



SAVAGE WORLDS (SWADE) CONVERSION v0.2

by PunchCaster



Author's Note

Hello there, fellow adventurers.

I was surprised when there was no up to date SWADE conversion for such an iconic series, so I endeavoured to make my own, mostly for the Miscast table, but I had always been a fan of Pike and Shot and the gear is pretty much based off my gear for my own homebrew world, I just hope it applies pretty well.

For version 0.1 there are not a lot of specifics but I tried my best to make a working beta for people to be able to play with. I want to, in the future, add more races and more flavour text and cultures so that even those not accustomed to Warhammer Fantasy can be given this by an aspiring GM and be told, "All you need to know is in this booklet."

As you can imagine, this has not been playtested yet, and anyone who wants to give it a shot can message me in the Savage Worlds Unofficial Discord, to let me know how it goes, what I could change, what I could do better.

It was wrong in my opinion that such a decorated and wonderful world did not get updated representation in the amazing system of Savage Worlds (SWADE), but I hope that this booklet rectifies that even a little.

But as the High King Thorgrim Grudgebearer said:

One wrong made right... but the Book of Grudges remains full.

And the Book shall remain full until we cross out every little detail that we need to make this supplement the best fan-made supplement out there.



Character Creation

As seen in *Savage Worlds Adventure Edition*, Character Creation in Savage Worlds happens in six steps:

1. Select Your **Species**
2. You *may* choose up to four (4) points of **Hindrances**
3. Choose your **Hindrance Bonuses** according the points of Hindrances you have *if you have any*
4. Add one (1) point to each of your attributes so they start at **d4**, then **allocate five (5) points among all of your attributes.**
5. Add one (1) point in *each* of your core skills (Athletics, Common Knowledge, Notice, Persuasion, Stealth). **Allocate twelve (12) points to increase your skills** further.
6. Spend starting money for weapons, armour, and gear.

Step 1:

Select Your Species

The races of the Warhammer world are vast and varied, but only a few races find it fitting to work with each other. As this booklet assumes the adventure takes place in the Old World, so only four races would (lorewise at least), be most likely to wander the vast cities of the Empire, the rolling plains of Bretonnia, and the Dwarven Karaks, and the rest of the Old World's civilised areas without outright hostility.

Table 1. Species and Bonuses

Human	<i>Varied and Many.</i> Humans are the most plentiful species. Get one free edge, and choose a Human Place of Origin (Table 1.1).
Dwarf	<i>Untouched by Magic.</i> Dwarves cannot use Winds of Magic. Magic skills targeting the Dwarf get a -2. <i>Dawi Fortitude.</i> The dwarves are hardy people, starting with d6 Vigour and maxing out at d12+1. <i>Low-Light Vision.</i> Dwarves can see in the dark, ignoring penalties for Dim and Dark illumination. <i>Reduced Pace.</i> Dwarves have short legs and thus reduced pace. Decrease Pace by 1 and running die by one die step. <i>Khazalid.</i> The ancient tongue of the Dwarves spoken by their people. Start with a Language <Khazalid> at d8.
High Elf or Wood Elf	<i>Acute Sight.</i> Elves are known to have very sharp eyes. +2 to all tests requiring sight <i>Elven Grace.</i> The Elven people are known to move like no other species. Start with d6 Agility and max out at d12+1. <i>Tech-Averse.</i> -2 penalty using mechanical and gunpowder devices <i>Low-Light Vision.</i> Elves can see in the dark. Ignore penalties for Dim and Dark illumination <i>Eltharian.</i> Known as Elvish in Reikspiel, the elves talk in their Eltharian tongue. Start with Language <Eltharian> at d8. <i>High Elves and Wood Elves.</i> Though similar in many ways, the High Elves and Wood Elves come from very different cultures. Choose either one as your race.



Humans

Humans are the most numerous and widespread of the civilised species of the Old World. From the plains of the Estalian Kingdoms to the frozen oblasts of Imperial Kislev, Humans occupy every corner of the continent, and they thrive. The largest, most powerful Human realm is the Empire, a patchwork of powerful provinces blanketed in seemingly endless forests.

Table 1.1. Human Place of Origin

Imperial	<i>Metropolitan.</i> At the heart of the Old World stands the numerous and great cities of the Empire, the melting pot of the world. Reroll failed Navigation rolls in urban areas once per roll. Start with a d6 in Common Knowledge, maxing out at d12+1.
Bretonnian	<i>Chivalry.</i> Only those Bretonnians of noble birth have the ability to venture out into the world. All nobles are taught how to ride at a young age. Start Riding at d6, maxing out at d12+1, and start with Language <Breton> at d8.
Kislevite	<i>Cold-hearted.</i> The northern border of the Empire has a hostile and unforgiving climate. +2 to Vigour rolls against cold. Also start with Language <Gospodarinyi> at d8.
Tilean	<i>Trade Winds.</i> Their cities being on the coasts as centres of trade, most Tileans have served on a boat at least once, making them adept at sea. +2 to all Boating rolls. Start with Language <Tilean> at a d8 as well.
Estalian	<i>Duelist Culture.</i> Estalians love duels, it's ingrained in their culture. Add +1 to Parry during single combat, or when fighting a lone opponent. Start with Language <Estalian> at d8.

Dwarves

Dwarves, or the '*Dawi*' as they call themselves, are a stout, short, hardy race that have persisted for ages in the Old World. They are an ancient race that finds themselves untouched by the Warp, but have gotten by through the power of their craftsmanship of stone and metal. Their clannish nature keeps them exclusive to outsiders, though in the largest Imperial cities you can find throngs of Dwarves, as the Empire and the *Dawi* have been strong allies since the founding of the Empire.



High Elves

In their tongue, they are the '*Asur*', in Reikspiel they are simply called High Elves. Native to Ulthuan, an island east of the Old World, they are a proud species that boasts their heritage, being one of the oldest races in the world.

High Elves are a relatively common sight on the rivers of Reikland. Both Altdorf and Nuln boast sizable districts populated by High Elf merchants who ship goods down the Reik through Marienburg to the sea. These merchants are by far the most numerous of the High Elves found in Reikland, alongside diplomatic entourages and support staff. Aloof, alien, and long-lived, they are a passionate, emotional folk widely perceived in the Reikland to be the most beautiful of the species, and also the most arrogant.

Wood Elves

Isolationist and secretive, these elves are not often found outside of the forests of Athel Loren in Bretonnia, or the Laurelorn Forest north of the Empire's Nordland.



Wood Elf life is entwined with nature, with a society intermixed with spirits of the forest. They are separatists who work hard to hide themselves away, with arboreal outposts cunningly concealed with powerful illusions and misleading magics. On the rare occasions they travel beyond their borders, it is usually for war, as often with their neighbours as with darker forces, leaving other peoples of the Old World deeply unsure of the fae, capricious Elves.

Step 2:

Select Your Hindrances

Hindrances are character flaws that dictate how you will act during certain situations. Read Savage Worlds Adventure Edition for more information.

Select up to four points of Hindrances, no more than that. A **Major** hindrance gives you two points, while a **Minor** one gives you one point. Thus, these are the possible following combinations:

- 2 Major Hindrances
- 1 Major Hindrance and 2 Minor Hindrances
- 4 Minor Hindrances

Do note that you do not **have** to fill up your hindrance points, you can only choose to for certain bonuses.



Step 3:

Choose Your Hindrance Bonuses

Choosing Hindrances gives you certain bonuses per point of Hindrance. The following are the bonuses:

- 2 points: Raise an attribute die type
- 2 points: Choose an Edge
- 1 point: Gain another skill point
- 1 point: Gain 500 starting gold



Step 4:

Allocate Attribute Points

You start with one (1) point in each of your attributes. Attributes are the parent stats that dictate which of your skills will be easier or harder to get, your derived stats, how you resist effects, and your access to certain Edges.

- **Agility** - parent of combat skills and physical skills
- **Strength** - Used to determine Damage, encumbrance, determines biggest weapon/armour
- **Spirit** - Used to unshake, parent of social skills, used for Arcane Background (Faith)
- **Smarts** - Used to resist taunts, parent of technical skills, used for Arcane Background (Spellcasting) and Arcane Background (Runesmith)
- **Vigour** - determines toughness, used for soaking damage with bennies

You can allocate a total of five (5) points amongst your attributes, alongside any possible hindrance bonus.

Step 5:

Allocate Skill Points

Skills are what you mainly roll on in Savage Worlds. They are what most checks will be based on.

Each skill has a parent attribute. This only affects the capability to learn it during **Character Creation and Advancement**.

For example, let's look at **Fighting (Ag)**. **Agility** is its parent attribute. If your Agility is at a d8, it will take one point to push Fighting into d4, and another one point to put it into d6, and another one point to put it into d8, because that's the level of your Agility. You can increase it past your agility level, but it will take **two** points to increase it to d10. Likewise, if your Agility is at a d6, it will cost 2 points to raise your Fighting (Ag) from 0 to d6, and another two points to go from d6 to d8.

You start with one (1) point each in each of the underlined skills: **Athletics**, **Common Knowledge**, **Notice**, **Persuasion**, **Stealth**. These are your core skills. You have **twelve (12) points** to distribute among your other skills. You spend one (1) point to gain a skill that isn't in your sheet.

If you need to roll for a skill that you do not have, or an **unskilled roll**, you **roll a d4 and subtract 2 to your result**.

Table 2. List of Skills.

Athletics (Ag) – how strong you are to do things like climbing, swimming, jumping, etc.	Lore <Occult> (Int) – knowledge regarding certain religious and supernatural topics
Common Knowledge (Sm) – knowledge on common aspects of the world.	Lore <Science> (Int) – knowledge regarding topics that pertain to hard sciences
Notice (Sm) – how astute your senses are; sight, hearing, smell, touch, taste	Navigation (Sm) – ability in reading maps, navigating unfamiliar areas
Persuasion (Sp) – the ability to convince people to see things your way	Performance (Sp) – putting on a show for others, grabbing attention and keeping it
Stealth (Ag) – skill in being stealthy, moving undetected and quietly	Repair (Sm) – handiwork and mechanical inclination
Fighting (Ag) – martial prowess in melee weapons and hand to hand combat	Riding (Ag) – prowess in riding horses and other mounts
Shooting (Ag) – ability to use ranged weapons accurately	Runesmithing (Sm) – ability of Dwarves to attach magical energy into runes for weapons
Battle (Sm) – knowledge in the art of war, battle strategies and war plans	Spellcasting (Sm) – ability of Man and Elf to channel the winds of Magic into various spells
Boating (Ag) – ability to man seacraft	Survival (Sm) – knowledge in outdoorsmanship, setting camps, trapping, tracking
Driving (Ag) – knowledge of guiding carriages, and more experimental vehicles	Taunt (Sp) – the capacity to goad your opponent into rash actions
Intimidate (Sp) – proficiency in scaring and threatening through words or use of force	Trade <Type> (Sm) – lock picking, safecracking, picking pockets, sleight of hand
Language <Type> (Sm) – fluency in a certain language of the world*	Thievery (Ag) – lock picking, safecracking, picking pockets, sleight of hand
Literacy / Research (Sm) – ability to read and write, and book smarts	
Lore <Academics> (Int) – knowledge regarding certain academic topics	

Language <Type>

Language <Type> (Sm) is a skill that comes in many different languages. A d4 in language means you can speak and understand rudimentary phrases, where d8 is a native fluent speaker, and at d12 you can imitate other accents within the language. So there could be Language <Breton> and Language <Khazalid> as two completely different skills that level up separately.

It is assumed that all characters speak **Reikspiel** or *Common* as it is the most widespread language in the Old World; such is the influence of the Empire.

The other languages include:

- **Breton.** Spoken in Bretonnia, the land of chivalry and knights.
- **Eltharian.** Elvenspeak, spoken by Wood and High Elves.
- **Estalian.** Spoken in the hot, southwestern kingdoms of Estalia.
- **Gospodaryini.** The language of the frozen north of the Empire, Kislev.
- **Khazalid.** The ancient elder tongue of the Dwarves.
- **Norse.** Spoken in the north of the Empire like Nordland, by Norscans.
- **Tilean.** Spoken by the mercenaries and traders who hail from Tilea.

Driving and Navigation

Navigation (Sm) can be **folded into Survival (Sm)** or **Common Knowledge (Sm)** *if you feel it is redundant for your campaign*, though in the spirit of having many skills and being spread thin, this skill was included. Same goes for **Driving (Ag)**, which can be folded into **Riding (Ag)** if you so wish.

Spellcasting, and Runesmithing

These skills are the **Spellcasting skills** useless without their respective Arcane Backgrounds.

Optional Rule: Specialisations

If you want to emulate the feeling of WFRP 4e with characters having so many specialities, being unable to be Jack of All Trades, there are a couple of specialisations that will make it so. These specialisations mean that **players who do a skill that is outside their specialisation get a -2 to their roll**, though this does not stack with unskilled rolls.

When you get a **d4** in a skill, you can get a free specialisation with it if it has an available one. Your Common Knowledge starts with the speciality of your place of origin.

Table 3.1. Specialisations.

Athletics (Ag)	Lore <Occult> (Sm) – Magick, Theology, Chaos
Common Knowledge (Sm) – Empire, Bretonnia, Kislev, Tilea, Estalia, Norsca, Karaz Ankor, Elven, Border Princes	Lore <Science> (Sm) –Engineering, Geology, Metallurgy, Science,
Notice (Sm)	Navigation (Sm) – Wilderness, Urban,
Persuasion (Sp)	Performance (Sp) – Singing, Dancing, Acting, Instruments
Stealth (Ag) – Wilderness, Urban	Repair (Sm) – tools, structures, mechanical
Fighting (Ag) – bladed, polearms, axes, blunt, special	Riding (Ag) – horses, flying, exotic
Shooting (Ag) – firearms, bows, crossbows	Runesmithing (Sm)
Battle (Sm) – land, sea, ship command	Spellcasting (Sm)
Boating (Ag)	Survival (Sm) – tracking, outdoorsmanship
Driving (Ag) – carts, unconventional	Taunt (Sp)
Intimidate (Sp)	Thievery (Ag) – sleight of hand, disguising, lockpicking
Language <Type> (Sm) – <i>see. Language (p12)</i>	
Literacy / Research (Sm)	
Lore <Academic> (Sm) – Heraldry, History, Law,	

Alternatively, you could opt for the *Familiarisation* rule, where the first few times you use a skill in something your character is not trained at, get a -2 but it disappears after a few times (at GM discretion).

Step 6:

Acquire Starting Equipment

You start with 500gp to spend as you wish.

Optional rule: You start with 300gp for weapons and armour, and 200gp for gear.

Melee Weapons

Axes					
Name	Damage	Min Str.	Weight	Cost	Notes
Axe, Hand	STR+d6	d6	2	100	
Axe, Battle	STR+d8	d8	4	200	
Axe, Great	STR+d10	d10	7	400	AP 3, Parry -1, two hands

Blunt					
Name	Damage	Min Str.	Weight	Cost	Notes
Baton	STR+d4	d4	2	50	
Club	STR+d6	d6	2	25	
Mace	STR+d6	d6	4	100	
Mace, Heavy	STR+d8	d8	6	200	
Maul	STR+d10	d10	10	400	Two hands, +2 damage to break objects
Warhammer	STR+d6	d6	2	250	AP 1

Polearm

Name	Damage	Min Str.	Weight	Cost	Notes
Guisarme	STR+d6	d6	8	125	Reach 1, two hands
Halberd	STR+d8	d8	8	250	Reach 1, two hands, AP 1
Lance	STR+d8	d8	8	300	AP 2 when charging, Reach 2, only usable in mounted combat
Pike	STR+d8	d8	18	400	Reach 2, two hands, AP 1 when set
Ranseur	STR+d6	d6	12	200	AP 1, Reach 1
Spear	STR+d6	d6	5	150	Reach 1, Parry+1 if used two-handed
Spear, Short	STR+d6	d6	3	100	
Staff	STR+d4	d4	4	10	Parry +1, Reach 1, two hands
Trident	STR+d6	d6	4	150	Reach 1

Special

Name	Damage	Min Str.	Weight	Cost	Notes
Flail	STR+d6	d6	3	200	Ignore shield bonus
Flail, Heavy	STR+d8	d8	6	300	Ignore shield bonus, two hands
Whip	STR+d4	d4	1	50	Parry -1, Reach 2, Entangled instead of Bonus Dmg on Raise

Ranged Weapons

Bows

Name	Range	Damage	AP	ROF	Min Str.	Weight	Cost	Notes
Shortbow	8/16/32	2d4	-	1	d4	2	150	
Bow	12/24/48	2d6	-	1	d6	3	250	
Long Bow	15/30/60	2d6	1	1	d8	3	300	

Arrows/Bolts: 10 pcs, 10 gold, 1 Wt

Crossbow

Name	Range	Damage	AP	ROF	Min Str.	Weight	Cost	Notes
Crossbow*	15/30/60	2d8	1	1	d6	6	400	Rld 1

Arrows/Bolts: 10 pcs, 10 gold, 1 Wt

Firearms

Name	Range	Damage	AP	ROF	Min Str.	Weight	Cost	Notes
Pistol	5/10/20	2d6+1	2	1	d4	2	300	Rld 3
Musket	10/30/90	3d6	2	1	d6	8	500	Rld 3
Longrifle	20/60/100	3d6	2	1	d6	8	800	Rld 3
Blunderbuss	10/20/40	1d8 to 3d8	2	1	d6	8	500	Rld 3, Treat as Shotgun (p105)

Musket Balls: 10 pcs, 25 gold, 0.5 Wt

Thrown

Name	Range	Damage	AP	ROF	Min Str.	Weight	Cost	Notes
Axe, Hand	3/6/12	STR+d6	-	1	d6	2	100	
Dagger/Knife	3/6/12	STR+d4	-	1	d4	1	25	
Spear, Short	3/6/12	STR+d6	-	1	d6	3	30	
Net	3/6/12	Entangled	-	1	d4	1	50	

Armour

Light Armour

Name	Armour	Min Str.	Weight	Cost
Hardened Leather Chestpiece (Torso)	1	d4	5	15
Gambeson (Torso, Arms)	1	d4	5	20
Hardened Leather Leggings (Legs)	1	d4	5	20
Padded Leggings (Legs)	1	d4	5	20
Padded Robes (Torso, Arms, Legs)	1	d4	8	50
Padded Cap (Head)	1	d4	1	5

Medium Armour				
Name	Armour	Min Str.	Weight	Cost
Iron Breastplate (Torso)	2	d6	10	100
Iron Cuffs (Arms)	2	d6	3	40
Chainmail Shirt (Torso, Arms)	2	d6	12	175
Iron Tassets (Legs)	2	d6	4	40
Chainmail Hood (Head)	2	d6	1	20
Iron Helmet (Head)	2	d6	1	20
Steel Cuirass (Torso)	3	d8	20	300
Steel Gauntlets (Arms)	3	d8	6	125
Steel Leggings (Legs)	3	d8	6	125
Steel Helmet (Head)	3	d8	5	30

Heavy Armour				
Name	Armour	Min Str.	Weight	Cost
Platemail (Torso)	4	d10	30	500
Plate Vambraces (Arms)	4	d10	10	200
Plate Greaves (Legs)	4	d10	10	200
Plate Closed Helm (Head)	4	d10	6	200

Shields

Shields					
Name	Parry	Cover	Min. Str.	Weight	Cost
Buckler	1	0	d4	4	50
Regular Shield	2	1	d6	6	75
Heater Shield	3	2	d8	8	100
Fortress Shield	4	4	d10	12	200

Gear

Gear			
Name	Cost	Weight	Other
Antitoxin	20	1	Removes poison
Artisan's Tools	5	5	Hammers, nails, things for woodworking
Backpack	50	2	Adds +20 Carry Weight
Bag of Caltrops	10	-	
Bedroll	25	4	
Belt Pouch	1	0	
Blanket	10	1	
Book	10	0.5	
Canteen	5	1	
First Aid Kit	10	1	
Flask	5	1	
Flint and Steel	3	1	
Goggles	20	1	
Grappling Hook	100	2	
Hammer	10	1	
Apothecary Kit	100	4	5 uses, +2 medical to wound healing, 25 to refill
Merchant's Scale	5	1	
Oil Lantern	25	3	Lights up 4" radius, 1 oil = 4 hours
Oil Pitcher	2	0.5	
Pickaxe	5	3	
Pole	5	1	
Portable Ram	200	10	
Rope	10	15	20 metres long
Shovel	5	5	
Telescope	100	-	Notice +2 at long range
Tent	100	10	
Tent, 2 person	150	15	
Torch	5	1	Lights up 4", one hour
Whetstone	5	1	
Whistle	2	-	
Writing Tools	25	1	Wax seals, papers, quills, etc.

Clothing		
Name	Cost	Weight
Artisan's Outfit	5	4
Winter Clothing	10	7
Merchant's Outfit	10	4
Noble's Outfit	250	10
Royal Outfit	1000	15
Traveller's Outfit	5	5

Kits			
Name	Cost	Weight	Other
Climber's Kit	35	10	Rope, pitons, crampons, hammer, and other gear used for climbing. Ignore up to 2 points of penalty when climbing.
Disguise Kit	200	8	Make-up, wigs, fake hair, prosthetics, reroll on Thievery when disguised
Instrument	50	1 to 3	can be any instrument that is handheld, weight depends
Smithing Tools	200	5	Hammer, tongs, apron, different tools. Allows you to create weapons
Thieving Kit	100	3	Various lockpicks, reroll on Thievery rolls for lockpicking
Navigator's Tools	100	3	Map, Sky Chart, Compass, etc. Add +2 to Navigation rolls.

Edges

Edges are special abilities that characters can acquire. They need certain requirements before they can be taken, and can only be taken at certain ranks.

Background Edges

These Edges cannot be taken anywhere aside from Character Creation, unless the GM sees fit to allow you to get one as an advance.

New Edges

Name	Requirement	Rank	Description	Class
Arcane Background: Spellcasting	Race: Not Dwarf	Novice	Channel the energies of the Winds of Magic	Background
Arcane Background: Runesmithing	Race: Dwarf	Novice	Inscribe runes into weapons and armour that channel the Winds of Magic	Background
Close Fighter	AGL d8, Fighting d8	Novice	Add a bonus to parry equal to an enemy's reach	Combat
Improved Close Fighter	Close Fighter	Novice	Add a bonus to fighting equal to enemy's reach	Combat
Dark Fighting	Fighting d8, Notice d6	Novice	Halves all fighting, shooting, throwing penalties in low light	Combat
Wrestler	Martial Artist	Novice	Bonus of +1 to all opposed rolls from grapplings	Combat
Rapid Reload	Shooting d6	Novice	Reduce the reload value of a weapon by 1	Combat
Charge	Fighting d10	Seasoned	Ignore -2 from attacking after running	Combat
Dirty Fighter		Seasoned	Add +2 bonus to all test manoeuvres	Combat
Really Dirty Fighter	Dirty Fighter	Seasoned	If character test target, it is counted as having The Drop on his target	Combat
Hold Off	STR d8, Fighting d10	Seasoned	Add +1 to parry if weapon has Reach 1 or more	Combat
Shield Expertise	AGL d6, Fighting d8	Seasoned	Increase parry bonus of shields by +1	Combat

Sunder	STR d10	Seasoned	Melee attacks have a bonus AP of 1	Combat
Tricky Fighter	AGL d8 or SMA d8, Fighting d8	Seasoned	No MAP for doing a test in the same round as a fighting attack	Combat
Lunge	Fighting d8	Seasoned	Add +1 range to swords, though attacks at this range do not benefit from First Strike, Frenzy or Sweep	Combat
Shrug It Off	Iron Jaw, WC	Seasoned	At the end of a combat where this character suffered wounds, make a vigour roll (with wounds). On success convert 1 wound to fatigue point, on a raise convert 2 if applicable. Cannot convert to fatigue points if it will cause incapacitation.	Combat
Spot Weakness	SMA d8, Fighting d8, Notice d6	Seasoned	If an enemy rolls a 1 on their fighting die during an attack (not wild die), the character receives +1 to Fighting rolls against them. You only get the bonus once.	Combat
Shieldwarden	Block	Seasoned	Attacks to a unit next to this character gain the bonus from this character's shield type, must be announced. Does not stack with Shieldwall or other Shieldwardens.	Combat
Shieldwall	Block	Seasoned	Character gets a bonus of half a parry and cover of a unit's shield (rounded down) for up to two units sharing this edge adjacent to them.	Combat
Siege Breaker	SMA d8, Battle d6	Seasoned	For mass battles. Add -1 to enemy's bonus tokens from fortifications, can roll Battle before the battle and remove another -1 on a success, -2 on a raise	Leadership
Siege Mentality	SMA d8, Battle d6	Seasoned	Add +1 bonus tokens from fortifications, can roll Battle before the battle and add another +1 on a success, +2 on a raise	Leadership

Troubadour	Common Knowledge d6, Performance d8	Seasoned	They add +2 to Common Knowledge rolls and may use Performance in place of Battle for Leadership Edges or Edges that require Battle	Professional
Improved Charge	Charge	Veteran	Add +2 to damage if character moved past his pace	Combat
Double Shot	Shooting d8	Veteran	Fire two arrows at once counting as one action, must aim the same target and must be short range	Combat
Shield Mastery	Shield Expertise, Two Fisted, Fighting d10	Veteran	Make an attack with shield without losing parry bonus. MAP and OHP still apply.	Combat
Improved Sunder	Sunder	Veteran	Melee attacks have a bonus AP of 2	Combat
Mighty Shot	STR d8, Shooting d10	Veteran	Calculate bow damage as STR+dX rather than 2dX	Combat
Mighty Throw	STR d8, Throwing d10	Veteran	Increases the range brackets of thrown weapons by 1/2/4. Treats his Strength as being one die type higher (max d12+2) when using thrown weapons at short range	Combat
A Few Good Men	SMA d8, Battle d10, Command, Inspire	Heroic	For mass battles. Once the tokens for each force have been calculated, add 1 to the army's tokens	Leadership

Magic

There are two Arcane Backgrounds in this edition of Savage Worlds Warhammer Fantasy: Spellcasting and Runesmithing. As of now, there are no spell lists or restrictions, the elaborations given in these pages are just for players or GMs to find inspiration and guidance on what mages might look like in their game.

Spellcasting

Spellcasting is your standard magic in Savage Worlds. Feel free to use any of the spells in the Power list in the Savage Worlds Adventure Edition book, with magical spell trappings.

If you get a Critical Failure (double 1s), roll on the Minor Miscast Table. You can choose to cast a spell without cost, but you add the PP cost to the DN of the spell, and on a failure, roll on the Minor Miscast Table.

Colleges of Magic and Other Lores

There are eight Colleges of Magic present in the Empire, which dictate the trappings a mage has for each of their spells.

- Lore of Metal
- Lore of Life
- Lore of Heavens
- Lore of Shadows
- Lore of Death
- Lore of Fire
- Lore of Amber
- Lore of Light

Additionally, there are also Chaos magic, Necromancy and Witchcraft players can use to explain their magical abilities.

Minor Miscast Table

2d6	Miscast
2	Cascading Chaos. Roll on the Major Miscast Table.
3	Multiplying Misfortune. Roll twice on this table, ignoring 2s and 3s.
4	Double Trouble. The effect of your spell occurs somewhere within 1d10 kilometres, GM gets to decide if it happens anywhere relevant to the story.
5	The Horror! Pass a DN 6 Spirit test or become Vulnerable.
6	Unholy Visions. Visions of an unholy nature flood into the spellcaster's eyes. -2 to all rolls requiring sight for the next turn.
7	Wayward Garb. The spellcaster's clothes seem to grow a mind of their own. The spellcaster gets Entangled and a Strength check (DN 4) to break free.
8	Unfasten. Bags, pouches, slinged weapons, all of that falls to the ground.
9	Soulquake. The spellcaster feels the shaking from the backlash of the spell. They get knocked Prone.
10	Synapse Overload. The spell does not go through but the Power Points are spent.
11	Fell Whispers. The darkness whispers to you, clogging your head Pass a DN 4 Spirit Test. On a fail, get Distracted.
12	Witchlight. You glow with an eerie light, as bright as a large bonfire for 1d10 rounds.

Major Miscast Table

2d6	Miscast
2	Aerythic Feedback. Everyone within a number of metres equal to your Spellcasting suffers 2d6 damage, and receives the Prone condition. If there's nobody in range, the magic has nowhere to vent and the caster instantly dies due to their head exploding.
3	Power Drain. You are unable to use Spellcasting for 1d10 minutes.
4	Overcharge. You overdraw from the Winds of Magic but are unable to produce a spell. Lose all power points.
5	Aerythic Shock. Power courses through your body, overloading your synapses. Take 2d6 damage. Make a Vigour test as well, or become Stunned.
6	Foul Enfeeblement. Gain a Fatigue point.
7	Visions of Death. Horrific screams echo out of nowhere, and all those in a 1d10 metre range envision their many gruesome possible deaths. Everyone in that range is Distracted.
8	Regurgitation. Beginning vomiting and spewing uncontrollably, horrid liquid not known to man. Become Stunned.
9	Traitorous Heart. The Dark Gods beckon you to go against your allies. Attack them in the next turn and gain a benny.
10	Backfire. The power succeeds but affects a different target with the worst possible results. Offensive spells hit teammates, defensive spells buff enemies, etc.
11	Limbs Frozen. One of your limbs freezes up from the erroneous intake of energy. Become Vulnerable.
12	Sensory Overload. Screaming. Visions. Smell of blood. Other horrors. Become Distracted.

Runesmithing

To be worked on in future iterations...