

## **Savage Lives**

### **Alternatives in Savage Worlds**

In these pages you will find several ‘Alternative’ rules to be used in conjunction with the standard Savage worlds rules set. These rules are an attempt by myself to pull the Savage Worlds game more soundly into the realm of role-playing. This is not to say that I was unsatisfied with the initial system as it was, but more to say that where the initial game is made to work well as either an RPG or as a Miniatures game, this work is geared specifically toward the role playing side of things.

The following pages are the beginning of an ongoing work by Trybalstorm Productions (A name for me doing work. Not truly a commercial company) to aid in the evolution of the Gaming industry that Great White Games and Pinnacle have started with the Savage Worlds System.

## Savage Lives – Alternate Savage Worlds Rules

### Alternate Character Creation Rules: Vocations

Vocations are an alternate method of skills for the savage worlds game. The concept is that, rather than try and quantify every skill that a character might have picked up in life, you instead quantify what experiences that might have given him these skills, and use those experiences as a template for his abilities.

Vocations are listed like skills, however they each represent a list of skills relevant to someone of that experience. For instance a character who spent 10 years as a police officer might have the ‘Police’ vocation, representing his training in fire arms, investigation, some of his physical training, and so on and so forth.

### ***Character Creation Steps (Vocations Added)***

#### **Step 1: Race**

#### **Step 2: Traits**

Attributes

Vocations

Derived Stats

#### **Step 4: Edges and Hindrances**

Step 5 Gear

### ***Vocational Levels***

There are two distinct levels associated with each vocation. There is focus skill level, and then there is secondary skill level. Focus skills are the main point of the vocation. For a Fighter Pilot, ‘Fighter Piloting’ might be his focus skill. Any time he was in the cockpit of a fighter jet, he would be using his vocation at focus skill level. The secondary skill levels are skills which are not the focus of the vocation, but they make sense. For example, if he is a military fighter pilot, he might also have some hand to hand combat training. Fighting then might be a secondary skill level of his.

Focus Skill levels are always listed beside the vocation on the character sheet. Like skills each vocation has an attribute associated with it, and like skills Vocations are bought according to the level of the attribute that governs it. Vocations cost 2 points per die level, or 3 points per for skill level above the attribute. Secondary skill levels are not noted, but are –always- 1 die level lower than the Vocation skill or appropriate attribute, which ever is higher..

Lastly, some GM’s may wish to allow specialization of Vocations. For example, a Fighter Pilot Vocation may choose F-14 Tomcat as his specialization. This is just a little extra role playing, and as such the Character gains a +2 when ever piloting an F-14 Tomcat. Only one specialization is allowed per Vocation, for beginning characters, though others may be purchased later.

<b>Vocation</b>	<b>Vocation</b>	<b>Vocation</b>
Actor	Fortuneteller	Paramedic
Archaeologists	Gambler	Pilot
Artists	Gamers	Police Officer
Athlete	Gang Leaders	Politician
Bodyguard	Gang Member	Prostitute
Bouncer	Government Agent	Protestors
Boxer	Gypsy	Psychic
Business Person	Hackers	Psychologist
Burglar	Hardware Designer	Race Car Driver
Casanova	Homeless	Ranger
Child	Horseman	Repairman
Computer Programmers	Hunter	Reporter
Con Artist	Idle Rich	Rescue Rangers
Concubine	Interpreters	Researcher
Courtesan	Inventor	Scientist
Criminal	Investigator	Security Experts
Dancer	Judge	Soldier
Detective	Lawyer	Spy
Diplomat	Legislators	Street Fighter
Doctor	Martial Artist	Student
Drunk	Military Officer	Swordsmen
Editors	Mobster	Technician
Emergency Care Physician	Monks	Thug
Engineer	Mystic	Tribesman
Entrepreneurs	Novelist	Trucker
Executive	Orator	Watchman

## Alternate Character Creation Rules: Age and Life Path

### **Character Creation Steps (Life Path Added)**

#### **Step 1: Race**

#### **Step 2: Age / Life Path**

#### **Step 3: Traits**

Attributes

Skills

Derived Stats

#### **Step 4: Edges and Hindrances**

#### **Step 5 Gear**

## Age

As an addition to standard character races, we employ a system for standardizing, and balancing character age, based upon race definition. In a game with multiple races it is not uncommon to have some races that are extremely long lived (Elves, Dragons, ect), while other races, are excessively short lived (Goblin's, Orcs, ect).

Our system maintains that regardless of chronological age, there are 5 stages of development for every races, characterized by the behavior, and physical and mental development of it's people. These five stages represent the different levels of development achieved by it's members, and each stage has 3 tiers to it, being early mid, and late. Each tier represents a base increment (Progression) of years for the race. The stages break down as follows:

<b>Stage</b>	<b>Characteristics</b>
Childhood (Early/Mid/Late)	Energized, carefree, brash, physically underdeveloped.
Adolescence (Early/Mid/Late)	Immature, carefree, Brash, physically developed.
Adulthood (Early/Mid/Late)	Fully developed, Prime. More cautious, and responsible.
Elder (Early/Mid/Late)	Wise and experienced. Good Teachers
Senior	Beyond the pale of youth wise, but fading health.

From childhood to adulthood to geriatric ages, there are some fundamental similarities from race to race. The progression Stat, which we add to each of the character races, represent how many years in each tier of each stage of development a typical member of a race will spend.

For example, the Human Progression is 3 years, meaning that the character will spend a total of 9 years as a child, 1-3 as an early child, 4-6 as a mid child and 7-9 as a late child. On each of those stages he has the opportunity experience great things in his life. This is tracked and recorded on the Life Path. Each Tier gets a single roll on the life path table that represents the general state of things at that time in a characters life.

Seniors, as you will notice, don't have a progression. They will never progress past senior, and so are not noted. Immortality halts the chronological ageing process somewhere within the elder stage. A character will progress there as normal, continuing to gain tiers which can be noted as 'immortal' stages. Even immortal characters should have a cap to their starting age.

Below is a list of Races and their suggested Progression Stats

### ***Racial Age Progression Table***

<b>Race</b>	<b>Progression</b>
Human/Half Elves/Half Orcs	3
Elves	15
Avion / Rakashans	4
Dwarves / Saurians	10
Orcs / Goblins	1

### **Life Path**

For each tier one has achieved (Based upon their age, and the progression of their race) the character gains a roll on the following life path table. Start by rolling the type of Life Path Event, then roll on the subsequent column to see what specific outcome one has. Note that some life path events effects future rolls on the table.

Note all Life Path Events, and results immediately.

### ***Life Path Event Table***

<b>Roll</b>	<b>Type</b>	<b>Problems</b>	<b>Successes</b>	<b>Allies</b>	<b>Enemies</b>	<b>Romance</b>
1	Problems	Financial Loss	Friendship	1 <sup>st</sup> Level	1st Level	Happy
2	Problems	Imprisonment	Friendship	1 <sup>st</sup> Level	1st Level	Rocky
3	Enemies	Illness	Education	1 <sup>st</sup> Level	1st Level	Problematic
4	Enemies	Addiction	Education	1 <sup>st</sup> Level	1st Level	Tragic
5	Nothing	Betrayal	Favors	1 <sup>st</sup> Level	1st Level	Happy
6	Nothing	Accident	Favors	2nd Level	2nd Level	Rocky
7	Friends	Loss	Training	2nd Level	2nd Level	Problematic
8	Friends	Accusations	Training	2nd Level	2nd Level	Tragic
9	Romance	Hunted	Windfall	3rd Level	3rd Level	Happy
10	Romance	Scandal	Windfall	3rd Level	3rd Level	Rocky
11	Successes	Mental Problems	Martial Training	Teacher	Organization	Problematic
12+	Successes	Physical Problems	Connections	Mentor	Government	Tragic

### ***Problems***

In the course of this stage of life you found yourself having significant problems. Things did not seem to go your way, but you know what they say, we are more defined by our plights than by our triumphs.

**Financial Loss** – Something you've done has cost you, or your family unit (If a child, or adolescent) a lot of Money. Roll 1D10 x 100. This is the total amount of loss you've caused. Appropriate reactions from friends and loved ones may be in order, though you choose the manifestation of the loss. Next life path roll is made at +2.

**Imprisonment** – You were rightfully imprisoned for some mistake. You committed the crime, and did the time for it. You gain a social stigma (slight) as a known convict, or ex convict. Next Life Path Roll is at +1.

**Illness** – You have taken desperately ill, and suffered greatly for it. You lose 1 die level of Vigor permanently. (If this would take you below D4, you are at D4-2 Vigor). Next Life Path Roll is at +3

**Addiction** – You have become addicted to a mood altering substance of some sort. (In some settings, you may be addicted to potions, or some other form of magic. This is completely acceptable.). This addiction last throughout this phase and may continue into other phases unless you can succeed at a Vigor test Difficult 12. You may roll once per year (not Phase) after the current phase. This addiction has one of the following effects (you choose):

- 1) Loss of \$1D10 x 100 starting cash due to supply.
- 2) Gain one random insanity (Roll on the insanity table).
- 3) Loss of 1 level of Vigor, and gain major social stigma as an addict.
- 4) Loss of 2 Attribute levels (your choice)

Your next roll on the Life Path table is at +2

**Betrayal** – Someone close to you, whom you've trusted implicitly, has turned against you, and wounded you deeply (Figuratively speaking). You gain a free roll on the Enemy table, and another roll on the problems table this represents the things that this betrayal caused. After this, the next roll on the Life Path Table is at +4

**Accident** – A terrible accident has cause you physical, and mental anguish. Choose one attribute to lower by 1 level. Alternately you may take the Hindrance Terribly disfigured. Next roll on the life path table is at +3

**Loss** – Something terrible has happened and someone very close to you has been lost, OR perhaps you have been the cause of someone's wrongful death. In any case this is a burden on your mind and emotional state. While there is not statistical effect, the issue will need closure for it not to conversely effect you. The GM may impose a -2 penalty on any action you take as long as this issue is unresolved. Resolution can come in 1 of two ways: Through an appropriate roll on the life path table, or in game through some form of therapy. Your next roll on the Life path table is at +1.

**Accusations** – You have been wrongfully accused of some crime or action, which you did not commit. You gain the social stigma, and the notorious Hindrances, which will stay with you until appropriately resolved either through Life Path, or through Role Playing. Your next roll on the Life path table is at +1.

**Hunted** – your actions have brought the attention of some organization or another. They want you... badly. This issue may interfere with your everyday life. You may need a new identity. Gain the Hunted Hindrance, which can not be removed until appropriately resolved. Your next roll on the Life path table is at +2.

**Scandal** – You have found yourself in the midst of a great scandal -- Something which you have – absolutely- no control over, but something which you are irrevocably a part of. This life path comes with a social stigma and a notoriety hindrance, but also with a free, low level connection.

**Mental Problems** – You suffered a mental breakdown of some sort during the course of this stage. You must roll twice on the insanity table, and may re-roll any one of those rolls (If you roll two of the same derangement, you got lucky). You may only resolve this issue through appropriate Life path, or through Role Play. Your next roll on the Life path table is at +4

**Physical Problem** – Some latent aspect of your genetics has shined through. Perhaps you've gone blind, or perhaps you are impotent. Or perhaps some other physical problem ails you. CHOOSE or roll once on the defects table.

## **Successes**

Life was a blur of one great thing after another. You were on top of your game during this time, and nothing could bring you down.

**Connections** – You gain the equivalent of a major connection. A major connection represents a person, or organization who is capable of greatly helpful favors. A major connection could grant you use of normally in-accessible resources and materials (Such as military grade weapons, or forbidden magic). A minor connection could bale you out of jail, or get you a great price on a car. A major Connection is roughly equivalent to 3 minor connections. Select them as you wish.

**Windfall** – Perhaps you've received an inheritance, or perhaps some business venture paid off for you. Perhaps there was a 'bank error in your favor'. Regardless of how it came about you gain 1D10X1000 extra starting cash.

**Training** – You spent this phase in training of the physical. You gain 1 free level in any one Attribute skill.

**Education** – you spent this phase learning, and bettering your mind. You gain 2 levels in any non combat skill.

**Favors** – You have, either through camaraderie, or Blackmail, gained a major boon over someone or something. You may expend this favor right now to resolve any (Yours or others) Problems, or Enemies gained in life path. You may do this to any item, be they before or after this one.

**Friendship** – you have befriended someone, who would go to the ends of the earth with you. But friendships work both ways, and as strongly as they feel about you, you feel the same way. Roll once on the Allies table at a -2 modifier. (Minimum of 1).

**Martial Training** – You have spent the entire phase training, an bettering your combat skills. Gain 1 die level in a single combat skill –OR- take 1 appropriate Edge.

## **Friends**

Someone decided to take you under their wing. They say that a true friend is a greatest treasure... maybe they'll lend you money!!!

Friends are NPC's that you may call upon for aid during the course of the game. They are elaborate, real people who have their own thoughts, minds, hearts and agendas, but are always interested in what's best for you, even sometimes to their own demise. The thing about a friend is that it goes both ways. As much as they care for you, you must also care for them. Role-playing is essential to these characters, for if they perceive that you don't truly care for them, they quickly become enemies.

Friends are measured in their character level. Once this is recognized, the player or the GM may create the character as they see fit. In the Case of a Mentor, or Teacher character, no character sheet is necessary, as the GM is encouraged to use them as plot devices, meaning they have any skills or abilities that are needed at any given time. The teacher will willingly train the characters, while the mentor will guide them on their missions, and may even, sometimes, go along, and kick major butt.

## **Enemies**

Someone took a strict dislike to you, or maybe it was you who didn't much care for their methods and/or company. Either way sparks fly when ever you are in each others presence... and not in a good way.

Enemies are build much the same way that Allies are, and it is usually considered that enemies are at a neutral attitude toward each other (Meaning, if you don't provoke them, nothing terrible will happen). The more aggressive the enemy, the lower the level should be. So a really aggressive character should have his level lowered by 1 or 2. These should not be the center most conflict in the game.

## **Romance**

Someone special entered your life. Perhaps they've always been there, and you just now noticed. Life seems a little brighter when they are around.

**Happy** – You were involved in a rich, and rewarding relationship. Perhaps you are still together, or perhaps the two of you outgrew each other, and while you've gone your separate ways, maintain positive feelings toward each other. This is a boring old happy romance... move on.

**Rocky** – This is a relationship with some trust issues. You are a normal couple, and sometimes you step on each others toes. At some point you may (or may have) end up breaking up, and you are probably always looking –at- others.

**Problematic** – The two of you are all wrong for each other, and you fight, and argue constantly. Perhaps there is someone or several someone else's who interfere, and cause these problems. There are plenty of sample relationships to be seen on talk shows, and reality T.V. Just turn on the television. If you broke up, determine if you two still care for each other, or if you loath each other. GM in encouraged to have this type of person recur through out the characters life.

**Tragic** – Something terrible has happened. Your lover has been kidnapped, killed, brainwashed, or turned against you. Your love for them is still strong, but is completely unrequited. You can't simply turn your back or walk away. Some examples of tragic love affairs are Romeo and Juliet, Helen and Paris (of Troy), Lancelot and Guennivere. The GM May insist upon a full, detailed story, and is encouraged to draw them into the characters life throughout the game.

## **Physical Defects Table**

<b>Roll</b>	<b>Defect</b>	<b>Effect</b>
1	Vision Impaired	-1 on all vision based perception rolls
2	Hearing Impaired	-1 on all hearing based perception rolls
3	Mute	Role Played, character can not communicate verbally
4	Terribly Disfigured	-1 on all appropriate social rolls
5	Blind	Obviously can't see
6	Def	Obviously can't hear
7	Loss of Limb	Obviously has no use of one limb
8	Paraplegic	Confined to a wheel chair, with full use of upper body.
9	Quadriplegic	No motor control what so ever.
10	Seizures	In times of stress may have epileptic seizures.
11	Albinism	Obviously Albino, + Colorblind (See Vision Impaired).
12	Obese	+1 to Strength, -1 to Vigor.

**Insanity Table**

<b>Roll</b>	<b>Disorder</b>	<b>Description</b>	<b>Effect</b>	<b>Triggers</b>
1	Amnesia	Character has no memory of his past.	Character loses all positive effects from life path previous to this disorder EXCEPT bonus to Attributes, or Skills.	All the time
2	Agoraphobia	Character can not operate in isolation.	Anytime the character is not in the presence of trusted friends or loved ones all dice rolls are made at 1 level lower.	Spirit Check/Stress
3	Sociopathy	Character acts with complete disregard for social norms (Respect, honor, etc)	All social tests are made at +4 difficulty.	Spirit Check/Stress
4	Acute Asperger's Syndrome	Character deals with stress by falling into an autistic state.	All Social tests are made at +6 difficulty.	Spirit Check/Stress
5	Borderline Personality Disorder	Character has a deep seeded need to be accepted, and any form of criticism, or rejection results in extreme depression or anger.	Same As Berserk Hindrance.	Spirit Check/Stress
6	Delirium	Character becomes disoriented, and completely out of their element.	Social rolls are impossible, all other rolls are made at +2 difficulty	Spirit Check/Stress
7	Dementia	Acute losses of memory, both long term and short term.	GM Randomly choose a Skill, Ability, or Vocation that is inaccessible to you for the session.	All the time
8	Hypersomnia	Character is always sleepy, and seems lazy, or unmotivated	Must make a spirit roll to take any sudden action (Including the first round of combat), though once in action the psychosis no longer has affect.	All the time
9	Hypercondriasis	Character is obsessed with illness, and is over-reactive of pain and illness.	Character remains shaken an extra turn, or becomes shaken automatically after the first hit of combat, regardless of damage.	All the time
10	Narcolepsy	At random times the character falls asleep.	GM may roll vs. Vigor anytime to see if the character falls asleep. The character is easily woken, so this will not happen in high stress situations, or other such inopportune times such as combat. Driving or even riding the bus can be dangerous.	
11	Multiple Personality Disorder	The Character has several distinct personalities	Character switches behavior drastically when triggered.	Spirit Check/Stress
12	Acute Phobia	Character has an irrational fear of something, and becomes paralyzed with fear when confronted by said item.	Character becomes paralyzed (Can only move 1 inch per turn, away from the trigger) per turn.	Spirit Check/Special.

**Alternate Character Creation Rules : Method 1****Character Creation Steps (Point Build Method)****Step 1: Choose Race****Step 3: Purchase Traits**

Purchase Attributes

Purchase Skills

Purchase Derived Stats

**Step 4: Purchase Edges and Hindrances****Step 5 Purchase Gear**

This rules variant gives the player ultimate control over exactly what traits and abilities his character has. The Creative Structure above is –only- a guideline, as in this system the economy of character creation is more important than the flow. He may choose to start off purchasing Skills, and then adding stats, afterward, before determining his race, and gear, edges and hindrances.

Each Player starts with 100 points to build his character. Every level above 1<sup>st</sup> grants 25 more character points.

The Cost Framework looks like this.

**Point Cost Table**

Item	Cost/LVL	Base Level	Min LVL	Max LVL	Sell down?
<i>Attributes</i>	10	D4	D4-2	D12+2	Yes
<i>Low Skills</i>	2	0	0	Attribute	No
<i>High Skills</i>	3	0	Attribute + 1	D12	No
<i>Pace</i>	5	6"(Race)	(Race)	10	No
<i>Perry</i>	2	2+1/2 Fighting	0	10	No
<i>Toughness</i>	3	2+1/2 Vigor	4	10	No
<i>Charisma</i>	2	0	0	10	No
<i>Minor Hindrances</i>	-7	NA	NA	NA	NA
<i>Major Hindrances</i>	-10	NA	NA	NA	NA
<i>Edges</i>	10	NA	NA	NA	NA

Incidentally the Barbarian Character from the Red Swamp Adventure breaks down into about 102 point character.

Races should not be cost items, and should be balanced so that their disadvantages weigh exactly against their advantages. A race is a norm, and should never give gross unbalancing advantages to any character. For this reason we don't apply race as a cost in the table above.

## Alternate Character Creation Rules : Method 2

### *Character Creation Steps (Prioritization Method)*

#### Step 1: Choose Race

#### Step 2: Prioritize Characteristics

#### Step 3: Purchase Characteristics

Purchase Attributes

Purchase Skills

Purchase Edges

Spend Freebies

#### Step 4: Select Hindrances

#### Step 5 Purchase Gear

The Prioritization method is designed so that players gain the highest advantages for the character type that they wish to play. Before traits and stats are allocated, the player determines what areas are important to the character. The decisions are made in order of precedence, with each level of precedence giving the player a number of points to spend in a particular area.

### ***Prioritize Characteristics***

Choose, which characteristics (Attributes, Skills, Abilities, or Freebies) are most important to your character concept. The selection of priority grants you points in each area to be spent. Only one priority level can be placed in each characterization.

Priority	Attributes	Skills	Abilities	Freebies
1 <sup>st</sup>	10 Points	20 Points	3 Edges	4 Freebies
2 <sup>nd</sup>	7 Points	15 Points	2 Edges	3 Freebies
3 <sup>rd</sup>	5 Points	10 Points	1 Edge	2 Freebies
4 <sup>th</sup>	3 Points	5 Points	0 Edges	1 Freebies

1 Freebie = 1 Skill Level

2 Freebie = 1 Attribute level or 1 Edge

Minor Hindrance = 1 Freebie

Major Hindrance = 2 Freebies

#### EXAMPLE

Estelle decides to create a human barbarian maiden named Twila. Twila, will be a brutish woman, wielding a great ax, with little patience, or talent in the fields of scholarship or magic. She sits down and begins character creation.

She's decided to play a human, and begins the game with 1 free edge.

She then prioritizes her characteristics as follows:

1<sup>st</sup> Attributes – 10 points

2<sup>nd</sup> Abilities – 2 Edges

3<sup>rd</sup> Freebies – 2 Freebies

4<sup>th</sup> Skills – 5 Skill Points.

Her points now meted, she decides to spend the 10 Points in Attributes as follows:

3pts      Agility      D10

1pts      Smarts      D6

1pts      Spirit      D6

3pts      Strength      D10

2pts      Vigor      D8

Strong and fast, she is satisfied, and decides upon the following edges.

Acrobat

Berserk

Dodge.

Again, she is pleased with these Edges, and moves on to Skill selection. She realizes that she only has 5 skill points, and decides to focus them on her combat abilities. She spends them as follows.

Fighting [AGL] D4

Guts [SPT] D4

Intimidation [SPT] D4

Stealth [AGL] D4

Tracking [SMT] D4

She's not exactly happy about the level of her skills, but then she's not exactly a scholarly type. She knows she has 2 freebies coming, and plans to use those to increase her fighting abilities. She does so as such.

Now nearly complete she looks and realizes she could use a few extra skill points. Looking over the list of hindrances, she find the following which she could live with.

Blood Thirsty (2 Freebies)

Heroic (2 Freebies)

Stubborn (2 Freebies)

She takes her 6 New Freebies, and places them as follows

Fighting +1 to D8

Guts +1 to D6

Stealth +1 to D6

Notice +2 to D6

Climbing +1 to D6

Twila is almost complete, and looks like this

## ***Twila***

**Race:** Human

**Occupation:** Barbarian

### **ATTRIBUTES**

Agility	D10
Smarts	D6
Spirit	D6
Strength	D10
Vigor	D8

### **Hindrances**

Heroic
Blood thirsty
Stubborn

### **Skills**

Fighting [AGL]	D8
Guts [SPT]	D6
Intimidation [SPT]	D6
Stealth [AGL]	D6
Tracking [SMT]	D4
Notice[SMT]	D6
Climbing [AGL]	D4

### **Edges:**

Acrobat
Berserk
Dodge

All that's left to do is add Derived Stats, some background info, and some gear and she's ready to go adventuring.