

PRINCES IN THE TOWER



ISSUE 7

SOME HOUSE RULES

Continuing my Fringeworthy setting Savage World system campaign, I've decided to include some house rules to get more fun out of the game. Included is a rule on low-power magic for PCs and NPCs, a house rule from Hudson Shock (aka *shockvalue* on RPG.net) that I thought was pretty neat, and a new Alien race!

JOHNNY ONE-SPELL

One of the common tropes of fantasy literature is that, sometimes, even common people can have one or two spells to use, mostly low power, as a counterpoint to the usual mage with tons of spells. These fellows are usually called Johnny One-Spells. How this can be used in Savage Worlds is very simple and here are the rules that I've come up with for it.

First, Johnny One-Spells (JOS) do not require the Arcane Background edge in order to cast spells. Instead of having an innate magical ability, they can cast spells based on long study and extreme focus. They are limited to novice level spells and GMs are free to limit the allowed powers to those that take 1 or 2 power points to cast.

JOS are required to take the Spellcasting skill in order to successfully cast the single spell (or limited number of spells) they know. There are no limits to how high they can have the skill, but most will stop at a d6 because it doesn't make sense to increase a skill that is usually for only one or two powers.

Johnny One-Spells usually have few power points. For each power they have, they get one power point. But there is a limit to the total number of power points they can have. So at the most, a JOS can have 5 power points.

These criteria are mixed together into a modified Edge as outlined below:

New Power (modified) (N): Character gains one new power and one power point. This edge can be taken multiple times by Arcane Spellcasters and Johnny One-Spells, and both types of casters gain the extra power point and new power each time, but Johnny One-Spells are limited to Novice level spells (or a list of spells as outlined by the GM). A Johnny One-Spell can have 5 power points maximum. The Spellcasting skill is still required in order to cast the spell successfully.

ONE-EYED JACKS

As I mentioned above, Hudson Shock (*shockvalue* on RPG.net) provided this house rule in the “[Savage Worlds] Advice on Running It” Thread on RPG.net. He kindly allowed me to reprint it:

House Rule: Jacks

Whenever a Jack is drawn for initiative, the drawer has the option of being “off limits” for that round. As long as the drawer takes no direct action against anybody else, no one can make any direct action against him. The group may decide for itself what constitutes “direct action,” but in general anything that would damage someone else in that same round is not allowed. (So, activating a warbot that will come to life next round is okay. Cutting a rope that will cause a chandelier to crash on someone right now is not.)

This represents unpredictable pauses and openings in the action, and allows a certain degree of creative uncertainty. Just when you’re surrounded, afraid to make a run for it because of all the free attacks, you draw a Jack and just run to better position. Or the arch-villain jumps in his getaway pod, gloating.

I’ve found it keeps the action more fluid with more options.

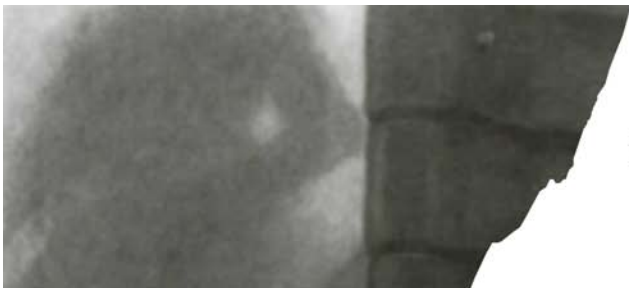
Thanks, Hudson!

A NEW ALIEN RACE

The Gimble are a humanoid alien race with three to five eyes and a head similar to an octopus. They are natural shapeshifters and, after a recent costly war, are now a dying race. The few Gimble that travel the Fringepaths usually are assassins or bodyguards.

Shapeshift: Gimble are able to change shape, altering their forms to mimic any humanoid. A persuasion skill check is required to mimic a person’s behavior. If the Gimble encounters someone who knows the person they are portraying, then an opposed notice check is required to successfully spot the fake.

Untrusted: Gimble are feared and hated for their abilities. A Gimble suffers a -4 charisma penalty with any who know their true nature.



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