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Introduction

Fable Hunters is an urban fantasy setting that takes place in our world, a world which holds a deadly and magical secret. Few are aware that not only does magic exist, but creatures that were born of it still live amongst us. These monsters are known as Fables, and are deadly to their unsuspecting victims. They look human in many respects, as the steady decline of magic has forced them to take on human forms. But, all the same, they boast magical abilities. Trolls, fey, goblins, and the like are common Fables to be fought by worthy Heroes who can see their true identities. The most terrifying and most deadly Fables are the Dragons, who rank highest in our world leaders. They secretly plot the destruction of man.

Only a select few Heroes are capable of being Fable Hunters. These are individuals who are gifted with the power of Insight. People go missing in the city streets and no one asks any questions. Humans are scared of what they don't understand, and while the Fables are secret to the average human, whispers and rumors of the unknown stalking the streets are commonplace. It's up to the Fable Hunters to ease the fears of humanity, and destroy evil where it lurks in the shadows.

What is a Setting Kit?

This setting was designed with one simple goal in mind: to showcase just how much a Gamemaster can do with the Savage Worlds Core Rules and a few adjustments. A Setting Kit is designed to be a toolbox full of savage goodness for a Gamemaster to use as needed. Basic setting information is also included for both the Gamemaster and the players to quickly review. The lives of gamers can be very busy, and it is often

difficult for a Gamemaster to come up with a campaign, let alone an entire world. These kits are designed to provide a framework to work with, or to pick and choose from as they wish.

A Note on Trappings

One of the greatest things about the Savage Worlds gaming system is the concept of trappings. Edges, Hindrances, and even gear are more like templates that can be altered and changed as the Gamemaster and players see fit. The result is a variety of options from a core base. You will find that with much of this book, the setting is an alteration of something from the core book or a new trapping for something familiar. Players should keep this in mind when designing their characters. For example, a character could take the Noble Edge if they desire, but should keep in mind how it would function in modern society. It makes the most sense, and best fits the flavor of the setting, for the Hero to be a descendant of a long line of very prestigious and famous Fable Hunters.

Welcome to the Fable Hunters

The Fable Hunters are a part of a secret society that has dedicated itself to the eradication of Fables for centuries. Occasionally a Fable is positive or neutral in its feelings toward humans, and Fable Hunters have come to understand this fact, and spare those individuals. Unfortunately, the vast majority of Fables have evil intent, and Heroes hunt them with relentless tenacity. The Fable Hunters typically find children who have the gift of Insight and can see a Fable in its true form. Hunters recruit these children to their society, where they are trained until young adulthood. They often go about their schoolwork and other activities during their youth, and train



on the weekends or weeknights. Whether or not parents are aware of their children's recruitment varies. The most common place to find a suitable recruit is from a family of established Hunters. These particular children are usually aware of the existence of monsters long before they are recruited. Children who are unaware of the existence of Fables are told upfront what they are being recruited for, but their parents often believe that they're receiving additional private education due to their brilliance, whether it be athletic or academic.

Fable Hunters are trained in both modern and medieval weaponry and have a vast array of tactical experience. Some even choose to dabble in the power of magic. Although magic may be dwindling, it is still a powerful arcane force that can be used against the enemies of the Hunters. Typically Fable Hunters meet in old places, such as libraries or universities. Oftentimes these headquarters have hidden entrances to entire bases that are underground or sealed in some sort of magical pocket dimension. It is here that Fable Hunters can study, train, and prepare between missions. There is usually a medical area as well. Some Fable Hunters actually live in the secret headquarters. Hunters are paid enough to live a comfortable lifestyle for as long as they're alive.

The leader of the Fable Hunters is a mysterious man known as The Scribe. No one knows his actual name, and there are many rumors among the Hunters that claim he is far older than he appears to be. His knowledge transcends any level that any current Hunters could hope to achieve. He is wise and ages very slowly. He's a kind-hearted man who looks after the well-being of others. He emphasizes that being Heroes in an age of darkness is the true calling of a Fable Hunter.

The Hunters have been around for hundreds of years. Humans were fighting Fables long before there was an official group destroying them, but legends have it that King Arthur himself started the group. No one knows for certain if this is true, but it was during the age of knights that Fables first started falling by the blade of mankind.

The Veil

Fables look human to those who lack the gift of Insight. The Veil is a magical spell cast by the Fey King Oberon to hide Fables from humanity. It is believed that the great wizard Merlin was able to reverse the spell enough to allow some humans to see through the ruse. Any creature with Fable blood in its veins is protected by the power of the Veil, keeping its true nature from being revealed.

Creating Characters

Character creation is handled the same as it is in the *Savage Worlds* core rulebook. In addition, characters start out with a free Professional Edge from the Class Setting Rule.

Recommended Knowledge Skills

There is a heavy emphasis on knowing your enemy in the Fable Hunters Setting. This increases the amount of knowledges that can be beneficial to a Hunter. Knowledge (Fables) is primarily used to know the basic social structure and weaknesses of Fables. Magic is slowly

fading from existence, but it will be some time before this happens. This fact makes Arcana a useful knowledge. Knowledge (Religion) covers the basic philosophies regarding Fables and the understanding of cults as well. Knowledge (Battle) also has its uses, denoting what weapons are effective against particular Fables, as well as basic hunting and fighting tactics.

Races

While humans are the predominant species on Earth, Fables have intermingled with them on numerous occasions. The results of this integration are races of half-Human half-Fable creatures, known generically as Fablekin, that appear fantastic in many ways, but are still covered by the power of the Veil. This means that in addition to humans, several other races are playable in the Fable Hunters setting and are listed below.

Humans

For hundreds of years humans have waged war against the magical monsters that invade their realm. Humans are the most common Fable Hunters, and many humans have strong Hunter lineages. Humans are a diverse species, but have proven throughout history that they are adept at killing. They hunt these creatures, some with reckless abandon. However, humanity as a whole can be merciful to Fables, particularly those that prove they don't wish to devour Humanity.

✧ **Versatile:** Humans gain a free novice Edge, but must meet the requirements, as per the core rules.

Trollkin

While Trolls typically want nothing more than to eat humans, there are rare occasions where they will mate with one. It is far less common to happen now than it was several hundred years ago, and as a result there are few people with Troll blood in their veins. They are usually tough and resilient people, and are often steadfast companions in the face of danger. They look human, but are more on the ugly side. Oftentimes they have particularly strong body odor. Those with Insight can see that Trollkin are hairy and have thick green skin, but look human.

✧ **Low-light vision:** Trollkin have supernatural sight and need very little light to see. They ignore penalties for dim or dark lighting.

✧ **Quick Recovery:** Trollkin recover from injury very quickly. They gain the Fast Healer Edge for free, regardless of requirements.

✧ **Unattractive:** Trollkin are not very appealing to the eye, and usually have a strong body odor. They gave the Ugly (Minor) Hindrance.

Fairykin

These individuals tend to be fairly short, rarely exceeding five feet in height. They are very attractive, and have a secret aptitude for magic. Despite their small stature, their height does not appear as an abnormality, allowing them to blend in very well with society.

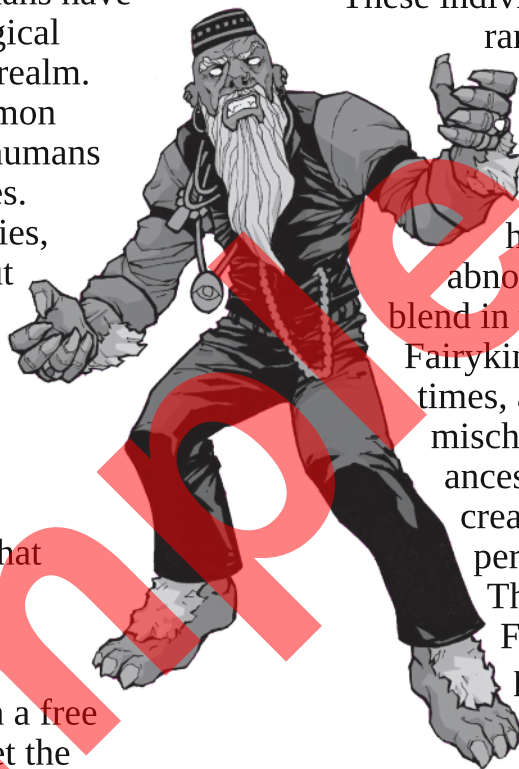
Fairykin can be a bit too playful at times, and have inherited the mischievous nature of their Fey ancestry. This characteristic creates natural cockiness that pervades each one of them. Those with Insight can see that Fairykin have pointed ears and pale skin, but otherwise look human.

✧ **Magically Gifted:** Fairykin are naturally inclined towards the Arcane arts. They gain +5 Power Points for use with the Arcane Background (Magic) Edge.

✧ **Beautiful:** Fairykin have a natural beauty about them and gain a +2 bonus to Charisma. This bonus can be combined with the Attractive and Very Attractive Edges.

✧ **Natural Karma:** Fairykin start with one extra Benny per session. This advantage can be combined with the Luck and Great Luck Edges.

✧ **Brash:** Since they are quick to act and think very highly of themselves, Fairykin gain the Overconfident (Major) Hindrance.



Goblin

Goblins are one of the oldest races in the world, having been around longer than mankind. They were once incredibly numerous, but an ancient war saw their numbers reduced greatly. They were known to breed with humans occasionally, and their lineage still rests in some of humanity's veins. Goblin are very smart people, with elongated noses and faces that appear slightly smushed. They look human, but appear a little odd. Those gifted with Insight can see their light green or gray skin and pointy ears.

✧ **Clever:** Goblin are smart people, and they start with a free d6 in the Smarts Attribute.

✧ **Aware:** Much like their Goblin ancestors, Goblin can spot things from very far away. They gain a +2 bonus to Notice rolls made when using the sense of sight.

✧ **Ornery:** Goblin can be hostile at times, and sometimes play mean-spirited pranks. They gain the Mean (Minor) Hindrance.

Dragon

By far the most feared of the kin species, Dragon are often misunderstood creatures. Although they are descended from the mighty Dragons of old, they look completely human, and are almost completely indistinguishable from the rest of humanity, even to those with Insight. Even though they are accepted amongst the ranks of Fable Hunters, they're still social outcasts. And despite the fact that they look completely human, certain mannerisms and speech patterns are different. Even those without Insight can tell that something isn't quite normal about Dragon.

✧ **Powerful:** Dragon have an innate strength about them. They receive a free d6 in the Strength Attribute.

✧ **Infravision:** Dragon have a natural sense for the presence of heat and can detect it easily, allowing them to see on the

infrared spectrum. They halve all penalties for bad lighting.

✧ **Fire Resistant:** Dragon possess a thermal shielding in their skin. They gain a +4 bonus to rolls made to resist the effects of hot weather. In addition, they gain a +4 bonus to Armor against attacks made with the heat or fire trappings.

✧ **A little strange:** There is something a bit off about Dragon to everyone. They gain the Outsider (Minor) Hindrance.

✧ **Gold Lust:** Dragon have a natural desire to obtain wealth, which stems from their evil ancestors. They're fortunate, however, that this innate desire is not as strong as it was with their large lizard family members. They gain the Greedy (Minor) Hindrance.

Archetypes

Listed below are several different types of Fable Hunters that are common. This list is not exhaustive and should not be treated as such. Instead these archetypes are a good outline to go by when designing characters.

Because of the Class Setting Rule, Characters gain a free professional Edge which is noted with the asterisk (*). These builds do not take race into account so a human will have one free Edge to pick.

Chronicler

There are some Fable Hunters who are more than willing to slay a monster where it stands, but prefer to be observers if given the opportunity. These men and women record current events any way they can. This is done either through written word, or some sort of electronic recording device, like a camera. They are very useful to their fellow Fable Hunters, as they're very observant. They don't shy from a fight, but still make sure to investigate their surroundings thoroughly. They do these things so that when the story of the Hunters is told, it is accurate and exciting. Chroniclers stem from Fable Hunters who told their tales verbally, and now record-keeping is a time-honored tradition.