

Important Notes

I do not own The Powder Mage books, or anything related to them, nor do I own Savage Worlds. That being said, if you repackage, print, or put this up anywhere, I would appreciate it if you gave me a shout, so I know that my work is being used. Also, tell me if you enjoy these rules!

This work assumes that you have access to both Savage Worlds Adventure Edition and The Powder Mage RPG.

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Race and Culture:

Adran: Start with a d4 in Shooting and a d4 in Science. These people are known for their industry, their stubbornness, and their inventiveness, being one of the centers of the industrial revolution ongoing throughout the Nine.

Bakashkan: Start with a d4 in Intimidation and a d4 in Survival. These people are known for the inhospitable landscape of their homeland, being the only place in the Nine that practices open slavery, and the minority status of the Kressian based religion common throughout the rest of the Nine.

Brudanian: Start with a d4 in Boating and a d6 in Persuasion (this is in place of the d4 all characters start with). These people are known for the Brudanian-Gurla Trading Company, their long history as traders and sailors, and being taught haggling from an early age.

Deliv: Start with a d4 in Battle and a d4 in Fighting. These people are known for their sense of loyalty and fair play, their militaristic nature, and their straightforward manner.

Gurlish: Start with a d4 in Survival and a d4 in Gambling. These people are known for the Gurlish Wars, and being a wide range of different people and tribes that defies easy classification.

Kez: Start with a d4 in Thievery and a d4 in Taunt. These people are known for being the breadbasket of the Nine, the Kresim church, and the brutal civil war that seems to have no end.

Novi: Start with a d4 in Research and a d4 in Healing. These people are known for being highly spiritual, artistic, and well educated.

Palo: Start with a d4 in Fighting and a d4 in Survival. These people are known for being savages, cousins of the mysterious Dynize, mostly strangers to the Nine.

Rosvelean: Start with a d4 in Boating and a d4 in Fighting. These people are most known for their hardiness, the vast icy mountains they call home, as well as a long and storied lineage of piracy.

Starling: Start with a d4 in Academics and a d4 in Research. These people are known as some of the most educated among the Nine, as well as being well spoken, with a strong emphasis towards the social niceties.

Unice: Start with a d4 in Thievery and a d4 in Gambling. These people are known for traveling, their fine horses, and the famine that devastates the country for the last decade.

Seren: Start with a d4 in Performance and Academics. These people are known as being vassal states for the Nine, as well as generally dour, well educated, and with a cultural predilection to view sorcery as entertainment.

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Skills:

Characters start with a d4 in five skills; Athletics, Common Knowledge, Notice, Persuasion, and Stealth (except for Brudanian characters who start with a d6 in Persuasion). Players then distribute 12 additional points to raise skills or buy new ones.

New Skill: Third Eye (Spirit)

This special skill can only be obtained by a character with an Arcane Background, and allows the detection of magical beings (those with Arcane Backgrounds, though only Powder Mages can detect Powder Mages) and magical phenomenon, as the Detect aspect of the Detect/Conceal Arcana Power.

Prohibited Skills:

The following skills are either folded into other skills (Driving and Piloting are part of Riding), or not applicable to the setting.

Driving
Piloting
Electronics
Hacking
Occult
Psionics
Spellcasting
Weird Science
Faith
Focus

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Edges and Hindrances:

The following Edges are disallowed, primarily due to not working with the technology or magic of the setting:

Double Tap, Rapid Fire, Improved Rapid Fire, Rock and Roll, Artificer, Extra Effort, Gadgeteer, Holy/Unholy Warrior, Mentalist, Wizard, Champion, Chi.

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Arcane Background (Powder Mage)

Arcane Skill: Ingest (Vigor)

Starting Power Points: Special, see below.

Starting Powers: Special, see below.

Spell List: See below

Mechanics: Powder Mages are powered by ingesting gunpowder.

All powder mages gain the Habit (Gunpowder) Minor as a Hindrance that does not count towards Hinderance points.

Powder Mages start with 0 power points (also called Powder Points).

Whenever a Powder Mage ingests gunpowder (usually an Action), they roll their Ingest skill. They gain 2 Powder Points, and 1 more for each success and raise on the roll (3 for a Success, 4 for Success and a Raise, etc).

When a Powder Mage has any Powder Points, they count their Strength and Agility dice as one higher, they gain +2" to Pace, and +2 to Notice tests.

If a Powder Mage ever has 6 or more Powder Points, after they return to 0 they are automatically Fatigued, and must make an Ingest test. If they fail, they permanently gain Habit (Gunpowder) Major as a Hindrance. If they already have Habit (Gunpowder) Major, they instead lose access to this edge and the Hindrance for 4 Advances, or until the GM returns it.

Powder Points fall off at the rate of 1 point per ten minutes.

Powder Points can be spent for the following effects:

- 1 Powder Point to double the range of a Firearm. Multiple Powder Points increase this, but the cost increases double each time. (For example, 1 Powder Point to double range, 2 more to quadruple range, 4 more to octuple range, etc).
- 2 Powder Points to add +1d6 to the damage of a Firearm.
- 2 Powder Points to reduce damage from a Firearm by -1d6.
- 2 Powder Points to add +2 to a Shooting Roll.
- 4 Powder Points to make a container with Gunpowder in it explode as per the Blast Power within Ingest x2.

Spending a Powder Point is a Free Action, except for causing stores of Gunpowder to explode (which is a Normal Action).

Trappings: Gunpowder and Flame

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Arcane Background (Privileged)

Arcane Skill: Privilege (Smarts)

Starting Power Points: 15

Starting Powers: Bolt and 2 other powers.

Spell List:

Novice: Bolt, Blind, Burst, Deflection, Elemental Manipulation, Entangle, Environmental Protection, Havoc, Protection, Smite, Stun

Seasoned: Arcane Protection, Barrier, Blast, Damage Field, Detect/Conceal Arcana, Dispel, Object Reading, Relief, Sloth/Speed

Veteran: Healing, Telekinesis, Fly

Mechanics: You start the game at Seasoned rank. Make your character as a Novice, then give them 4 Advances, following the Advancement rules in Savage Worlds Adventure. In exchange for the higher starting Rank, Privileged must spend their first 4 Advances to "buy off" this Edge, effectively losing their first 4 Advances to pay down the debt they've incurred at character creation.

In addition, as a Cabal Privileged, you typically have some kind of baggage, either directly related to your Cabal, such as a Vow (Major), or related to your connection to the Else, such as Ruthless (Major) or Vengeful (Major). This does not count towards Hinderance points.

Optional Rule: As an alternative to a Cabal Privileged, a character can be an untrained Privileged. You begin with 10 Power Points, Elemental Manipulation and 2 other powers starting, along with a pair of Privileged gloves, but do not start the game at Seasoned, and do not have to spend your advances to “buy off” the edge. You also do not have to take an additional Major Hindrance.

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Arcane Background (Knacked)

Arcane Skill: None

Starting Power Points: None

Starting Powers: None

Spell List: None

Mechanics: All Knacked possess a single, unique mystical power. Players may pick one benefit from the following list of examples, pick one one point ability from the Positive Racial Abilities in the Savage Worlds Adventure book that is not Burrowing or Wall Walker, or with the GM’s guidance, create one of their own. A character may never have more than one Knacked ability. Knacked are much like exceptionally talented humans, but they are a class of their own because of their ability to see the Else and access their Third Eye.

Knacked abilities are always on and require no roll or power points to activate.

- Polygraph: Always know when someone is lying to you.
 - Resilient Blood: Character is immune to disease and poison.
 - Relentless: Ignore all effects of Fatigue.
 - Runner: The character is exceptionally fast. Base Pace is 8” and their running die is increased by one.
 - Sleepless: Never need to sleep. (You can still be put to sleep by arcane effects or drugs.)
 - Lucky: If you spend a bennie for a reroll and fail, you may reroll the failed test. If it fails the second time, you must accept the failure.
 - Eidetic Memory: The character has the ability to recall memories in clear, sharp detail. +1 Common Knowledge.
 - Green Thumb: Plants tend to grow with increased speed and vigor around the character.
 - Mage Sense: The character gets +2 to the Third Eye skill.
 - Dowser: The character always knows where the nearest source of water is.
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Power Edge: Magebreaker

Requirements: Arcane Background (Privileged)

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Setting Rules:

Multiple Languages: All characters start with the Linguist Edge and ignore its usual requirements.

Stiff Upper Lip: To remove the Shaken condition, a target must succeed on a Spirit roll. If they are successful, they may act normally. If they fail, they may act as though they had already taken an action this turn (essentially, failing to un-Shake counts as an action). This change represents the training and nature of the soldiers and resilient folks who make up this game

Equipment: If either the Wild or Shooting Die come up showing 1's when using Air Weapons, they are inoperable until fixed by a skilled repairperson.

Entirely Optional Rules:

Shoot to Maim: If a character would take two or more Wounds from a single attack, they can instead make a Vigor roll. If they do this, they cannot Soak the Wound.

- **Failure:** They take Wounds as normal and roll on the Injury Table. The Injury goes away when all Wounds are healed.
- **Success:** They take one Wound and roll on the Injury Table. The Injury goes away when all Wounds are healed.
- **Raise:** They take one Wound.

Harsh Healing: If subject to any magical healing, the character healed suffers from a level of Fatigue per wound removed. This Fatigue lasts for 12 hours, and can only be removed through rest and recuperation.

Things to look forward to:

At some point, I plan on releasing further rules and Edges for Powder Mages, Privileged, an enemies compendium, as well as playable versions of Bone Eye and Dragonmen. Stay tuned!