

SAVAGE WORLDS

TEST DRIVE V6!



PINNACLE
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GET SAVAGE!

Welcome to *Savage Worlds*™, Pinnacle's streamlined roleplaying system for any setting! Here you'll find everything you need to give the game a quick spin and see if it's something you like—absolutely free!

If you do, go order the regular *Savage Worlds* rulebook at your favorite game store or at our web store at www.penguin.com. You have all the core rules here, but in the full book you'll also get details on character creation, vehicles, chases, dogfights, mass combat, spells, psionics, gadgets, and superpowers! You'll also find a guide to creating your own settings, including how to create races, new Edges and Hindrances, monsters, and more.

The Test Drive is designed to work with our free One Sheet™ adventures and pre-made characters. You'll find a couple attached to this booklet ready to play, and you can download more at our website. While you're there, check out all our other freebies, settings, and adventures, as well as the awesome settings created by other game companies who have licensed *Savage Worlds* for their settings!



THE RULES

The *Savage Worlds* rules are simple and follow a standard pattern. Let's dive right in and you'll see how it works.

TRAITS

Every character or creature has two kinds of traits—attributes and skills. Each trait is rated from a d4 to a d12, with d6 being average and d12 being world-class.

TRAIT TESTS

When you want your character to do something, the GM tells you what trait to use and you roll that die. If it's equal to or greater than 4, plus or minus any modifiers, you're successful.

Some characters or creatures have traits higher than a d12, such as a d12+3. That means to roll the d12 and add 3.

Target Numbers (TN): The usual target number for most tasks is 4, plus or minus any modifiers. Parry and Toughness are special TNs and will be explained later on.

Untrained: If a character doesn't have a skill for an action he's attempting he rolls with a d4 in the trait but subtracts 2 from the total. Some skills can never be used untrained, such as casting a spell or performing brain surgery.

ACES

Trait tests and damage rolls in *Savage Worlds* are "open ended." That means when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace," and you can keep rolling and adding as long as you Ace!

RAISES

Sometimes it's important to know how successful a trait test was. A roll that's 4 points over the target number is called a "raise." If your hero needs a 4 to Shoot an opponent and rolls an 8 or higher, he hits with a raise!

Example: A lady gunslinger in *Deadlands* needs a 4 to hit a walkin' dead at short range with her .44 caliber Colt Navy. She has a d8 in Shooting, so she rolls an 8-sided die and gets an 8. That's an Ace so she rolls again and gets a 4 this time for a total of 12. That's two raises and one heck of a shot, ma'am!

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OPPOSED ROLLS

Sometimes rolls are “opposed” by an opponent. If two characters are wrestling for control of an ancient artifact, for example, they both make Strength rolls. When this happens, the acting character gets his trait total first, followed by whoever is opposing him. The highest total wins.

Example: Buck Savage, a pulp hero, taunts an Aztec mummy. Buck gets a 7 on his Taunt. The mummy shrieks in anger and rolls next, getting a 3. Buck wins with a raise!

WILD CARDS & EXTRAS

Your hero (a player character), and unique villains and monsters are collectively called “Wild Cards.” Wild cards are the “named” characters who are important to the plot and thus are just generally better than the unnamed “Extras.”

These beings have a little better chance at doing things, are a little tougher to put down, and are generally more detailed than common guards, minions, or lackeys. Wild Cards are noted with the picture of Smilin’ Jack by their statistics, like this:



BUCK SAVAGE

THE WILD DIE

When making any sort of trait test, Wild Cards roll an extra d6 called the “Wild Die.” If the result of the Wild Die is higher than the trait die, take the result of the Wild Die instead.

All modifiers apply to both the trait and Wild Die since whichever is highest is your total before the modifier.

One Wild Die Per Action: When Wild Cards roll multiple dice for a single action, such as when firing on full-auto, they roll only one Wild Die. A gunner who fires three bursts, for example, rolls three of his Shooting dice and one Wild Die—which may then replace one of his Shooting dice if it comes out higher.

Example: A hero with a d8 Strength makes a roll. He rolls a d8 and his Wild Die, a d6, and gets an 8 and a 6, respectively—that’s an Ace on both dice! He rolls both again and gets a 4 and a 3. The d8 ends up with a $8+4=12$, while the Wild Die is $6+3=9$. The d8 scored highest in the end, so his total is 12.

BENNIES

Savage Worlds gives players and GMs a little extra control over the whims of fate. Every player starts each game session with three “bennies,” gaming stones or other tokens that signify a little bit of good luck or fate. (For those who don’t know, “bennies” is a slang term derived from “benefits.”)

You can use a benny to reroll any trait test. You can even keep spending them until you get the result you want or you run out of bennies! Take the best of your rolls—spending a benny should never hurt you, only help. If your original roll is a 5, for example, and a benny gets you a 4, you keep the original 5 instead.

Bennies cannot normally be spent on damage rolls, rolls on tables, or anything besides trait rolls. (Soak rolls and certain Edges do allow other uses of bennies besides rerolling trait rolls, but these are the exception.) Bennies are not saved up between sessions, so use ‘em or lose ‘em!

GAME MASTER BENNIES

Game Masters get bennies for their villains too. At the start of each session, the GM gets one benny for each player character in the group.

Each of the GM’s Wild Cards also get two bennies of their own. They can use these or the “common” pool to save their evil skins, but they can’t share their own bennies with their minions.

As with heroes, bennies are not saved between sessions.

CHARACTERS

The heart of a good roleplaying game is the ability to make, customize, and advance your own characters. Here’s how it works in *Savage Worlds*.

1) RACE

Choose any race available in your setting for your character. Our *Savage Settings* contain complete rules and background information for any new races that appear in that world.

Human characters start play with one free Edge of their choice (see Edges, below).

2) TRAITS & DERIVED STATISTICS

Your hero starts with a d4 in each attribute, and has 5 points with which to raise them. Raising an attribute a die type costs 1 point. Die types are d4, d6, d8, d10, and d12.

You have 15 points for skills. A list of standard skills appears below. Note that skills in *Savage Worlds* are very broad. You don’t have to take Fighting for your sword, dagger, dirk, and axe—Fighting covers it all. Remember, this is a game of Fast! Furious! Fun! Don’t worry though—you’ll have plenty of ways to customize your character with Edges.

Each die type in a skill costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level. If your hero has a Strength of d6, for example, it costs 1 point to buy Climbing at d4, another point to buy it at d6, and 2 points to raise it to a d8.

Charisma is equal to the total bonuses or penalties given by Edges and Hindrances.

Pace is 6”.

Parry is equal to 2 plus half of the Fighting die. (*Half of Fighting d8 is $4 + 2 =$ Parry of 6.*)

Toughness is equal to 2 plus half the character’s Vigor. Add the bonus granted by armor worn on the torso to this value, but remember it may not count if attacks target other parts of the body. (*Half of Vigor d6 is $3 + 2 + 2$ (chain armor) = Toughness of 7.*)

3) EDGES & HINDRANCES

Your character gains an “advance” for each Minor Hindrance she takes (up to two), and two advances for taking a single Major Hindrance. You’ll find a summary of core Edges & Hindrances at the end of this document, and more can be found in your setting book.

For 2 advances you can either:

- Gain another attribute point.
- Choose an Edge.

For 1 advance you can either:

- Gain another skill point.
- Increase starting funds by 100%.

SKILLS

Skill	Linked Attribute
Boating	Agility
Climbing	Strength
Driving	Agility
Faith*	Spirit
Fighting	Agility
Gambling	Smarts
Guts	Spirit
Healing	Smarts
Intimidation	Spirit
Investigation	Smarts
Knowledge	Smarts
Lockpicking	Agility
Notice	Smarts
Persuasion	Spirit
Piloting	Agility
Psionics*	Smarts
Repair	Smarts
Riding	Agility
Shooting	Agility
Spellcasting*	Smarts
Stealth	Agility
Streetwise	Smarts
Superpower*	Special
Survival	Smarts
Swimming	Agility
Taunt	Smarts
Throwing	Agility
Tracking	Smarts
Weird Science*	Smarts

*Denotes an "arcane skill." See Arcane Backgrounds for more information.

4) GEAR

Your hero starts with \$500 unless your setting book says otherwise. (Pregenerated characters such as those on our website already have all of their gear.)

5) BACKGROUND DETAILS

Fill in any other background details you care to add.

GEAR

At the back of this book is a selection of gear to get you started. The full rulebook has extensive equipment lists, including vehicles and special weapons. Below is a quick explanation of some common special abilities.

Parry: Apply the listed modifier to the user's Parry.

AP (Armor Penetration): Ignore this many points of Armor when figuring damage. A weapon with an AP of 2, for instance, ignores the first two points of armor a target might have.

Shotgun: Shotguns add +2 to the user's Shooting roll. Damage is 3d6 at Short Range, 2d6 at Medium, and 1d6 at Long.

Range: This is listed in inches for ease of use on the tabletop. Note that every inch on the tabletop equals 2 yards in the real world. A target at 25", for example, is actually 50 yards away.

Rate of Fire: A character may make as many ranged attacks per round as his weapon's Rate of Fire allows. Most submachine guns, for example, can fire 3 shots. Each shot is made at -2.

These shots can be split among all possible targets as the player desires, but must all be taken at the same time. A shooter with an Uzi couldn't fire one shot, then move and fire two more, for instance.

Each die you roll when firing full-auto represents a number of actual bullets equal to its Rate of Fire. An Uzi firing 3 dice per turn, for example, uses 9 rounds of ammunition.

Wild Cards roll all their dice and one additional Wild Die. This die can replace a lower roll, but cannot add an additional hit (and doesn't cause additional damage).

Reach: A character may attack an opponent up to this many inches distant.

Snapfire: This awkward and heavy weapon inflicts a -2 "snapfire" penalty to Shooting if the user moves in the same round it's fired.

COMBAT

We don't call these "Savage" Settings for nothing. Sooner or later, your hero is going to find himself hip-deep in trouble. Fortunately for you, *Savage Worlds* keeps the fighting Fast! Furious! and Fun!

INITIATIVE

To help the Game Master keep track of who goes in what order—and add a healthy dose of excitement—we use a deck of playing cards to determine everyone's initiative. (And yes, of course we sell a special *Savage Worlds* Action Deck!)

Deal in characters as follows:

Every Wild Card is dealt a single card. Any allies that player is controlling act on his card as well.

Every type of Game Master troop, such as all zombies, all wolves, and so on, share a card. (If a type of opponent is set-up in two or more groups, such as two wolf-packs on opposite ends of the playing area, you should give each group a separate card.)

The Game Master then counts down from the Ace to the Deuce, with each group resolving its actions when its card comes up. Ties are resolved in suit order: Spades are first, then Hearts, Diamonds, and Clubs.

EXTRAS, NPCs, AND MONSTERS!

Don't assign ranks to Extras. Save yourself the work and just give them the Edges, Hindrances, and other abilities you think they should have rather than designing them like player characters.

The whole point of *Savage Worlds* is to make it easy for the Game Master to run the game—including the creation of NPCs and monsters. Henchmen, guards, and most ordinary humans have a d6 in everything so you have a fast and easy baseline for making characters or creatures who are a little more powerful.



THE JOKER IS WILD!

Jokers are special. A character who is dealt a Joker gets to go whenever he wants in a round, before anyone else or at any point later, including automatically interrupting another's action if he wishes.

In addition, the hero adds +2 to all trait tests made this round, and +2 to damage!

Reshuffle the deck after a Joker is dealt to any character.

HOLD

A hero may choose to wait and see what happens by taking a Hold action. He may then go later in the round if he chooses, and can then take his action normally.

A Held action lasts until it's used. If a character has a Held card when a new round starts, he's not dealt in.

Interrupting Actions: If a character on Hold wants to interrupt an action, he and the opponent make opposed Agility rolls.

Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous.

MOVEMENT

Player characters have a Pace of 6, meaning they can move that many inches on the tabletop in a round.

Characters may also choose to run. This gives them an additional 1d6" of movement but inflicts a -2 penalty to any trait tests performed that round. This isn't a trait roll, so there is no Wild Die and it can't Ace.

MELEE ATTACKS

A character may make one Fighting attack per round. Roll a Fighting skill roll and compare it to the opponent's Parry. On a success, your character makes a melee damage roll based on the weapon in hand (see Damage). With a raise, you add an additional +1d6 bonus damage for that strike as well.

Withdrawing From Close Combat: Whenever a character retreats from melee, all adjacent opponents get an immediate free attack (but only one—no extra attacks for Frenzy or wielding two weapons).

RANGED ATTACKS

The Shooting skill covers everything from pistols to rocket launchers. You'll notice missile weapons on the weapons chart have a set of numbers under "Range." This is their Short, Medium, and Long range brackets. Hitting a target at Short range is a standard Shooting roll with a TN of 4. Shooting a target at Medium range subtracts 2 from the roll, and Long range subtracts 4.

Weapon ranges, by the way, are designed for the table-top and using miniatures. For a quick conversion, every inch on the tabletop equals 2 yards in the real world. A target at 25", for example, is actually 50 yards away from the attacker.

Cover: Subtract 2 from the attack if the defender has minor cover (half cover or full light cover such as brush), and -4 if the defender has substantial cover (about 2/3rds cover).

A prone character has minor cover (-2), but standing back up costs 2" of movement. While prone, defenders subtract 2 from their Parry and Fighting rolls.

You'll find a number of additional situational combat modifiers and some other special types of attacks in the full rulebook.

DAMAGE

After a successful hit, the attacker rolls damage. When rolling damage, add the results of the dice together to figure your total damage. All damage rolls can Ace as well, which means that you keep rolling and adding whenever damage dice Ace. You got that right, friend. Even the lowliest goblin can put down a legendary hero with a really lucky roll.

Ranged Damage: Ranged weapon damage is fixed, such as 2d8 or 2d6+1. A Colt .45, for example, does 2d6+1, meaning you roll two six-sided dice, add them together (along with any



Aces), and then add +1 to the total. Heroes don't get Wild Dice on damage rolls—those only apply to traits.

Melee Damage: Melee damage is figured by rolling the attacker's Strength die and the weapon's damage die and adding the results together. A hero with Strength d8 and a short sword (d6), for example, deals d8+d6 damage with the sword. As always, these dice can Ace! Don't add Wild Dice to these rolls—heroes only get those on skill and attribute rolls.

Bonus Damage: Well-placed attacks are more likely to hit vital areas. If you get a raise on the attack roll, add +1d6 to the damage as well! (Bonus damage can also Ace!) Don't add additional dice for more than one raise.

DEALING DAMAGE

After hitting, your damage is compared to the opponent's Toughness. Damage rolls have successes and raises just like trait rolls. If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no game effect.

If the damage roll is a success (equal to or higher than the victim's Toughness) he's **Shaken**. Place the figure on its back or mark it with a red gaming stone to show its status.

Each raise (additional 4 points) on the damage roll means the victim suffers a **Wound**. Extras only have one wound and are **Incapacitated** (simply taken off the table). They're injured badly enough to quit the fight, and may even be dead (a simple Vigor check after the fight—failure means the victim expired).

SHAKEN

Shaken characters are nicked, bruised, or otherwise rattled. (If you're familiar with games that use "hit points," think of being Shaken as losing a few—there's no real effect, but the character is slowly being worn down—the GM just doesn't have to track all this minor damage!)

Characters can become Shaken by tests of will results, fear, and most commonly, damage. Shaken characters may only move half their Pace and can perform no other actions (including running).

A Shaken character automatically attempts to recover at the beginning of each action by making a Spirit roll. A failure means he remains Shaken (though he may move half his Pace as outlined above). With a success, the recovery check consumes the hero's entire round but the character recovers and can remove his Shaken counter. With a raise, the character recovers instantly and may act normally.

If a Shaken character is Shaken again by a damaging attack, the character takes a wound instead. Getting two Shaken results is an effective tactic against opponents with high Toughness scores. Try setting up these foes with a test of wills to Shake them, then follow up with something a little more lethal.

Example: A space ranger shoots an alien parasite with a Toughness of 5 and gets a damage result of 5. The creature is Shaken, but since that's not a raise over its Toughness, it doesn't suffer a wound. A roll of 9 or better would cause a wound, and since it's not a Wild Card, it'd be off the table.

Incapacitated doesn't always mean the target is actually dead—but it's definitely out of the fight. The *Savage Worlds* rulebook will help you out when you need to know if a defeated foe survived.

WILD CARDS AND WOUNDS

Wild Cards can take multiple wounds, and every raise on the damage roll inflicts a wound. Each wound causes a -1 penalty per wound to all further trait tests. A hero with 2 wounds, for example, suffers a -2 penalty to all trait tests.

If a hero suffers a wound and wasn't already Shaken, he is Shaken as well.

Heroes can take 3 wounds before they're in real danger of dying. Damage that would cause wounds after that leaves them Incapacitated. An Incapacitated character must make an immediate Vigor roll, applying wound modifiers.

Result	Effect
Raise	The hero is stunned. He still has 3 wounds, but is Shaken, not Incapacitated
Success	The hero is unconscious for an hour, or until healed.
Failure	The victim is Bleeding Out and remains unconscious until healed. He must make another Vigor roll each round and dies on a modified roll of 1 or less.

Example: Virginia Dare is a pulp heroine with a Toughness of 5. She's hit by two attacks in the same round. The first hit causes 7 points of damage, and the second causes 13 (ouch!)

The first hit didn't get a raise so Virginia is Shaken. The second hit is exactly two raises over her Toughness, so it causes two wounds. (She's already Shaken, so there's no further effect from that.)

Resolve damage in the order you make the attacks. If the attacks above were reversed, for example, it would work like this. Virginia takes 13 damage, which is two raises. That's two wounds and she's Shaken. The next hit causes 7 points of damage. That causes another Shaken result, and since she's already Shaken, it's a wound instead (and now she has 3 wounds!).

SOAKING DAMAGE

After taking wounds from a single attack, heroes may spend a benny to make a Vigor roll. A success and each raise on the roll reduces the number of wounds suffered from that attack by one. If the hero is left with any wounds from the attack however, he's still Shaken as usual. (Don't count the wound modifiers you're *about* to suffer when making this roll.)

A character may only make one soak roll per attack. If a soak roll eliminates 3 of 5 wounds, for instance, a hero can't make another soak roll for the other two wounds. The hero could spend a second benny to reroll the Vigor roll, however. This means that if he suffers multiple hits in the same round, he'll need to spend bennies and make soak rolls after each hit—before the next one is resolved.

A hero can also spend a benny to automatically remove a Shaken counter, even after he's attempted to make a Spirit roll to recover naturally.

ADVANCEMENT

At the end of each game session (usually 4-6 hours of gaming), the GM awards 1 to 3 Experience Points to everyone in the group.

The number of Experience Points a character has determines his "Rank," as shown below. Rank is used as a measure of a character's power level, and to determine whether or not he can choose certain Edges or powers when using an "advance" (see below).

Experience Points	Rank
0-19	Novice
20-39	Seasoned
40-59	Veteran
60-79	Heroic
80+	Legendary

ADVANCEMENT

Every 5 points accumulated allows a hero an "advance" (every 10 points after Legendary Rank).

Every time he does so, he gets to do one of the following:

- Gain a new Edge.
- Increase one skill that is currently equal to or greater than its linked attribute.
- Increase two skills that are currently less than their linked attributes.
- Buy a new skill at d4.
- Increase one attribute by a die type. The attribute may not be increased again until the hero reaches a new Rank, or once every other advance after reaching Legendary Rank.



POWERS

Most roleplaying games feature "magic" in one form or another. Whether it's hidden occult lore practiced only by dark cultists, voodoo rituals, the eldritch sorcery of powerful wizards, weird gadgets created by mad scientists, superpowers, or the psionic powers of the mind, these rules handle it all in one simple system.

For ease of use, we call all of these effects "powers." Best of all, powers work the same from game to game, but the particular use and trappings (see below) give the same powers endless variations. That means you can create wizards, mad scientists, superheroes, or even creatures with one set of easy-to-remember powers.

Every power has an associated "arcane skill"—Faith, Psionics, Spellcasting, or Weird Science.

POWER POINTS

Arcane characters energize their powers with "Power Points." Heroes start with 10 Power Points at character creation, and recover them at the rate of 1 point per hour.

USING A POWER

To use a power, the character simply declares the power he's using, spends the desired number of Power Points, and makes the appropriate arcane skill roll. If the roll fails, there's no effect but the Power Points are lost. If successful, consult the particular power to determine the results. It lasts for a number of rounds equal to its Duration, and some can be maintained by spending the listed Power Points per round noted beside the Duration.

Some powers have variable effects depending on how many Power Points are used to cast them. As explained above, the player must spend the desired Power Points before rolling his character's arcane skill to see if he's successful.

SAMPLE POWERS

Here are a few sample powers so that you can see exactly how this works. The *Savage Worlds* rulebook features dozens more powers easily adapted to any arcane background.

ARMOR

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A mystical glow, hardened skin, real or ethereal armor, a mass of insects or worms.

Armor creates a field of magical protection around a character, or an actual shell of some sort, effectively giving the target *armor*. Success grants the recipient 2 points of *armor*. A raise grants 4 points of *armor*. The benefit of this power does stack with normal *armor*.

BLAST

Rank: Seasoned

Power Points: 2-6

Range: 24/48/96

Duration: Instant

Trappings: Balls of fire, ice, light, darkness, colored bolts, swarm of insects.

Blast is an area effect power that can put down many opponents at once. The character first picks where he wants to center the blast, then makes the appropriate skill roll. Normal ranged attack modifiers apply.

The area of effect is a Medium Burst Template found in the back of this booklet. If the roll is failed, the blast deviates as a launched projectile (1d10" x the range (1 for Short, 2 for Medium, etc), in a d12 direction. Targets within the *blast* suffer 2d6 damage. Unlike other attacks, raises on the attack roll do not add to damage to area effect attacks.

Additional Effects: For double the Power Points, the *blast* does 3d6 damage or is the size of a Large Burst Template. For triple the points, it does both.

BOLT

Rank: Novice

Power Points: 1-6

Range: 12/24/48

Duration: Instant

Trappings: Fire, ice, light, darkness, colored bolts, swarm of insects.

Bolt is the standard attack power of wizards, and can also be used for ray guns, bursts of energy, streaks of holy light, and other ranged attacks. The damage of the *bolt* is 2d6.

Additional Bolts: The character may cast up to 3 *bolts* by spending a like amount of Power Points. This must be decided before the power is cast. The *bolts* may be spread among targets as the character chooses.

Additional Damage: The character may also increase the damage to 3d6 by doubling the Power Point cost per *bolt*. This may be combined with the additional bolts, so firing 3 *bolts* of 3d6 damage would cost 6 Power Points.

DEFLECTION

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: Mystical shield, gust of wind, phantom servant that intercepts the missiles.

Deflection powers work in a variety of ways. Some deflect incoming attacks, others blur the target's form or produce other illusionary effects. The end result is always the same however—to misdirect incoming melee and missile attacks from the user. With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This acts as armor against area effect weapons.

HEALING

Rank: Novice

Power Points: 3

Range: Touch

Duration: Permanent

Trappings: Laying on hands, touching the victim with a holy symbol, prayer.

Healing repairs recent bodily damage. It must be used within the "golden hour," though, for it has no effect on wounds more than one hour old.

For Wild Cards, each use of the *healing* spell removes a wound with a success, and two wounds with a raise. The roll suffers

a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

For Extras, the GM must first determine if the ally is dead (a simple Vigor roll). If so, no *healing* may be attempted. If not, a successful arcane skill roll returns the ally to the game Shaken.

Healing can also cure poison and disease if used within 10 minutes of the event.

SMITE

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A colored glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM may have to determine the exact quantity for unusual weapons). While the spell is in effect, the weapon's damage is increased by +2, or +4 with a raise.

FAQ

Savage Worlds has been around long enough that we've seen a few common questions. Here are the answers!

Q: Because of Aces, it looks like it's better to have a d6 than a d8. So why would I want to increase my skills?

A: Higher dice are better. Consider the standard TN of 4. A d6 has a 50% chance of success. A d8 has a 62% chance of success. You do have a better chance to Ace on the lowest die—a d4—but you still succeed more (and better) with higher die types. The bottom line is that although all trait dice can potentially roll high or low, higher die types roll higher more often and lower less often.

Q: A statistic in my book says short swords do "Str+2" damage. Huh?

A: In some earlier versions of the rules, melee weapons had a flat bonus instead of a die type. You can figure out what most weapons should be by this simple guideline: +1 = d4, +2 = d6, +3 = d8, +4 = d10, +5 = d12. The rulebook also has a comprehensive listing of up-to-date weapon stats.

Q: Do aces count when I roll running / on a table / etc?

A: You only count aces when rolling trait rolls and damage rolls.

Q: Can I spend a benny on damage?

A: Not unless your character has an Edge that says you can. The same goes for any rolls that aren't trait rolls.

Q: My players don't like that it takes some time to take down big creatures with high Toughness scores.

A: Our goal is to have the bad guys up, down, or off the table. We ignore hits that only do a few "hit points" to save the Game Master work, and only care when someone really puts in that solid hit that takes the Big Bad down. Just describe those lesser hits as nicks, cuts, scrapes, or even actual wounds that just don't cause any actual physical trauma. And if you use the Intimidation / Shaken tactic described earlier, or the maneuvers found in the actual rulebook, even those big guys can fall quickly.

COMMON WEAPONS AND ARMOR

SELECTED HAND WEAPONS

Type	Damage	Weight	Notes
Dagger	Str+d4	1	
Long sword	Str+d8	5	
Great sword	Str+d10	10	Parry -1; Requires 2 hands
Short sword	Str+d6	4	Includes cavalry sabers
Axe	Str+d6	2	
Great Axe	Str+d10	15	AP 1; Parry -1; Requires 2 hands
Warhammer	Str+d6	8	AP 1 vs plate mail
Maul	Str+d8	20	AP 2 vs plate mail; Parry -1; Requires 2 hands
Spear	Str+d6	5	Parry +1; Reach of 1; Requires 2 hands

SELECTED RANGED WEAPONS

Type	Range	Damage	RoF	Ammo	Weight	Shots	Notes
Bow	12/24/48	2d6	1	Arrow	3	—	
Colt 1911	12/24/48	2d6	1	.45	4	7	AP 1
Uzi 9mm	12/24/48	2d6	3	9mm	9	32	AP 1
Pump Shotgun	12/24/48	1-3d6	1	12g	8	6	
Winchester '76	24/48/96	2d8	1	.45-47	10	15	AP 2
M-16	24/48/96	2d8	3	.223	8	20 or 30	AP 2
Ak47	24/48/96	2d8+1	3	7.62	10	30	AP 2
M60	30/60/120	2d8+1	3	7.62	33	250	AP 2; Snapfire

SELECTED ARMOR

Type	Protection	Weight	Notes
Kevlar	+2/4	8	Covers torso; +4 vs. bullets
Leather	+1	15	Shirt and leggings
Chain	+2	25	Shirt, covers arms, legs, and torso
Plate	+3	25	Corselet; covers torso



EDGES & HINDRANCES

So you might be looking at a couple of *Savage Worlds* characters and thinking "Hmm. These guys both have a d8 in Fighting. What makes them different?" That's where Edges and Hindrances come in. These all-important feats and drawbacks are what make two otherwise similar fighters VERY different from one another.

The list below will get you through playing the characters in our free adventures. For more details, you'll want to check out the actual *Savage Worlds* rulebook.

HINDRANCES

- All Thumbs (Minor):** -2 Repair; Roll of 1 on a mechanical or electronic device causes malfunction
- Anemic (Minor):** -2 Vigor to resist sickness, disease, poison, or environment
- Arrogant (Major):** Must humiliate opponent, challenge the 'leader'
- Bad Eyes (Minor/Major):** -2 to attack or notice something more than 5" distant
- Bad Luck (Major):** One less benny per session
- Big Mouth (Minor):** Unable to keep secret, blabs at wrong time
- Blind (Major):** -6 on all actions that require vision; -2 on social rolls, gain additional Edge
- Bloodthirsty (Major):** Never takes prisoners; -4 Charisma if known
- Cautious (Minor):** Character is overly careful
- Clueless (Major):** -2 to most Common Knowledge rolls
- Code of Honor (Major):** The character keeps his word and acts like a gentleman
- Curious (Major):** Character wants to know about everything
- Death Wish (Minor):** Character wants to die after completing some task
- Delusional (Minor/Major):** Character suffers from grave delusions
- Doubting Thomas (Minor):** Character doesn't believe in the supernatural
- Elderly (Major):** Pace -1, -1 to Strength and Vigor die types; 5 extra skill points for any skill linked to Smarts
- Enemy (Minor/Major):** The character has a recurring nemesis of some sort
- Greedy (Minor/Major):** The character is obsessed with wealth
- Habit (Minor/Major):** Charisma -1; must make Fatigue rolls when deprived of Major Habits
- Hard of Hearing (Minor/Major):** -2 to Notice sounds; automatic failure if completely deaf
- Heroic (Major):** The character is a true hero and always helps those in need
- Illiterate (Major):** The character cannot read or write.
- Lame (Major):** -2 Pace and running die is a d4
- Loyal (Minor):** The hero tries to never betray or disappoint his friends
- Mean (Minor):** The character suffers -2 to his Charisma for his ill-temper and surliness
- Obese (Minor):** +1 Toughness, -1 Pace, d4 running die
- One Arm (Major):** -4 to tasks requiring two arms
- One Eye (Major):** -1 Charisma, -2 to rolls requiring depth perception
- One Leg (Major):** Pace -2, d4 running die, -2 to rolls requiring mobility, -2 to Swimming skill
- Outsider (Minor):** -2 Charisma, treated badly by those of the more dominant society
- Overconfident (Major):** The hero believes he can do anything
- Pacifist (Minor/Major):** The character fights only in self-defense as a Minor Hindrance, and won't fight living creatures under any circumstance as a major Hindrance
- Phobia (Minor/Major):** -2 or -4 to trait tests when near the phobia
- Poverty (Minor):** Half starting funds, general inability to hang onto future income
- Quirk (Minor):** The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame
- Small (Major):** -1 Toughness
- Stubborn (Minor):** The character always wants his way
- Ugly (Minor):** -2 Charisma due to the character's less-than average appearance
- Vengeful (Minor/Major):** Character holds a grudge, will kill to settle the score as a Major Hindrance
- Vow (Minor/Major):** The hero has a pledge to himself, a group, a deity, or a religion
- Wanted (Minor/Major):** The character is a criminal of some sort
- Yellow (Major):** The character is cowardly and suffers -2 to his Guts rolls
- Young (Major):** 3 points for Attributes (instead of 5); 10 skill points (instead of 15), +1 benny per session

EDGES

Edges sometimes have Requirements. These are listed in parentheses after the Edge. N is Novice Rank, S is Seasoned, etc. Attribute requirements are listed as A=Agility, St=Strength, Sm=Smarts, Sp=Spirit, and V=Vigor.

Ace* (N, A d8): +2 to Boating, Driving, Piloting; may make soak rolls for vehicle at -2

Acrobat* (N, A d8, St d6): +2 to Agility tricks; +1 Parry if unencumbered

Alertness* (N): +2 Notice

Ambidextrous* (N, A d8): Ignore -2 penalty for using off-hand

Arcane Background* (N): Allows access to supernatural powers

Arcane Resistance* (N, Sp d8): Armor 2 vs. magic, +2 to resist magic effects

Improved Arcane Resistance* (N, Arcane Res.): Armor 4 vs. magic, +4 to resist magic effects

Attractive* (N, V d6): Charisma +2

Very Attractive* (N, Attractive): Charisma +4

Beast Bond (N): Character may spend bennies for his animals

Beast Master (N, Sp d8): You gain an animal companion

Berserk* (N): Smarts roll or go Berserk after being wounded; +2 Fighting and Strength rolls, -2 Parry, +2 Toughness; Roll of 1 on Fighting die hits random adjacent target

Block (S, Fighting d8): Parry +1

Improved Block (V, Block): Parry +2

Brawny* (N, St d6, V d6): Toughness +1; load limit is 8xStr instead of 5xStr

Champion* (N, AB (Miracles), Sp d8, St d6, V d8, Faith d6, Fighting d8): +2 damage and Toughness vs. supernatural evil

Charismatic (N, Sp d8): Charisma +2

Combat Reflexes (S): +2 to recover from being Shaken

Command (N, Sm d6): +1 to troops recovering from being Shaken within 5"

Common Bond (N, Wild Card, Sp d8): May give bennies to companions in communication

Connections (N): Call upon powerful friends with Persuasion roll

Danger Sense (N): Notice-2 to detect surprise attacks/danger

Dead Shot (WC, S, Shoot/Throw d10): Double ranged damage when dealt Joker

Dodge (S, A d8): -1 to be hit with ranged attacks

Improved Dodge (V, Dodge): -2 to be hit with ranged attacks

Fast Healer* (N, V d8): +2 to natural healing rolls

Fervor (V, Sp d8, Command): +1 melee damage to troops in command

First Strike (N, A d8): Automatically attack one foe who moves adjacent per round

Improved First Strike (H, First Strike): Automatically attack all foes who move adjacent

Fleet-Footed (N, A d6): +2 Pace, d10 running die instead of d6

Florentine (N, A d8, Fighting d8+): +1 vs. foes with single weapon and no shield, ignore 1 point of gang up bonus

Followers (L, WC): Attract 5 henchmen

Frenzy (S, Fighting d10): 1 extra Fighting attack at -2

Improved Frenzy (V, Frenzy): As above but no penalty

Gadgeteer* (N, AB (Weird Science), Sm d8, Repair d8, Weird Science d8, two scientific Knowledge skills d6): May "jury-rig" a device with any available power once per game session

Giant Killer (V): +1d6 damage when attacking large creatures

Hard to Kill (N, WC, Sp d8): Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables

Harder to Kill (V, Hard to Kill): 50% chance of surviving "death" by some unlikely means

Healer (N, Sp d8): +2 to all Healing rolls and the *healing* power if applicable.

Hold the Line! (S, Sm d8, Command): Troops have +1 Toughness

Holy/Unholy Warrior* (N, AB (Miracles), Sp d8, Faith d6): Spend 1 Power Point to make evil creatures make Spirit check or be Shaken; roll of 1 kills Extras, wounds Wild Cards; cost is 1 Power Point per creature affected

Inspire (S, Command): +1 to Spirit rolls of all troops in command

Investigator (N, Sm d8, Investigation d8+, Streetwise d8+): +2 Investigation and Streetwise

Jack of All Trades* (N, Sm d10): Ignore -2 untrained penalty for skills linked to Smarts

Level Headed (S, Sm d8): Act on best of two cards in combat

Improved Level Headed (S, Level Headed): Act on best of three cards in combat

Luck* (N): +1 benny per session

Great Luck* (N, Luck): +2 bennies per session

Marksman (S): Character gets the aim maneuver (+2 Shooting) if he does not move

McGyver* (N, Sm d6, Repair d6, Notice d8): No penalties due to lack of equipment

Mentalist* (N, AB (Psionics), Sm d8, Psionics d6): +2 to any opposed Psionics roll

Mighty Blow (S, Wild Card, Fighting d10): Double melee damage when dealt Joker

Mr. Fix It* (N, AB (Weird Science), Sm d10, Repair d8, Weird Science d8, two scientific Knowledge skills at d6): +2 to Repair rolls, halve normal Repair time with raise

Natural Leader (N, Sp d8, Command): Leader may give bennies to troops in command

Nerves of Steel (N, WC, V d8): Ignore 1 point of wound penalties

Improved Nerves of Steel (N, Nerves of Steel): Ignore 2 points of wound penalties

New Power (N, AB): Character gains one new power

Noble* (N): +2 Charisma; Character is noble born with status and wealth

No Mercy (S): May spend bennies on damage rolls

Power Points (N, AB): +5 Power Points, once per rank only

Power Surge (S, arcane skill d10): +2d6 Power Points when dealt a Joker

Professional (L, d12 in trait): Trait becomes d12+1

Expert (L, Professional in trait): Trait becomes d12+2

Master (L, WC, Expert in trait): Wild Die is d10 for one trait

Quick* (N, A d8): Discard draw of 5 or less for new card

Quick Draw (N, A d8): May automatically draw weapon as a free action

Rapid Recharge (S, Sp d6, AB): Regain 1 Power Point every 30 minutes

Improved Rapid Recharge (V, Rapid Recharge): Regain 1 Power Point every 15 minutes

Rich* (N): 3x starting funds, \$75K annual salary

Filthy Rich* (N, Noble or Rich): 5x starting funds, \$250K annual salary

Rock and Roll! (S, Shooting d8): Full-auto penalty is -1 instead of -2

Scholar* (N, d8 in affected skills): +2 to two different Knowledge skills

Sidekick (L, WC): Characters gains a Novice WC sidekick

Soul Drain (S, Special): Special

Steady Hands (N, A d8): Ignore unstable platform penalty for mounts or vehicles

Sweep (N, St d8, Fighting d8): Attack all adjacent foes at -2

Improved Sweep (V, Sweep): As above but with no penalty

Strong Willed (N, Intimidate d6, Taunt d6): +2 Intimidate and Taunt, +2 to resist

Thief* (N, A d8, Climb d6, Lockpick d6, Stealth d8): +2 Climb, Lockpick, Stealth, rolls made to trick or deceive, detecting or disarming traps

Tough as Nails (L): Toughness +1

Improved Tough as Nails (L, Tough as Nails): Toughness +2

Trademark Weapon (N, Fighting or Shooting d10): +1 Fighting or Shooting with one particular weapon

Improved Trademark Weapon (V, Trademark Weapon): +2 Fighting or Shooting with one particular weapon

Two-Fisted (N, A d8): May attack with a weapon in each hand without multi-action penalty.

Weapon Master (L, Fighting d12): Parry +1

Master of Arms (L, Weapon Master): Parry +2

Wizard* (N, AB (Magic), Sm d8, Knowledge (arcana) d8, Spellcasting d6): Each Spellcasting raise reduces cost of spell by 1 point

Woodsmen* b (N, Sp d6, Survival d8, Tracking d8): +2 Tracking, Survival, and Stealth (while in Wilderness)

**Background or Professional Edge—must be chosen during character creation or with GM approval thereafter.*

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FIRST NAME	MIDDLE INT	LAST NAME
PORT OF ORIGIN		DESTINATION
DESCRIPTION		EXPLORER CLASS

ATTRIBUTES

4	6	8	10	12	AGILITY
4	6	8	10	12	SMARTS
4	6	8	10	12	STRENGTH
4	6	8	10	12	SPIRIT
4	6	8	10	12	VIGOR

BASE

	CHARISMA
	PACE
	PARRY
	TOUGHNESS

MOD

AV

HINDRANCES:

EDGES:

SKILLS

4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
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4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12
4	6	8	10	12

N
5
10
15

S
25
30
35

V
45
50
55

H
65
70
75

L
90
100
110

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE

EQUIPMENT

ARMOR

HEAD:
TORSO:
ARMS:
LEGS:

TOTAL WT CARRIED:

WEIGHT LIMIT:

ENCUMBRANCE PENALTY:

POWER/TRAPPING

COST

RANGE

DAMAGE/EFFECT

DURATION

WEAPON

RANGE

ROF

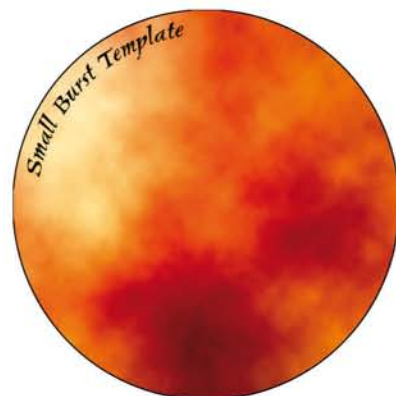
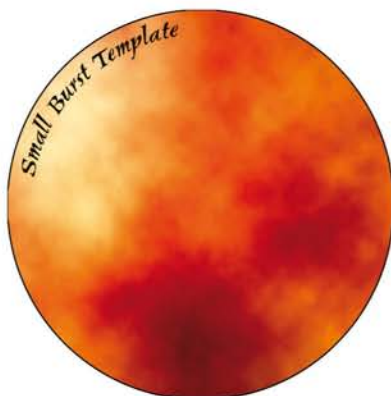
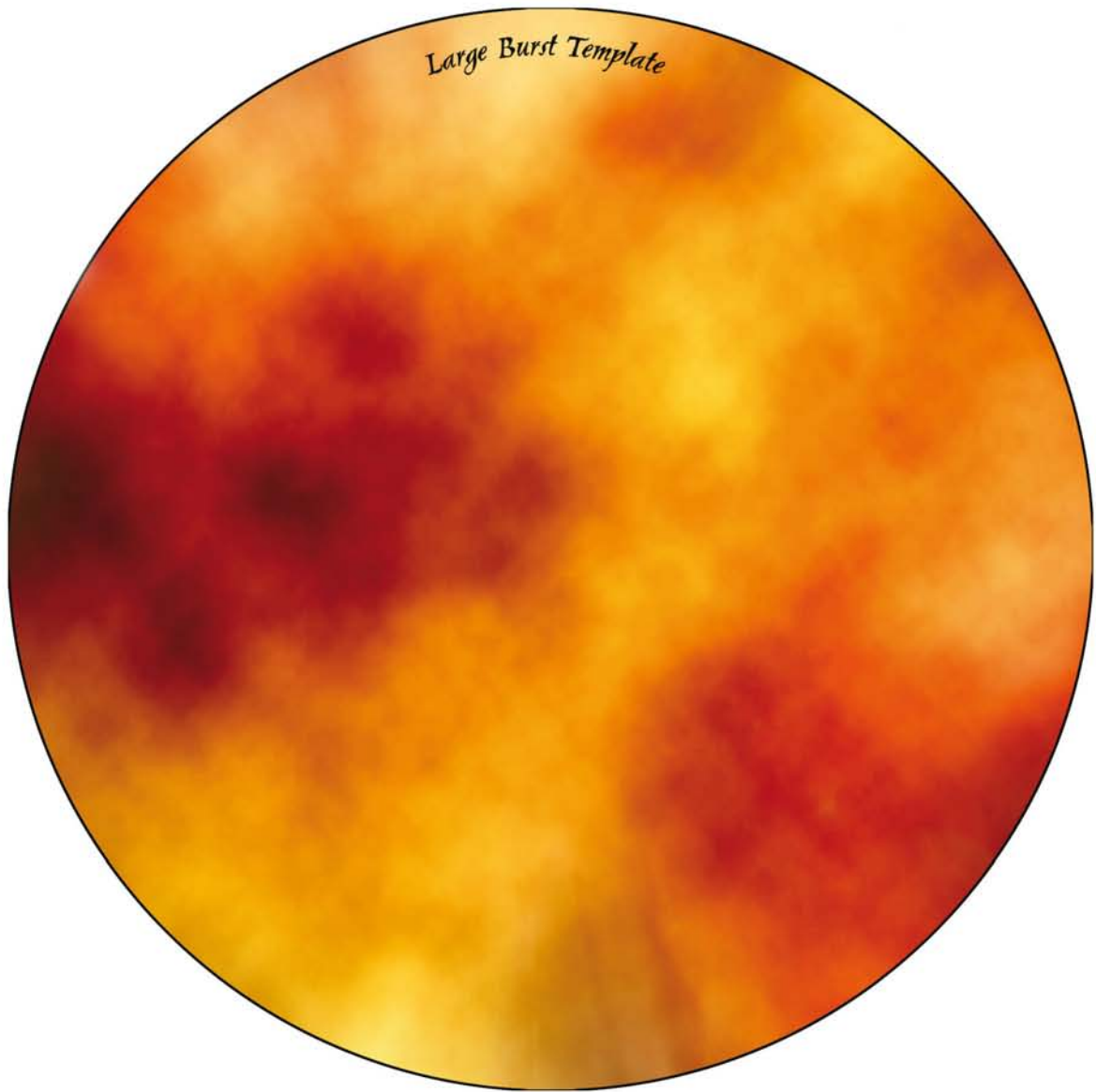
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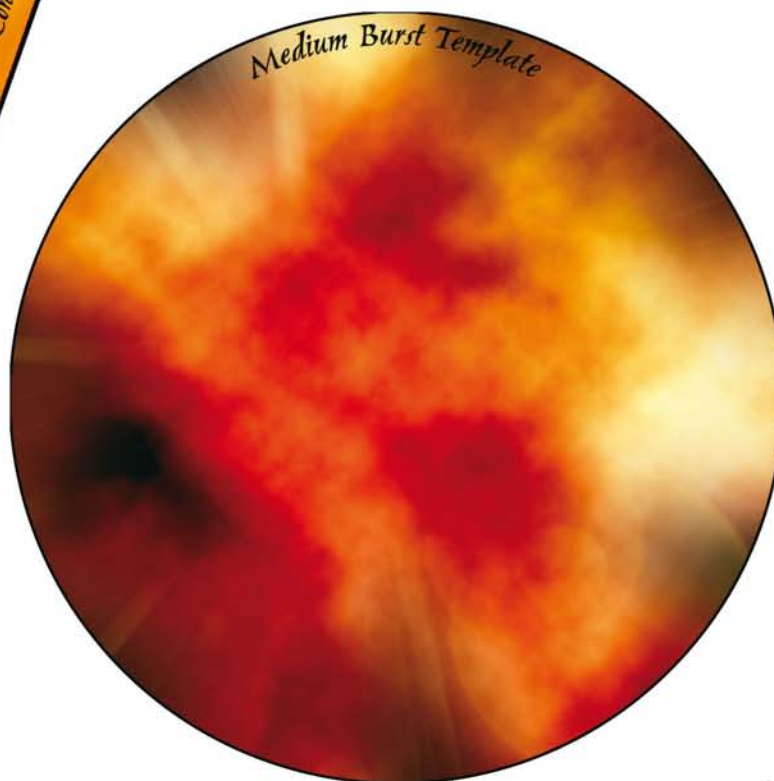
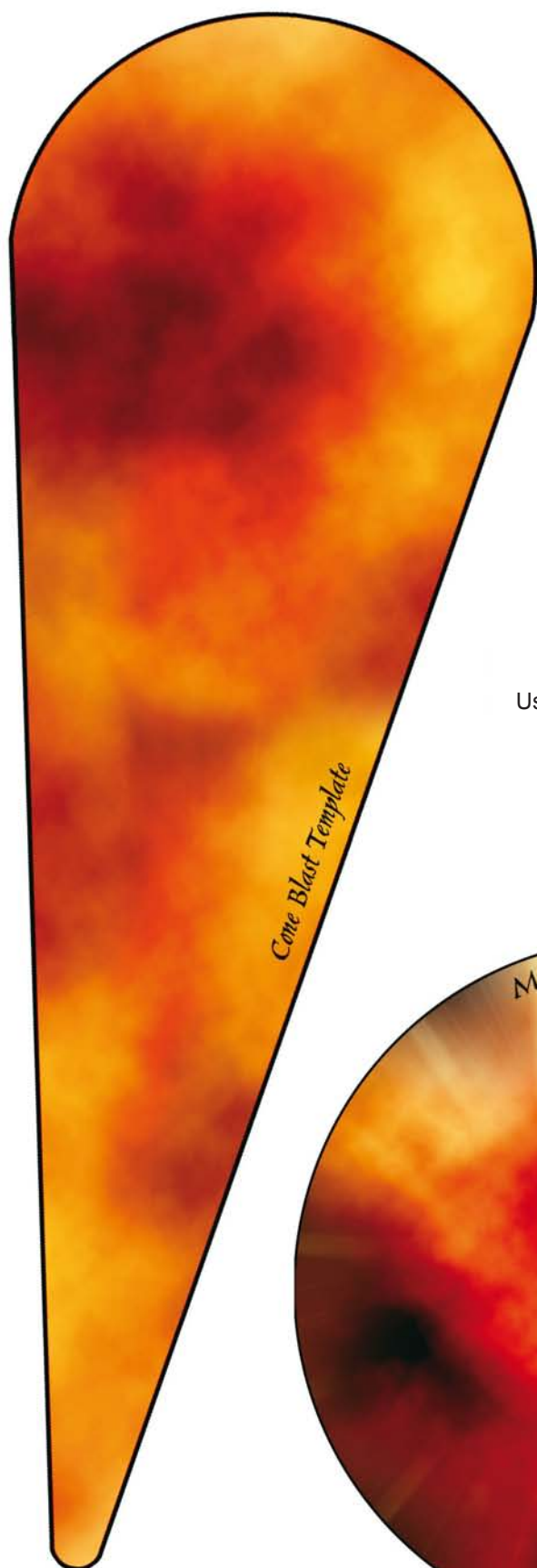
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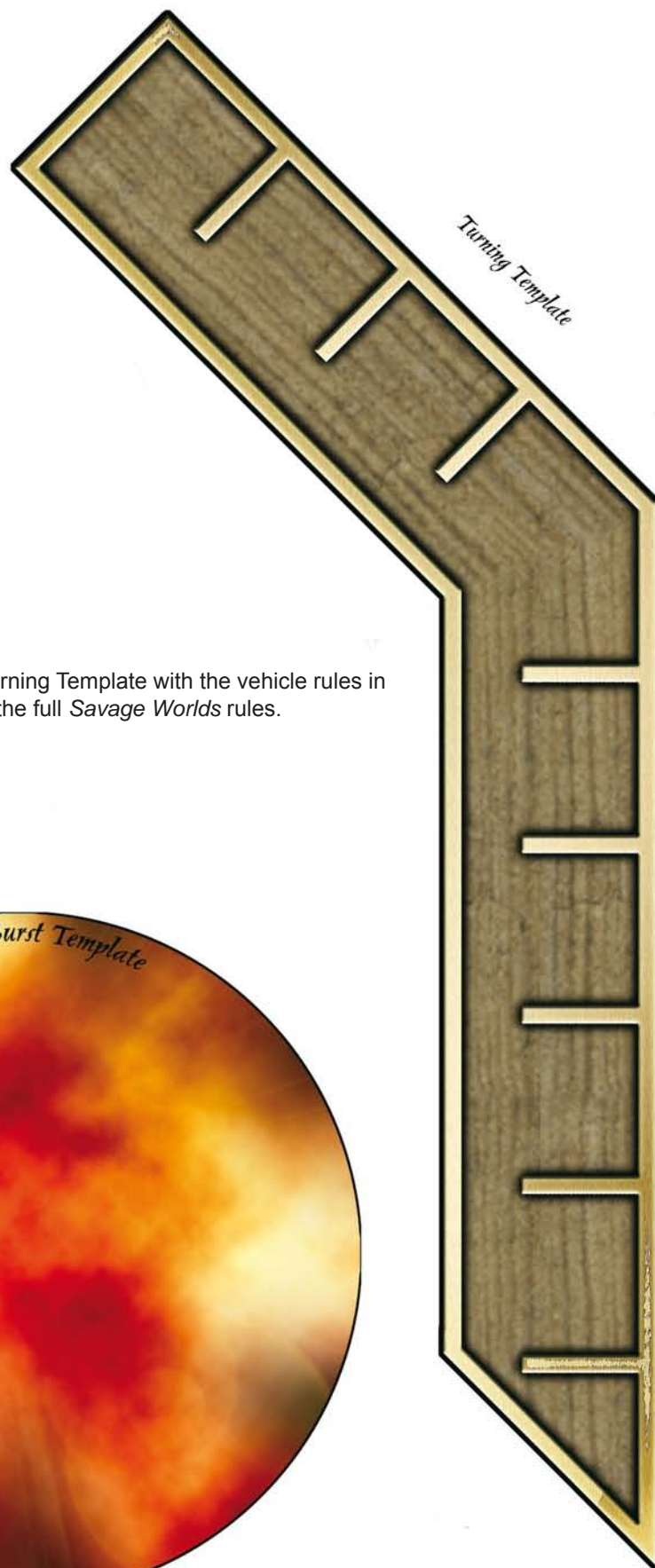


SMALL AND LARGE TEMPLATES

MEDIUM AND CONE TEMPLATES



Use the Turning Template with the vehicle rules in the full *Savage Worlds* rules.



SELECTED SAVAGE SETTINGS



DEADLANDS: RELOADED!

The year is 1876, but the history is not our own.

Pinnacle's flagship product is *Deadlands*, a horrific journey into the "Weird West." Mysterious beings called the Reckoners have given life to monsters and magic, causing history to divert from July 4th, 1863 forward. The South has won its independence, California has shattered into a labyrinth of flooded sea-canyons, and a mysterious super-fuel called "ghost rock" has spawned as much war and strife as it has "steampunk" devices.

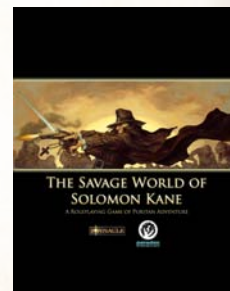
Players are steely-eyed gunfighters, card-slinging sorcerers called hucksters, mysterious shamans, savage braves, mad scientists, and more who battle against evil and attempt to prevent the "Reckoning."

THE SAVAGE WORLD OF SOLOMON KANE™

A Landless Man. A Wanderer. A Puritan.

Solomon Kane is many things, but above all, he is a hero. In a time of savagery and horror, he wanders the darkest corners of the Earth and battles the evil he finds hidden within. From the savage interior of Africa to the cold forests of Europe, the frigid mountains of Cathay, and the blood-soaked jungles of South America he battles merciless butchers, deathless queens, and even winged demons in his pursuit of righteous vengeance.

Now your hero can follow the Path of Kane. Whether a Puritan wanderer, a misguided pirate, or a soldier of fortune, a time of legend has come and fate has chosen her champions. Kane began the fight against an ancient evil so great it could destroy humanity, but now others must carry the torch into the darkness.



SLIPSTREAM

Beyond the black hole lies the Slipstream, a pocket universe of shattered worlds, desperate aliens, and savage monsters. Ruling over the shattered isles is the diabolical Queen Anathraxa, who some say is close to finding a way to escape this interstellar prison. Strap on your rocket pack, charge your ray gun, and prepare to blast off into the the most wild and exotic Savage Setting yet—the Slipstream!

Slipstream is a pulp science fiction Plot Point™ setting for the award-winning Savage Worlds Roleplaying Game™.

LOW LIFE: RISE OF THE LOWLY

Sword & Sorcery Adventure in a shattered world inhabited by the descendants of cockroaches, worms, snack cakes, and stranded aliens. Discover the arcane secrets of hocus pokery, dementalism, smellcasting, and holy rolling. Battle hideous beasts risen from the rubble of ancient civilizations. Enjoy a light lunch at the Primordial Soup Kitchen. Mutha Oith is a world of grand adventure and deadly peril; a world of conflict and danger. It's a land of epic heroism and great evil, a realm of horror and violence, a bold land where even the lowliest cockroach can become a king by his own sword and the most wretched gob of filth can become a gawd.

Are you worm enough to follow your destiny? Do you have the nuggets to take your rightful place among Oith's most valiant heroes? If so, strap on your esophagator hide shield, pick up your poo flinger and your huge freakin' cleaver, mount your pygmy slog, whisper a prayer to Jelvis, kiss your larvae goodbye, and open the goosin' book. The muck-riddled road to epic adventure stands before you...



PLOT POINT SETTINGS

Most of our Savage Settings are "Plot Point" books. They communicate a big backstory—like the fight to escape the black hole in *Slipstream* or the Reckoning in *Deadlands*—but still give GMs the freedom to construct and run their own stories in the foreground. Certain adventures—called Plot Points—reveal the backstory to the heroes and help them figure out how to accomplish some greater goal, while allowing them the freedom to pursue their own character's agendas.

The real goal behind all this is to help Game Masters who don't have tons of time to prepare their own game. The backstory is there to provide context, NPC motivations, and fantastic locations. Think of a Plot Point setting as a quick pick-up instruction manual for actually running a game session (almost) on the fly. The location descriptions are intended to quickly hone in on how the GM describes the area to his players, the plots have enough detail to run a night's session, and the bad guys or challenges are defined and stat'd—either as unique villains or by reference to the bestiary.

In *The Savage World of Solomon Kane*™, for example, just before running a night's session, the Game Master can figure out where the players are going and read a short summary of that location. Then he can look at the points of interest at that site and see if there are any Savage Tales—short adventures—that his party might want to get involved with.

Savage Worlds Plot Point settings offer busy Game Masters epic campaigns your players will think you spent years creating!