

Savage Dungeons and Dragons

Basic Classes

Classes

The best way of converting the various classes from *D&D* to *Savage Worlds* is probably just to list the Edges that suit them best. In certain cases this will mean creating some extra Edges, but not many.

Barbarian

The embodiment of rage, the D&D Barbarian is again pretty much covered by the edges already available in the *Savage Worlds* rulebook. High Fighting, Guts, Intimidation and Survival skills alongside the Clueless Hindrance are a good start. The Berserk, Brawny and Fleet-Footed Edges complete the package.

As the character gains in experience he might want to think about picking up Sweep, Dodge and Frenzy for that extra punch.

New Hindrance

Illiterate (Minor)

Your character has no interest or aptitude in learning to read and write. Studying hard with a willing tutor and forgoing a level up increase can buy off this Hindrance.

Bard

The Spellsinger, I feel that the bard gets short thrift in D&D and can easily reach its potential in using *Savage Worlds*. I would probably replace all D&D perform checks with a Persuasion roll if only because it is fast, furious and fun. Bards must take the Arcane Ability (Spellsinging) and would also be wise to take the Attractive and Charismatic Edges, Leadership Edges are almost a must.

In my opinion the bardic abilities break down like this;

Inspire Courage: This is the Inspire Edge; the increase in Fighting ability uses the *boost fighting* power with spellsinging trappings.

Countersong: simply the *dispel* power with yet more spellsinging trappings.

Fascinate and Suggestion: The *puppet* power with spellsinging trappings.

Inspire Competence and Inspire Greatness: The *boost trait* power with spellsinging trappings

Bardic Knowledge: Simply a common knowledge roll with a +2 bonus. The GM will assign penalties to little known pieces of information.

Arcane Background (Spellsinging)

Arcane Skill: Persuasion (Spirit)

Starting Power Points: 10

Starting Powers: 2

Spellsingers are those who follow the arcane bardic traditions. Through sheer force of will they are able to influence and change reality through the use of song or poetry. The trappings of all Spellsingers involve the use of their voice or the playing of an instrument so if they are gagged or unable to play they are prevented from casting any spells

Available Powers: *armor, barrier, blast, bolt, boost/lower trait, deflection, dispel, fear, greater healing, healing, puppet, smite, speed, stun*. Chances are that I'll return to this at a later date.

New Edge

Rally Cry

Edge Type: Leadership

Requirements: Seasoned; Wild Card; Spirit d8+, Smarts d6+, Command

Rally Cry increases the range of all Leadership Edges to 10". Furthermore Command, Hold The Line and Inspire Edges now effect Wild Cards as well as Extras, but at the cost of the character using Rally Cry having to take a -2 Multi action Penalty on those rounds that he is spurring his Wild Card comrades on.

Clerics

The healers and battle priests that are the linchpin of most adventuring parties. Again (and I seem to be saying this a lot) they are very easy to do in *Savage Worlds*. High Faith and Healing skills are almost a must; the Vow (Major) Hindrance should be taken as well. Obviously the Arcane Background (Miracles) is a requirement as well. A pious and faithful cleric should also consider picking up several Leadership and Social Edges; the Holy Warrior Edge will be a natural fit.

Clerical domains are a different story and I'll get to them later.

Druid

The defender of nature, the D&D druid is again easy to represent using the *Savage Worlds* rules –albeit with a bit of tweaking. Druids would proudly hold to their Major Vow (protect the balance of nature) and maybe a minor vow not to wear manufactured armor; He would also need the Faith (Miracles) skill, and the Arcane Background and Woodsman Edges.

Their other abilities break down like this:

Nature Sense: This is simply A Common Knowledge roll, the Druid will get +2 on identifying natural animals and plants.

Animal Companion: This is the Beast Bond and Beast Master Edges in action.

Woodland Stride: Simply the *speed* power tweaked with druidic trappings.

Trackless Step: Bertrand on the PEG Forums reminded me that there are several excellent powers in the *Deadlands* conversion document. One called *wilderness walk* is perfect for Trackless Step.

Wildshape: This is simply the *shape change* power.

New Edge

Druid

Edge Type: Professional

Requirements: Novice, Vow (protect the balance of nature), Arcane Background (Miracles), Spirit d6+, Faith d6+

Druidic powers use the natural environment around them to power their spells. This gives them an almost inexhaustible supply of power.

Spells cast in a rural environment can have their Power Point cost reduced by 1 for each raise the druid gets on his Faith roll. The druid must have the points available to cast the spell in the first place before rolling.

New Power

Wilderness Walk

Rank: Novice

Power Points: 1

Range: Self

Duration: 1/hour

Wilderness walk allows a druid to move through the outdoors quietly and without leaving a trace. The earth's spirits quiet the sound of his footsteps, adding +1 to his Stealth rolls. They also disguise his tracks, making his footprints impossible to track. The miracle does not apply to his companions, however.

Wilderness walk cannot be used indoors.

Fighter

The staple character of D&D, to be honest I have nothing to add here, a decent well rounded fighter can easily be created using the Savage Worlds rules.

Monk

The master of the martial arts. This character type seems to have been mostly ignored in the Savage Worlds rules. So again it looks like I'll have to create a Martial Arts Arcane Background.

Arcane Background (Martial Arts)

Arcane Skill: Fighting (Agility)

Starting Power Points: 10

Starting Powers: 2

The martial artist is able to tap his inner chi allowing him to produce supernatural effects and attacks. The martial artist is forbidden from taking the Power Points Edge but is free to take the Soul Drain Edge.

The martial artist also ignores the unarmed defender rule when fighting barehanded.

Available Powers: *armor, bolt, boost/lower trait, deflection, dispel, fear, greater healing, healing, quickness, smite, speed, stun* (see below). All of these powers have their range reduced to touch or must be centered on the character. All beneficial powers other than *healing* and *greater healing* can only be cast upon the martial artist. Reduce the Power Point cost of all effected powers by 1. *Bolt* is available to martial artists at Veteran rank rather Novice.

How does this break down then?

Flurry of Blows: The Frenzy and Improved Frenzy Edges.

Stunning Blow: This is the *stun* power, but it can only be used on one target, reduce the Power Point cost to 1.

Evasion and Improved Evasion : High Agility and the Dodge or Improved Dodge Edge.

Deflect Arrows: The *deflection* power.

Fast Movement: The Fleet-Footed Edge.

Still Mind: This is the *dispel* power; the monk is able to cast this upon himself even if he is affected by a puppet spell.

Slow Fall and Leap of the Clouds: The Acrobat Edge

Ki Strike: This is the *bolt* power. Only one bolt can be generated for each strike and the range of the spell is Touch. The damage of the bolt is added to the damage of the unarmed blow.

Diamond Soul: This is the Arcane Resistance Edge. It can be purchased as a level up if desired.

Paladin

The D&D paladin is really a priest who has followed the martial path. It is my opinion that Savage Worlds makes it easier to create such a character that D&D which had to create an artificial barrier between the cleric and the paladin.

Here is how I would create a paladin in Savage Worlds

Edges: Arcane Background (Miracles), Attractive, as many Leadership Edges as I could get, Champion and Holy Warrior, Charismatic, Beast Bond (for his mount) and finally Danger Sense (for that detect evil vibe).

Powers: *dispel, healing* and *smite*. Not many really, but enough to get the job done.

Ranger

Another pretty easy conversion between D&D and Savage Worlds. The list below isn't exhaustive, but it should get you off to a nice start.

Hindrances: Outsider, Vow

Edges: Alertness, Ambidextrous, Florentine, Marksman, Woodsman, Beast Bond, Beast Master.

New Edge

Hated Enemy

Edge Type: Combat

Requirements: Seasoned, Knowledge (chosen enemy race) d8+

For some reason the character with this Edge harbors an all consuming for one particular race or type of creature in the gameworld.

Every time he slays one of his chosen enemy race who has a Strength and Toughness at least as high as his own (including armor and other enhancements) in single combat, he gains a benny. If the character receives any form of aid from any source (*boost trait*, flanking allies) then he forgoes the benny.

Rogue

This is another easy one to convert. As with the assassin, getting the drop on an opponent is the rogues best strategy in combat.

Hindrances: Curious, Greedy, Wanted

Edges: Alertness, Quick, Dodge, Improved Dodge, Acrobat, Thief.

Sorcerer and Wizard

This is a tricky one; D&D sorcerers have more raw power than a D&D wizard, but have access to fewer powers. In effect all *Savage Worlds* characters that have the Arcane Background (Magic) have a similar style to the D&D sorcerer, especially those that take the Wizard Edge (now that's irony, Alanis Morissette!)

Here is what I suggest to make a distinct difference between the two.

If a character with the Arcane Background (Magic) takes the Wizard Edge, then they are forbidden from taking the Soul Drain Edge and vice versa. Wizards have the Wizard Edge; Sorcerers have the Soul Drain Edge. I have also created a new Edge, which balances things up just a little bit, the Soul Master Edge.

Soul Drain is only available to monks and Sorcerers in these rules. Its requirement for Sorcerers is Novice, Arcane Background (Magic), Knowledge (arcana) d10+, Spellcasting d6+

Edges: Arcane Background (Magic), New Power, Power Points, Rapid Recharge, Soul Drain or Wizard, Scholar. There are several enchantment edges available on the Pinnacle site that would be very suitable for these characters as well.

New Edge

Soul Master

Edge Type: Power

Requirements: Arcane Background (Magic), Soul Drain

The Sorcerer gains a +2 to his spirit roll when attempting to drain Power Points from himself.