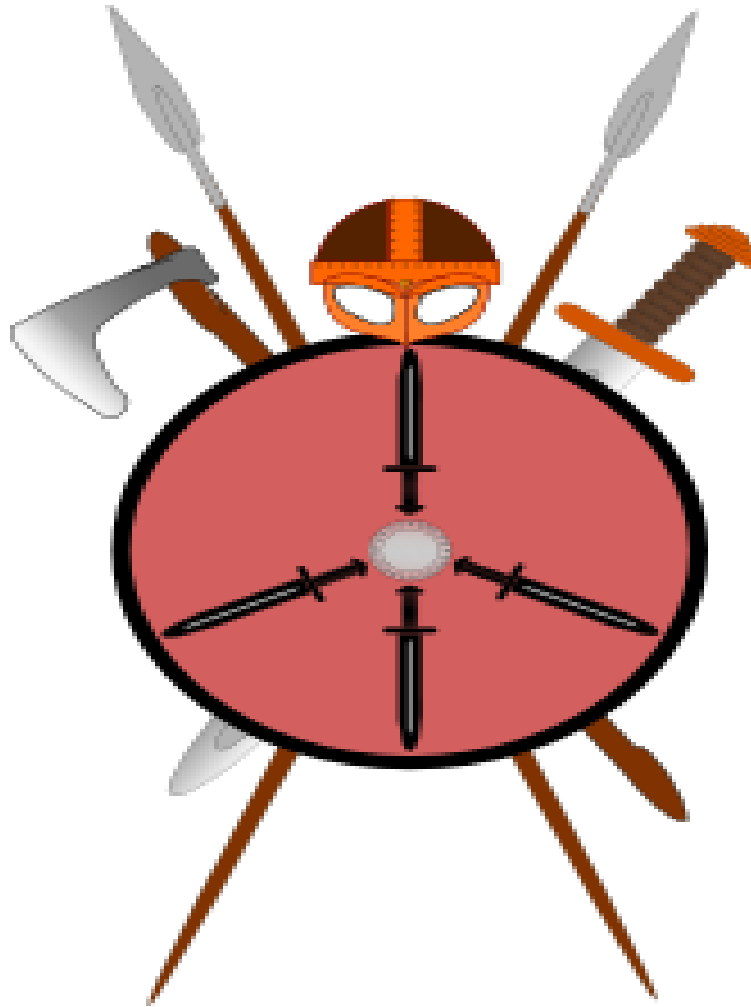


LEGENDS OF STEEL



CHARACTER GENERATION & HOUSE RULES



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This supplement also references the following Savage Worlds settings Hellfrost by [Triple Ace Games](#), Mars by [Adamant Entertainment](#) and Winterweir by [Phipps Gaming Studio](#). Special thanks to all the contributors of [Savagepedia](#) and the Pinnacle Forums.

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INTRODUCTION

Legends of Steel is a cinematic Sword & Sorcery setting for Savage Worlds. This document contains house rules, modifications to existing rules and rules imported from other Savage Settings for my campaign set in the World of Erisa.

There are some conventions that players need to realize. The setting and feel of Legends of Steel is different than the “World's Most Popular Roleplaying Game”. There are no elves, dwarves, halflings etc. Monsters are very, very rare. Most of your opponents will be other humans. Magic is not as powerful but still mysterious. For every real sorcerer, there are 100 charlatans. Clerics don't run around casting healing spells. Magic items are very special. If the party is lucky, they may end up with a couple. There are no shops with shelves teeming with magical gear. Treasure is easy come, easy go. You'll probably spend more money carousing and gambling than you will on “magical” gear.

Since this is a cinematic game, you can't die from normal combat injuries. The villain needs to do a Finishing Move. Generally, you shouldn't fear death. If there's a “TPK” then they may just leave you for dead and loot your bodies or discover that you are alive and sell you into slavery. But that's a whole new adventure.

The game is cinematic, so there are times that you may feel like you are getting railroaded just for a plot point. Sometimes things happen and the characters will be compensated. Don't be afraid to spend your Bennies. You should be getting more during this campaign.



CHARACTER GENERATION

The best place to start is always with a concept. The stereotype is a certain gubernatorial barbarian but you don't have stop there. The wily thief, the nerdy sorcerer, the proud duelist, the grim bounty hunter, the greedy mercenary, the stoic ranger and the charismatic bard are all options. Don't be afraid to mix up the stereotypes.

You don't have to be “Good” but you should be at least heroic. Players should refrain from taking the more villainous Hindrances. It's a rough and violent world but villagers shouldn't be welcoming you with blazing torches and a lynch party.

Sword & Sorcery stories tend to be more personal than High Fantasy epics. So, I'll be focusing more on individual characters and their Hindrances like Enemies and so forth. Characters should have some sort of background history.

The campaign will set in the World of Erisa and I'll be converting the adventures from the Broadsword RPG.

- Race: Just human
- Five points for Attributes
- 15 points for Skills. The following Skills are not used: Pilot and Driving. Check Legends of Steel for more Knowledge Skills.
- Four points of Hindrances. The Doubting Thomas Hindrance is not used. There are numerous Hindrances in Hellfrost, Mars and Winterweir that could used. This will be decided on a case by case basis.
- Edges: Characters start with a total of two Edges plus one additional Professional or Background Edge. Since this is a cinematic setting, the Rank requirement for Edges is removed. Skill, Attribute and other Requirements remain.
- 10 XP (Two Advances). Remember, you can raise Attributes only once per Rank.
- Starting Wealth is 500 Silver Pieces (SP). The currency system: 100 Copper Pieces (CP)=1 SP; 100 SP=1 Gold Piece (GP). Prices listed in SW: EX are in SP.

SKILLS

Knowledge Skills: Check in Legends of Steel for more information on the following skills: Legend Lore, Military Training, Etiquette and others. You'll need Knowledge (Herbalism) for the Chirurgeon Edge.

Languages are bought as individual Knowledge skills. Rough guidelines for language proficiency are as follows:

d4: Tourist: You make your basic needs known.

D6: Survival: You know enough of the language that you can manage day to day life.

D8: Native: You can speak the language like a native.

D10: Well Versed: You can understand and imitate regional accents and dialects.

D12: Educated: You can discuss abstract philosophy with no problem.

The languages: Tyros (Common for the Northern Continent) Sikkar (Northern Savages), Yari (Evil freaks to the East), Druji (Southern Kingdom), Jaga-Morgal (Southern Savages), Ancient, the forgotten language of ancient times.



HINDRANCES

Expensive Taste (by Jack Ace from Savagepedia) *Minor*

It's not like this character specifically chooses to buy only the most expensive equipment. It's more that the items that he likes

have a tendency to be the most expensive ones available. Whenever the character buys equipment, he pays 25% more than the listed price for the purchased item.

Party Animal *Minor*

The character cannot resist the opportunity to party. Whenever they are in town they will party regardless of injury or any other dangers. The character will always roll on the Carousing Chart.

Lecherous *Major*

You do most of your thinking below the waist. The character is at -2 to resist seduction attempts from a character they find attractive. They will always come to the aid of their current par amour. Additionally, when the character is carousing, they will always look for "companionship".



EDGES

The following Edges from SW: EX are not allowed:

- Ace
- Gadgeteer
- Champion
- Holy/Unholy Warrior
- Rock & Roll
- Mentalist
- Mr. Fix-It
- Wizard
- Power Surge
- AB: Miracles, Psionics, Super Powers, and Weird Science
- Power Points
- Rapid Recharge

- Improved Rapid Recharge
- Soul Drain

The following Edges from Mars are allowed:

- Dirty Fighter
- Really Dirty Fighter
- Improved Defense
- Riposte
- Improved Riposte
- Precision Strike
- Improved Precision Strike
- Spot Weakness
- Wall of Steel
- Guardian
- Brute Warrior-will not stack with Fencer.
- Fencer-will not stack with Brute Warrior.

The following Edges from Winterweir are allowed:

- Ranger
- Fearsome
- Visions

The following Edges from Hellfrost are allowed:

- Mighty Shot
- Mighty Throw

All of the Edges from Legends of Steel are used. Many Edges from SW: EX have been enhanced in Legends of Steel. The following Edges from Legends of Steel are modified as follows:

- Right Back at You: The TN to hit the character with ranged weapons is his Parry (or 4 whichever is greater). Ranged attacks are not automatically parried. The rest of the Edge is unchanged.
- Detect Deception: Character gets a +2 to detect deception.
- Disease Immunity: Character gets a +2 to resist diseases.
- Escape Artist: The character gets a +2 bonus to Skill rolls involved in escaping confinement.
- Fearless: The character gets +2 to resist Fear effects.
- Poison Immunity: Character gets a +2 to resist poisons.
- Familiar: Character gains a +2 to Spellcasting checks but only to offset any penalties to their roll.



NEW & MODIFIED EDGES

Literacy [Background]:

Requirements: Smarts d6+

Illiteracy is the norm for the world. Your character is one of the few who knows how to read and write. If you know a foreign language, you know how to read and write it as well.

Assassin [Combat]

Requirements: Smarts d8+, Fighting d8+, Healing d6+

It's about hitting your target where it hurts the most. Whenever the character gets a Raise with an attack roll (Fighting, Throwing or Shooting), the extra damage is increased by one die type. This Edge must be purchased for each skill.

Weapon of Mass Distraction [Combat](Modified from the PEG Forums)

Requirements: Sexy Armor (Legends of Steel), Spirit d8+

When wearing your "Sexy Armor", any attack roll made against you suffers a -1 penalty, in addition to any other modifiers that apply. This penalty is -2 if you are Very Attractive.

I Don't Have Time To Bleed [Combat]:

Requirements: Spirit d8+, Vigor d10+

At the end of a combat scene, you're usually covered in blood. Thankfully, it usually not yours. The character rolls a Natural Healing check at the end of a combat scene.

Arcane Focus [Power]

Requirements: Arcane Background: Sorcery

The character focuses his arcane power through an item. It may be a staff, ring, amulet, weapon or other piece of equipment. When the character casts a spell, he gets a +1 bonus to his Spellcasting check but this bonus will only offset penalties. If the character does not have his Arcane Focus, he is at -2 to cast spells. If he ever loses his focus, it will take him a week and 200 SP/Rank to replace it.

Chirurgion [Professional]:

Requirements: Healer, Healing d8+, Knowledge (Herbalism) d6+

The character has near magical healing powers. The character spends an hour in the wilderness gathering Healing Herbs, and makes a Knowledge (Herbalism) Check, on a Success and for each Raise, the character gathers one “dose” of Healing Herbs. Characters can purchase Healing Herbs (25 SP/dose) but exact prices are based on the local economy.

Once per day a character can attempt to use the Chirurgion Edge on a wounded character. He uses a number of doses of Healing Herbs equal to the target's wound modifier and makes a Healing check. This does not have to occur during the Golden Hour. The wounded character is healed for one wound on a success, two on a Raise. The Chirurgion can do this daily. These effects will not stack with a normal Healing check. Additionally, the Chirurgion may use Healing Herbs to cure poison or disease.

Hardbody [Weird Edge] (From the PEG Forums)

Requirements: Sexy Armor, Brawny

When wearing your “Sexy Armor”, you gain the Hardy monstrous ability.

Zealot [Weird] (Inspired by Mars):

Requirements: Spirit d6+, Knowledge (Religion) d6+, Faith in a particular deity

The character spends a Benny and substitutes his Spirit die for his Wild Die. The character also has +1 Charisma when dealing with other followers of his god. The character should also have various Edges and Hindrances based on his beliefs and status.

Arcane Background: Sorcery: Spellcasting (Smarts)

Requirements: Literacy

Starting Powers: 3

There is only one type of magic in the world and that is Sorcery. If a priest is casting spells, it's because he is also a Sorcerer.

Casting Spells: Power Points are not used. Instead, the spellcaster takes a penalty to his roll equal to the number of Power Points it would take to cast the spell under the normal rules. The character must have at least one hand free and be able to speak in order to cast spells. Only powers of the Novice Rank can ever be taken. More advanced spells can be cast but they use the rules similar to Rituals Rules from Sharkbytes Volume I, Issue 2 and the skill Knowledge (Rituals). Characters start knowing no Rituals. They will be picked during play from moldy old arcane tomes.

List of available powers for spells:

Fantasy Toolkit (This may change when the Fantasy Companion is released.): *blinding flash, bodyguard, darksight, farsight, fortune, locate, slow, tongue tied and wandering senses.*

SW: EX: *armor, bolt, boost/lower trait, burst, deflection, detect/conceal arcana, elemental manipulation, entangle, environmental protection, fear, light, obscure, speak language, speed and stun.* Winterweir: *oracle and illusion.*

Backlash: As per SW: EX. If the character rolls a Fumble then character takes a level of Fatigue which can be recovered after an hour's rest.



HOUSE & ADDITIONAL RULES

Easy Encumbrance (From the PEG Forums): A Character suffers a penalty to his Parry equal to the Armor Bonus from worn armor.

We will be using the following rules from Mars:

- Stunts-try something really flashy and earn a Benny.
- Story Declaration-spend a Benny and get some narrative control.
- Mooks, Extras and Henchmen-different levels of mobs for you to kill.

For this campaign, we will be using the Adventure Deck. You get one card per session. Each card gives you a bonus under a specific situation or perhaps some other benefit.

Player characters are never considered “unarmed”.

Ignoring Wounds (modified from Winterweir): An injured character may attempt to focus and ignore the pain from wounds for the duration of the combat scene. If a character makes both a Vigor check and a Guts check, then he may continue fighting as if they were not wounded. This is not considered an action. If he is reinjured during the scene then he must make the checks again.

Healing: Once per day a character may spend a Benny and heal a Wound.

Up Keep and Down Time: Some times there's a large time gap between adventures. To simulate this time, characters make a Smarts check with the following results:

- Fumble: Broke
- Failure: 25% of your money left
- Success: 50% of your money left
- Raise: 75% of your money left

Wear & Tear on Your Gear: Your stuff will get damaged and break. If you roll a Fumble on your attack, then your weapon is damaged (-2 to hit and damage). If an opponent one shot's you, then your worn armor is damage (-1 to Armor Bonus). If those circumstances happen again before the item is repaired then it is destroyed. Items can be fixed with a Repair Check. Trademark, Birthright and other special items get +2 to the repair roll.



SOURCES OF INSPIRATION

Here's a list of characters, books, movies and TV shows to give you some inspiration. The list is far from complete but should still give you a start.

- [Conan of Cimmeria](#)
- [Kull of Atlantis](#)
- [Red Sonja](#)
- [Jirel of Joiry](#)
- [Fafhrd and the Gray Mouser](#)
- [Lin Carter's Thongorr](#)
- [L Sprague de Camp's Pusadian Series](#)
- [Hercules](#) and [Xenia](#)
- [Jason & The Argonauts](#)
- [The Golden Voyage of Sinbad](#)
- [Hawk the Slayer](#)
- [Ator](#)
- [The Beastmaster](#)
- [Deathstalker](#)
- [The Warrior & The Sorceress](#) (Basically Yojimbo)
- [Ladyhawke](#)
- [Flesh & Blood](#)
- [The Princess Bride](#)
- [Wizards & Warriors](#)
- [Legend of the Seeker](#)
- [Pirates of Darkwater](#)
- [Thundarr the Barbarian](#)