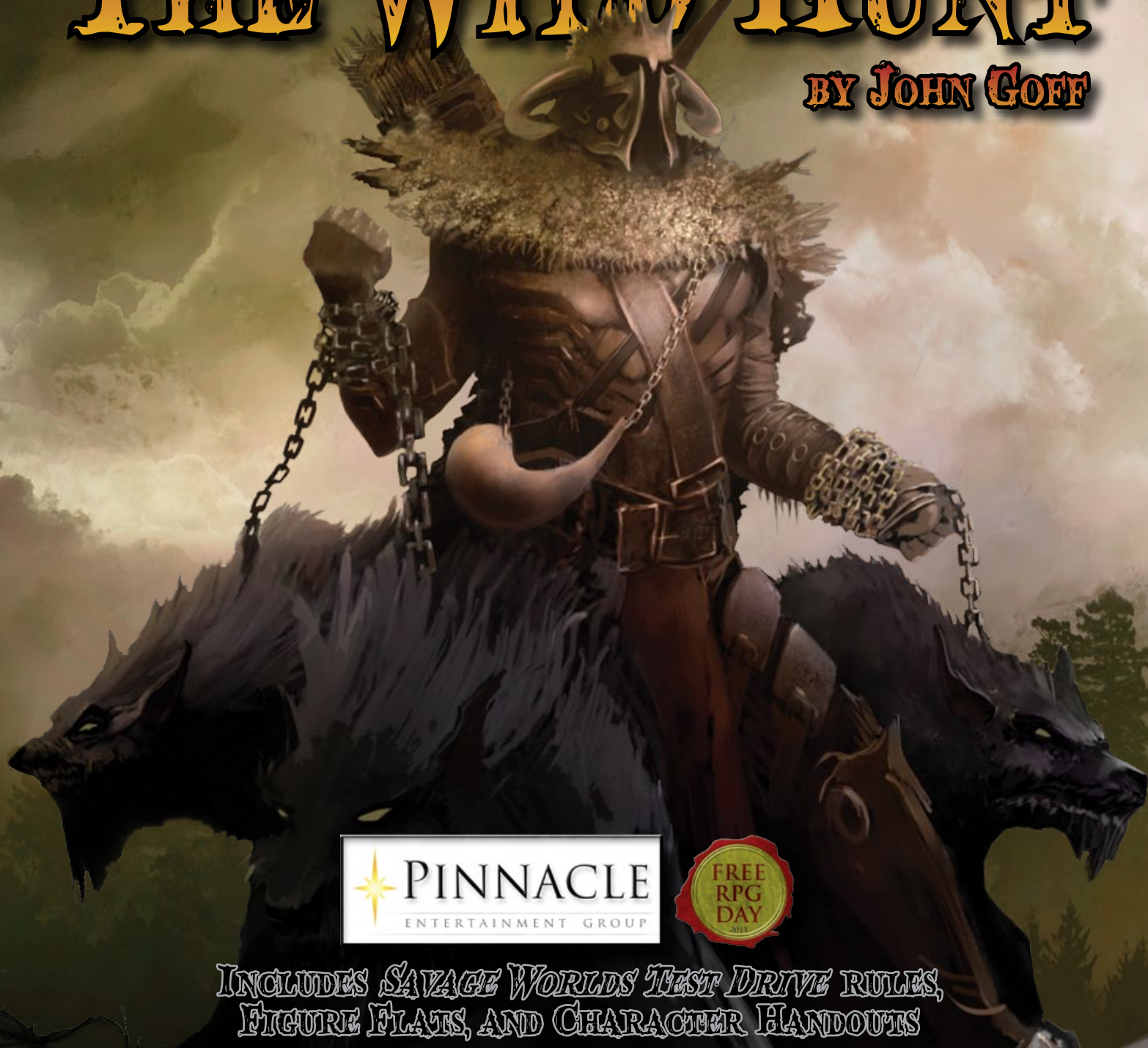




THE WILD HUNT

BY JOHN GOFF



INCLUDES *SAVAGE WORLDS TEST DRIVE* RULES,
FIGURE FLATS, AND CHARACTER HANDOUTS

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THE WILD HUNT

This introductory adventure is designed to be played with only the *Savage Worlds Test Drive* rules included, but can just as easily be used with the *Savage Worlds* core rules. Pre-generated characters are provided or your players can design their own.

The Wild Hunt is a modern-day horror story set in the tradition of a Saturday-night horror movie. In it, the players find themselves unexpectedly stranded in a rural town in the American Midwest and on the wrong end of a curse more than a century old. With their very souls on the line, they must avoid an unholy horde of unrelenting hunters determined to add the heroes to their host!

THE STORY SO FAR

The town of Ebernborg, Wisconsin, was founded in the early 1800s by a minor European noble family of the same name. While America doesn't formally recognize noble blood, it does recognize wealth all too readily, and the Ebernborgs had ample amounts of that as well. As a result, they rose to significant prominence in the region.

ONE FAMILY'S FALL...

Time passed, and the Civil War claimed all of the family's sons save one, Albert. During the war, Albert Ebernborg gained a well-deserved reputation as an angry and violent man. When the hostilities ended, he found his bloodlust did not abate, and he turned to hunting to satisfy it. Albert spent many years traveling the globe, pursuing one hunt after another.

By the time he returned to his home town, age had caught up with him, but he had yet to sire an heir for the family fortune. A young woman from one of the town's poorer families, Marla Hoffman, caught Albert's eye. Marla initially refused his advances, but Albert was not accustomed to having his quarry escape. He eventually bought her family's mortgage, using it to coerce her into marriage.

Marla was less than half his age, and Albert, by all accounts, was not a particularly handsome man. Not surprisingly, the reluctant bride soon found her way into the arms of a man closer to her own age, a drifter who worked in her husband's stables. The two were young and not wise in the ways of the world, so it was inevitable their affair would eventually be discovered.

Albert caught the two together one evening and flew into a murderous rage. Marla and her lover fled into the forest to escape him, but he gathered his hunting dogs and pursued them on horseback.

In the darkness, the two lovers became separated. Albert and his hounds found the young drifter first and made short, bloody work of him. He set off immediately on Marla's trail, but fate conspired against him. He lost balance careening through the dark woods and fell from his saddle, snapping his neck.

Marla, not knowing of her husband's death, took her own life that night as well, hanging herself from a tree in the forest. Whether she did so from despair, guilt, or simply the hope of sparing her family Albert's wrath is lost to time. However, the tragic chain of events that led to one murder,

a suicide, and yet a third death brought a curse on Albert's soul and, sadly, the entire community.

...GIVES RISE TO EVIL

Now, once every ten years on the anniversary of his death, Albert Ebernborg leads an unholy host, the Wild Hunt, through the town and the surrounding wilderness. Though he still seeks his escaped wife, he pursues any human quarry that crosses his path. Worse, those Albert, now Master of the Hunt, kills are doomed to join his host beginning with his next hunt.

For decades, the residents suffered the Master's hunts, losing one or more of their number to it each time it swept through the region. Over time, it became clear to the remaining inhabitants that the town was doomed—either as surviving residents fled the area or stayed and fell victim to the Master—unless a solution was found. After much arguing, they decided to give the Master what he seems to desire—prey for his Hounds.

Now, every ten years, the occupants of Ebernborg lure outsiders to their lonely village to serve as prey to the Master's unholy hunts. Over time, they've become quite proficient at finding folks no one will miss and covering their tracks. Other than a few whispered ghost stories, no one outside the village has any inkling as to the existence of the Hunt.

The Hunt is rapidly approaching, and one of the residents, Bernie Cole, has been tasked with finding the monsters' quarry this year. Cole has come up with a novel plan. He's taken a job as a bus driver for a national line.

It turns out it's remarkably easy to find suitable victims riding on long-haul buses...

BREAKDOWN

The characters are aboard a bus headed across the northern Midwest. The circuitous route has taken them far off the interstate, through rural communities that pockmark an otherwise heavily wooded expanse. The player characters are the only passengers on the bus. Although the driver visits several isolated bus stops over the course of the day, no one else boards.

By mid-afternoon, allow the passengers a Notice roll. Anyone who makes the roll sees the driver, Bernie, begin paying more attention to his instrument pane. As the day drags on, he appears to become mildly concerned. If asked, Bernie says the bus seems to be having problems with its electrical system. He suspects a problem with the alternator.

Shortly before nightfall—around 8 p.m.—the bus enters the small hamlet of Ebernborg. Bernie tells the passengers that he's going to stop and take a look at the engine. He's worried the electrical system is about to fail and doesn't want to get caught out in the middle of nowhere when it does.



He adds that cell and radio coverage can get pretty spotty out in the country and wants to be able to call dispatch if there's a serious problem.

STRANDED

Eberburg consists of little more than a single general store that also serves as the local post office. A few farm houses are visible from the store, but the nearest is at least a quarter of a mile away. No other traffic is on the road at this time and only a single, old-model sedan sits parked beside the store. Obviously, the town is no bustling metropolis.

Anyone who thinks to check finds that Bernie's earlier comments were accurate; there is no cell coverage available. Actually, the residents of Eberburg sabotaged the nearby cell towers about an hour before the bus arrived.

A sign over the front door identifies it as "Reinhard's Store" in cracked white paint. A bench flanks the door on one side, and an (out-of-service) pay phone sits next to a street lamp on the edge of the small parking area which is currently occupied by only one other vehicle. Anyone who enters the store finds a limited assortment of snacks, general hardware supplies, and a small selection of fishing and hunting accessories. Behind the counter sits a small, locked rack of hunting rifles and a pair of shotguns.

The store is tended by a middle-aged woman named Sheila. She is friendly, but not particularly talkative and does not volunteer her last name. If they press the conversation, she begins to seem mildly uncomfortable in the passengers' presence. A small buffet sits next to the register, but pickings have been reduced to a few pieces of soggy fried chicken, corn on the cob, and cornbread.

Bernie briefly tinkers with the bus' engine before entering and borrowing the phone. He apparently calls his dispatcher to report the problem. Moments after any character approaches him, he ends the conversation by saying, "I'll tell them they can expect a replacement bus around 10, then?" and hangs up. In reality, Bernie called no one—the locals cut the phone lines when they were sabotaging the cell towers.

After his "call," he rounds up the passengers and explains they've got about a 3-hour wait until another bus can be sent to pick them up. He adds that the store will be closing in a few minutes as well, so if they wanted to grab a snack for the wait, they should hurry. He departs on the pretense of heading back to the store to call the dispatcher with an update.

DARKNESS FALLS

True to Bernie's warning, the store closes soon after, just as the streetlamp outside kicks on with a noticeable buzz. Sheila leaves minutes later, departing in the only car in the lot. Bernie doesn't immediately return to the bus. A check of the store reveals it is locked up tight, even the outside restrooms, and there is no sign of the missing driver.

A quick search confirms that wherever Bernie went, he seems to have taken the keys to the bus with him. None of the bus' electrical systems, radio, or even door can be operated without the keys, even if there were still a battery. Fortunately, the door is in the open position—although the passengers may feel otherwise soon. A successful

Notice roll while looking for the keys turns up Bernie's commercial driver's license, listing his last name as Cole. The address is to an Eberburg post office box.

Twilight begins to deepen significantly at this point, and if any of the passengers asks about the nearby farmhouses, allow them a Notice roll. On a success, they realize none of the houses has any interior lights on, even though it is well past the time when they would be needed.

It's about this time when howls begin to echo through the woods.

THE HUNT BEGINS

A few minutes after the heroes hear the first howl, the first of the Hounds reach Reinhard's. Initially, the creatures prowl at the edges of the street light's illumination, allowing the trapped passengers to glimpse only fleeting dark shapes and shadows. The beasts' guttural growls are all too audible, though.

All the characters should make a Guts check at this point. Those who fail are at -1 to all Trait rolls for the encounter due to their fear and unease.

After letting the group's dread intensify for a short while, the creatures move to attack. They start the fight by using their howl special ability, then rush in to attack. If any of the characters are foolish enough to be caught alone outside when the beasts arrive, the Hounds focus on them first. Otherwise, they rush the bus.

The confines in the bus are such that only one person (and one Hound) can be in the aisle at a time. Trapped characters can attempt to escape by climbing out the window or clambering over the seats. Either attempt requires a successful Agility roll.

Three rounds after the Hounds first attack, a group of Huntsmen reach the store. If the characters had any doubt about their situation, the arrival of a band of bloodthirsty undead should make it pretty clear at this point!

The Huntsmen and Hounds fight until either slain or the party flees. They do not immediately pursue any escapees—after all, what's a hunt without a chase? Be sure to see **Covering the Trail** below.

- **Hounds (1 per two heroes, minimum 2):** See page 6.
- **Huntsmen (1 per hero):** See page 6.

HUNTED

Once the characters flee or overcome the initial assault, they have a few options open to them.

At some point a canny party is likely to simply try to escape Eberburg. Unfortunately, due to the nature of the Hunt's curse, no one can escape a five-mile radius of Eberburg once the Hunt begins. Anyone attempting to flee outside that area finds themselves mysteriously transported back near the center of town.

The heroes may also decide to arm themselves from the weapons inside Reinhard's. The windows to the building are too small for anyone but a child to climb through, but the doors can be opened with a Lockpicking roll. Once inside, a Notice roll uncovers the key to the gun rack or another Lockpicking roll can open it. There are three hunting rifles (24/48/96, 2d8, RoF 1, Shots 6), two

TESTS OF WILL

Intimidate and Taunt can be used in combat to force a Test of Wills. In either case, it is an opposed roll (see page 11) and counts as an action.

The attacker makes either an Intimidate or Taunt roll. The defender resists Intimidate by rolling Spirit and Taunt by rolling Smarts.

Success gives the attacker a +2 bonus on his next action against the defender. With a raise, the attacker gains the bonus and makes the defender Shaken as well.

double-barreled shotguns (12/24/48, 1-3d6, RoF 1 or 2, Shots 2), and 5 boxes of 25 rounds for each.

COVERING THE TRAIL

After each encounter, it takes the hunters a half an hour to catch up to the party before the next attack. A group of heroes can try to delay the Hunt by confusing their trail, hiding, doubling back, and so on.

If they decide to try this, allow one character covering the party's trail to roll Stealth opposed by the Hounds' Tracking skill. Roll only one die for the entire group of Hounds. If the character wins, each success and raise on her roll delays the Hunt's attack by another half hour. If she fails, another hero can't try to roll Stealth until after the Hunt's next attack.

No matter how many Huntsmen and Hounds the party manages to defeat, the numbers are always replenished by the Master between encounters. Many, many victims have fallen to the Hunt over the last century or so. Reinforcements are plentiful.

- **Huntsmen (1 per hero):** See page 6.
- **Hounds (1, plus 1 per two heroes):** See page 6.

GET OFF OF MY LAND!

If the heroes flee to one of the nearby farmhouses, their cries for help go unanswered. The houses remain dark. However, should they try to force entry, they quickly discover the occupants are not only present, but armed and determined to keep them out.

There are at least two adults in each house, and all are armed with shotguns. The residents threaten any character trying to break in with their firearms, but only shoot if the trespasser attacks them or actually enters the house. The inhabitants of Ebernborg learned long ago that anyone rendering aid to the Hunt's quarry becomes prey for the Master as well. No amount of Persuasion or Intimidation can convince them to allow the heroes into their home.

While the residents ward anyone from their house, they otherwise hide inside for fear of drawing the Master's attention. This means the heroes are free to scavenge any outbuildings unmolested. All vehicles are locked and have been further disabled (spark plugs missing, batteries removed, etc.) to prevent their use in escape. However, there are numerous farm implements lying around the grounds. Each successful Notice roll unearths a tool suitable for a weapon, such as an axe, pick, pitchfork, and the like (all Str+d6 damage).

With a raise, the searchers find enough gasoline and bottles to make 1d4 crude Molotov cocktails. These can be used with the Throw skill and have a range of 3/6/12 and do 2d8 damage to anyone in a Medium Burst Template. A miss means the bottle didn't break, the rag went out, or the like. If the hero rolls a 1 on both his Throwing die and Wild Die, he drops the bottle, causing the burst template—and damage—to center on him instead.

Should the heroes happen to check mailbox names, they discover one of the houses belongs to a family named Cole—Bernie's family, in fact.

- **Citizens:** See page 5.

A LIGHT IN THE DARKNESS

At some point after their first encounter with the Hunt, a character making a Notice roll spots a faint light through the trees to the north. A five minute walk up the shadowy lane leads the party to a weathered sign proclaiming the Church of the Confessor beside the road. A short distance back from the blacktop sits a modest, older Catholic church. The glow the heroes spotted earlier comes from a light burning somewhere behind church's stained glass windows.

THE CHAPEL IN THE WOODS

Like the rest of the town, the church doors are closed and locked. However, an old and tired priest answers any knock or call after about a minute. He looks at the characters and with a mix of resignation and guilt says, "You'll find no sanctuary here," before slowly beginning to close the door.

A Persuasion or Intimidation roll convinces the man to allow the group inside, introducing himself as Father Miles. He warns them as they enter it will do them no good. "This ground is no longer hallowed, I fear," he says. "We've been complicit in the evil here for so long that perhaps even God himself has abandoned us." If the players press him for an explanation, he sits wearily in a pew before telling the tale of Albert and Marla Ebernborg.

The priest ends his story by explaining that the characters' only hope is to survive the night or somehow find a way to end the curse. He adds, should they ask, that to his knowledge no one chosen as prey by the hunt has ever survived the night and only one has escaped it—Marla.

Father Miles also explains that any who aid the Hunt's prey become marked themselves. The priest confirms that he has likely doomed himself by allowing them into the church. If asked why he did so, he says, "I've turned away more than one over the years and the burden of that sin has become too great."

ENDING THE CURSE

He tells the group that before he refused to aid previous victims, the Hunt never came near the grounds or the adjacent cemetery. Now the undead monsters seem strangely drawn to the cemetery. They pour through it at least twice during each manifestation of the Hunt, the Hounds sniffing each tombstone thoroughly before moving on to the next.

He further believes the creatures may be repulsed by holy objects. Unfortunately, the only thing that may still qualify is the small quantity of holy water in the font near the church's vestibule. There is approximately a gallon of holy water there presently. If the group asks, he tells them they are welcome to it. Allow the characters to employ any reasonable solution to utilize it—the more creative, the better!

Hopefully by this time the heroes are beginning to suspect finding Marla's final resting place may be the key to defeating the Master. (If the players don't come to the conclusion that Marla is the key to ending the curse, Father Miles can nudge them in that direction.) If they ask about her grave, the priest says it is possible that since she was a suicide, the church leaders at the time may have refused to allow her to be buried on hallowed ground. Or perhaps the lingering influence of the Ebernborg family might be to blame. Either way, Marla is not buried on the church property.

All is not lost, though. The church maintained extensive and meticulous records on the lives—and deaths—of its parishioners from its founding. It may be her gravesite is recorded in the church documents stored in the basement.

A visit to the dusty and dank archives finds them as exacting and extensive as Father Miles claimed, stretching back over 150 years. After each half-



hour spent searching, allow each of the characters digging through the files to make Investigation rolls. On a success, one of them discovers the record of Marla's burial on a private plot located two miles south of town.

RETRIBUTION

Moments after the researchers return from the archives (or shortly after the priest finishes speaking, should the heroes choose not to search the records), the main doors to the sanctuary burst from their hinges. Through them comes the Master himself, led by a group of Huntsmen. Simultaneously, several of the stained glass windows lining the main auditorium shatter as Hounds leap through them.

Allow each character a Notice roll. Any who fail are surprised and unable to act the first round. (If you're using the pre-generated characters, Morgan also gets a check for Danger Sense just before the attack. If successful—and the player warns the party of impending danger—give each a +2 bonus to the Notice roll.) Regardless of the result, each hero must also make a Guts check against the Master's fear special ability.

The Hounds focus their attacks the priest until he is slain. Father Miles has no weapons, so barring the intervention of the heroes, he likely falls quickly. The Huntsmen go after the rest of the group. The Master himself remains at the entrance and does not enter the fight unless attacked, intending to allow his host to wear down his victims in this encounter.

The fight is stacked against the characters from the start, but there are numerous escape routes, including the rear door of the church and several now-broken stained glass windows. If the heroes flee, only half the Hounds follow, as the Master is happy to drag the pursuit out as long as his quarry will run.

The party can fight the monsters or try to evade them as described earlier.

- **Father Miles:** Use the Citizen template at the end of the adventure.
- **Hounds (4):** See page 2.
- **Huntsmen (2 per hero):** See page 6.
- **The Master:** See page 5.

END GAME

The heroes can survive the Hunt by either lasting until daybreak at 6 a.m. or by bringing the Hunt to Marla's gravesite. If they try to outlast the Hunt, use the procedure described in **Covering the Trail** to determine how often the Hunt attacks. Regardless of their success, they are attacked shortly before dawn by the Master and his host in a last attempt by the undead hunter to kill his prey.

- **Hounds (4):** See page 2.
- **Huntsmen (2 per hero):** See page 6.
- **The Master:** See page 5.

RECONCILIATION – OF A SORT

If the party has discovered the general location of Marla's gravesite from the church, they still have to find the exact spot. It is marked with a

modest headstone, but time has taken its toll. The heroes must make a Notice roll (at –6!) to spot the gravesite in the darkened wood. Each character can attempt this roll once every 10 minutes. Keep track of the time they spend searching in case the Hunt catches up to them during this period!

Once they find the gravesite, nothing unusual happens until the next approach of the Hunt. At that time, the Master and his host arrive, intent on finishing off their quarry. Unlike previous encounters, the Master leads the attack, aided by his minions.

After the second round of the battle, a mournful wail erupts from Marla's grave. Everyone—undead and living alike—must immediately make a Spirit roll or be Shaken by the sound. Marla's ghost appears, hovering above the ground. Her neck tilts unnaturally to one side, with the spectral remains of a noose still hanging from it. Although her head lies limply on her shoulder, her eyes are transfixed on the Master.

Deal initiative cards as normal for the next round, including one to Marla's ghost. Albert stands mesmerized by Marla's appearance and takes no action. The other members of the Hunt—if not Shaken—continue attacking the heroes. The ghost ignores everything but the Master, rushing at him on her card. She is immune to all attacks and effects should any of the party attempt to interact with her. When she reaches the Master, the end of her noose lashes around his neck several times and tightens.

Once again, deal initiative cards to everyone. On the ghost's action, she strangles the Master. At that point, all the Huntsmen and Hounds fall lifelessly to the ground. The entire Hunt begins to rapidly decompose as time overtakes their bodies. Within minutes, nothing but a few rotting scraps of clothing remain.

With Albert's destruction, Marla's ghost fades from existence.

- **Hounds (4):** See page 2.
- **Huntsmen (2 per hero):** See page 6.
- **The Master:** See page 5.

AFTERMATH

With the death of the Master or sunrise, the curse trapping the heroes in Ebernburg is lifted. The characters can walk out of town or, if they're particularly spunky, wait for another bus. Bernie even appears somewhat later in the morning. He, of course, is surprised to see them, but denies any role in the night before.

The townsfolk themselves are uncomfortable in the heroes' presence, even if the characters aren't overtly hostile. After all, they carry decades of guilt for their participation, even if they didn't directly murder anyone. However, they deny any knowledge of the Hunt or what occurred during the night—even if directly confronted by the party.

No evidence of the Hunt exists and the citizens of Ebernburg provide a united front to any investigation of the night's events. Given that the authorities are already predisposed to place little credence in claims of ghosts and supernatural huntsmen, any official inquiry ends without formal resolution.

HEROES AND VILLAINS

All of the people—and things—in this adventure are detailed in game terms below.

LOCAL TOWNSFOLK

CITIZEN

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Knowledge (Trade) d8, Notice d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges/Hindrances: —

Gear: Pump shotgun (Range 12/24/28, Dam 1-3d6, RoF 1, Shots 6)

THE WILD HUNT



ALBERT EBERNBURG, MASTER OF THE HUNT

Albert's hatred and rage manifests in his hideous form, which is as much beast as human at this point. The remnants of his old burial clothing hang from his now unnaturally tall, thin frame. A pair of wicked and sharp antlers branches from his forehead. His flesh is blackened and oily, with tufts of hair sprouting sporadically from exposed areas. His fingers have grown into long, talon-like claws, and his lower jaw has elongated, exposing long, predatory fangs.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Tracking d10

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 8

Special Abilities:

- **Bite/Claws/Horns:** Str+d6 (but only one a round).
- **Fear –2:** Anyone who sees the colonel must make a Guts roll (–2) or be Shaken by his horrific appearance. This is not a damaging attack.
- **Gore:** The Master can charge to gore his prey with his antlers. If he can move at least 6" in a straight line before attacking, he adds +4 to his damage total.
- **Immunity:** The colonel cannot be hurt by normal weapons. Magic and magical weapons (including items affected by *smite*) can harm him normally.
- **Invulnerability:** The only way to destroy Colonel Ebernburg is to confront him with his wife's ghost. Magical attacks and weapons that would otherwise incapacitate him only force him to dissipate for one hour, at the end of which time he reforms and resumes the hunt.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Undead do not suffer Wound Modifiers.
- **Weakness (Holy Water):** A pint of holy water does 2d6+2 damage to the Master as if it were a magic weapon. This cannot destroy him, but can temporarily harm him as noted above.
- **Weakness (Marla's Ghost):** If the colonel is brought face to face with his wife's ghost, he is destroyed permanently.

HOUNDS

Like their master, these monsters are reanimated remains, driven by an unholy urge to hunt and kill. Their hides are dried and missing huge clumps of fur, and their desiccated lips are drawn back from their teeth in a permanent snarl.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d8, Tracking d10

Pace: 8; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Bite:** Str+d6.
- **Fleet Footed:** Hounds roll a d10 when running instead of a d6.
- **Howl:** As an action, a hound may make an Intimidation Test of Wills against any foe within earshot.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.
- **Weakness (Holy Water):** A pint of holy water deals 2d6+2 damage to a hound.

HUNTSMAN

Former victims of the Hunt themselves, these undead are dragged back to life to serve the Master's bidding once a decade. The Huntsmen are now little more than rotting zombies, each dressed appropriately to the time he was slain by the Hunt.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d4
- **Fearless:** Undead hunters are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.
- **Weakness (Holy Water):** A pint of holy water deals 2d6+2 damage to an undead hunter.

THE PLAYER CHARACTERS

As noted earlier, you can play with these provided characters or you can let the players make their own from scratch using either the included Test Drive rules or the Savage Worlds core rulebook if you have one.

Additionally, you may notice that all the provided characters have gender-neutral names. They can be male or female as your players prefer. While the cust-and-use character sheets have a single illustration each, the figure flats include both gender options for all the characters.



KELLY FRANKLIN

Your undergrad studies tapped out your parents' life savings. You made it into med school, but even working two part-time jobs and taking student loans, you couldn't make ends meet. In the end, you watched your dreams of being a doctor code out under a ledger sheet.

Turns out student loans are harder to get rid of than the Black Plague. Now, you're on your last

few dollars, riding a bus to nowhere...and hoping nowhere is far enough away that the loan company can't find you.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Guts d8, Healing d8, Investigation d6, Notice d6, Persuasion d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Heroic, Poverty (Minor), Pacifist (Minor)

Edges: Common Bond, Healer, Luck

Gear: Cellular phone, \$10



CHRIS JANSEN

It's not just the limp from the shrapnel left in your leg, it's the nightmares you have of still being back over there. Now, you get overwhelmed by rage at times and just snap. You become a danger to yourself and anyone close to you. In the end, it cost your marriage, your family, your job, and your home.

Now you're on the road, looking for a new life, maybe a new family. But you fear you won't be able to outrun those same old demons.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving d4, Fighting d6, Guts d6, Healing d4, Notice d6, Shooting d8, Stealth d4, Survival d4, Throwing d4

Charisma: 0; **Pace:** 4; **Parry:** 5; **Toughness:** 6

Hindrances: Lame, Loyal, Doubting Thomas

Edges: Berserk, Nerves of Steel

Gear: Survival knife (Str+1d4, +1 to Survival rolls), flashlight, lighter, \$200



TERRY MCNAMARA

Some folks might call you a criminal, but more accurately you were a debt collector. You've got a weakness for the dice...or the cards...or the ponies, really just about anything you can bet on. What you don't have is a knack for picking winners.

Now, you're the one with the unpaid debt and, knowing how your boss handles collections, you caught the first bus out of town.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Driving d4, Fighting d8, Guts d6, Intimidation d6, Lockpicking d4, Notice d4, Shooting d6, Stealth d4, Streetwise d4

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Overconfident, Habit (Minor: Compulsive Gambler), Enemy (Minor: Loan Shark)

Edges: Brawny, Sweep

Gear: .38 revolver (Range 12/24/48, Dam 2d6, RoF 1, Shots 6, Revolver), deck of cards, dice, \$10



R. H. MILSTEN

Ghosts, cryptids, UFOs—you name it, you've investigated it. Most folks laugh at you or just think you're just a little crazy. But you know the supernatural is real. You've even found a couple of spells over the years that work. Nothing flashy, mind you, magic nonetheless—no matter what the skeptics claim.

You're on your way to your next investigation: the town of Ebernborg, the scene of strange lights, noises, and disappearances dating back over a century. It should prove the perfect place to test your newfound abilities!

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Guts d8, Investigation d6, Knowledge (Occult) d6, Notice d6, Spellcasting d8, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Bad Eyes (Minor), Delusional (Minor: You see the paranormal everywhere)

Edges: Arcane Background (Magic), Alertness

Powers: *Deflection, smite*

Power Points: 10

Gear: Video camera with night vision (halves modifiers for darkness), digital recorder, cellular phone, notebook, \$100



MORGAN STEVENS

Your parents died early and you bounced between foster homes and orphanages—at least until those men in lab coats took custody of you. They put you in a cell, gave you strange drugs, and did all sorts of weird tests. You watched other people die from the same abuse time and time again.

But not you. In fact, after a while, you found you could do things with your mind. Things that no one else could do. And those men in the lab coats? They couldn't keep you locked up anymore.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Lockpicking d4, Psionics d6, Shooting d6, Stealth d6, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: All Thumbs, Bad Luck, Cautious

Edges: Arcane Background (Psionics), Danger Sense

Powers: *Armor, bolt*

Power Points: 10

Gear: MP3 player, LED mini-flashlight, lockpicks, sleeping bag, \$25



BOBBY THOMPSON

You were always good at running—whether for third base, the finish line, or the end zone. When your last report card came, your mom made you quit your Little League teams. The only reasonable thing to do was to run away from home.

Now who's sorry?

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Guts d6, Notice d4, Shooting d4, Stealth d6, Throwing d6, Taunt d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Young, Poverty, Stubborn

Edges: Luck, Fleet-Footed, Quick

Gear: Swiss army knife (Str+1), \$10



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 statted—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!

GET THE FULL VERSION OF SAVAGE WORLDS AT BETTER GAME STORES EVERYWHERE!

FREE ADVENTURES AND MORE AT WWW.PEGINC.COM!



MORGAN STEVENS



BOBBY THOMPSON



CHRIS JANSEN






TERRY MCNAMARA



KELLY FRANKLIN



R. H. MILSTEN

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MORGAN STEVENS

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Lockpicking d4, Psionics d6, Shooting d6, Stealth d6, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: All Thumbs, Bad Luck, Cautious

Edges: Arcane Background (Psionics), Danger Sense

Powers: *Armor, bolt*

Power Points: 10

Gear: MP3 player, LED mini-flashlight, lockpicks, sleeping bag, \$25

CHRIS JANSEN

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving d4, Fighting d6, Guts d6, Healing d4, Notice d6, Shooting d8, Stealth d4, Survival d4, Throwing d4

Charisma: 0; **Pace:** 4; **Parry:** 5; **Toughness:** 6

Hindrances: Lame, Loyal, Doubting Thomas

Edges: Berserk, Nerves of Steel

Gear: Survival knife (Str+1d4, +1 to Survival rolls), flashlight, lighter, \$200

KELLY FRANKLIN

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Guts d8, Healing d8, Investigation d6, Notice d6, Persuasion d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Heroic, Poverty (Minor), Pacifist (Minor)

Edges: Common Bond, Healer, Luck

Gear: Cellular phone, \$10

BOBBY THOMPSON

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Guts d6, Notice d4, Shooting d4, Stealth d6, Throwing d6, Taunt d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Young, Poverty, Stubborn

Edges: Luck, Fleet-Footed, Quick

Gear: Swiss army knife (Str+1), \$10

TERRY McNAMARA

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Driving d4, Fighting d8, Guts d6, Intimidation d6, Lockpicking d4, Notice d4, Shooting d6, Stealth d4, Streetwise d4

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Overconfident, Habit (Minor: Compulsive Gambler), Enemy (Minor: Loan Shark)

Edges: Brawny, Sweep

Gear: .38 revolver (Range 12/24/48, Dam 2d6, RoF 1, Shots 6, Revolver), deck of cards, dice, \$10

R. H. MILSTEN

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Guts d8, Investigation d6, Knowledge (Occult) d6, Notice d6, Spellcasting d8, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

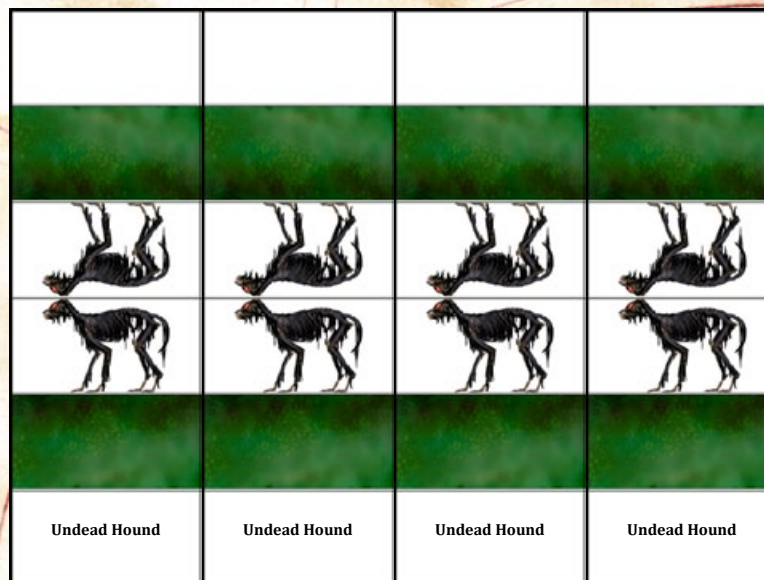
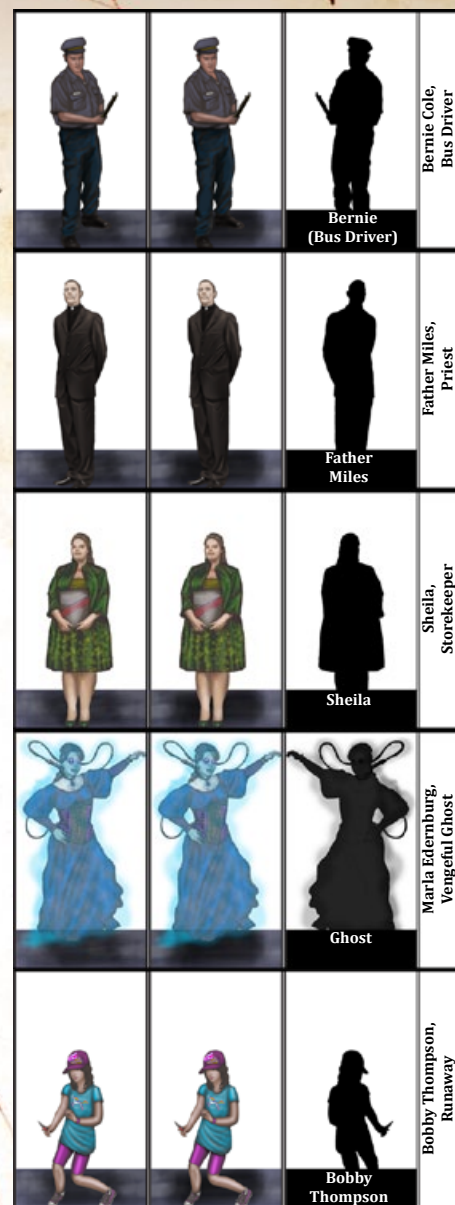
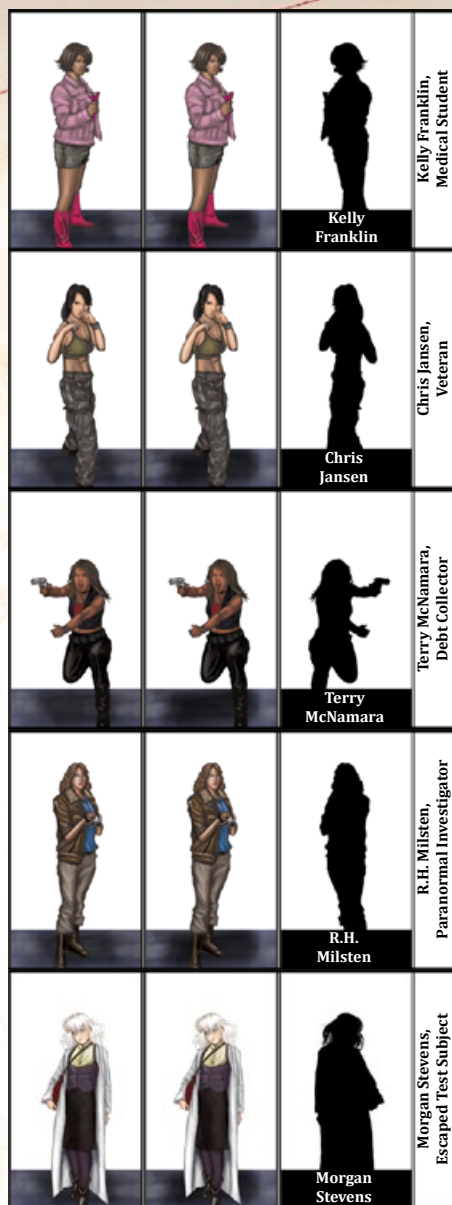
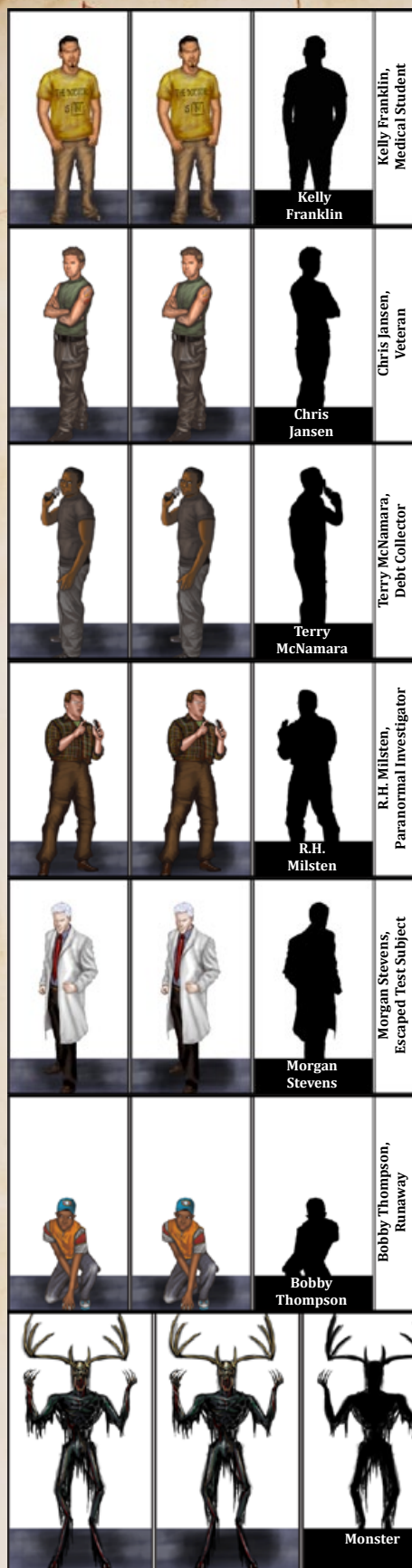
Hindrances: Curious, Bad Eyes (Minor), Delusional (Minor: Sees the paranormal everywhere)

Edges: Arcane Background (Magic), Alertness

Powers: *Deflection, smite*

Power Points: 10

Gear: Night vision videocam (halves darkness modifiers), digital recorder, cell phone, notebook, \$100



TRI-FOLD FIGURE FLATS

Print and cut out, folding into a prism or "A-frame" shape, gluing the labeled tab inside; the tab label is just for identification purposes for the GM. Male & female options are presented for the PCs. For the undead hound models, you can either fold them into an A-frame/prism on its side, or into an "inverted T" shape as illustrated.



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.

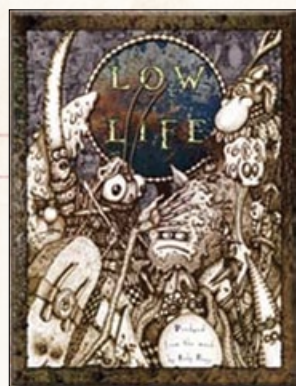
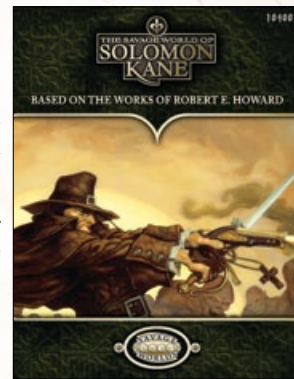
Players are steely-eyed gunfighters, card-slinging sorcerers called hucksters, mysterious shamans, savage braves, mad scientists, and more who battle against evil and attempt to prevent the "Reckoning."



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, 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.



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, of conflict and danger. It's a land of epic heroism and great evil, a realm of

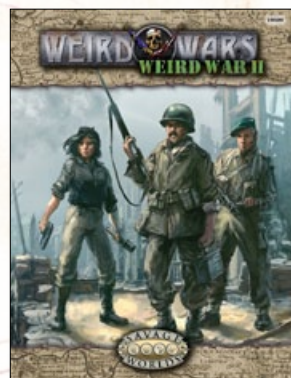
horror and violence, a bold land where even the lowliest cockroach can become a king by his own sword and the most wretched gob of filth can become a gawd.

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...

NECESSARY EVIL: EXPLORER'S EDITION

The fate of the world lies with the scum of the earth: when the super heroes of the world are blown to kingdom come by an unstoppable army of invading aliens, who will save the day? Evil! The only forces left to take on the alien menace are the crafty, self-serving super-villains! Necessary Evil is a supers game done Savage Worlds style. Inside the twisted Plot Point setting are complete rules on making four-color super-powered characters, over seventy super powers, a pile of adventures weaving in and out of a resistance story, new Edges and Hindrances, a bestiary of out-of-this-world critters, and more!

No simple reprint, this classic Savage Worlds setting is reformatted to the wildly popular *Savage Worlds: Explorers Edition*-size paperback, includes a new ending (110% of the story of the first edition), and has updated rules and two dozen new pieces of art.



WEIRD WAR II

The violence and horror of war brings humanity's worst nightmares to life, and no war was as terrible or as widespread as *Weird War II*. Climb in your Sherman, crawl into the ball turret of a B17, or just grab a rifle and battle the horrors of *Weird War II*.

One of our most popular lines ever relaunched as a single massive volume covering all the war's major theatres and updating the terror to the award-winning *Savage Worlds* system. You'll find complete rules for campaigns on land, sea, and air, rules for rune magic, and a massive bestiary with haunted tanks, Nazi Wehrwolves, ghost battleships, and more!

SPACE 1889: RED SANDS

Science fiction roleplaying in a more Savage time! Since Thomas Edison first explored the worlds with the help of his marvelous ether propeller, the British Empire has grown to include to the red plains and stately canals of Mars, the steaming, dinosaur-infested swamps of Venus, even a remote outpost in the twilight zone of Mercury.

In 1889, the sun truly never sets on the British Empire. But deep inside the Empire a core of revolt festers and grows. Martian cults cry out for the Earthlings' expulsion. Britain teeters at the edge of war with the Oenotrian Empire. In the midst of seething turmoil, the being known only as Kronos siezes the technology of a forgotten race to threaten the very future of mankind!

This book contains everything you need to play thrilling Victorian space adventures with the *Savage Worlds* game system: new Edges, Hindrances, combat and construction rules for ether vessels and aerial flyers, a complete system for Inventions, copious information about the various locales, races, and mysteries of the Solar System, an Adventure Generator, dozens of *Savage Tales*, a bevy of alien creatures and nefarious foes, and a Plot Point campaign to take your heroes to the stars and back again.



All of our settings (except *The Savage World of Solomon Kane* and *Pirates of the Spanish Main*) require the *Savage Worlds* core rules.

SAVAGE WORLDS

TEST DRIVE

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.peginc.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 a d4 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!

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"

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.

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 a Hindrance Point for each Minor Hindrance she takes (up to two), and two 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 Hindrance Points you can either:

- Gain another attribute point.
- Choose an Edge.

For 1 Hindrance Point you can either:

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

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.

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 two-thirds 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.

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.

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

A brief summary of the Advancement rules is available in the full, free *Savage Worlds Test Drive* available on the Downloads page of www.peginc.com.

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

Range: Touch

Power Points: 2

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

Range: 24/48/96

Power Points: 2–6

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

Range: 12/24/48

Power Points: 1–6

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

Range: Touch

Power Points: 2

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

Range: Touch

Power Points: 3

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

Range: Touch

Power Points: 2

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.

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

Each Edge's Requirements are listed in parentheses. N is Novice Rank, S is Seasoned, etc. Attribute requirements are listed as A=Agility, St=Strength, Sm=Smarts, Sp=Spirit, and V=Vigor.

Edges with an asterisk (*) are Background or Professional Edges that require GM approval if taken after character creation.

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 Resistance): 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, Shooting/Throwing 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

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

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

Marksmanship (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

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