

SAVAGE MEDIEVAL



This is a fan-made rules expansion for the **Savage Worlds Adventure Edition (SWADE)** tabletop roleplaying system. Particularly, this expansion means to ground the game more in dark, gritty medieval settings. It is designed to encourage roleplay and thinking over sheer violence, with more punishing combat, a rework of medieval weapons, new rules for powers and new skills and edges for more diverse characters, as well as rules for pitched battles and hirelings of all kinds.

Sieges and rules for ships are covered in the **Savage Worlds Fantasy Companion** and will not be expanded upon here. While the Weapons and Armor from this book are meant to replace those in the original game, this is not true for any other items.



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New skills

To cover more diverse characters, we have added a set of Craft skills. The Craft skills can take many different forms.

Crafting an item **requires investing half of the item's cost into the resources**, assuming you can buy resources (final say is up to GM- if crafting a potion, you might have to get rare resources specially).

Then, a Crafting Roll is made with the Craft Skill, against the CD (Craft Difficulty) of the item. Items added in this expansion have their CD listed, but for the rest, the GM should improvise.

Below are a few examples of crafting skills, but you can make your own.

Blacksmithing (Smarts)

This skill is used to make, recognize and appraise any metal items; horseshoes, barrel hoops, nails... In addition, it can make the following items:

When crafting a **Melee Weapon** or **Thrown Weapon**- a Critical Failure means you fail to make a weapon and waste the resources. Failure means you make a Poor-quality weapon. A success means Normal **quality**, and a raise will create Excellent **quality** weapons.

When crafting **Armor**, any Failure means the armor fails to be made, and Raises do not add to the armor's quality.

When crafting **Ammo** for Ranged Weapons, a Failure means wasted resources, while each Raise creates an additional 5 of the Ammo you were making.

Fletching (Smarts)

This skill is used to make, recognize and appraise any wooden items, munition, and Ranged weapons, except the Handgonne. The same rules apply as for Blacksmithing.

Tailoring (Smarts)

This skill is used to make, recognize and appraise clothing and other cloth and fiber items. This includes the Outfit, which just covers rules for normal clothing.

It allows you to craft the Fur Padding, Light Padding and Decorations modifications.

This is how clothes work in Savage Medieval; stealth clothes are just an Outfit with Light Padding. Cold weather clothes are Outfit with Fur Padding. Noble clothes are Outfit and perhaps Hat with Decorations.

Alchemy (Smarts)

This skill is used to make. Recognize and appraise Alchemical decoctions.

Instead of buying the resources for them, you may instead choose to Forage for the resources using Survival, by rolling against the Forage Difficulty. Of course, you can only Forage in the appropriate locations- it is up to the GM to determine in which biomes the resources for which decoction are.

In addition, the “Pot” items and Happy Powder need blackpowder, which can only be manufactured.

Survival (Smarts)

The Survival skill from SWADE is split in two here.

Survival covers navigation, camp making, knowing how to prepare and forage food in the local biome, and so on.

Hunting (Smarts)

Hunting covers any forms of tracking, locating and anything concerning living creatures.

Occult (Smarts)

This skill is the same as the base game, but it is used differently.

Whenever working with something magical, occult, eldritch and so on, you must take the skill that would work for the non-magical version AND your Occult skill.

Then, you must take the LOWER of the two skills and roll that die.

Combining Occult and Hunting, you are a Witcher or a monster hunter.

Combined with Survival, you might know how to survive in weird, magical locations- the Underdark, the Great Blight, and so on.

Combined with Blacksmithing, you will be knowledgeable on Magical Weapons.

Combined with a spellcasting skill, you are not only a spellcaster, but a magical scholar.

Combined with Common Knowledge, you are a learned sage.

These are just a few examples; the combinations are only limited by imagination.

In some settings, learning Occult is only possible after finding magical or forbidden tomes, and often comes with Insanity points. This is up to the GM.

Common Knowledge (Smarts)

Common Knowledge covers any knowledge that your character might reasonably know- it cannot just conjure obscure knowledge into your character’s brain.

As such, the usefulness of this skill is very dependent on your character and their

background. For example, a scholar might know many things- his Common Knowledge skill will cover a lot of topics.

A peasant’s Common Knowledge however would only serve for farm work, husbandry and similar- a Noble’s Common Knowledge might be on taxes, law, and similar topics.

Tools

Since this expansion also adds more details to crafts and trades, it also adds rules for tools.

Crafting cannot even be attempted without basic tools- a blacksmith cannot repair without at least a repair kit; an alchemist cannot brew a potion or make a poultice without at least a campfire & phials or mortar & pestle.

If the craftsman has an actual workstation available, though, they get a +1 to their roll. This means a full smithy, an entire alchemy lab and so on. It was not uncommon for craftsmen to share these spaces or lend or rent them out.

If the workstation is particularly good (a royal alchemists’ lab) or specialized (forging armor in an armorsmith’s forge), this bonus is increased to +2.

Currency

As with all Savage Worlds’ content, the Cost or Price of items is just given as a number (e.g., Short Sword has a Cost of 100).

In a medieval setting, this means 100 Copper Pieces. Each Silver Piece is with 10 Copper, and each Gold Piece is worth 10 Silver.

So, a Short Sword is worth 1 Gold Piece. While in most fantasy setting heroes use Gold Pieces like they’re dollars, a Gold Piece here is more like 100 dollars, with a copper piece being equal to a dollar.



Combat

Melee in Savage Medieval works differently than it does in base SWADE.

Bloody Melee

The Parry stat is removed.

When you are attacked in Melee, you must Defend yourself, or else the TN to hit you is 2.

Pick how you will defend, if possible (if you are not Stunned, Bound or Incapacitated):

Block: You block with one of your hands, or what is in your hand.

Roll off Fighting vs. Fighting with Attacker.

Attacker wins ties.

If Attacker wins, Defender is hit. Raises and damage work as normal.

If the Defender Blocked with its arm, a successful Block counts as a hit to the arm.

Parry: You parry with one of your hands, which must have a weapon or shield.

Roll off Fighting vs. Fighting with Attacker.

Attacker wins ties. Defender gets -2 to his roll.

If Attacker wins, Defender is hit. If defender wins, he can choose to hit his attacker with any of the weapons he is holding.

Raises and damage work as normal.

Dodge: You jump out of the way.

Roll off Athletics vs. Fighting with the Attacker.

Attacker wins ties.

If Attacker wins, Defender is hit. **If Defender wins, the Defender must move 2m/5ft/1sq back-** if you do not have space to Dodge, you cannot use this defense.

You gain a -1 penalty do Dodge rolls for every consecutive dodge in a round.

Reach

In open spaces, you get +1 to your Fighting for every point of Reach your weapons have over your enemy (+1 if Reach 1 vs. Reach 2, +2 if No Reach vs. Reach 2).

In confined spaces, you get -1 for each point of Reach your weapons have over your enemy.

New edges & hindrances

This chapter explains the new edges players can take when using the Savage Medieval rules expansion and removes some edges that are obsolete due to the Bloody Melee rules.

The Block and Improved Block edges are removed from the game in Savage Medieval.

Dodge

Requirements: Seasoned, Agility d8+

Unless the enemy has The Drop on you, subtract 2 from all ranged attacks made against you. In addition, **you do not gain any dodge penalties for consecutive dodges.**

The Improved Dodge Edge is removed.

Counterattack

Requirements: Seasoned, Fighting d8+

Once per round, you may **Parry** without the -2 penalty.

Improved Counterattack

Requirements: Veteran, Counterattack, Agility d10+

You may always Parry without the -2 penalty.

You may also Block arrows or crossbow bolts with a weapon- roll off Shooting vs. Fighting with the attacker. Attacker wins ties.

Weaponsmith

Requirements: Seasoned, Blacksmithing or Fletching d8+

When you are smithing or fletching weapons, you may add +2 to your Crafting rolls. In addition, you may now craft weapons out of Special Metals (Silver, Gomril, Cold Iron, Black Iron), if you have access to them.

If you get 2 raises when crafting a weapon, you create a Masterwork weapon with this Edge.

Armorsmith

Requirements: Seasoned, Blacksmithing d8+

When you are smithing armors, you may add +2 to your Crafting rolls. In addition, you may now craft armors out Special Metals (Silver, Gomril, Cold Iron, Black Iron), if you have access to them.

You may also craft the Beast Hide, Decorations and Leg Guards modifications to armor. You add

it to the armor by paying half it's cost for resources and passing the CD with your Blacksmithing skill.

Expert

Requirements: Extra, Experienced

This Edge is only meant for Extras, and can only be taken for Smarts or Spirit-based skills. It is meant to represent someone who is very good at his profession- an Expert (Healing) would be a Surgeon, an Expert (Battle) would be a general, and an Expert (Persuasion) would be a lawyer.

An Expert in a skill adds a Wild Die of d6 when rolling this skill and can reroll it once per session.

Slayer (Background)

Requirements: GM's permission

This edge can be used to represent a Witcher or a Slayer (Enter the Darklands). If you are a Slayer, you must also take the Bonded Hindrance. If you are a Witcher, you must instead take Outsider (Major) and one other Major hindrance. None of these Hindrances add to your points during character creation, but neither does this Edge cost any Points.

You start play as a Seasoned character, giving you 4 advances during character creation.

After character creation, you must satisfy the following requirements:

Agility: d8

Strength, Vigor, Spirit: d6

Fighting: d8

Hunting: d6

Occult: d6

In addition, you can **automatically pass a Fear test once per Session**, and for any **Agility or Agility Trait rolls, your Wild Die is a d8** instead of a d6.

If you are a Witcher, you get the Arcane Background (Witcher) as well.

This is a very strong background edge, and, like Powers, can only be taken by a GM's permission, and uphold higher standards of roleplay.

If you are a Witcher, you start with two Longswords, one Steel and one Silver. If you are a Slayer, you start with 2 melee weapons of your choice, one Gomril and one Cold Iron.

Whether you are a Slayer or a Witcher, you also wear a **Magic Medalion**, which acts as a permanent **Detect Arcana** (SWADE p.158) spell for your immediate surroundings.

Bonded (Major Hindrance)

This hindrance can be used for Warders (Wheel of Time), or for Slayers (Enter the Darklands).

You are magically bound to the will of another, the "owner." You must obey this person when they give you orders and can never intentionally harm them. Both people in the bonding can always tell roughly how far the other person is, and in what direction. You can also feel their emotions through the bond.

Powers: if you have an Arcane Background in addition to being Bonded, your Bond reduces your Spellcasting skill to a max of d6 and prevents you from using **Draw Power**, but if using Corruption rules, you also follow **Saidar Corruption** rules instead of **Saidin Corruption** rules.

If your owner is nearby, they can **pass any Fatigue** they suffer to you instead.

If your owner dies, you immediately gain a **Major Hindrance (Vow, Driven, Rage)** to avenge them at any cost.



Wear and tear

This is an **optional** rule to simulate your gear breaking or being damaged over time.

Damage

If a weapon other than a shield is used to **Block** and the block is a **critical failure**, the weapon breaks- it's quality counts as **Terrible**.

If a shield is hit with a weapon that has **Shatter**, it is broken and useless.

Armor hit with a weapon that has **Shatter** takes -1 to it's Armor stat.

Repair

Repairing a **broken weapon** or a shield takes 1 hour, and a Normal check of the same skill used to craft it.

If the weapon was Excellent, take -1 to the repair roll- if it was Masterwork, take -2.

The materials for repair are 10% of the Cost of the item.

If you are paying for a blacksmith, pay 25% of the weapon's Cost (considering Quality and if it's made of special metals).

Repairing 1 point of **damaged armor** takes 1 hour and is a Normal check of the same skill used to craft it.

The resources cost 25, or 100 if it's Plate armor.

If you are paying for a blacksmith, it will cost you twice the cost of resources.

Battles

The **SWADE** rules already include rules for **Mass Battles** (p.131), and the **SWADE Fantasy Companion** already includes rules for Sieges (p.13).

However, for players running more high-strategy focused campaigns, one more thing is important: Casualties after a battle. These rules are inspired by historical precedent, except when it comes to unnatural phenomena, of course.

How many casualties the winner and the loser take is dependent on how the battle ended.

Both sides retreat

Both leaders failed their Morale Checks after a round of Mass Battle. There is no extra penalty for a Rout either- since there is no Victor to pursue the Defeated.

- **Neither side has achieved their objective**, as both armies flee the field.

- Each army takes suffers 10% of it's soldiers **Wounded** and 5% of their soldiers **Killed**.

- If an army lost **more than half it's Tokens** in the battle, it instead suffers 20% of its soldiers **Wounded** and 10% of their soldiers **Killed**.

Orderly retreat

One of the leaders failed their Morale Check after a round of Mass Battle, but the Victor did not get a Raise.

- the **Victor has achieved their objective**, while the opposing army retreated.

- Each army takes suffers 10% of it's soldiers **Wounded** and 5% of their soldiers **Killed**.

- If an army lost **more than half it's Tokens** in the battle, it instead suffers 20% of its soldiers **Wounded** and 10% of their soldiers **Killed**.

- The Defeated army suffers 5% of their soldiers **Captured**.

Rout

One of the leaders failed their Morale Check after a round of Mass Battle, and the Victor got a Raise.

- the **Victor has achieved their objective**, while the opposing army retreated in a panic and was cut down as they ran.

- The Victor's army takes suffers 10% of it's soldiers **Wounded** and 5% of their soldiers **Killed**.



- If the Victor's army lost **more than half it's Tokens** in the battle, it instead suffers 20% of its soldiers **Wounded** and 10% of their soldiers **Killed**.

- The Defeated army suffers 25% of it's soldiers **Wounded**, 25% **Captured** and 25% of it's soldiers **Killed**.

Catastrophic Rout

One of the leaders failed their Morale Check after a round of Mass Battle with a Critical Fail, and the other succeeded.

- the **Victor has achieved their objective**, while the opposing army retreated in a panic and was cut down as they ran.

- The Victor's army takes suffers 10% of it's soldiers **Wounded** and 5% of their soldiers **Killed**.

- If the Victor's army lost **more than half it's Tokens** in the battle, it instead suffers 20% of its soldiers **Wounded** and 10% of their soldiers **Killed**.

- The Defeated army suffers 50% of it's soldiers **Killed**, and the entire army disbands in terror. 25% of them are **Captured**.

Monsters

Terror: If one side is using monstrous forces (Orks, Undead, using Dragons, Hippogryphs etc.) that are foreign to the enemy, the opposing army makes Morale Checks at -2.

It is possible for both sides to suffer this penalty (if, say, Orks fight Humans, but the Humans deploy a Dragon).

However, veterans get **Jaded**- if your army fights these forces again, it will not suffer this penalty.

Undead: If an undead army is Victorious, it suffers a 0% Killed rate- since all the corpses can simply be raised again. However, the skill for healing the Wounded is the Spellcasting skill that raised them, instead of Healing.

Magic

If one side uses Magic in the battle, the opposing side has a -1 penalty to Morale Checks (-2 in settings where this is rare, such as Enter the Darklands or Wheel of Time), and also suffers **10% more Killed and 10% more Wounded**, regardless of the outcome of the battle.

It is possible for both armies to suffer this penalty as well.

Soldiers can become **Jaded** to this to lose the Morale Modifiers, but the casualty rates remain.

Wounded

A Wounded soldier must be Treated in a day. If he is not treated, or the Healing roll fails, he dies. If he is successfully Treated, he is capable of serving again in 2 weeks.

A healer can attempt 20 Treatments per day.

*It is much advised to have doctors serving you, as otherwise you have to pay for each of these treatments as per **Tradesmen&Experts** rules under **Hirelings**.*

Killed

A Killed soldier is lost forever. If you won the battle, you can salvage their equipment- though it the weapons are **Broken** and the armor has all taken -2 damage to it's Armor stat.

A blacksmith can attempt 10 Repairs per day.

*It is much advised to have blacksmiths or tailors serving you, as otherwise you have to pay for each of these repairs as per **Tradesmen&Experts** rules under **Hirelings**. If the blacksmith is yours, you only pay for the resources.*

Captured

Captured enemies are at your mercy. They can be ransomed back, their possessions can be taken, and/or you can try to tempt them into joining your side.



Hirelings

A big part of playing as higher rank in a medieval world is also having servants, craftsmen, doctors, soldiers, mercenaries and more, work *for you*. SWADE already includes rules for Followers and Extras, but this here is an expanded rework:

Hirelings have **NPC Statblocks**, with examples later in this book. Each Hireling has 5 skills. The level of these skills, as well as their Edges, are determined by their rank, same as with NPCs:

Novice NPCs have a d4 in their skills and no edges.

Seasoned NPCs have a d6 in their skills and 1 edge.

Experienced NPCs have a d8 in their skills and 2-3 edges.

Veteran NPCs have a d8 in most of their skills, d10 in some of them, and 3-4 edges.

Legendary NPCs have a d12 in one of their skills and any number of edges.

Servants & Levies

Servants and Levies are Hirelings that work for you under a feudal obligation. In exchange for some service (usually land to work, land on lease, or paying for their food and such), they work for you without needing pay.

From grooms that bathe you and care for your clothes, to cooks in your castle or levied soldiers in your army, these Hirelings obey you because you are their lord, master, owner, boss, or perhaps their military commander.

Tradesmen & Experts

Carpenters, stonemasons, sawbones, surgeons, blacksmiths, whitesmiths, farriers, lawyers and anyone else who is an expert in their field and often needs a workstation, office or similar.

Unless you are their lord, they will charge you per service. Such hirelings will cost between 10 and 500 per day of work, depending on their service and experience- a Novice Farrier will be cheap, an Expert Doctor or Legendary Lawyer will not.

For shorter services, like a doctor treating a wound or a quick blacksmith's repair, they will cost 20% of their daily price.

Employed & Shares

If you are not of noble blood, or even if you are but own no land, you will find yourself Employing workers often- even as your main source of income, perhaps. To avoid doing daily wage calculations which would severely bog down a tabletop roleplaying session, the Employed instead work on a system of **Shares**, inspired by how historical pirates divided their profits.

When you employ a Hireling, you must pay the full cost of their equipment- as you keep it if they die, are fired or similar.

If they leave on amicable terms, they can either buy it back from you, or you can give it to them as a "pension."

Whenever your organization **makes a profit** (*mercenary company receiving reward, blacksmithy or bath-house counting profits after a week, pirate ship selling plunder, trade convoy turning a profit*), the profit is shared according to Shares.

- The owner of the organization gets 15 shares
- If other PCs act as "officers" in the organization, they get 5 shares each.
- Every Novice hireling gets 1 Share, Seasoned get 2 Shares, Experienced get 3 Shares, and Veterans get 5 Shares. Legendary hirelings get 8 Shares.
- The owner is expected to pay for the ongoing costs- only the profits get split.

Example:

If your mercenary company earned 5000 for a contract, and the total Shares of everyone in the company are 50, then each Share of the profit is 100. So, the leader gets 1500- but he is also expected to bear the cost of the resources they used, and if hiring new hirelings, bearing the cost of that as well.

Also keep in mind that hirelings are not always available. If you are a mercenary company recruiting soldiers in a village, you might find only a few recruits, and even those being of poor quality. High quality recruits (Experienced, Veteran) are hard to find, perhaps only when a competitor's business failed if you are a blacksmith, or if an army just disbanded if you are a mercenary.

Wounds & Healing

This rule is **optional**. Savage Medieval *can* be played without them, but we feel it adds to the aim of grittiness and dark fantasy that we aim for.

Wounds

Wild Cards have 1 Wound, and Extras have 0.

Wound Penalty is increased to -2 per Wound.

If a being has **Vigor of d10 or more**, they gain an extra Wound, and **Wound Penalty is reduced to -1 per wound**.

Healing

There is **no Golden Hour healing**, and natural healing rules are changed.

A Wound must be Treated **within 1 day** of being taken. To do this, a Healing roll must be passed by the healer (remember, if healing yourself, you take the wound penalty due to your Wound). If the wound is not treated or the Healing roll is failed, go to **Infection**.

Once a Wound is **Treated**, it will heal in 2 weeks automatically. This time is **cut in half for every raise** of the Healing roll.

If the Healing was done with **Powers** (magical), the healing time is instead 1 week, or 1 day on a Raise.

Infection

If a Wound is not Treated for 1 day or the Healing roll is failed, the wound gets **Infected**. An infected Wound is a **Debilitating Disease** (SWADE p.126). The disease must run it's course before the Wound can be Treated again.

This can happen twice- on the third failed Treatment attempt, or passing through 3 Diseases without treatment, the infected dies.

Fear & Sanity

As this is made for low-fantasy settings, humans would not deal well when witnessing terrible or unnatural sights. This rule is meant to represent their dealing with it and is meant to replace the Fear rules in base game SWADE.

A Fear Check means the character makes a Spirit roll when confronted by intimidation, situation or creatures that cause fear.

Nauseating situations will cause your character to take a level of **Fatigue** if failed.

Scary situations (seeing a beast, a beast roaring, or being intimidated) will cause your character to become **Shaken** if failed.

A situation can be both Nauseating and Scary (seeing someone gutted).

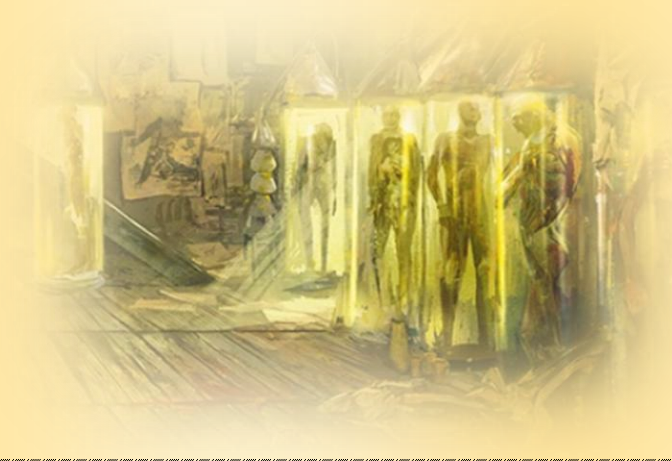
Once a character has been triggered by a situation, he is now **Jaded** to it, **unless explicitly stated**. This means the same trigger will not prompt a Fear Check again.

Insanity Points

For roleplaying corrupting magical effects or maddening truths, for settings like Wheel of Time, Enter the Darklands or anything Lovecraftian, it is recommended you use **Insanity Points** optional rule.

In addition to specific effects that can cause you Insanity Points (some Monster Edges, Saidin and Saidar weaving etc.), your character can also gain insanity points in other ways:

- If it's their first time **seeing someone killed or killing someone**, they automatically gain an Insanity Point.
- If it's their first time being **Wounded by someone else**, they automatically gain an Insanity Point.
- If they are **tortured and fail** their Fear Check, they gain an Insanity Point.
- If it's their first time **witnessing Magic**, they automatically gain an Insanity Point.
- If they go through any **horrifying ordeal** (prolonged isolation, magical nightmares, fake execution, being mentally invaded or physically violated, a relative dying), the GM might force



them to make a Spirit roll. If they fail, they gain an Insanity point.

Insanity Points track how far your character's sanity has been pushed. The effects they have on your characters are represented in the Insanity Table below.

Insanity	Effect
1, 2	Your character is jaded, but no additional penalty.
3	Pick Minor Hindrance. Lasts until your Insanity falls below 3.
4	-1 to all Spirit related rolls.
5	Pick Minor Hindrance. Lasts until your Insanity falls below 3.
6	Spirit is reduced by 1 Die type. Lasts until your Insanity falls below
7	Pick Major Hindrance. Lasts until your Insanity falls below 6.
8	+1 to all Spirit related rolls and increase Spirit by 1 Die type. Replaces effect of 4 & 6.
9	Your character is either Broken, or with Gothic corruption, Lost to the Serpent- they go mad and die, or else become an NPC.

Insanity can never fall below 2 of your all-time maximum.

To get rid of Insanity Points, your character must spend 2 weeks taking it easy- without making a single Spirit check or being in any high-stress situations. After two weeks, your character automatically loses an Insanity Point.

Sadly, mental wounds deep enough can never heal. Your Insanity Points can never go below your all-time maximum -2; - if you get to 7 insanity points, at least 5 of those will forever scar your character.

Powers

This ruleset also adds new Arcane Backgrounds. The old Arcane Backgrounds cannot be used with the new rules, and it is recommended not to use them with Savage Medieval.

In addition, there are new power rules:

- the **No Power Points** optional rule applies
- the **Range** of all ranged spells is limited only by what the caster can see

Critical Failure:

Instead of Critical Failure only happening when you roll Snake Eyes, a Critical Failure also happens when your total roll during spellcasting is 0 or less (so if you have a -2 to the roll due to the **No Power Points** rule, and your max roll is 2, it is also a critical fail).

The list of Powers can be drawn from SWADE and the Fantasy Companion.

Arcane Background (Saidin)

Arcane Skill: Saidin Weaving (Spirit)

Starting Powers: 3

Spell list: All powers available except *greater healing*, *healing* and *succor*.

Settings: Wheel of Time, Enter the Darklands

This background can be used for Asha'Man in the Wheel of Time setting, or for male Goeths in Enter the Darklands.

Draw Power: A Saidin caster may Draw Power whenever they cast a spell;

When throwing his die, he may attempt to add any number to his roll. To succeed, he must first pass a **Spirit test** of the same difficulty he is trying to add, e.g. if he is trying to add +4 to his spellcasting, he must first make a Spirit test with TN 4.

If he fails this Spirit test, he is Shaken and gains a point of corruption. If he Critically Fails it, something goes terribly wrong- up to the GM on what, but the GM should be cruel with this.

Saidin Corruption: Whenever a Saidin user fails to cast a spell, he must make a normal difficulty Spirit test or gain 1 point of Insanity.

Whenever a Saidin user has a Critical Failure, in addition to Backlash, he immediately gains 1 point of Insanity.



Arcane Background (Saidar)

Arcane Skill: Saidar Weaving (Smarts)

Starting Powers: 4

Spell list: Depends on setting, read below.

Settings: Wheel of Time, Enter the Darklands

This background can be used for Aes Sedai in the Wheel of Time setting, or for female Goeths in Enter the Darklands.

If you are an **Aes Sedai**, you have no limits to your spell list- but you are constrained by the 3 Oaths as to when you may use these spells.

If you are a **Valka** in **Enter the Darklands**, you may learn any power that cannot permanently harm humans (so for example *banish* or *blind* is permitted, but *blast*, *damage field*, *mind wipe* and similar are not permitted).

If you are a **Bruja** or **Hexen** in **Enter the Darklands**, you can learn any spells- but most people in the setting will fear you or try to kill you if they find out what you are, and The Tower will go out of it's way to Sever or kill you.

Saidar Corruption: Whenever a Saidar user has a Critical Failure, in addition to Backlash, she must make a normal difficulty Spirit test or gain 1 point of Insanity.

Arcane Background (Sorcery)

Arcane Skill: Spellcasting (Smarts)

Starting Powers: 3

Spell list: All spells allowed.

Settings: The Witcher

Arcane Background (Witcher)

Arcane Skill: Witcher Signs (Smarts)

Starting Powers: 3

Spell list: Read below

Settings: The Witcher

Witchers only learn a limited number of Spells called Signs. You also cannot Short (SWADE p.151) spells:

Quen (Protection)

Aard (Havoc, centered on self)

Igni (Burst, fire trapping)

Axii (Confusion)

Yrden (Entangle, energy trapping)

Potential

In the Wheel of Time setting, some spellcasters have greater potential than others.

The listed Saidar and Saidin are the average potential. Characters with good potential have a d8 Wild Die for spellcasting, with great potential d10 more, and extraordinary characters (Nynaeve, Rand and so on) have a Wild Die of d12.

This is not balanced by anything except narrative.

Linking

In some settings, such as the Wheel of Time or Enter the Darklands, Power users are able to **Link**. This rule can freely be used in any other setting as well.

A Link must always be consensual, and there is always a Leader. **Linking is an action**, between a Leader and a Linked. Either the Leader or the Linked can initiate a Link. A Link can be terminated as a free action **on your turn**, whether you are Leader or Linked.

A Linked cannot use his own Powers at all while Linked. If he suffers Backlash or is Incapacitated, his link is automatically severed.

The Leader may still only activate powers that he knows.

What type of spellcasters can link is dependent on the setting.

A Leader can have any number of Linked, but a **Linked can only have one Leader**. You cannot be both Leader and Linked at the same time, so no weird power pyramids.

For every Linked of lesser skill than his, **the Leader gains +1 to his roll. For each Linked of same or greater skill, he gains +2**. If he suffers Backlash, he can make one of the Linked suffer it instead.

If using **Corruption** rules, the Leader is the one gaining all the Insanity points, regardless of other rules. However, the leader **uses his own Corruption rules**.

This means that Arcane Background(Saidar) spellcasters get much more out of Linking than Arcane Background(Saidin) users do, as those can Draw Power by themselves.

Gear - Melee Weapons

In this chapter, the new weapons introduced in Savage Medieval are listed.

Min.Str is the minimum strength required to use them.

DMG indicates how much damage a weapon does if it hits a target.

The listed Cost is the full cost of a weapon- CD is the Crafting Difficulty to craft it as per Crafting rules.

Notes contain other attributes the weapon has.

Weapon	Min.Str	DMG	Cost	CD	Notes
Dagger	d4	Str+d4	50	4	Small.
Rondel Dagger	d4	Str+d4	150	6	Total Piercing. Small.
Hand Axe	d6	Str+d6	50	4	Slow.
Staff	d6	Str+d4	10	2	Versatile. Reach 1. Non-lethal.
Club	d4	Str+d4	25	2	Versatile. Non-lethal. Slow.
Spear	d4	Str+d6	100	2	Versatile. Reach 1.
Flail	d6	Str+d6	150	4	Ignores shield Block bonus. Slow.
Short Sword	d4	Str+d6	100	4	
Sword	d6	Str+d8	200	6	Versatile.
Battle Axe/Mace	d8	Str+d6	250	6	Slow. Shatter.
Warhammer	d6	Str+d6	200	4	Slow. Piercing.
Rapier	d6	Str+d6	400	8	Parrying. Reach 1.
Pike	d6	Str+d6	300	4	Two-handed. Slow. Reach 2.
Halberd	d6	Str+d6	300	6	Two-handed. Reach 1. Piercing.
Poleaxe	d8	Str+d10	200	4	Two-handed. Slow. Reach 1. Shatter.
Longsword	d6	Str+d8	400	8	Two-handed. Reach 1. Parrying.
Lance	d6	Str+d6	200	6	Reach 2. Slow. Cavalry.
Buckler	d4	Str	50	4	Blocking. Non-lethal.
Parrying Dagger	d6	Str+d4	200	6	Small. Parrying.
Shield	d6	Str+d4	100	6	Blocking. Cover +2. Non-lethal.
Pavise	d6	Str+d4	200	6	Two-handed. +8 Cover. Can be set up.

Quality	Cost	Effect
Terrible	/	Damage -1. -1 to Fight rolls.
Poor	x0.2	Damage -1.
Normal	x1	/
Excellent	x3	Damage +1.
Masterwork	x5	Damage +1. +1 to Fight rolls.

General rules

Small	This weapon can be drawn as a free action, and it can be hidden on your clothes. You get a -2 penalty to Blocking with it.
Piercing	You ignore 2 armor when hitting your opponent, or all of it on a Raise.
Slow	You get -2 to Blocking with this weapon and cannot Parry with it.
Versatile:	Can be used as single-handed or two-handed.
Reach:	You can hit non-adjacent enemies. 5ft/2m/1sq per point of reach. Also, add reach point difference to Fighting roll in open space, and remove it in confined spaces.
Non-lethal:	Targets incapacitated with this weapon are automatically Stabilized.
Two-handed:	This weapon must be used in 2 hands. When two-handing a weapon, increase your Str by one die type for damage.
Parrying:	When Parrying with this weapon, add +1 to your roll.
Shatter:	When hitting an enemy with this weapon, reduce their Armor by 1, or 2 on a Raise. If this weapon is blocked by a Shield, the shield is destroyed.
Blocking:	Add +2 to your roll when Blocking with this weapon.
Cavalry:	When used on horseback, this weapon gains +4 DMG on Charge attacks.

Materials

Silver:	The weapon deals -2 damage. However, it can harm spirits and some magical beings. Cost x2, CD +2.
Gomril:	The weapon gains +1 AP. Cost x3, CD +2.
Cold Iron:	Any creature with Power Points that is Shaken or Wounded with this weapon has their PP reduced to 0. Cost x2, CD +2. It can harm spirits and some magical beings.
Black Iron:	This weapon cannot degrade with usage. Cost x2.

Gear - Ranged Weapons

In this chapter, the new ranged weapons introduced in Savage Medieval are listed.

Min.Str is the minimum strength required to use them.

DMG indicates how much damage a weapon does if it hits a target.

Range (Short) is the short range for the weapon in meters (2m = 5ft = 1sq).

The listed Cost is the full cost of a weapon- CD is the Crafting Difficulty to craft it as per Crafting rules.

Notes contain other attributes the weapon has.

Weapon	Min.Str	DMG	Range(Short)	Cost	CD	Notes
Throwing Axe	d6	Str+d6	8	25	2	Light. Thrown.
Throwing Dagger	d4	Str+d4	8	50	4	Light. Small. Thrown.
Spear	d6	Str+d6	12	100	4	Thrown.
Hunting Bow	d6	Str+d6	24	200	6	
War Bow	d8	Str+d8	32	300	8	AP 1.
Crossbow	d4	2d6	16	250	6	AP 2. Reload 1.
Heavy Crossbow	d6	2d8	24	400	8	AP 2. Reload 3.
Net	d6	0	8	10	2	Entangling. Thrown.
Bola	d6	0	8	50	4	Entangling. Thrown.
Handgonne	d6	2d8	2	600	10	Cone. Reload 6.

General rules

Light:	This weapon can be drawn as a free action.
Small:	This weapon can be concealed.
Thrown:	The athletics skill is used to attack with this ranged weapon. This ignores penalties from (Very) Heavy Armor. Must track ammunition.

		Quality	Price	Effect
AP X:	Ignores X of Armor.	Terrible	/	Damage -1. -1 to Throwing/Shooting rolls.
Reload X:	Weapon takes X actions to reload.	Poor	x0.5	Damage -1.
Cone:	AOE attack with Cone area (p.97).	Normal	x1	/
Entangling:	A target hit with this is Entangled (p.98) or Bound on a Raise.	Excellent	x3	Damage +1.
		Masterwork	x5	Damage +1. +1 to Throwing/Shooting rolls.

Non-unique ammunition is not tracked in Savage Medieval. However, special munition is tracked. Using a type of ammo has the same effects as a Melee weapon of that type attacking.

The listed Cost is the full cost of 10 pieces of munition- CD is the Crafting Difficulty to craft it as per Crafting rules.

In Mass Battles, it is assumed one shooter spends 10 pieces of munition per round.

Ammo	Price(10)	CD(10)
Silver:	100	4
Gomril:	150	6
Cold Iron:	150	6

Gear - Armor

In this chapter, the new armor introduced in Savage Medieval is listed.

Min.Str is the minimum strength required to wear the armor.

Covers describes which pieces of your body the armor covers.

The listed Cost is the full cost of a set of armor- CD is the Crafting Difficulty to craft it as per Crafting rules.

Notes contain other attributes the armor has.

Gear	Min.Str	Covers	Cost	CD	Notes
Outfit	d4	All - Head	20	4	General clothes.
Gambeson	d4	Torso, Arms	100	4	Armor +1.
Plated Leather	d6	Torso, Arms	400	6	Armor +2.
Chainmail Armor	d6	Torso, Arms	500	6	Heavy. Loud. Armor +3.
Lamellar Armor	d6	Torso, Arms	800	8	Heavy. Armor +3.
Scalemail Armor	d8	Torso, Arms	800	8	Very Heavy. Loud. Armor +4.
Plate Armor	d8	All	2000	10	Very Heavy. Loud. Armor +6.
Helmet	Min.Str	Covers	Cost	CD	Notes
Hood	d4	Head	50	4	Stealth +1.
Hat	d4	Head	50	4	Apparel. Can be Decorated.
Helmet	d6	Head	150	6	Armor +3.
Kettle Helmet	d6	Head	200	6	Armor +4.

General rules	Effect
Heavy	-1 to Athletics, -2 to Spellcasting and swimming.
Very Heavy	-2 to Athletics, -4 to Spellcasting and swimming.
Loud:	Stealth -2.
Gomril:	Ignore AP of weapons. Does not degrade. Cost x4, Crafting DC +4. Increases Min.Str by 1 die type. Metal armors only.
Cold Iron:	-2 to Spellcasting rolls and magical DMG against wearer. Wearer's PP = 0. Cost x2, Crafting DC +2. Metal armors only.
Black Iron:	The armor does not degrade. Cost x2, Crafting DC +2. Increases Min.Str by 1 die type. Metal armors only.

Modifications	Effect	CD	Cost
Purity Seals	+2 to Spirit rolls. Must be done by priest. Lasts 1 combat.	6	20
Fur Padding	+4 to Vigor against Cold.	4	80
Light Padding	+1 to Stealth.	6	100
Beast Hide	+1 to Armor. Must be crafted, with proper beast hide.	6	/
Decorations	+2 to rolls in social interactions where having high status or looking good would help. +1 if on Hat.	8	300
Leg Guards	Armor also covers legs, with same stats.	6	200

Gear – Alchemist & Other

For all items not included in this list, you can look into SWADE, SWADE Fantasy Companion, or real life for inspiration.

For costs, if you have to guess- convert \$ cost to coppers from modern day.

Keep in mind that the **Tools** rules make a LOT of items useful. Are you climbing? A Grappling Hook and rope will easily give you +1 to the roll. Navigating? A compass and a map will each give you a +1 bonus, for a total of +2!

Of course, specialized kits such as Repair Kits, alchemist workbenches and others will cost a lot more- this is up to the GM. A good rule of thumb would be, a medieval house costs some 2000, while a workshop would cost around 4000. Do NOT use modern housing prices for estimating rules for houses. For fortifications, use the Fantasy Companion.

Duration is how long a potion lasts once consumed.

The listed Cost is the full cost of a potion- CD is the Crafting Difficulty to craft it as per Crafting rules.

The listed FD is the Foraging Difficulty (using Survival skill) for the ingredients, **assuming you are in the right place-** this is up to the GM.

Effect is the effect a potion has on you.

Alchemical	Duration	Cost	CD	FD	Effect
Antipoison	half day	150	4	4	Immune to all Poisons.
Poison	Instant	100	4	6	When Shaken by poisoned weapon or ingest poison, make Vigor roll. (-2 per Raise). If you fail, take 1 Wound. Humans only.
Beast Oil	Instant	/	6	6	Same as Poison, but specially crafted for every Beast.
Fire Pot	Instant	150	8	/	Thrown, short range 8. Medium Blast, 3d6 fire damage.
Flash Pot	Instant	100	8	/	Thrown, short range 8. Large Blast, Vigor Roll (-2 per Raise) or be stunned.
Smoke Pot	1 minute	100	6	/	Creates thick smoke in Large Blast area. Cannot see through, Notice -4 inside.
Cat	half day	300	6	6	+1 to all Agility Trait rolls (+2 on a Raise). Gain Dodge Edge.
Night Owl	half day	200	4	4	Ignore all darkness penalties. -2 to all actions in the sun, unless potion was made with Raise.
Iron Will	half day	200	4	4	Gain 1 benny (+1 per Raise) that can only Soak.
Second Wind	half day	200	6	4	Immediately pass all Shaken rolls.
Miracle Powder	one day	300	6	8	Natural Healing takes 1 day instad of 1 week.
Black Blood	half day	200	4	4	If a creature heals from wounding you, it instead takes 1 wound or is shaken.
Cleanser	Instant	100	4	2	Remove all alchemical effects, do not suffer Fatigue from them. Instantly gain diharrea and 1 Fatigue.
Happy Powder	1 hour	50	4	/	+2 to all Spirit rolls. Highly addictive.

Except for Poison, Beast Oil, Cleanser and Happy powder, consuming any potion gives you 1 Fatigue after the effect wears off- this stacks, so if you drink 3 potions, you will be Incapacitated once they wear off.

Example NPCs

Here are a few examples of hirelings and monsters.

In addition to SWADE allowing GMs to create new creatures and abilities very easily, more examples will also be published in **Savage Medieval GM's Toolkit** - not for players' eyes.

Militia			
Attributes:	d6, Smarts d4		
Rank:	Seasoned(d6)		
Skills:	Athletics, Fighting, Notice, 2xAny		
Pace:	6	Toughness:	6 (7 9)
Edges			
Brawler (+1 Toughness, fists DMG d6+d4)			
Equipment			
Gambeson, Helmet			
Spear, Versatile, Reach 1, Fight d6(+1 Reach), DMG 2d6(d8+d6)			
Shield, Cover +2 , Blocking, Fight d6(+2 Block), DMG d6+d4			
Tabard with local Coat of Arms, peacekeeping supplies			

Man-at-arms			
Attributes:	d6, Smarts d4		
Rank:	Seasoned(d6)		
Skills:	Athletics(-1), Fighting, Notice, Shooting, 1xAny		
Pace:	6	Toughness:	5 (8 8)
Edges			
Combat Reflexes (+2 to Unshake)			
Equipment			
Chainmail(Heavy, Loud), Helmet			
Spear, Versatile, Reach 1, Fight d6(+1 Reach), DMG 2d6(d8+d6)			
Short Sword, Fight d6, DMG 2d6			
Shield, Cover +2 , Blocking, Fight d6(+2 Block), DMG d6+d4			
Tabard with local Coat of Arms,, rations, military supplies			

Experienced Man-at-arms			
Attributes:	d8, Strength Smarts d6		
Rank:	Experienced(d8)		
Skills:	Athletics(-1), Fighting, Notice, Shooting, 1xAny		
Pace:	6	Toughness:	6 (9 10)
Edges			
Combat Reflexes (+2 to Unshake), Frenzy (2 melee attacks)			
Equipment			
Chainmail(Heavy, Loud), Kettle Helmet			
Halberd, 2H, Reach 1, Piercing, Fight d8(+1 Reach), DMG d8+d6			
Short Sword, Fight d8, DMG 2d6			
Shield, Cover +2 , Blocking, Fight d8(+2 Block), DMG d6+d4			
Tabard with local Coat of Arms, rations, military supplies			

Monster Hunter			
Attributes:	d8, Strength Vigor d6		
Rank:	Experienced (d8)		
Skills:	Athletics, Fighting, Notice, Stealth(+1), Hunting		
Pace:	6	Toughness:	5 (7 8)
Edges			
Strong Willed (+2 to Spirit and Smarts tests)			
Giant Killer (+1d6 DMG against large creatures)			
Equipment			
Plated Leather(Light Padding), Helmet			
Rondel Dagger, Total Piercing, Small, Fight d8(-2 Block), DMG d6+d4			
Cold Iron Sword, Versatile, Fight d8, DMG d6+d8 (2d8)			
Shield, Cover +2 , Blocking, Fight d8(+2 Block), DMG d6+d4			
Hunting horn, rations, monster bait			

Thief			
Attributes:	d6, Vigor Strength d4		
Rank:	Seasoned (d6)		
Skills:	Stealth(+4), Thievery(+1), Athletics(+1), 2xAny		
Pace:	6	Toughness:	4
Edges			
Thief(+1 to Athletics, Stealth, Thievery)			
Equipment			
Outfit(Stealth Padding), Hood			
Lockpicks, other burglary tools			

Expert Weaponsmith			
Attributes:	d6, Smarts Strength d8		
Rank:	Veteran (d8)		
Skills:	Blacksmithing d10, C.Knowledge, Persuasion, 2xAny		
Pace:	6	Toughness:	5
Edges			
Expert(Blacksmithing(+2), Wild Die d6, reroll 1x/session)			
Weaponsmith			
Equipment			
Blacksmith's apron, hammer&tools			

Camp Follower			
Attributes:	d6, Strength Smarts d4		
Rank:	Seasoned (d6)		
Skills:	Performance, Survival, Persuasion, Healing, Thievery		
Pace:	6	Toughness:	5
Edges			
Beautiful (+2 to social rolls against opposite gender)			
Equipment			
Revealing clothing, laundry			

Aes Sedai (Wild Card)			
Attributes:	d6, Smarts Spirit d10		
Rank:	Experienced (d8)		
Skills:	Saidar Weaving, Persuasion(+2), Occult, Academics, Riding		
Pace:	6	Toughness:	5
Edges			
Gifted (Saidar), 4xAny Powers			
Power Points (10 + 15)			
Connections			
Equipment			
Outfit(Decorated), Hood			
Saidar Angreal Necklace (2x Power Points)			

Warder (Wild Card)			
Attributes:	d8, Agility d10		
Rank:	Veteran(d8)		
Skills:	Fighting d10, Notice d10, Athletics(-1), Stealth(+3), Survival, Riding, Occult		
Pace:	6	Toughness:	6 (9 9)
Edges			
Combat Reflexes (+2 to Unshake), Frenzy (2 melee attacks)			
Improved Counterattack (no parry penalty)			
Slayer, Bonded			
Equipment			
Lamellar Armor(Leg Guards, Heavy), Helmet			
Longsword, 2H, Reach 1, Parrying , Fight d10(+1 Reach), DMG d10 + d8			
Warder Cloak (Stealth +3)			
Horse, rations, camping equipment			

Trolloc Warrior			
Attributes:	Smarts Spirit d4, Agility d6, Vigor Strength d10		
Rank:	Seasoned (d6)		
Skills:	Athletics, Fighting, Intimidation, Notice(+2), Survival		
Pace:	8	Toughness:	7 (10 7)
Edges			
Scary(Fear check, Shaken + 1 Insanity point if failed)			
Bestial Features(Pace Notice +2, Unarmed DMG d10+d4)			
Equipment			
Black Iron Mail(Heavy, Loud)			
Shield, Cover +2 , Blocking, Fight d6(+2 Block), DMG d10+d4			
Black Iron Battleaxe, Shatter, Slow, Fight d6(-2 Block), DMG d10+d6			