

Savage Dungeons and Dragons

Prestige Classes

Arcane Archer

Arcane Archer's can create magical arrows and imbue them with many different powers. The best way of doing this is through a linked path of Edges.

Arcane Archer

Edge Type: Professional Edge

Requirements: Half-elf or elf; Arcane Background (Magic), Marksman, Trademark Weapon (bow or crossbow)

Arrows fired by the arcane archer become magical and inflict +1 damage. Such enchanted arrows glow with a magical nimbus.

Imbue Arrow

Edge Type: Power Edge

Requirements: Arcane Archer

Spells known by the arcane archer can be cast onto her arrow. Cast the spell as normal and if successful the arrow becomes imbued with the spell. The Power Points used to imbue the arrow do not return until the arrow is used or destroyed and even then they return at the normal rate. The Spellcasting roll determines the effects of the spell once it is used. – The Wizard Professional Edge does not reduce the Power Point costs of spells used to imbue arrows.

. The spell is then triggered when the arrow reaches its target, allowing the arcane archer to extend the range of certain spells such as *armor* or even *fly*. The arrow is consumed by the spell

when fired and does not cause any damage itself.

Seeker Arrow

Edge Type: Power Edge

Requirements: Veteran; Imbue Arrow

For the cost of 2 Power Points the arcane archer can launch any arrow at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the end of the arrow's range prevents the arrow's flight. This ability negates cover and darkness modifiers, but otherwise the attack is rolled normally.

Phase Arrow

Edge Type: Power Edge

Requirements: Heroic; Seeker Arrow

For the cost of 5 Power Points the arcane archer can launch an arrow at a target known to her within range, and the arrow travels to the target in a straight path, passing through any non-magical barrier or wall in its way. This ability negates cover, darkness, and even armor modifiers, but otherwise the attack is rolled normally.

Hail of Arrows

Edge Type: Combat Edge

Requirements: Heroic; Phase Arrow

The arcane archer can fire an arrow at every target within range up to a maximum number of targets equal to her

Shooting skill at a –2 penalty to her Shooting skill. Resolve each damage roll separately. The hero must be careful for this ability can quickly exhaust her supply of arrows if not used sparingly.

A character may not use Hail of Arrows in the same round that she uses Marksman.

Death Arrow

Edge Type: Legendary

Requirements: Legendary, Hail of Arrows

The arcane archer can enchant an arrow of Death. Doing so takes a day and the character can only enchant one arrow at a time – Once it is used another one can be crafted. The damage has all the powers of a Phase Arrow and its damage cannot be soaked.

Assassin

The stealthy killer of men, the D&D Assassin is pretty much covered by the edges already available in the *Savage Worlds* rulebook. A decent assassin needs high Stealth, Lockpicking, Climbing, Notice and combat skills. The Alertness, Marksman, Acrobat and Thief Edges probably do all the rest.

Remember getting the drop and aiming for the target's head are the best way of ensuring a quick clean kill.

I know that a D&D Assassin is a spellcaster, but I have decided to quietly forget that.

Blackguard

This villainous anti-paladin is more of a monster than a class in my opinion. I'll return to it later.

Dwarven Defender

The stalwart champion of the dwarvish race, give this character the First Strike and Sweep Edges and a weapon with reach and he is pretty much ready to go. There are plenty of other Edges that would suit this character such as Hard to Kill, Giant Killer and Level Headed.

Loremaster

The scholarly spellcaster, another easy one; a character with an Arcane Background simply picks up the Scholar Edge, maybe more than once if he really wants to become a total know-it-all.

Shadowdancer

This is one of those cool ideas from D&D that never seemed to work very well. Lets see how it works in *Savage Worlds*. First of, I'll list what Edges and Hindrances seem suitable for a shadowdancer and then I'll detail the new edges, powers and creatures that are needed to play a shadowdancer (most of these have been taken from the Deadlands conversion .pdf).

Hindrances: Anemic (just seems kind of suitable for a shadowdancer)

Edges: Dodge, Improved Dodge, Acrobat

New Edges

Arcane Background (Shadowdancer)

Requirements: Seasoned, Thief, Stealth d10+

Arcane Skill: Stealth (Agility)

Starting Power Points: 10

Starting Powers: 2

The shadowdancer has heightened his skills of thievery and stealth to a supernatural level. The shadowdancer can travel between shadows, use them to hide his nefarious deeds and even animate them to fight for him.

Available Powers: *invisibility* (self-only and only works within 10 ft of a shadow. Power Point Cost is reduced to 3/1), *obscure*, *shadow walk*, *summon shadow*.

Shadowsight

Edge Type: Weird

Requirements: Arcane Background (Shadowdancer)

The character ignores penalties for Dim and Dark lighting conditions.

New Powers

Shadow Walk

Rank: Seasoned

Power Points: Special

Range: Special

Duration: Permanent

Shadowdancers with this power can step into one shadow and emerge from another. The shadows they enter and leave from must be substantial—at least deep enough to engulf their entire form.

The distance *walked* determines the number of Power Points required.

Shadow Walk

<i>Distance</i>	<i>Power Points</i>
Up to 10'' (20 yards)	1
11'' – 50'' (21-100 yards)	3
51'' – 250''	5

Summon Shadow

Rank: Veteran

Power Points: 3

Range: Touch

Duration: 1/Minute

The shadowdancer can animate shadows forming them into willing servants. Shadows have limited intelligence and are unable to follow complex commands.

The shadowdancer can summon multiple shadows in a single casting by paying the appropriate cost in Power Points. If the shadowdancer summons 3 shadows, for instance, then it will cost 9 Power Points.

New Creature

Shadow

Attributes: Agility d8, Smarts d4 Spirit d6, Strength --, Vigor d4

Skills: Climb d6, Fighting d4, Notice d8, Stealth d12

Pace: 6'' **Parry:** 4 **Toughness:** 4

Special Abilities

Ethereal: Shadows take no damage from non-magical attacks, except fire.

Incorporeal Touch: The touch of a shadow drains strength. The attack ignores armour and gains a +2 touch attack bonus. Those touched by a shadow must make a Spirit roll or have their Strength lowered by one step. If their Strength falls below d4 then they die and become shadows themselves. Drained strength returns after one hour.

Weakness (Fire): Shadows take double damage from fire.

Weakness (Sunlight and Light): Shadows take 2d10 damage from direct sunlight and 1d10 from the Light spell.