

ULTIMA FORSAN

CONVERSION TO SAVAGE WORLDS ADVENTURE EDITION

Ultima Forsan was written for *Savage Worlds Deluxe*, but it's easy to update for the *Savage Worlds Adventure Edition*. Most of the rules can be used as-is. Those that require a little work are detailed below.

Where core rules differ, the Game Master can use whichever version she prefers. Both versions will work just fine in your game, though those presented in SWADE are a bit more structured and streamlined.

GENERAL NOTES

Racial abilities, skills, Edges, Hindrances and gear should be converted to their SWADE equivalents. Tracking, for example, becomes Survival. If a character has two skills that have been merged into one in SWADE (such as Survival and Tracking), use the higher of the two values for the new skill.

If a being has an Edge or Hindrance without an obvious equivalent in SWADE you can either ignore it or give it a new one you feel has the same general theme.

Unless otherwise stated, intelligent beings have Common Knowledge and Persuasion d6. Most of the living dead are excluded, since they are non-intelligent beings. All **living** beings have Athletics, Notice, and Stealth d6. The GM should increase this to the linked attribute (or higher) if she feels it's appropriate.

The Dead, instead, have Athletics with a value one die type lower than their Agility (minimum d4).

Charisma is ignored. Bonuses or penalties to Charisma deriving from Edges, Hindrances and other effects, become modifiers to Persuasion (or Perform) rolls, in the situations appropriate for the specific effect.

Ignore all instances of Climb for flying creatures and vehicles.

Special Abilities such as Construct or Undead, or those that mimic Edges such as Frenzy, should use the updated versions presented in SWADE.

- **KNOWLEDGE (Plague):** Complying with the SWADE naming conventions, the skill should be renamed as "Plague".

ULTIMA FORSAN SETTING BOOK

CHARACTER CREATION

NEW EDGES

- **P.68 AL-BARSARK:** The effects are identical to those of the Berserk Edge in SWADE, but are activated as described in *Ultima Forsan*.
- **P.70 PATH OF HELL:** This Edge has the same effects of Frenzy, and satisfies the Requisites for the Improved Frenzy Edge.
- **P.70 PATH OF LIMBO:** The required roll is now Athletics instead of Agility.
- **P.71 HORSEMAN:** the bonus applies to Tests performed while riding, using physical skills such as Athletics or Fighting.
- **P.75 MONK OF MERCY/NUN OF THE ROSARY:** The listed Weapons have Min Str equal to their damage die; the weight for the Hobnailed Crosier is 6.
- **P.76 BAFFLE THE DEAD:** In alternative to Shaken, the player can choose to make the target Distracted or Vulnerable.
- **P.77 FOOL THE DEAD:** Allows the character to attempt a Test against the Dead with skills linked to Smarts. The listed bonus applies to similar Tests against the living.

■ **P.78 PERFECTED DEVICE:** Replace the listed effects with the following. The character chooses one of the following effects for one of his powers:

- Tripled Duration;
- Halved cost (minimum 1 PP);
- +2 to activation roll;
- Tripled Range.

GEAR

ARMOR

For Medieval Armor and Shields, see SWADE.

■ **P.54 AUGMENTED ARMOR:** See table below.

MELEE, RANGED AND SPECIAL WEAPONS

See Weapons in SWADE. Weapons in the Ultima Forsan Setting book:

- **CROSSBOW AND LIGHT CROSSBOW:** See Heavy Crossbow and Crossbow in SWADE, respectively.
- **MELEE WEAPONS:** All weapons have Min Str equal to their damage die.
- **WEAPON WEIGHT:** SWADE has reduced the weight of most melee weapons. As a rule of thumb, halve the listed weight (minimum 0.5).

ADVENTURING GEAR

- **P.90 ALCHEMIST INGREDIENTS AND BAG:** See below.
- **P.91 WITCH BAG:** See below.

SETTING RULES

- **P.95 BLOOD & GUTS E BUDELLA:** The effects of Blood & Guts are already in place in SWADE.
- **P.96 VARIABLE LETHALITY:** Use the extra Experience Points awarded for High and Medium Lethality as general guidelines when deciding the pace of Advancement of player characters.
- **P. 100 BITES AND SCRATCHES TABLE:** Lamé and One Leg Hindrances become Slow (Minor) and (Major).

ALCHEMISTS, WITCHES AND INVENTORS

ATTENTION: In order to reproduce the general characteristics of potions, inventions and similar powers of the three Arcane Backgrounds, simply use the rules for power Limitations and Arcane Items.

- **P.104 NO POWER POINTS:** This Setting Rule no longer applies in Ultima Forsan. Power Points are back!
- **P.105 MACABRE WORLD ALCHEMISTS:** All listed rules are ignored except:
 - The arcane skill Alchemy (Smarts);
 - The necessity to have one's Alchemist Bag at hand in order to activate powers;
 - Available powers as listed on page 107-108.

For everything else, Arcane Background (Alchemy) follows the same rules as Arcane Background (Weird Science).

- **P.107 ALCHEMIC ACCIDENT:** The GM can decide to use the table to determine the effects of Backlash for Alchemists.

AUGMENTED ARMOR

TYPE	ARMOR	MIN STR	WEIGHT*	COST	NOTES
Augmented Arm	+4	d8	3	5000	Covers one arm, see notes
Augmented Corselet	+4	d8	15	5000	Covers torso, see notes
Augmented Helm	+4	d8	5	5000	Covers head, see notes
Augmented Leggings	+4	d6	0	5000	Cover legs, see notes

* Weight while worn. Most armor pieces weigh more if carried.

■ **P.77 MACABRE WORLD INVENTORS:** All listed rules are ignored except:

- Available powers as listed on page 110-111.

For everything else, the standard Arcane Background (Weird Science) rules apply.

■ **P.78 I FATTUCCHIERI DEL MONDO MACABRO:** All listed rules are ignored except:

- The arcane skill Witchcraft (Spirit);
- The necessity to have one's Witch Bag at hand in order to activate powers;
- Available powers as listed on page 111-112.

For everything else, Arcane Background (Witchcraft) follows the same rules as Arcane Background (Magic).

BESTIARY

■ **P.181 BRAIN DEATH:** The Dead with Smarts (D) are immune to Tests based on skill associated to Smarts.



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