

# *THE CUSTOMIZEABLE GAME MASTER'S SCREEN!*



Thanks for picking up our customizeable Game Master's Screen! This awesome, black, three-panel, tri-fold, screen has been designed so that you can use it for ANY game you play—

including our own—such as **Savage Worlds**,™ the **Deadlands**™ line (both the classic and D20 versions), and **Weird Wars!**™

Inside this document you'll find two choices of front cover art as well as several choices of interchangeable panels for the player and Game Master so that *you* can choose what you want to display! You'll also find a blank sheet you can use to create your own customized sheet!

Look for free inserts for Savage Worlds at [www.greatwhitegames.com!](http://www.greatwhitegames.com!)

More inserts are available at [RPGNOW.COM](http://RPGNOW.COM) for

Deadlands, Hell on Earth, Lost Colony, and Weird Wars!

## Printing Tips

The image in this file are in medium resolution—150 dpi—and will come out best if printed on glossy paper. You'll also find it much easier to insert your sheets if you have them printed on cardstock.

We recommend trying a color laserjet at your local copy center. Home inkjet-style printers tend to make the paper very wet and flimsy, and you'll have a hard time getting the paper inside your screen's transparent pockets.

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# 50 Fathoms





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Great  
White  
Sharks



# EDGES & HINDRANCES

## New Edge Summary

**Heroism:** Characters may select any one Seasoned Edge during character creation.

**Arcane Background (Magic):** Must select element.

**Close Fighting:** Parry equal to opponent's weapon Reach+1.

**Improved Close Fighting:** +1 to Fighting roll equal to enemy's Reach+1.

**Dirty Fighter:** +2 to Trick maneuver rolls.

**Really Dirty Fighter:** Perform trick and spend benny to get "the drop" on a foe.

**Frugal:** Carousing price is halved; +2 Smarts to avoid getting drunk.

**Kraken Bone Sword and Armor:** Kraken starts play with +3 armor that weighs only 15 lbs, and Str+4 sword that weighs only 4 lbs.

**Master & Commander:** Crew adds +2 to Boating rolls.

**Elemental Mastery:** Add a new element to your spell list. A character becomes an Archmage when he knows all 4 elements.

**Mark of Torquemada:** +4 Armor vs. magic, +4 to resist magic effects.

**Merchant:** Commodities cost 25% less.

**Master Merchant:** Commodities sell for 25% more.

**Musketeer:** Character can reload firearm as a single action.

**Natural Swimmer:** +2 Swimming, +1 Swimming Pace, can hold breath 50% longer than normal.

**Rope Monkey:** Climbing roll to move anywhere on ship's deck with Climbing roll; Half damage when falling from ship rigging with Climbing roll.

**Scout:** Notice at -2 to detect travel hazard; +2 Notice to avoid surprise.

**Treasure Hound:** Booty value increased by 25%; magic item chance increased by 10%.

## New Hindrances Summary

**Arrogant (Major):** Must attack leader in battle.

**Garrulous (Minor):** Cost for carousing is doubled.

**One Arm (Major):** -4 to tasks that require two hands.

**One Eye (Major):** -1 Charisma; -2 to traits which require depth perception.

**One Leg (Major):** Acts as Lamé with peg. Pace is 2 without peg and character cannot run; -2 to traits which require mobility; -2" Swimming Pace.

## Booty Table

Booty	Silver & Gold	Relic
King's Ransom!	1d10 x \$500	100%
Plunder!	1d10 x \$500	50%
Pillage!	1d10 x \$100	25%
Loot	1d10 x 10	1%



# MASTER TRADING TABLE

Location	Food*	Goods	Gunpowder**	Iron	Timber	Units	Vitals
Azy Cay	100	300	500	—	300	1d6-3	60, ☹
Brigandy Bay	200	300	500	700	400	1d6	2000, \$☹
Baltimus	300	200	500	800	200	1d6+3	30,000, \$♥♥☹☹
Bluth's Crown	200	400	—	—	—	1d6-3	20
Bristo	100	300	400	—	200	1d6-2	1000
Calib's Rock	100	300	500	—	100	1d6-2	500
Caresia	100	200	400	—	100	1d6-1	3000, \$♥☹
Cuna	100	300	500	—	100	1d6-2	150, \$☹
Deiking	200	300	500	700	100	1d6+2	14,000, \$♥♥☹☹
Dunich	100	300	300	—	100	1d6-2	300, \$♥
Jomba Town	100	300	400	—	100	1d6-1	1100, \$♥☹
Kaja	100	400	400	700	400	1d6+1	8000, \$☹☹
Kiera	500	200	100	300	400	1d6+3	48,000, \$♥♥☹☹
Lanos	100	300	300	—	200	1d6	4000, \$♥☹
Marsales	200	200	500	—	200	1d6+2	8000, \$♥☹☹
New Madrid	300	200	500	900	300	1d6+3	45,000, \$♥♥☹☹
Paltos	400	300	200	—	300	1d6-1	3000, \$♥☹
Shark Bay	300	300	500	—	300	1d6+1	6000, \$☹
Swindon	300	300	500	—	300	1d6	5000, \$♥☹☹
Timin	400	300	300	—	300	1d6-1	3000, \$♥☹
Tuck	100	100	—	—	100	1d6-2	800
Tulago	100	300	—	—	100	1d6-2	400, ☹
Wrasseton	100	200	300	—	100	1d6-1	11000, \$♥

\*Food spoils quickly. After one week in the ship's hold, roll 1d6 per space of food. On a 6, that space spoils and is no longer saleable.

\*\*Anytime the ship suffers a wound, roll 1d6 per space of gunpowder. On a 6, the powder explodes, causing 5d6 damage, plus an additional d6 for every other unit of gunpowder in the hold.



# SAILING VESSELS

## Brigantine

**Acceleration:** 3; **Toughness:** 18(4); **Top Speed:** 10; **Crew:** 12+20; **Travel Speed:** 3; **Cargo Space:** 6; **Handling:** 0; **Guns:** 12  
**Cost:** \$30,000  
**Notes:** Heavy Armor

## Dinghy

**Acceleration:** 1; **Toughness:** 8(2); **Top Speed:** 2; **Crew:** 1+3; **Travel Speed:** 1; **Cargo Space:** 1; **Handling:** 0; **Guns:** 0  
**Cost:** \$500  
**Notes:** -

## Frigate

**Acceleration:** 2; **Toughness:** 15(2); **Top Speed:** 10; **Crew:** 12+24; **Travel Speed:** 3; **Cargo Space:** 10; **Handling:** 0; **Guns:** 8  
**Cost:** \$30,000  
**Notes:** Heavy Armor

## Galleon

**Acceleration:** 2; **Toughness:** 20(4); **Top Speed:** 12; **Crew:** 30+40; **Travel Speed:** 3; **Cargo Space:** 8; **Handling:** -3; **Guns:** 16  
**Cost:** \$125,000  
**Notes:** Heavy Armor

## Galley

**Acceleration:** 2; **Toughness:** 19(4); **Top Speed:** 8; **Crew:** 120+16; **Travel Speed:** 3; **Cargo Space:** 4; **Handling:** -2; **Guns:** 8  
**Cost:** \$25,000  
**Notes:** Acc/Top Speed is 1/3 with sail; Heavy Armor; Ram (AP 4 and halves damage sustained when ramming).

## Junk

**Acceleration:** 2; **Toughness:** 17(3); **Top Speed:** 10; **Crew:** 12+36; **Travel Speed:** 3; **Cargo Space:** 8; **Handling:** -1; **Guns:** 8  
**Cost:** \$60,000  
**Notes:** Heavy Armor

## Kieran Cutter

**Acceleration:** 4; **Toughness:** 20(6); **Top Speed:** 12; **Crew:** 12+20 marines; **Travel Speed:** 2; **Cargo Space:** 2; **Handling:** +1; **Guns:** 16  
**Cost:** \$80,000  
**Notes:** Heavy Armor

## Man of War

**Acceleration:** 2; **Toughness:** 24(4); **Top Speed:** 12; **Crew:** 120+40; **Travel Speed:** 3; **Cargo Space:** 6; **Handling:** -3; **Guns:** 32  
**Cost:** \$500,000  
**Notes:** Heavy Armor

## Skiff

**Acceleration:** 4; **Toughness:** 13(2); **Top Speed:** 8; **Crew:** 1+7; **Travel Speed:** 2; **Cargo Space:** 3; **Handling:** +1; **Guns:** 2  
**Cost:** \$10,000  
**Notes:** Heavy Armor

## Sloop

**Acceleration:** 3; **Toughness:** 13(2); **Top Speed:** 10; **Crew:** 1+11; **Travel Speed:** 2; **Cargo Space:** 4; **Handling:** +1; **Guns:** 4  
**Cost:** \$20,000  
**Notes:** Heavy Armor

## Wave Rider

**Acceleration:** 6; **Toughness:** 8(2); **Top Speed:** 8; **Crew:** 1; **Travel Speed:** 1; **Cargo Space:** 0; **Handling:** +3; **Guns:** 0  
**Cost:** \$1,000  
**Notes:** —



# SEA ENCOUNTERS

## Cold Sea Encounters

d20	Encounter
1-4	Game
5-6	Hazard: Iceberg
7-8	Hazard: Ice Flow
9-10	Merchant
11-13	Norwhale
14-15	Orca
16-17	Hazard: Sea Blizzard
18	Hazard: Storm
19	Grael Whalers: A frigate hunts norwhales in the Cold Sea.
20	✂ <b>Sunken Ruins (122)</b>

## Kieran Sea Encounters

d20	Encounter
1-2	The Inquisition: Torquemada's barge the <i>Perdition</i> is spotted in the distance, its braziers smoking and the tiny skeletons of mages hanging from its bare rigging. The Inquisitors do not chase ships, but the barge masks two trailing galleons of hired privateers that might do so if Torquemada is provoked in some way.
3-9	Kieran Cutter
10-13	Merchant
14-15	Pirates
16	Privateer
17	Hazard: Storm
18-19	Roc
20	✂ <b>Sunken Ruins (122)</b>

## Flotsam Sea Encounters

d20	Encounter
1-2	1d4 Fire Salamanders (aboard a burning ship)
3	Giant Octopus
4-8	Hulk (Empty, with Plunder inside)
9-11	2d6 Octopons
12-13	3d6 Octopons, 1 Octopon Warlock
14	1d6 Razor Wing Swarms
15	✂ <b>The Whirlpool (102)</b> . Treat as 3d6 Zombies afterwards.
16	Scavengers: 4+1d10 scavengers search for treasure. They aren't likely to want competition unless they're in need of aid.
17	Hazard: Storm
18	3d6 Zombies
19	✂ <b>The Sphere (115)</b> : Treat as 3d6 Zombies hereafter.
20	✂ <b>Sunken Ruins (122)</b>

## Pirate Sea Encounters

d20	Encounter
1	Admiral Duckworth: The <i>HMS Justice</i> investigates any and all ships it comes into contact with and examines their papers.
2-3	Game
4-5	Great White
6	✂ <b>Maneaters (103)</b> . Treat as Pirates hereafter.
7-10	Merchant
11-12	Pirates
13	✂ <b>Ghost Ship (100)</b> . Only at night. Treat this roll as Pirates afterwards.
14-15	Privateers
16-17	1d2 Razor Wing Swarms
19	✂ <b>Samaritans (102)</b> . Treat as Pirates hereafter.
20	✂ <b>Sunken Ruins (122)</b>



# POWERS SUMMARY

Power	Rank	Cost	Range	Duration	Element/Effects
Becalm	N	Special	Sight	10 min. (1/m.)	(Air) Halves Top Speed and Acc for one ship; +2 to Boating rolls in storm.
Beast Friend	N	Special	Smartsx100y	10 min.	(All) Befriends and commands beast of relevant element.
Burrow	N	3	Smartsx2	3 (2/r)	Caster can move from one point to another in range underground.
Elemental Manipulation	N	1	Smartsx2	Instant	(All) Caster can manipulate raw elements.
Fireburst	N	2	Flame Temp.	Instant	(Fire) Victims in template must make Agility roll vs. Spellcasting or suffer 2d10 damage. Victims may catch fire as well.
Fire Walk	N	1	Touch	3 (1/r)	(Fire) Caster ignores fire and heat.
Mend	V	Special	Tough	Instant	(Earth) Caster may heal ships.
Quake	V	5	Smartsx3	Instant	(Earth) Earthquake in Large Burst Template. Victims make Agility roll or suffer 2d10 damage. Breaches walls.
Settle Storm	H	10	5 Leagues	Instant	(Air) Spellcasting roll at -4 after 2d6 rounds of concentration to quell storm.
Speak Language	S	1	Touch	10 min. (1/10m)	(Air) Caster can speak language with those he touches.
Storm	S	8	5 Leagues	2d6 hours	(Air, Water) Causes storm.
Summon Elemental	V	5	Smarts	5 (1/r)	(All) Summons and controls elemental agent.
Water Walk	N	1	Touch	1 min. (1/m)	(Water) Caster can walk on water as if it were earth.
Zephyr	N	5	Smartsx2	Con.	(Air) Increases ship's Travel Speed by +1, Handling +1, Acc and Top Speed increased by 25%.



# WEAPONS

## Armor

Type	Armor	Notes
<b>Personal</b>		
Kraken Bone Armor	+3	Covers torso, arms, head; kraken only
Leather	+1	Covers torso, arms, legs
Chain	+2	Covers torso, arms
Plate corselet	+3	Covers torso
Pot Helm	+3	50% chance of protecting against head shot

### Shields\*\*

Small Shield (Buckler) — 8 25 +1 Parry

*\*This is effective weight when worn. Most armor weighs quite a bit more when carried rather than worn.*

*\*\*Shields protect only against attacks from the front and left (assuming a right-handed character).*

## Black Powder Weapons

Type	Range	Damage	RoF	Min Str	Notes
Musket (.75)	10/20/40	2d8	1	d6	2 actions to reload
Rifled Musket (.45)	15/30/60	2d8	1	d6	AP 2; 3 actions to reload
Blunderbuss (8G)	10/20/40	1-3d6*	1	d6	2 actions to reload
Flintlock Pistol (.60)	5/10/20	2d6+1	1	—	2 actions to

## Special Weapons

Type	Range	Damage	RoF	Notes
Bowchaser	24" path	2d6	1	
Cannon, late	75/150/300	3d6+1	1	AP 4; Heavy Weapon
Grape shot	24" path	2d6	1	See notes (p.27)

## Hand Weapons

Type	Damage	Min	Notes
<b>Axes and Mauls</b>			
Axe	Str+2	d6	
Battle Axe	Str+3	d8	
Great Axe	Str+4	d10	AP 1; Parry -1; requires 2 hands
Maul	Str+3	d10	AP 2 vs rigid armor (plate mail); Parry -1; requires 2 hands
Warhammer	Str+2	d8	AP 1 vs rigid armor (plate mail)
<b>Blades</b>			
Dagger	Str+1	—	
Great sword	Str+4	d10	Parry -1; requires 2 hands
Hook	Str+1	—	See notes
Long sword	Str+3	d6	Includes scimitars
Rapier	Str+1	—	Parry +1
Short Sword	Str+2	—	Includes sabers and cutlasses
<b>Blunt Weapons</b>			
Club/Belaying Pin	Str+1	—	
Brass Knuckles	Str+1	—	
<b>Flails</b>			
Jumani Chain	Str+3	d8	Reach 1; requires 2 hands; See notes
<b>Pole Arms</b>			
Gaff	Str+1	d6	Reach 1; requires 2 hands; See notes
Halberd	Str+3	d8	Reach 1; requires 2 hands
Harpoon	Str+2	d8	Reach 1; requires 2 hands
Staff	Str+1	—	Parry +1; Reach 1; requires 2 hands
Spear	Str+2	d6	Parry +1; Reach 1; requires 2 hands

## Ranged Weapons

Type	Range	Damage	Min	Notes
Axe, throwing	3/6/12	Str+2		
Bow	12/24/48	2d6	d6	
Crossbow	15/30/60	2d6	d6	AP 2; 1 action to reload
Harpoon	3/6/12	Str+4	d8	
Knife/Dagger	3/6/12	Str+1		
Sling	4/8/16	Str+1		
Spear	3/6/12	Str+2	d6	



