



# Primal Heroes: The Savage



Requires the use of the Dungeons and Dragons Third Edition Core Rules,  
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**Primal Heroes: The Savage**

**Primal Heroes:**

**The Savage**

**A FREE PREVIEW**

**CREDITS**

**Design and Development:** Lahn J. Ogre

**Editing:** John Alger and Chris Cant

**Cover Art:** Mongoose Publishing

**Cover Design:** Jole Grahn

**Interior Art:** Jason Walton (c/o Louis Porter Jr  
Design), Joel Grahn, and Mongoose Publishing

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Bloodstone Press  
P.O. box 332703  
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[www.bloodstone-press.com](http://www.bloodstone-press.com)

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# Primal Heroes: The Savage

## Introduction

Welcome to the pages of **Primal Heroes: The Savage**. The Savage is one of six core classes available in the Primal Legends Campaign Setting, but do not let that stop you from using it in your own world. With the diverse rules provided in this supplement you should be able to create hundreds and hundreds of different character concepts tailored to your favorite campaign world. Other core classes from the Primal Legends setting that feature this same method of customized advancement include the **Gamin**, the Sibyl, and the Sentinel.

## Document Features

This supplement fully embraces the advantages of electronic publishing. The Table of Contents is completely hyper-linked, as is the list of Bookmarks. There are also several internal hyper-links in this

document to assist in navigation. This document also features several external hyper-links connecting to the **hypertext d20 SRD**. These links appear in **blue text** and are often key words such as **shaken**. If you are connected to the Internet, you can click on these links to bring up the relevant game information quickly without consulting your books.

## CLARIFICATIONS

Despite the long hours spent developing and honing this material, clarifications may still be in order. If you have any questions or need clarification concerning these rules, do not hesitate to contact us at [questions@bloodstone-press.com](mailto:questions@bloodstone-press.com). We will do our best to get you an answer and we will try to make suitable adjustments to future releases of this material.

This preview offers a look at the onscreen version of **Primal Heroes: The Savage**. A printable version of these rules is also included in the download.

# Primal Heroes: The Savage

## Savage

Savages are a class of people who live close to nature and are not far removed from animals. Savage is the most common class among the people of Axiom. Savages live among nomadic tribes that roam the vast wilderness, hunting, foraging and fighting for survival. They are the hunters and warriors of their tribal clans and are at home on the windswept plains, on the rocky slopes of mountains, and in the depths of the darkest forests.

### Adventures

The adventures of Savages typically involve struggles against wild beasts, rival humanoid clans, and the deadly forces of nature. Harrowing struggles against natural disasters, epic hunting expeditions and legendary battles are all daily activities for most Savages. Occasionally, Savages will find themselves adventuring



in a town or even a small city and feeling very much like a fish out of water.

Their familiarity with nature, animals, and the techniques of survival often prove to be the Savage's most valuable assets.

### Characteristics

A rough, combative nature and overwhelming brute strength are the most characteristic features of a Savage. These heroes are skilled with many weapons and can survive in the wilderness indefinitely on their own.

### Alignment

Savages can be any alignment that is not Lawful. Most Savages tend toward chaos and chafe under any sort of conformity or regulations.

# Primal Heroes: The Savage

## The Savage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	XX	XX	XX	XX bonus abilities
2nd	+2	XX	XX	XX	XX
3rd	+3	XX	XX	XX	XX
4th	+4	XX	XX	XX	XX
5th	+5	XX	XX	XX	Bonus ability
6th	+6/+1	XX	XX	XX	Bonus ability
7th	+7/+2	XX	XX	XX	XX
8th	+8/+3	XX	XX	XX	Bonus ability
9th	+9/+4	XX	XX	XX	XX
10th	+10/+5	XX	XX	XX	XX
11th	+11/+6/+1	XX	XX	XX	XX
12th	+12/+7/+2	XX	XX	XX	XX
13th	+13/+8/+3	XX	XX	XX	XX
14th	+14/+9/+4	XX	XX	XX	XX
15th	+15/+10/+5	XX	XX	XX	XX
16th	+16/+11/+6/+1	XX	XX	XX	XX
17th	+17/+12/+7/+2	XX	XX	XX	XX
18th	+18/+13/+8/+3	XX	XX	XX	XX
19th	+19/+14/+9/+4	XX	XX	XX	XX
20th	+20/+15/+10/+5	XX	XX	XX	XX

This page shows a partially censored (XX) level advancement chart for the Savage. To get the full, uncensored advancement chart for the Savage, check out [Primal Heroes: The Savage](#) today!

## Primal Heroes: The Savage

...If you also have the Endurance feat or special ability, the benefits of this ability persist for an additional 3 rounds. If you also have the Greater Endurance feat or ability, this ability persists for an additional 3 rounds for a total of 6 rounds + your Constitution modifier. This bonus does not stack with the Strength bonus gained with Rage.

*Prerequisite:* Str XX

### Ferocity

A Savage with this ability can continue to fight without penalty even while disabled or dying. When his hit points reach -10, he falls dead.

*Prerequisites:* Con 13, Endurance, Iron Will, Toughness, Hit Dice 6.

### Frenzied Fighting

When unencumbered and armed with a melee weapon, the Savage can strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a -XX penalty, as does each other attack made that round. This penalty

applies for 1 round, so it also affects attacks of opportunity the Savage might make before his next action. A Savage must use a full attack action to attack with frenzied fighting.

### Furious Strike

Once per day, the Savage may attempt a furious strike with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll, and his critical threat range is increased by 3 for this attack.

*Prerequisites:* Base attack bonus +3, Str 13

### Giant Weapon Proficiency

With this ability, the Savage can fight with weapons that are designed for creatures larger than him without penalty. The Savage with this ability suffers no penalty when using a weapon designed for a creature one size category larger than he is, and suffers a cumulative -XX penalty for each size category beyond the first. All other rules regarding the usage of exceptionally large weapons, such as a one handed weapon for Large creatures becoming



# Primal Heroes: The Savage

two handed weapons for Medium creatures, still apply (see the [SRD](#) for more on weapon sizes).

*Prerequisites:* Base attack bonus +3, Str 15+

## Greater Charge

You can charge with fearsome aggression, throwing caution to the wind and hammering your foe with the heaviest blows possible. When charging, you can choose to double the normal benefits and penalties associated with charging. While doing so, you gain a +4 bonus to your charging attack roll and suffer a -4 penalty to your AC for 1 round.



## Greater Frenzied Fighting

Savages with this ability no longer suffer the -XX penalty to their attack rolls when using the [frenzied fighting](#) ability.

*Prerequisites:* Base attack bonus +XX, Frenzied Fighting

## Greater Furious Strike

With this ability, the Savage increases the critical threat range of his [furious strike](#) by an additional 3 (total of +6 to the critical threat range). He may still only use this ability once per day.

*Prerequisites:* Base attack bonus +XX, Str 15, Furious Strike

**XX:** The information in this free preview is partially censored (XX). To get the full, uncensored version of the Savage, check out [Primal Heroes: The Savage](#) today!

# Primal Heroes: The Savage

## Feats

In addition to these abilities, the Savage may also select the following feats from the [Core Rules](#) as special abilities. Note that the Savage must still meet all the requirements for any feat he selects as a special ability.

XX	Improved Disarm	XX
Animal Affinity	XX	Rapid Shot
XX	Improved Overrun	XX
XX	XX	Run
Cleave	XX	XX
Combat Reflexes	Improved Sunder	Shot on the Run
XX	XX	XX
XX	Improved Two Weapon Fighting	XX
Endurance	Improved Unarmed Strike	Spring Attack
XX	XX	Stealthy
Far Shot	XX	XX
XX	Lightning Reflexes	Track
XX	XX	XX
Greater Two Weapon Fighting	XX	Two-weapon Defense
XX	Mounted Archery	XX
XX	Mounted Combat	XX
Improved Bull Rush	XX	Weapon Specialization
Improved Critical	Power Attack	

This page shows a partially censored (XX) list of feats from the core rules that can serve as Savage special abilities as well. To get the full, uncensored list of feats that can serve as special abilities for the Savage, check out [Primal Heroes: The Savage](#) today!

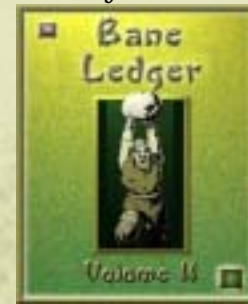
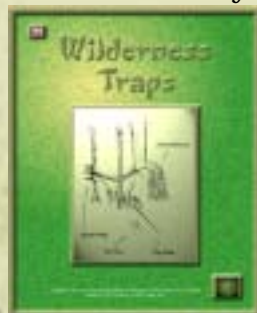
# Primal Heroes: The Savage Primal Legends

**Primal Legends** is a campaign setting of primordial adventure at the dawn of time, where **mighty** races of elementals, ancient giants, and extra-dimensional dragons vie to control the fate of this new, pristine world. In the cracks of the mighty **Bronze-Age** empires, clans of Stone-Age people can be found, struggling against all odds to survive and win control of their world's future. These small, scattered tribes of fey and humanoids lead hard, desperate lives steeped in superstition and plagued with **hardship**. Hunting massive dinosaurs for food, evading slave lords from the Giant Kingdoms, dealing with alien aberrations that specialize in cruelty, grappling with the raw power of nature as creation slowly comes to an end; these are the hazards of life in the ages of **Primal Legends**.

But there is a great reward for those who can survive in this environment, and even greater rewards for those that can **thrive**. The pages of history are still blank and your name could be written across them in bold script. But you must seize the opportunity, face the challenges, and survive the **tests** of daily life.

Axiom, the world of **Primal Legends**, is void of many of the traditional races and classes that appear in the d20 Core Rules and instead features 12 new races of unique **fey** and humanoids for players to choose. The rules present six core classes that use a slot-based system of customizable ability advancement, similar to the d20 Modern system of talent trees. A new arrangement of the spell lists and races into “clean” and “unclean” helps heighten the stark contrast between **good and evil** in this setting. Dark magic and evil things infect the land of Axiom, but the forces of good are mighty and **epic deeds** are the norm.

Explore the vast and uncharted wilderness, visit the mighty city-states of the godlike **Dragon Kings**, defeat primordial monsters of legendary stature, become the greatest hero of all time! Take your game to the early Bronze-Age world of Axiom and the epic adventure of **Primal Legends** today!



# Primal Heroes: The Savage

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