

General Rules

The Artificer Edge is only available for Weird Scientists (who gain it for free) and those who took the FETISH CREATOR Edge.

Each Arcane Background has access to all Powers of the Savage Worlds Adventure Edition Core Book, but the trappings must fit to the specific Edge (Deadlands might give you some Ideas). Miracles for example could have a holy Blast, that can only damage fiends and undead, but uses d8 instead of d6 for damage.

Arcane Backgrounds

Hucksters

- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** 3
- **POWER POINTS:** 10

Hucksters gamble with Devils, to gain their Power.

They Regenerate only one Power Point per hour, but can play against a Devil, to gain the necessary Power from them.

To play with a Devil, a Huckster makes a Gambling Skill Check, with a penalty of half the Power Point (round up), which is offset by one Point per Rank (including Novice).

The Huckster receives the Power Points, independent on the success or failure on the roll. On a success nothing bad happens and a raise even gives the Huckster a +2 bonus for the Spellcasting check. But on a Failure the Devil gets hold of the Huckster after casting the Spell and the Marshall will roll on a special Backfire Table to find out what happened.

Souls: The Huckster can pay a Soul instead of rolling on the Backfire Table, if he loses the Gamble.

Maintaining Powers: Can either be done by the Hucksters own Power Points or with a surplus from the Gambling Check.

Martial Arts

- **ARCANE SKILL:** Focus (Spirit)
- **STARTING POWERS:** 1
- **POWER POINTS:** 15
- **PREQUESITS:** Martial Artist

Martial Artists learn their mystical Powers by training Body and Mind at the same time.

Hands Free: Gifted can use their powers while Bound

Miracles

- **ARCANE SKILL:** Faith (Spirit)
- **STARTING POWERS:** 3
- **POWER POINTS:** -

The Blessed don't cast spells, they learn prayers to a greater being instead, which grants them unlimited Power.

They don't use Power Points, but receive a Faith penalty equal to the power's total cost in Power Points divided by 2 (round up).

Success means the power activates as usual. A raise grants any additional bonuses stated in its description. Failure means all currently maintained powers are canceled and the caster is Shaken. Critical Failure also results in a Fatigue level that can only be restored by an hour long Prayer.

Maintaining Powers: Characters can maintain those powers that allow it as long as desired, but each one maintained inflicts a -1 to all further arcane skill rolls.

Power Preparation: A caster may prepare a spell by concentrating for a round (no movement or other actions and avoid interruption, as described above). If successful, he ignores 2 points of penalties on all powers cast with his next action. If he does not enact any powers on his next action, the preparation is lost.

Sinning: A Blessed also has to live by his bible. Sinning make your connections to God weaker (see Deadlands Page 85)

Shamanism / Voodoo

- **ARCANE SKILL:** Tribal Medicine (Spirit)
- **STARTING POWERS:** 3
- **POWER POINTS:** 10

Shamans and Voodoo Practitioners are dependent their Rituals to appease Nature and Spirits.

They regain all Power Points with the ritual, but they cannot recover Power Points any other way (except for Bennies).

The Ritual itself take at least one hour, need special preparations (Fire, Puppets,..) and the full concentration of the participants.

Weird Science

- **ARCANE SKILL:** Weird Science (Smarts)
- **STARTING POWERS:** 2
- **POWER POINTS:** 15

Weird Science push the boundaries of science with devices that combine demonic Energy, YOG Crystals and technology.

The Trappings must always include an item, which is required to activate the powers (see Jury Rig).

Arcane Devices: Only the Inventor is able to activate his Inventions, except those who are created with the Artificer Edge, which weird Scientists gain for free.

Jury Rig: If the Scientist doesn't have the device for a power ready, he can jury rig one on the fly, but with a -2 penalty and a reasonable description.

Getting Mad: A Mad Scientists gets a random dementia, whenever he learns a new Power.

Power Edges

Hucksters

High Roller

Requirements: Seasoned, Spellcasting d8+, Gambling d8+

Gain +1 on Gambling Rolls

Miracles

Flock

Requirements: Spirit d8+, Faith d8+

Gain 5 Followers

Shamanism / Voodoo

Fetish Creator

Requirements: Smarts d8+, Spirit d8+, Tribal Medicine d8+

The Shaman / Voodoo Practitioner can now create Fetishes. Check the ARTIFICER Edge for the Description.

Martial Arts

Mystical Warrior (can be taken multiple times)

Requirements: Focus d6+, Fighting d8+

Some have learned to mix Mystical Powers with Martial Arts. The Martial Artists learns one of the Following Powers, which can be cast once per Round without a multiaction Penalty, as long as he cast it only on himself:

Arcane Protection, Boost Trait, Deflection, Healing, Protection, Smite, Wall Walker, Warrior's Gift