

# Savage D&D Miniatures

A conversion by Pythagoras ([www.rpg.hardpoints.de](http://www.rpg.hardpoints.de))

## Identifiers

BW: Bloodwar  
UD: Underdark

## New Racial Templates

These templates are suitable for player characters. Some of the creatures described below are based on these templates.

### Duergar

*This race requires giving up an edge (besides the one lost for playing a non-human)*

Duergar are dwarves that live far beneath the surface and have bizarre abilities.

- **Low Light Vision**
- **Slow** (pace 5)
- **Tough** (vigor d6)
- **Light Sensibility**
- **Immunity to stun power**
- **Arcane Background (Super Power):** Invisibility *or* Enlarge (the second power may be bought later). Both powers can only be used on self

### Gold Dwarf

Gold Dwarves are identical to normal dwarves regarding their racial properties but have access to different edges.

### Kobold

These small creatures are cowards that love to brag with their distant relationship to the mighty dragons.

- **Small:** -1 toughness
- **Agile:** Agility d6

- **Dodge:** -1 to hit with a ranged attack.

## New Monster Abilities

### Blindsight

The monster is able to "see" in complete darkness. This is a supernatural sense that may not be blocked by any means that normally impede sight. Unless noted otherwise, blindsight has a range of 8.

## New Hindrances

### Light Sensitivity

The character gets -2 on all rolls while in bright daylight and -1 on a cloudy day.

## New Edges

### Aberration Hunter

**Prerequisites:** S *or* Gold Dwarf  
**Effect:** Gain +2 on attack rolls vs. aberrations.

### Cleave

**Prerequisites:** Strength d8  
**Effect:** If a melee attack incapacitates an opponent, another attack may be made immediately against another foe within reach. There is no penalty on the second attack.

### Goblinoid Hunter

**Prerequisites:** S *or* Dwarf  
**Effect:** Gain +2 on attack rolls vs. orcs, goblins, hobgoblins, and bugbears.

## Outsider Hunter

**Prerequisites:** S

**Effect:** Gain +2 on attack rolls vs. extradimensional creatures.

## Spell Targeting

**Prerequisites:** N

**Effect:** +1 to hit rolls with spellcasting rolls.

## New Arcane Backgrounds

### Bardic Music

**Arcane Skill:** Perform (Spirit)

**Starting Power Points:** 10

**Starting Powers:** 3

**Allowed Powers:** Armour, Bolt, Boost/Lower Trait, Dispel ("Counter-song" - works only against bardic music and spells relying on sound or language), Fear, Healing, Light, Quickness, Speed, Stun

Bardic music has the drawback that it requires an instrument to be performed and that it is quite impossible to cast a bard spell stealthly.

## New Powers

### Enlarge

**Rank:** N

**Cost:** 3

**Range:** Touch

**Duration:** 3 (1/r)

The target becomes larger, increasing size by 1. This means an increase in toughness by 1, of reach by 1, and of pace by 2. On a raise pace is increased by 4.

## Dwarves

### Duergar Champion (UD 35)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d10

**Skills:** Fighting d8, Notice d6, Climbing d4, Intimidation d8, Guts d10, Invisibility Power d8, Enlarge Power d6

**Pace:** 5, **Parry:** 5, **Toughness:** 7/10

**Possessions:** Full plate (+3), magic maul (d8+4, AP 2 vs. rigid armour, -1 parry)

**Special Abilities:**

- **Cleave:** Immediate second attack after a kill.
- **Low Light Vision**
- **Light Sensibility:** -2 in bright daylight, -1 in daylight
- **Immunity to stun power**
- **Arcane Background (Super Power):** Invisibility, Enlarge, 20 power points

### Gold Dwarf Soldier (UD 5)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Fighting d8, Shooting d4, Notice d6, Climbing d4, Intimidation d6, Guts d6

**Pace:** 5, **Parry:** 6,

**Toughness:** 7/10 (12 vs. ranged)

**Possessions:** Full plate (+3), large shield (+2 parry, +2 armour vs. ranged attacks), magic warhammer (d6+3, AP 1 vs. rigid armour)



**Special Abilities:**

- **Brawny:** +1 toughness
- **Aberration Hunter:** +2 on attack rolls vs. aberrations
- **Low Light Vision**

- **Cleave:** Immediate second attack after a kill.

## Elves

### Elf Stalker (UD 15)

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Shooting d8, Notice d8, Guts d6, Stealth d10

**Pace:** 6, **Parry:** 5, **Toughness:** 5/6

**Possessions:** Leather armour (+1), longsword (d6+3), elven longbow (15/30/60, 2d6, minimum str d6), cloak of resistance (+1 to attribute checks vs. magical effects).

**Special Abilities:**

- **Marksman:** +2 to hit when not moving.
- **All Thumbs**
- **Low Light Vision**



## Fey Folk

### Satyr (UD 22)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Perform d8, Notice d4, Stealth d4, Guts d6, Knowledge (Alchemy) d6, Knowledge (Supernatural) d8

**Pace:** 6, **Parry:** 5, **Toughness:** 5/7

**Possessions:** Dagger (d4+1), pipes

**Special Abilities:**

- **Damage Reduction:** +2 armour unless attacked by magic or magical weapons

- **Arcane Background (Bardic Music):** Power points 10, Countersong, Quickness
- **Dodge:** -1 to ranged attacks

## Humans

### Free League Ranger (BW 16)

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d6, Shooting d8, Notice d6, Survival d6, Stealth d8, Guts d6, Tracking d8

**Pace:** 6, **Parry:** 5, **Toughness:** 5/6

**Possessions:** Leather armour (+1), longsword (d8+3), longbow (15/30/60, 2d6)

**Special Abilities:**

- **Marksman:** +2 to shooting when not moving
- **Level Headed:** draw two initiative cards
- **Outsider Foe:** Gain +2 on attack rolls vs. extradimensional creatures.
- **Inspire:** Followers gain +1 to Spirit rolls.

### Royal Guard (UD 11)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d6, Notice d6, Intimidate d6, Guts d6

**Pace:** 6, **Parry:** 5, **Toughness:** 5/8

**Possessions:** Full plate (+3), halberd (d8+3, reach 1)

**Special Abilities:**

- **First Strike:** May attack one foe who moves adjacent

### Wizard Tactician (UD 24)

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

**Skills:** Fighting d4, Spellcasting d8, Notice d4, Stealth d4, Guts d6,

Knowledge (Alchemy) d6, Knowledge (Supernatural) d8

**Pace:** 6, **Parry:** 5, **Toughness:** 5

**Possessions:** Staff (d4+1, +1 parry, reach 1)

**Special Abilities:**

- **Arcane Background (Magic):** Bolt (cold damage only), Telekinesis, Invisibility, 15 power points
- **Spell Targeting:** +1 to hit rolls with spellcasting rolls.

## Reptilian Humanoids

### Greenspawn Sneak (BW 32)

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

**Skills:** Fighting d6, Throwing d8, Notice d6, Stealth d8

**Pace:** 3, **Parry:** 6, **Toughness:** 5/7

**Possessions:** Leather Armour (+1), 4 flasks of acid (d6 - small burst template), daggers (d4+1).

**Edges:** Dodge (-1 to ranged hit), Two Fisted

**Special Abilities:**

- **Small:** -1 toughness
- **Natural Armour** (+1)

### Kobold Miner (UD 38)

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

**Skills:** Fighting d4, Stealth d6, Knowledge (Mining) d8, Notice d8

**Pace:** 3, **Parry:** 4, **Toughness:** 3/4

**Possessions:** Leather armour (+1), pick (d4+1)

**Special Abilities:**

- **Small:** -1 toughness
- **Dodge:** -1 to hit with a ranged attack.

## Outsiders

### Death Slaad (UD 43)

#### Wildcard Character

## Slaad, Chaos Outsider

**Attributes:** Agility d12, Smarts d10, Spirit d10, Strength d12, Vigor d12

**Skills:** Fighting d10, Climbing d10, Stealth d12, Spellcasting d10, Intimidation d12, Notice d10+2, Survival d10

**Pace:** 6 / 10 Flight, **Parry:** 9,

**Toughness:** 8/12 (+4 vs. magic)

**Possessions:** Magical longsword (d12+3 plus 1d4 fire damage)

**Special Abilities:**

- **Natural Armour:** +4
- **Alertness**
- **Improved Arcane Resistance:** +4 armour and bonus vs. magic
- **Improved Block**
- **Combat Reflexes:** +2 to recover from being shaken
- **Command:** troops within 5" gain +1 to recover from being shaken
- **Fast Regeneration:** Vigor roll each round to soak wounds. Will stay down once incapacitated
- **Arcane Background (Magic):** 20 power points, Burst (Fireball), Blast (Chaos damage)

## Undead

### Skeletal Reaper (BW 58)

**Attributes:** Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Notice d6

**Pace:** 6 / 10 Flight, **Parry:** 6,

**Toughness:** 8

**Possessions:** Scythe (d8+3)

**Special Abilities:**

- **Undead:** +2 toughness, +2 recovery from shaken, no extra damage due to called shots, piercing attacks do half damage.
- **Immunities:** Cold, Fear
- **Devastating Attack:** When rolling *Fighting* to attack, add a d10 instead of a d6 on a raise.