



# SAVAGE GEAR DAMAGE

This Setting Rule applies to all gear used in Trait rolls where the GM deems it possible that the action could result in damage to the gear. This will most often be weapons, but other items, such as lock picks or rope, can be affected as well.

With this Setting Rule, equipment has three states:

- **Normal:** The gear works as normal.
- **Damaged:** The character suffers a -1 to any Trait roll using the Damaged gear.
- **Broken:** The equipment is impossible to use for its intended purpose until it is repaired.

## DAMAGING EQUIPMENT

When the player makes a Trait roll using equipment that the GM determines could be damaged by the action taken and the roll results in a Critical Failure, the equipment is Damaged.

A Damaged tool gives a -1 penalty to any Test it is being used for.

## BREAKING EQUIPMENT

A Damaged tool that is Damaged a second time is now Broken and cannot normally be used until it is repaired.

A weapon may still be used to attack, but it counts as an improvised weapon (see **Improvised Weapons** in the *Savage Worlds* core rules).

## REPAIRING EQUIPMENT

Damaged gear can be repaired with a successful Repair roll and 1d4 hours. A raise repairs the gear in half the time. A failed roll means that the time was wasted, but the character can try again, spending more time.

A Critical Failure means the task is beyond the character's current skill and the character must either wait until their Repair skill increases or have the equipment be repaired by someone else.

Repairing Broken gear is much more difficult and gives a -4 penalty to the Repair roll but otherwise works the same as repairing Damaged equipment.

## ITEM QUALITY

The above rules are for items of standard quality. For equipment that is of lower or higher quality, the following modifications are made.

### EXPERT QUALITY

This gear generally costs three times as much as standard quality and allows the player to make a roll using a d6 (no Wild Die) for the equipment to resist being Damaged.

Repairing this quality of gear gives a -2 penalty to the Repair roll. This is cumulative with the normal -4 penalty to repair a Broken piece of gear.

### MASTERWORK QUALITY

Masterwork gear costs five times as much as the standard quality equipment and allows the player to make a roll using a d10 (no Wild Die) for the equipment to resist being Damaged.

Masterwork gear can only be repaired by a character with the Mr. Fix It Edge from the *Savage Worlds* core rules.

### POOR QUALITY

No one intentionally sells this type of gear and it becomes Broken the first time its use results in a Critical Failure.

## MAGICAL EQUIPMENT

Magical equipment must be either expert or masterwork quality and follows all the normal rules for that level of quality.

Additionally, magical equipment allows the roll of a Wild Die when resisting being Damaged (so an expert long sword would roll a d6 for being expert quality and a d6 Wild Die for being magical).

### REPAIRING MAGICAL EQUIPMENT

Repairing Damaged or Broken magical gear also requires the character to have the Artificer Edge, or to have someone helping that has the Artificer Edge. In addition to the normal Repair roll, a separate roll using the skill related to the appropriate Arcane Background must be made. A failure on either roll indicates a failure to repair the equipment.

## FRAGILE EQUIPMENT

A new descriptor becomes available with this Setting Rule: **Fragile**. Items made of particularly weak or breakable material (such as a wooden stake, obsidian dagger, etc) become Damaged when the Trait die comes up as a 1 on the Trait roll regardless of the Wild Die result.

## EDGE CHANGES

When using this Setting Rule, the Mr. Fix It Edge from the *Savage Worlds* core rules works as written, but with the added information below:

**MR. FIX IT:** The character can repair items of masterwork quality with a -4 penalty to the roll (i.e., a -2 penalty including the +2 bonus given from this Edge). This is cumulative with the normal -4 penalty to repair a Broken piece of gear.

REPAIR MODIFIERS SUMMARY		
QUALITY	WITHOUT MR. FIX IT	WITH MR. FIX IT
Poor	N/A (-4 Broken)	N/A (-2 Broken)
Normal	-0 (-4 Broken)	+2 (-2 Broken)
Expert	-2 (-6 Broken)	+0 (-4 Broken)
Masterwork	N/A	-2 (-6 Broken)