GM SCREEN INSERTS

ARTWORK & TABLES FOR THE SAVAGE WORLDS CUSTOMIZABLE GAME MASTER'S SCREEN, AVAILABLE AT WWW.PEGINC.COM!

FEAR AGENT™   SAVAGE WORLDS   PINNACLE ENTERTAINMENT GROUP

SAVAGE WORLDS

CUSTOMIZABLE GAME MASTER'S SCREEN

YOUR SCREEN, YOUR CHOICE!

This file was designed to work with the *Savage Worlds Customizable Game Master's Screen,* available at www.peginc.com or through your local game store. This awesome three–panel, tri–fold, vinyl screen can be used for any of our many settings quickly and easily just by changing the inserts on the front player's side or the back Game Master's side.

Inserts and artwork for specific settings are sold separately, allowing you to choose the look and feel of your screen.

PRINTING TIPS

We recommend a color laserjet at your local copy center. Home inkjet–style printers tend to make the paper wet, and you'll have a hard time getting the paper inside your screen's transparent pockets. You'll also find it much easier to insert your sheets if you have them printed on glossy cardstock. If you do use an inkjet printer, you can also avoid any wet ink issues by laminating the sheets before inserting them.

The screens are created with "full bleeds," meaning they go all the way to the edge of the paper. Most printers can't do that, so you may want to set it to "Fit" when printing from Adobe Reader.

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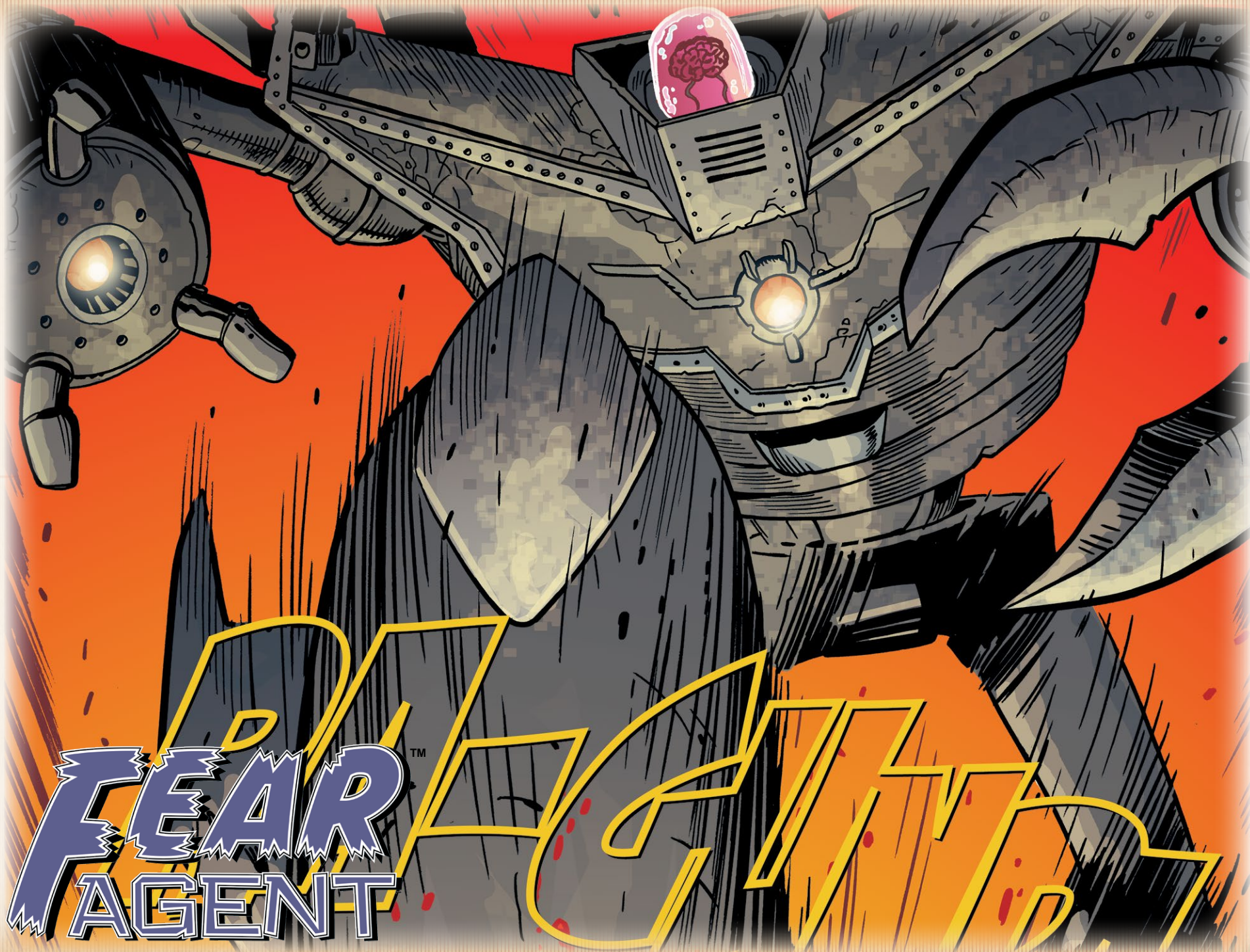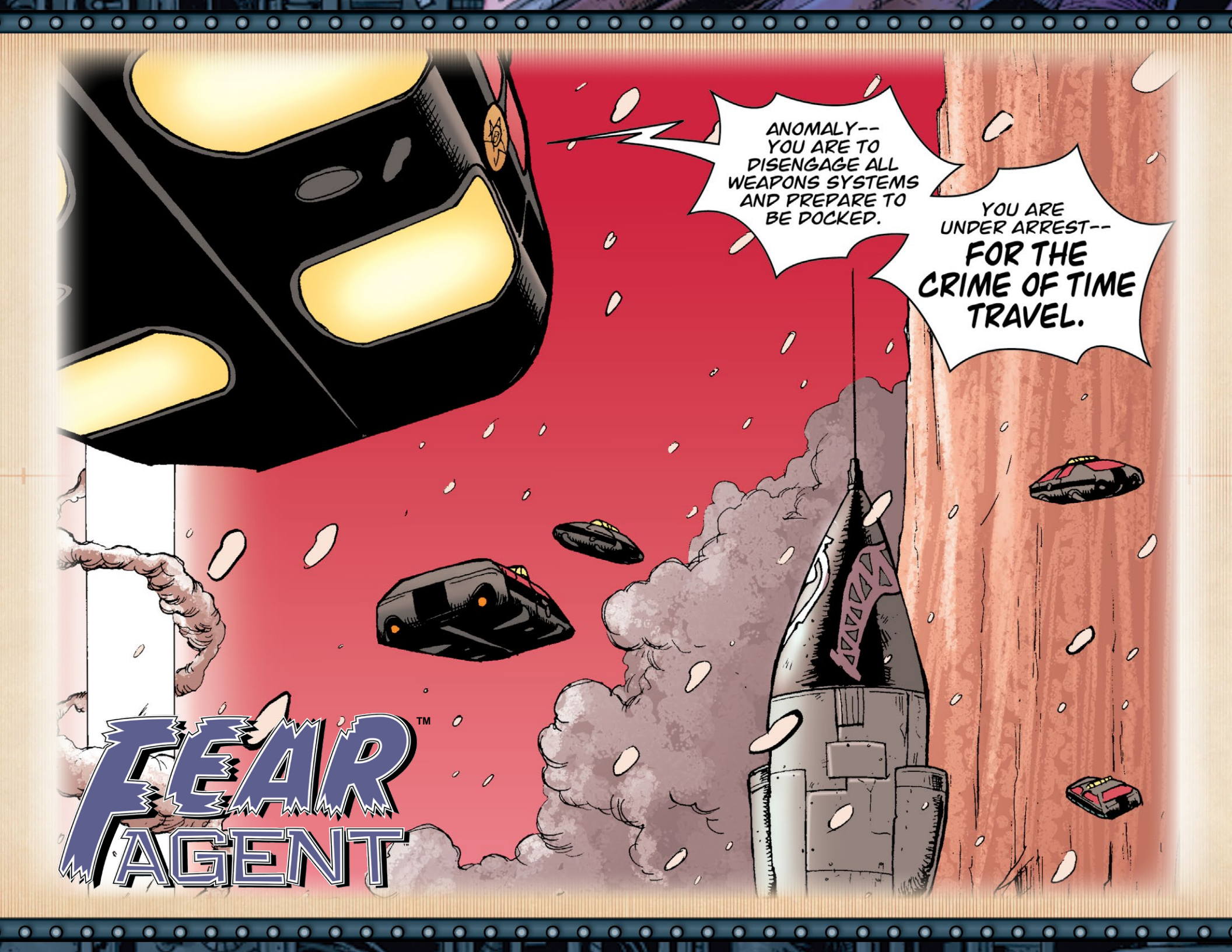
PINNACLE
ENTERTAINMENT GROUP

COMBAT OPTIONS

Situation	Rule
Aim	+2 Shooting / Throwing if the character doesn't move or take other actions
Area of Effect	Targets touching template suffer damage; Ignore non–sealed armor, treat cover as Armor; Missed attack rolls deviate 1d6" for thrown weapons or 1d10" for launched weapons (×2 for Medium Range, ×3 for Long Range)
Automatic Fire	Roll Shooting dice equal to RoF (plus Wild Die if Wild Card); Attack is made at –2 for recoil
Breaking Things	See Obstacle Toughness Table; Parry 2; No bonus damage or Aces
Called Shots	Limb –2; Head –4 (+4 Damage); Small Target –4; Tiny Target –6
Cover	Light –1; Medium –2; Heavy –4; Near Total –6
Darkness	Dim –1; Dark –2 (targets not visible beyond 10"); Pitch Dark targets must be detected to be attacked with a –4
Defend	+2 Parry; Character may take no other actions but may move
Disarm	–2 Attack; defender makes Str roll vs. damage or drops weapon
Double Tap	+1 Shooting / +1 Damage; May not be combined with Autofire or Three Round Burst
Drop	+4 to attack and damage
Extreme Range	Take the Aim maneuver and sacrifice the +2 bonus to instead fire at Extreme Range (up to 4× a weapon's Long Range) at a –8 penalty (–6 with a scope).
Finishing Move	Instant kill to helpless foe with a lethal weapon
Full Defense	Fighting roll +2; replaces Parry if higher; cannot move
Ganging Up	+1 Fighting per additional adjacent attacker; maximum +4

Situation	Rule
Grappling	Opposed Fighting roll grapples. Raise = opponent Shaken, Defender makes opposed Strength or Agility roll to break free (any other action made at –4); Attacker can make an opposed Strength or Agility roll to cause damage (Damage = Strength)
Improvised Weapons	–1 to attack and Parry; RoF 1 only • *Small Weapons:* Range 3/6/12, Damage Str+d4, Min Str d4 • *Medium Weapons:* Range 2/4/8, Damage Str+d6, Min Str d6 • *Large Weapons:* Range 1/2/4, Damage Str+d8, Min Str d8
Innocent Bystanders	Missed Shooting / Throwing roll with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target
Mounted Combat	Mount and rider act on same card; Rider attacks with lower of Fighting or Riding; Shooting incurs –2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement
Nonlethal Damage	Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated
Obstacles	If the attack misses due to the Cover penalty, the obstacle adds to Armor
Off Hand Attack	–2 to attack rolls with off hand
Prone	As Medium Cover, prone defenders are –2 Fighting and –2 Parry; Ranged attacks within 3" ignore cover
Push	Attacker chooses option below and makes opposed Strength roll (add +2 if attacker moved more than 3" toward target): • *Bash:* Push target 1" on a success, 2" on a raise. If the target hits an obstacle he also takes 1d6 per 1" pushed. • *Shield Bash:* As above but causes Strength damage; +1 for small shield, +2 for medium shield, and +3 for large shield • *Knock Prone:* The defender is knocked prone

Situation	Rule
Range Modifiers	Short: 0, Medium: –2, Long: –4
Ranged attacks in Close Combat	Attacker may use no weapon larger than a pistol; Target Number is defender's Parry
Rapid Attack	–2 Parry; Make up to 3 Fighting Attacks (+Wild Die) at –4, or fire up to 6 shots from a semi–automatic weapon or revolver at –4 penalty to each die
Suppressive Fire	With a successful Shooting roll, targets in a Medium Burst Template make a Spirit roll or are Shaken, those who roll a 1 are hit
Tests of Will	Contest of Taunt vs. Smarts or Intimidation vs. Spirit; If successful +2 on next action against target; With a raise the target is Shaken as well
Three Round Burst	+2 Shooting / +2 Damage; May not be combined with Autofire or Double Tap
Touch Attack	+2 to Fighting roll
Tricks	Describe action; Make opposed Agility or Smarts roll; Opponent is –2 Parry until his next action; With a raise, foe is –2 Parry and Shaken
Two Weapons	–2 attack; Additional –2 for off–hand if not Ambidextrous
Unarmed Defender	Armed attackers gain +2 Fighting versus this defender
Unstable Platform	–2 Shooting from a moving vehicle, animal, or other unstable surface
Wild Attack	+2 Fighting, +2 Damage, –2 Parry until the attacker's next action
Withdrawing from Combat	Non-Shaken adjacent foes get one free attack at retreating character

DRAMATIC TASKS & INTERLUDES

DRAMATIC TASKS

- Determine the skill to be used. Most are difficult and inflict a –2 penalty.
- A standard Dramatic Task takes five actions and requires the same number of successes.
- Each action, the hero draws an Action Card (even if not in combat) and acts on that card. Edges such as Level Headed or Quick work as usual.
- If the character nets five successes before time runs out, he's accomplished his goal.
- If time runs out, the task fails.

COMPLICATIONS

- If the character's Action Card is a Club, he suffers a Complication. He must make his roll at an additional –2 or fail the task (usually with the worst possible results).

INTERLUDES

Interludes should occur during down time in an adventure, such as on a long voyage or while waiting on something to happen. The Game Master selects a player and has her draw a card. She then tells a story based on the general topic outlined below:

- **Clubs:** Tragedy
- **Spades:** Victory
- **Hearts:** Love
- **Diamonds:** Desire

SOCIAL CONFLICTS

The conflict is broken down into three rounds of conversation, each focusing on a particular point (or a few connected points).

Each round, the player character roleplays her argument and makes a Persuasion roll (or an opposed Persuasion roll if a rival argues against her).

The speaker accumulates a success for each success and raise on the Persuasion roll.

At the end of the third round, the side with the most successes wins the argument. The more successes, the more convinced the target to be persuaded is, as shown on the table below:

- **Tie:** The issue is unsettled and no action is taken until new evidence can be presented.
- **1–2 Successes:** The target isn't truly convinced but decides it's better safe than sorry. He provides the minimum amount of help possible.
- **3–4 Successes:** The target is reasonably convinced. He grants the request but may ask for something in return.
- **5+ Successes:** The target is convinced or persuaded. He agrees to the request and provides as much support as he is able.

CHASES

Each participant makes the appropriate Trait roll and draws an Action Card for each success. A character may attack any target with an equal or lower Action Card (he is said to have Advantage). The Action Card determines the penalty to any ranged attacks. If the Action Card is a Club, there's a Complication as well. Most Chases last five rounds (extended Chases last up to 10 rounds). At the end of the last round, actors who haven't been stopped escape.

Action Card	Penalty	Complication (If the Action Card is a Club)
Two	Out of Range, no attack possible	**Disaster:** Make a Trait roll at –4. If the roll is failed, the character suffers a disaster, and is out of the chase
3—10	Long Range (–4 penalty)	**Major Obstacle:** Objects of some sort get in the way. Make a Trait roll at –2 to avoid them or suffer damage appropriate to half Top Speed if in a vehicle, or a Fatigue level if on foot
Jack–Queen	Medium Range (–2 penalty)	**Minor Obstacle:** Objects of some sort get in the way. Make a Trait roll to avoid them or suffer damage appropriate to half Top Speed if in a vehicle, or a Fatigue level if on foot
King–Joker	No penalty; melee attacks may be possible	**Distraction:** Something obscures the character's vision or path so that he cannot attack this round

DAMAGE, FEAR, AND REACTIONS

DAMAGE

If an attack's damage equals or exceeds a target's Toughness, use this table. Otherwise there is no appreciable effect.

Result	Target (not Shaken)	Target (Shaken)
0–3	Shaken	1 Wound
4–7	1 Wound & Shaken	1 Wound
Each +4	+1 Wound	+1 Wound

INCAPACITATED

Extras who suffer a wound are removed from play. If a Wild Card character suffers more than three wounds, he's Incapacitated and must make a Vigor roll:

- **1 or Less:** The character dies.
- **Failure:** Roll on the Injury Table; it's permanent and the victim is Bleeding Out
- **Success:** Roll on the Injury Table; it goes away when all wounds are healed
- **Raise:** Roll on the Injury Table; it goes away in 24 hours or when all wounds are healed

INJURY TABLE

2d6	Wound
2	**Unmentionables:** If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
3–4	**Arm:** Roll left or right arm randomly; it's unusable like the One Arm Hindrance (if the primary arm is affected, off–hand penalties still apply to the other).
5–9	**Guts:** A hit to the body. Roll 1d6: *1–2 Broken:* Agility reduced a die type (minimum d4) *3–4 Battered:* Vigor reduced a die type (minimum d4) *5–6 Busted:* Strength reduced a die type (minimum d4)
10	**Leg:** The victim gains the Lame Hindrance
11–12	**Head:** A grievous injury to the head. Roll 1d6: *1–2 Hideous Scar:* Your hero now has the Ugly Hindrance *3–4 Blinded:* An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye) *5–6 Brain Damage:* Massive trauma to the head. Smarts reduced one die type (min d4)

Bleeding Out: An ally may make a Healing roll to stop the bleeding immediately. Otherwise the injured character must make a Vigor roll at the start of each round: Failure—the character dies from blood loss; Success—roll again next round (or every minute if not in combat); Raise—the victim stabilizes and no further rolls are required.

FRIGHT TABLE

1d20*	Effect
1–4	**Adrenaline Surge:** The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.
5–8	**Shaken:** The character is Shaken.
9–12	**Panicked:** The character immediately moves his full Pace plus running die away from the danger and is Shaken.
13–16	**Minor Phobia:** The character gains a Minor Phobia Hindrance somehow associated with the trauma.
17–18	**Major Phobia:** The character gains a Major Phobia Hindrance.
19–20	**The Mark of Fear:** The hero is Shaken and also suffers some cosmetic physical alteration—a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.
21+	**Heart Attack:** The hero is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at –2. If successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at –4 saves the victim's life, but he remains Incapacitated.

*Add the creature's Fear penalty to this roll.

REACTION TABLE

2d6	Initial Reaction
2	**Hostile:** The target is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3–4	**Uncooperative:** The target isn't willing to help unless there's a significant advantage to himself.
5–9	**Neutral:** The target has no particular attitude and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.
10–11	**Friendly:** The target will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.
12	**Helpful:** The target is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

WARP FAILURE

Card	Warp Failure Results
2	**Warp Field Failure:** The warp field fails catastrophically, jerking the ship out of warp and into real time. Each crew member suffers 4d6 damage from the sudden shift, flying debris, etc, and the warp drive must be repaired, as in **Breakdown**, below.
3	**Fuel Dump:** The warp generator consumes the ship's remaining hyperfuel in a massive surge. The ship instantly travels 1d4 light years in the burst, but then is effectively dead in the water until it is refueled.
4	**Breakdown:** The warp containment generator shorts out, a hooter valve locks up, or the like. Roll 1d10 and multiply that by 10% to determine where in the journey this occurs. The warp drive fails and it can't generate a warp field until it is repaired. For repair purposes, treat this as if the vessel had suffered a critical hit to the engine, causing 1d3 wound levels.
5	**Debris:** Debris gets caught in the distortion of the warp field and impacts the ship during the voyage. This does 3d8 damage to the ship, and counts as a Heavy Weapon.
6	**Stutter:** The warp field fails to fully energize, causing it to fade after an hour of travel. This doesn't cause any damage to the ship or crew, but getting the drive back online takes an hour and a successful Repair roll. After the ship is repaired, the course must be replotted before the trip can continue.
7	**Faulty Containment:** The containment bubble loses integrity, causing the warp field to be less effective. The trip takes twice as long as normal, costing double the fuel and provisions.
8	**Miscalibration:** The warp field either lasts too long or cuts off too soon. The ship comes out of warp 4d10 light years from its intended destination. (The roll for this determination can Ace.)
9	**Internal Distortion:** Space is distorted inside the warp bubble. Each crew member must make a Vigor roll or suffer a level of Fatigue due to disorientation and nausea. This Fatigue cannot lead to Incapacitation and is recovered after an hour in normal space.
10	**Subjective Time:** Inside the containment field, the passage of time becomes subjectively longer. Although time progresses normally outside, inside the field, it appears to pass at a rate of 1d6 times faster. This causes an equivalent increase in both fuel and provision use.
Jack	**Time/Space Distortion:** The ship is suddenly thrown a vast distance in a random direction. Roll 1d6, then draw another card. Multiply the result by the value determined by the card's suit: Clubs (100), Diamonds (1000), Hearts (10,000), Spades (100,000). The ship is now that far from its original starting point. Worse, the crew must spend a day and make a Knowledge (Astrogation) roll at −4 to even calculate where they are!
Queen	**Chronal Entropy:** Upon completion of the journey, the crew discovers they've aged 1d10 years. No Traits change as a result, although this does move the unlucky spacers closer to the grave…
King	**Rejuvenation:** Upon completion of the journey, the crew discovers they've grown younger by 1d10 years. No Traits are changed as a result.
Ace	**Hyper-Efficient:** A miscalculation somehow coaxes the warp field to function far beyond design parameters. The journey takes twice the normal fuel, but half the time to complete.
Red Joker	**Dimensional Warp:** The warp drive opens a portal to an alternate dimension, and the ship is drawn through.
Black Joker	**Time Displacement:** The ship is thrown through time. Roll 1d6, then draw another card. Multiply the total of the die roll by a value determined by the card's suit: Clubs (10), Diamonds (100), Hearts (1000), Spades (10,000), and Joker (100,000). The ship has been thrown that many years back in time!

ASTROGATION TABLE

Indexed planet or space station	—
Uncharted destination	−4
Under 1,000 light years away	—
1,000 to 10,0000 light years	−2
10,000 to 100,000 light years	−4
100,000 to 500,000 light years	−8
500,000+ light years	−10

FUEL / PROVISIONS

Small	25
Medium	100
Large	300
Huge	500
Giant	1000

GRAVITATIONAL EFFECTS

Normal	—	—	—
Low	×2	+2	+2
Zero-G	See Below	+2	+4

REACTION FIRE (CHASE RULES ONLY)

Reaction Fire is a weapon special ability that comes into play only during Chases. It represents an ability of a weapon, such as range, speed, or quick cycling time, that allows it to fire effectively even when it isn't mounted in the most desirable position.

A weapon with the Reaction Fire ability may be fired even if the ship mounting it doesn't have Advantage, as long as the target of the attack has an Action Card of 10 or lower. The gunner suffers a −2 penalty when using a weapon for Reaction Fire.