

SAVAGE PENDRAGON

While Pendragon is a great system, the combat always left me feeling it could be better., somehow it never scaled well for me, and was sometimes TOO deadly. Also, the Mass battle Rules are good, but somewhat more complicated then I like. So here is my conversion to my favorite system. I'll elaborate the SW battle rules a little as well in this conversion. I'll always use he and him instead of she and her in this document. Just easier for me. Remember however, that Pendragon is very well suited for female gamers!

To use this document, You need the Pendragon books (I used 3rd editon) or have very good knowledge of the rules to understand my conversion. Certainly only for all the background therein, you should look into, and buy, the Pendragon line! (I haven;t got the newest edition yet, but a friend has. I'll look into that edition later to see if i can use anything form that for this conversion)

What i didn't change: Money, all rules regarding the manor (only the skills governing some stuff are now different) Knight Values as measurement for Battle stays as well, and everything Governing Glory gain and loss, although they are only used to indicate your renown, and is no longer used for experience purposes.

As usual for fan made stuff: You may use this document free of charge, and spread it around free of charge as well. You may not change anything however when you spread it on or offline outside of your own player core! if you think changes are necessary, see below!

Finally: this set of rules has not yet been play tested fully. If you find anything that needs improving, have questions, advice or comments, please email: marc.hameleers@chello.nl Please do not change the document without my consent, **unless it is for your own homegroup!**

CHARACTER CREATION.

Character creation is as normal character creation for Savage Worlds, with the following exceptions:

- There is a different set of skills, and each starting character gets more starting points then normal SW creation, and there are some rules of allocating the points (see skills chapter)
- There are now two new subsets of traits, Personality Traits and Passions. See the seperate chapter on them below.
- There are optionally several rolls before character creation to determine what culture you are and in which social class you are born.
- Players get no starting money, instead getting equipment depending on the class of the Father.

If a player wants to play a “ special character “ like an outcast Pict or Saxon, and the GM thinks you can handle such a character, he will no doubt let you.

When a player creates a Character, the GM and the player should always look at the characters rolled origins if that is used. The players is free to create the character as he wants, but the GM may say no to a highborn thief or a low born General or Courtly Gentleman. Again, if a player wants a certain type of Character, and it fits in the campaign, just let him.

I personally use the tables out the boy king (as I start with that campaign) and use the Knights adventurous book to create the heritage of the characters (and I won't repeat those tables here) If you do not have those books, and use the basic Pendragon campaign instead or just pick a Culture, and just use the Cultural modifiers I am giving below. I included all Cultures and heritages from Knights adventurous and the Boy King. Both the Saxons! and Beyond the wall books are very good for players wanting to get more out of Saxons and Picts, or a different type of Campaign. It's your game, after all. I have the experience that games wit all knights work best though!

PERSONALITY TRAITS

I couldn't see anyone playing Pendragon without using Personality Traits (PT) and Passions. They are used exactly as in Pendragon, but use SW dice conventions now. **One important thing though: Despite being called traits: Personality traits do not gain a wild die!!**

All Personality Traits (PT) are considered balanced at D8/D8. IF one is raised, opposite PT is lowered a die type, so People either have a D8/D8, a D6/D10 (or D10/D6) or D4/D12 (D12/D4)

At start, all PT's are D8. The appropriate religious traits and the Valorous PT are at D10. Every player is famous for one PT, which may start at D12.

Sometimes you may have modifications for special situations. You can have Valorous at D12, and Cowardly thus D4, but have Cowardly (Dragons) at D10, for example. So vs. Dragons, your Valorous PT would only be D6!

PT's determine if you get special boons as well.

There is a chivalry bonus. This you get if all your knightly PT's them combine for a total of (count die types) 48. the **Knightly values** are: Energetic, Generous, Just, Merciful, Modest. The Chivalry Bonus will give you +1 to Armor, and a yearly Glory bonus (as in Pendragon)

There also is a religious bonus. To get a Religious bonus, you need to have the combined value of your religious PT's combined value at 56 (Count Die Types)

The Religions, their respective PT's to gain the bony and the effects are

1. Christianity: Chaste, Forgiving, Merciful, Modest, temperate. The Christian Bonus is that you receive one extra Bennie.
2. Pagan: Lustful, energetic, generous, honest, proud. The Pagan bonus is that you get +2 to all healing rolls.
3. Wotanic: Generous, Proud, Worldly, Indulgent, Reckless. The Wotanic religion bonus is a +2 to all damage in Melee if you wild attack.... Yes, that makes +4!!!.

4. Judaism: Chaste, Energetic, just, Prudent, Temperate. The Jewish religious bonus is an additional Bennie.
5. Islamic: Piety, generosity, Temperate, energetic, Chaste. The Islamic religious bonus is +1 to all healing rolls and +1 to all melee damage.

PT rules:

Personality Traits are used exactly as in Pendragon: You roll them just as you would under Pendragon rules, but use the die type (without wild die) wich is indicated under the Trait

fumble in a check means that you gain a check in the opposite PT, and that you must act in exactly the opposite manner as was intended. (Fumble a Mercifull check, and you must act cruel, and gain a check in cruel)

Failing in a check means you immediatly must test the opposite trait. A succes there means that you must act accordingly to that . A failure on that test means you get to act as you wish. No checks are gained.

Succes in a check means you act in accordance with it. If appropriate and significant action is taken (gm choice), you get a check for that PT.

Critical Succes : You get a check for the trait, get to act accordingly, plus, if appropriate, get a +2 to one skill chosen by the player for the duration of the situation that invoked the roll.

In Savage Worlds, sometimes edges or hindrances collide or interfere with the PT's. The rule of thumb is: If you have an edge or hindrance, that makes you, for example, Cruel, then after each new level (novice, seasoned, veteran, heroic, Legendary) the Cruelty PT goes up one die type.

If you have a check on a Trait, you get to see if it changes at the end of the adventure you are playing: Roll the trait that has a check. If it is a critical succes the trait is raised

Also, you can always raise a PT using your leveling opportunities. You can raise a PT for a leveling opportunity, but only once per Level

The last way to have a PT change is by GM's rule. The way you have played may have the GM rule that you either gain a die type in a trait, or gain one if you succeed in a test (GM's decide which applies)

PASSIONS

Passions work a bit like PT's, but they do not have an opposite, as PT's do.

Passions increase in the same way as PT's with the exception that they cannot be raised when leveling, with one minor difference, they decrease/increase immediately.

Each PC has the following Passions (I did away with Hospitality, that is now part of Honor. Not honoring the laws of Hospitality is dishonorable)
Loyalty (Lord)

Love (Family) (if you are not the first son, you are allowed to reduce this for each step you are away from the firstborn. This is optional, you decide)
Honor

Loyalty (lord), Love (family) and Honor start at D8, with one of them at D10.

Often there are other Passions, like Hate (Culture/group or even individual , most often Saxons) or Amor (person), either at start or acquired in play.

The new passion total is set through a spirit roll. If you do roll a 1, it is a D4 or D12, GM's choice, if you do not roll a success, then it is a D6 or D10, gm's Choice. IF you roll a success, it is a D8, if you roll a Raise, it is at D6/D10, your choice. IF you roll 2 raises, it is at D4 or D12, your choice.

In some cases, the GM may just assign a Die type to a new passion

When you rolled a 1 on a passion, the passion may be lowered. Immediately roll the Passion again. If you do not score a success, your passion is lowered a Die type. If you roll a Raise, you not only get all the benefits (see below) but also have the chance that the Passion increases. Roll again immediately, and with another Raise, the Passion increases.

Passions can be invoked when appropriate. If you are fighting to save the life of your family, for example, a successful invoking of your Passion Love (Family) gives you a +1 and a Raise gives you a +2 for the duration of the Passion, to the skill used to defend your Passion.

Passions should not be used for every Roll, they only are used when you really are Passionate!

CULTURES

Below are the conversions of the different cultures in Pendragon. Use them after rolling them on the Region tables, or just pick the one you want (in cooperation with your GM)

The groups mentioned below have several Personality traits mentioned. IF they are underlined, the modification (gain a die type) is automatic. Off all the others mentioned, two must be chosen that gain a Die Type (example: d4 becomes d6). If there are PT'S in *Italic*, then you must include at least one of those in your choice.

Some Passions are also modified.

All Inheritance, Equipment and luck tables stay as they are, those tables can be used as they are. Healing Potions off course never can heal more then 3 wounds, but optionally if you have a potion that heals more then 3 wounds you may allow it to regrow limbs.

CYMRI: All Cymri have a Toughness of one die type higher, and no free edge. The 6 different regions which are mainly Cymric in culture follow below.

1. Logres: *Just, Trusting*, energetic, valorous
2. Cambria: *arbitrary, suspicious*, prudent, temperate
3. Cumbria: pious, honest, Loyalty (cumbrian lord) and Loyalty (Non cumbria Lord) is decreased a die type
4. The North: *Prudent, selfish*, pious, temperate, Love (family)

5. Cornwall: Arbitrary, Suspicious, Cowardly
6. Brittany: *Modest, Prudent*, Energetic, valorous.

FRENCH : The French have no Modification to starting stats, they receive a free edge

- Pick two of: Proud, Reckless, Valorous.
- *Indulgence (wines)
- Loyalty (lord)
- honor

OCCITANIANS : They receive a +1 to APP, and a free edge

- Indulgent, Worldly, Generous, Lazy
- Suspicious (religious fanatics)

IRISH : Irish knights start with a toughness of D6, they receive no free edge

- *Vengeful, Indulgent*, Reckless
- Loyalty (lord) is one die type LESS
- Love (Family) (For all sons, no option for son reduction)

PICTS : Picts have the outsider hindrance, the alertness edge and start with D6 in Ag.

- *Pious, Suspicious*, Cruel
- Love (Family)

ROMANS : Romans have the APP edge (+2 to APP) and receive no free edge

- Deceitful, Worldly, proud
- Loyalty (city)
- Loyalty (emperor)
- *Suspicious (non-romans)

SAXONS : Saxons start with D6 in toughness and in Strength. They must take either Bloodthirsty, Greed (major) or Vengeful (Major) and have the outsider hindrance. Also, Saxons can take the Berserk edge any time after creation.

- *Arbitrary, Honest*, cruel, energetic, valorous.

Each local area has its own local PT's and Passions as well . These are found in the respective chapters of the Knights Adventurous book or the Boy King. If it is a new Passion, it starts as described in the Passions chapter. If the passion is existing or a modification, then it is a change of one die type (increase) or to D8 , whichever is higher

FATHERS CLASS

The PC's use the Father's class table only to determine what class their father was, the Glory gained through birth and then again on the Inheritance table.

Their own starting Rank is then determined by the GM: He can want the players to start as Squires, as household knights or as vassals. The fathers class should certainly for at least the first son be a strong indication, however. No skills or Passions are gained or lost through the Father's class roll.

A player can take the Noble edge to guarantee a good roll on this table (at least landholding knight).

The “ Your Lord “ table is only used with GM’s fiat. Most of the time he’ll determine your Lord for you, because of campaign reasons.

The Family Characteristic and the womens gift are not used at all. Create them through edges if you want them!

SKILLS IN SAVAGE PENDRAGON

Savage Pendragon uses the following skills (between brackets the SW corresponding stat and/or the Pendragon equivalent skills)

1. Notice (awareness, recognition)
2. Boating
3. healing (chirurgery, first aid)
4. Court (Smarts, for all things like etiquette, dancing at court)
5. Heraldry (Smarts)
6. Hunting (Smarts, includes tracking)
7. steward (Smarts, includes industry)
8. knowledge (BATTLE!, Tourney, Hawk, faerie, ,music, religion, gaming)
9. read (Smarts, each die type gives you an additional language if you speak it)
10. swimming
11. ride
12. fighting
13. throwing
14. shooting
15. stealth
16. taunt
17. persuasion (includes intrigue, Orate)
18. Romance (Spirit, includes flirting)
19. intimidate
20. Streetwise (Folk Lore)
21. Lance (Agility)

The most noticeable: No GUTS! that is done through the Valorous Personality Trait. As there are many skills in Savage Pendragon that are very useful for a Knight, everyone starts with 15 + 3 skill points. The three extra skill points must all be given to a skill you do not yet have. Please, when creating a character think beyond being a fighting machine. Pendragon is about generations of knights, about managing your lands, about amor and romance, about Court and etiquette. So, yes, you can create an ultimate fighting machine with those points, but in Pendragon, your character will ultimately come up short to the challenges that will come upon his path.

THE ECONOMY

The economy of Pendragon is completely unchanged. Pound for Pound the same. Using Lordly domains here can be great fun if your players like to manage their Manor, and often they get to care about it a lot more of they do that.

BATTLES

the Battle system of Savage Worlds is slightly expanded in these Pendragon Rules.

For strength determinations, the Knight Values (KV's) of Pendragon are used. The main difference lies in the fact that these KV are divided over 4 fronts by their commander, Left, Center and Right and Reserve, before they are compared to their opponent and set to 10 vs ? as in the SW rules. The Reserve can never be more then 25% of the total KV value of the Army, the rest can be divided as the Commander wishes. It is important to make clear what kind of KV's are where, so a GM can interpret the results of the battle and the losses. (per wing, and then as in SW)

Basically, there are 3 battles, which can be reinforced by the reserve (with effects determined by the GM as in the Savage Worlds Rule book, timing, strength etc should be taken in consideration!). This gives more strategy options to players, and more options for PC's to command a Wing (One of the Wings is always command by the Army's commander. If one wing or the Center is defeated, then the battle roll of the remaining commanders of the losing side get a -2 and the commanders left of the winning side a +2 (TO simulate being attacked in the back or flank. It means that the battle probably will be over quick. If two wings are defeated, the modification is +/- 4!! If both sides have lost a wing, then the remaining battle resolves normally.

The rest works exactly as described in Savage Worlds. It's a little more Math before hand, but the increase of options for player involvement is huge, as is the increase in " realism " .

Off course, feel free to add more fluf, and have players fight out actual combats during battle rounds to see if they influence the battle! Pendragon has great tables for that!!

JOUSTING

Jousting in Savage Pendragon resolves as follows:

- The player must makes a riding or Lance roll (wich ever is lowest..if you have a +1 or two, consider the die type one higher for each plus!).
 - If failed, the character goes last automatically (equal if both fail)
 - For each success and raise, the player draws an initiative card.
- If the best cards are only one card apart or the same (example: King vs King or Jack vs 10), then the players strike at the same time. If a player has a joker, or has a card 2 or more higher then his opponent, then he strikes first. Jokers add +2 to your action as normal!
- each player gets only ONE attack (Lance!) in a joust, as players ride by each other.
- If the player is hit he must make a riding roll with a TN of the total damage roll of the opponent (if all wounds from a damage roll are soaked, the TN is 4). IF missed, the player is unhorsed. If a success, the player continues as normal.
- a shaken jouster cannot attack.
- a lance in a joust breaks if the damage roll is uneven.

In a tournament joust, one hit can cause at most 1 wound before unhorsing (the unhorsing may cause any amount of damage and wounds)

What happens after unhorsing depends on the Tourney. In some cases, you will lose when unhorsed, in others combat continues until someone yields. Remember, before your character continues after being unhorsed, that being charged by a Knight on a warhorse carrying a lance is a bad thing when you are on foot!...It could hurt...a lot!

Horses

Horses play an important role in Pendragon. All riding horses in Pendragon are normal SW horses. A Charger is a Warhorse, and all other types of Charger should get small modifications to the Warhorse stats. I'll make a proper conversion when I get round to it ☺.

NEW EDGES

Professional edges

Steward: Novice, Smarts d8, Steward d8
The player gets +2 to all Steward rolls.

Knight of the Round Table: Invitation by Arthur only
+2 to social rolls with supporters of Arthur

Combat Edges

Jouster: Novice, Knowledge (Tourney) d6, riding d6, lance d6
The player gets to draw an extra card to see when he acts during a joust

Tourney Winner: Jouster, must have won a Tourney
The player gets to draw two extra cards to see when he acts during a joust

Background Edges

Good stock: Vigor d8
Gives a +1 on the child survival table. If both parents have it, it stacks! This edge has, once taken a 20% chance to be passed on to your child. 40% if both parents have it.

Fertile: Vigor d8
Gives a +1 on the childbirth table. If both parents have it, it stacks. Twins still only occur on a natural 20 though. This edge has, once taken a 20% chance to be passed on to your child. 40% if both parents have it.

Personality Traits : SPIRIT ROLL MODIFIED BY

CHASTE	2	1	1	0	0	0	1	1	2	LUSTFULL
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ENERGETIC	2	1	1	0	0	0	1	1	2	LAZY
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FORGIVING	2	1	1	0	0	0	1	1	2	VENGEFUL
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GENEROUS	2	1	1	0	0	0	1	1	2	SELFISH
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HONEST	2	1	1	0	0	0	1	1	2	DECEITFUL
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JUST	2	1	1	0	0	0	1	1	2	ARBITRARY
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MERCIFUL	2	1	1	0	0	0	1	1	2	CRUEL
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MODEST	2	1	1	0	0	0	1	1	2	PROUD
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PIOUS	2	1	1	0	0	0	1	1	2	WORLDY
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PRUDENT	2	1	1	0	0	0	1	1	2	RECKLESS
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TEMPERATE	2	1	1	0	0	0	1	1	2	INDULGENT
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TRUSTING	2	1	1	0	0	0	1	1	2	SUSPICIOUS
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VALOROUS	2	1	1	0	0	0	1	1	2	COWARDLY
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DIRECTED TRAITS

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