

Savage Characters, Volume 1

Errata and Bonus Setting Rules

April 20, 2017

Errata

Text corrections for v2 of the published PDF (SavageCharactersVolume1_v2.pdf)

p13: New Edge: Elf-Blooded

“...The character selected one trait from the Elf-Racial Abilities (as defined in the DA&DC Setting).”

p24: Parry: 6

p31: New Edges: Deep-Blooded

“...The character selected one trait from the Deepmen Racial Abilities (as defined in the DA&DC Setting).”

Dark Ages and Dragon Gods

This book makes reference to the Dark Ages and Dragon Gods setting book which is not yet published. To help readers understand the possibilities of characters who have a “Blooded” or “Raised as a...” edge, we’ve included those rules here.

Deepmen Racial Abilities

Aquatic
Ambidextrous
Dehydration
No! Not Elves! (Racial Enemy: Elves)
Warlike (Fighting begins at d6)

Dwarven Racial Abilities

Burrowing
Godless (Spirit capped at d6)

Low Light Vision
 Seen It Before (+2 vs. all Environmental Effects)
 Tough (Vigor starts at d6)

Elves Racial Abilities

Agile (Agility starts at d6)
 Attractive
 Haughty (As defined on page 139 of Savage Characters Volume 1)
 No! Not the Sea! (Racial Enemy: Deepmen)
 One with the Trees (Wall Walker)

Sandmen Racial Abilities

Do Not Bury Oneself (Minor Phobia to going underground)
 Leathery Skin (Ugly)
 One with the Desert (+4 vs Heat Effects)
 Stealthy (Start with d6 Stealth)
 Vigorous (Start with d6 Vigor)

Raised as a... (Background Edge)

Requirements: Novice

Whether born of a local family or simply raised there, the character exhibits a skill stereotypical of the region. Based on the region, one skill will start at d6 for free.

Culture	Description	Raised Skill
Britons	Life on the Demon Isles is harsh. Natives learn fast how to stay alive.	Survival
Byzantines	The ways of the Old City are twisted and shadowy. Those who survive use them to their advantage.	Streetwise
Celts	Perhaps closest to nature and its powers, Celts are known for their knowledge of healing arts	Healing
Chin	The Chin meditate and listen to the whispers of the world. When they walk, they walk as quietly.	Stealth
Gauls	Crossroads of trade and peoples, Gauls are wary and pay attention to where they are and whom they are with.	Notice
Goths	Great hunters, the Goths know the ways of predator and prey.	Tracking
Greeks	Once heirs to vast libraries before the destruction of Greece, survivors still find ways to get answers from scrolls and books.	Investigation
Iberians	Born in villages clinging to mountainsides, throwing things back and forth is quick and a way to test your favor with the gods.	Throwing
Moors	Glib of tongue and generous with hospitality, individual Moors are often liked and accepted in small numbers.	Persuasion
Northmen	Hostile and terrible to behold in war, they find striking fear to come easily.	Intimidation

Persians	The ways of the eastern people are mystery, as is their affinity to magic.	Casting Skill
Phoenicians	Traders and merchants the world over, their skill with ships brings thoughts of the elves of legend.	Boating
Romans	All Romans serve the empire in the legions for at least two years.	Fighting
Slavs	Descendants of horse nomads of the east, the bond with horses has never waned.	Riding