign Theist Miracle is performed near a Demon, then they receive -2 on all Actions.

Succubus (Demon-Subspecies)

A Succubus power lies in it's beauty and it's deadly kiss. They are often send for diplomatic missions, spying and for Assassination.

- **Kiss:** A Kiss from a Succubus deals 3d6 Damage, but the kiss have to be taken willingly.
- **Attractive:** They automatically receive the Edge "Attractive".
- **Wings:** At the beginning, Wings are nothing more than decoration. But with one Edge they can use it for Gliding and with a Second (Seasoned+) the can even use it to Fly at normal Pace.
- **Dependency:** A Succubus needs the Life to stay in the Moral World. Once per Week they have to perform their deadly kiss or will be send back to their God for at least one Year and one Day.

Sword-Demon (Demon-Subspecies)

These are one of the mightiest Warriors and Bodyguards, but are quite helpless if they are outside combat.

- **Strong:** Sword-Demons start with d6 Strength instead of the usual d4.
- **Hard:** They have +1 Toughness which can be increased to +2 for one Edge (Seasoned+)
- **Regeneration:** The natural Healing is checked every day. For one Edge they Regenerate every 10 Minutes.
- **Double-Swording:** A Sword-Demon receive no penalty at all if they fight with two (one-handed) Swords at once. This is the usual Sword-Demon Combat Style.
- **Specialist:** All Skill-Checks besides Fighting, Shooting, Throwing, Guts and Intimidation receive a -2 Penalty.
- **Loyalty:** "Obey your Master or you will permanently change back to Human!"
- **limited Shapeshift:** Sword-Demons receive no Demon-Advantages in their Human Form.

Hindrances

Big Mouth (Minor)

Loose lips sink ships, the saying goes. Yours could dunk an armada. Your hombre is always flapping his gums at the worst time, revealing plans and giving away secrets best kept among friends. Hucksters in the party had best beware of these loose-talking nitwits—they out their hexslinging friends faster than crap through a goose.

Heavy Sleeper (Minor)

A thunderstorm from Hell itself won't wake this Dozing Doolie. Your hero subtracts 4 from Notice rolls made to wake up, or Vigor rolls made to stay awake when on guard duty.

Illiterate (Minor)

If you were truly illiterate, you wouldn't be reading this paragraph now, would you? But since we're talking about your character and not you, you can read this—your hero can't read! He can probably "make his mark" to sign his name, but that's about it. He doesn't know numbers either, so it's always fun to cut him out of his fair share of any loot his party manages to come by. Illiterates can't read or write in any language, by the way, no matter how many they actually speak.

Cannot Lie (Minor)

Lies just don't come naturally to this hombre. That sounds good, but often causes problems when dealing with more nefarious types. Subtract 4 from any Persuasion rolls where lies—even little white ones—must be told.

Night Terrors (Major)

Your hombre doesn't sleep well. In fact, the Land of Nod is a constant nightmare for him. He tosses and turns like a demon on a rack, and likely keeps everyone within a dozen yards of him awake with his nightly torment. The constant drain on your hero's psyche causes him to draw one less benny per game session.

One-Armed Major)

You've been "disarmed," literally. One of the damn things is gone from at least the elbow down. Fortunately, whichever arm you've got left is now your "good arm." Subtract 4 from tasks that require two good arms, such as Climbing, Swimming, and the like, and forget about doing that whole "two-gun kid" routine.

Slow (Minor)

Molasses on a cold day are faster than your hero. Reduce his Pace by 1. This is cumulative with the Lame Hindrance if you really want to compete in the next tortoise and hare race. You can guess which one you are.

Thin Skinned (Major)

Every little ol' cut and scrape makes your cowpoke cry for mama. Anytime the character is wounded, he suffers an additional -1 penalty to all his actions.

Terminally Ill (Major)

Namby-pamby types have the Anemic Hindrance. This one is reserved for those ailment-ridden hombres with a cold grave in their near-future. Like Doc Holiday, your hero has a reservation with the undertaker. It's just not been confirmed yet. The cause of his future demise is something like consumption (tuberculosis), diabetes, or cancer. Your hombre always subtracts 2 from Fatigue rolls made to resist physical exertion (but not Agility rolls from things like bumps and bruises). At the beginning of every game session, before chips are drawn, the lunger must make a Vigor roll. If failed, he moves into the final stages of his disease and subtracts 4 from Fatigue rolls. The next time he fails this roll, he perishes by the end of the session, but only after the climax of that night's adventure.

Innocent (Major)

Your character just isn't very experienced. She hasn't seen the harsh, horrible side of life, and she isn't prepared for it. She suffers -2 on all Guts rolls and on Smarts and Spirit rolls to resist Intimidation, Persuasion, and Taunt.

Merciful (Major)

The quality of mercy might not be strained, but it can sure be a pain in the ass sometimes. Your character can't bring himself to harm a helpless opponent or anyone who asks for mercy (even if he knows the creep is going to stab him in the back the second he turns around). He'll never use a Finishing Move (or only under unusual circumstances, at the Game Master's discretion).

Obsession (Major)

Your character is obsessed with something--acquiring occult knowledge, protecting abused children, collecting rare weapons, or the cute girl who works at the library. Whatever it is, it's just about the most important thing in his life. He'll neglect his friends and responsibilities, expend vast amounts of energy and resources, even put himself and his companions in danger to pursue his obsession.

This can actually be useful sometimes: an obsession can drive a character into an adventure or keep him going against impossible odds. Usually though, his obsession will just cause problems.

Ruthless (Minor)

Morality, ethics, mercy, honesty, nobility? Screw 'em. Your character believes that the end justifies the means. Lying, cheating, backstabbing, even killing--anything is permissible if it gets the job done. In addition to the practical problems this can cause (with police, for example), most people find this trait rather unpleasant. When interacting with people who've seen his Ruthless side, your character's Charisma drops -2 (the Game Master might decide this doesn't apply when the character is dealing with other Ruthless, Bloodthirsty, or Mean characters).

Phobia (Minor)

Your Character has some sort of Phobia. Use the rules from the Main-Book for this Hindrance

Edges

Brave

Requirements: Novice, Spirit d6+

This is a very powerful Edge in the Weird West. Unfortunately for most, it's one of those things a character is either born with or he's not. Brave characters adds +2 to their Guts checks.

Language Talent

Requirements: Novice, Smarts d8+

Some cowpokes have a natural talent for languages. Your hero could talk to aliens, if there were such things in the Weird West (and some say there are!) Given a few minutes of conversation, your hero effectively has a d4 in every language, meaning he can get across basic messages to just about anyone given a little time. In addition, he adds +1 to the die rolls of any language skills he actually has a d4 or higher in.

Renown

Requirements: Seasoned, a "story" of how you gained your reputation

It's nice to have a rep when it comes to talking to the ladies. If your rep is for how fast you are on the draw, however, it's just likely to bring lots of youngsters gunning for you. Add +2 to your hero's Charisma, but only for those who've heard of your hero. This is generally up to the Marshal. If he's unsure, it's 50/50..

Professional Edge: Necromancer (Wizard)

Requirements: Novice, Arcane Background (Magic), Smarts d8+, Knowledge (arcana) d8+, Spellcasting d6+

Necromancers are Wizards who specialize in Conjuring the Undead. They receive automatically the spell "Zombie" even if they don't have the Rank "Veteran". They also get +2 to Conjuring, Enchanting and Destroying the Living Dead..

They learn one of the dark Secrets as soon as they reach the Veteran Ranking: The Spell "Zombie" now only cost 2 per Corpse and the Duration is increased to 1d6 hours, with one raise to 1 day, with two raises to 1 Week and with three raises they are permanently bound to you. You can have only one permanently bound Zombie per Rank.

Magic

Vier Magiearten: Es gibt vier Magiearten jedoch Exklusiv sind. Wenn man also Animism beherrscht kann man nicht auch Magic, Miracles oder Concentrated Common Magic verwenden.

Animism: Funktioniert ala Weird Science jedoch bindet man Geister in Gegenstände anstatt etwas zu erfinden.

Common Magic: Common Magic ist ein Skill den jeder erlernen kann (auch wenn man eine andere Magieart erlernt hat. Man kann soviele Traits als affine Traits behandeln wie man Common Magic/2 besitzt (d4 =2,...). Die affinen Traits kann man verbessern indem man sich eine Runde konzentriert, auf Common Magic würfelt und für jeden Erfolg bzw. Raise erhält man +1 für den eigentlichen Trait-Wurf. Die übliche Visuelle Begleiterscheinung tritt dabei auf. Es ist übrigens nur EIN Versuch möglich, würfelt man einen Fehlschlag so ist die Aktion in dieser Situation einfach nicht steigerbar.

Concentrated Common Magic: Sobald man sich auf Common Magic mittels eines Edges spezialisiert hat erhält man 10 PP's und kann für 2 den Bonus von Common Magic verdoppeln (+2 statt +1 je Erfolg/Raise). Die PP's muß man jedoch vor der Anwendung ausgeben und ab sofort ist es dem Magier nicht mehr erlaubt Animism, Magic oder Miracles zu erlernen.

Archetype

Necromancer

Necromancers are Wizards and Clerics who follow the Specialize of the (Un-)Dead

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

Skills: Spellcasting d8, Fighting d4, Shooting d4, Guts d6, Knowledge (Undead) d8, Knowledge (arcane) d8, Intimidation d6, Healing d6

Charisma: -2; **Pace:** 6"; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Cautious, Mean

Edges: Arcane Background (Magic), Necromancer

Power Points: 10; **Powers:** *Zombie, Blast, Armor, Fear*

Heortling Warrior

These are sturdy and fearsome Warriors.

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

Skills: Fighting d8, Shooting d6, Throwing d4, Guts d6, Intimidate d6, Climbing d4, Notice d4, Riding d4, Survival d4

Charisma: 0; **Pace:** 6"; **Parry:** 6; **Toughness:** 6

Hindrances: Overconfident, Loyal, Stubborn

Edges: Nerves of Steel, Hard to Kill