



SAVAGE WORLDS ADVENTURE DECK™

USING THE ADVENTURE DECK

Thanks for purchasing the *Savage Worlds Adventure Deck*! These cards should be printed on cardstock, printed on paper and then placed in card sleeves, or lightly glued to a standard deck of playing cards. There are 54 cards in all, so you'll need a deck with both jokers if you intend to glue them to regular cards.

Using the Adventure Deck is as simple as everything else in *Savage Worlds* (TM). Just shuffle the deck at the beginning of each game session and deal out one to each player character for each of his Ranks. A Seasoned hero gets two cards, for example, while a Legendary warrior gets five. Each player keeps all his cards, but may only play one each game session.

Players may also trade cards at any time, but this must be a trade—you can never just give them away.

The players can use these cards whenever they want during the game, or as spelled out on the individual cards.

Any unused cards are discarded at the end of the game session. That's all there is to it!

NEW EDGE!

The following new Background Edge should be added to your game if you want to use the Adventure Deck. Normally characters can't take Background Edges after character creation, but if you're adding the Adventure Deck to an existing game you should let your players take this in exchange for their next Advance.

DESTINY'S CHILD

Requirements: Novice

Your hero is favored by Destiny. He gets to draw and play an additional Adventure Card each game session.

THE RELIC CARD

This powerful card creates an item of significant power (or a finely made device in non-magical campaigns). The GM can decide the effects for himself, or draw a card on the table below. Hearts or Diamonds indicates one of the character's weapons becomes enchanted. Clubs indicates armor (or clothing) was affected. Spades means some other item, such as a hat, boots, or belt is the object of the enchantment.

Deuce: The item is cursed! The victim suffers a -1 to all trait rolls.

The curse may only be removed by accomplishing some quest, or receiving a blessing from the highest level religious authority (good or bad!) in that setting. It's up to the GM whether or not the item can be discarded, but the curse remains regardless. The curse may not normally be transferred to another.

3-10: The item grants a +2 bonus of some kind:

Weapon (Hearts/Diamonds): The item affected is a weapon. It grants a +2 bonus to Fighting or Shooting, as appropriate, and +2 to damage as well.

Armor (Clubs): The item gains 2 points of magical protection. A suit of plate mail (+3), for example, now grants +5 protection.

Other (Spades): The item grants a +2 bonus to a particular skill when worn.

Jack-Queen: The item grants a bonus as listed under 3-10, above, but is +4 in particular situations. A sword used to kill a lich grants +4 vs. undead for instance, elven boots add +2 to Stealth or +4 when worn by an elf, armor grants a +2 bonus or +4 versus fire damage, etc.

King: The item grants a +2 bonus to one attribute and all linked skills.

Ace: The item grants a power of some sort. It has 10 Power Points (and may not use the caster's if he has an Arcane Background of his own). The item comes with a d6 arcane skill, or the caster may use his own. The power should have something to do thematically with the event that created it.

Joker: The item grants a +2 bonus to one attribute and its linked skills (as King), and has a power of some sort as well (as Ace).



CONTACT

"Reggie. You old scoundrel. How you've been?"

Your hero sees an old friend or acquaintance who might help him in his current quest somehow. Of course, he may also ask for a favor in return.



PEACE

"Wait. I know that guy..."

Your hero is able to improve the attitude of a group in an encounter, perhaps by recognizing someone in the crowd, showing respect, or offering a bribe. It doesn't work on true enemies—only "neutrals" who happen to cross paths with your party.



ENEMY

"We meet again."

Play at the beginning of the game session. A villain of the GM's choice becomes your character's sworn enemy and you may not soak wounds caused directly by him. Starting now, you draw an extra Adventure Card each game session until the enemy is "retired."



LOVE INTEREST

"Come here often?"

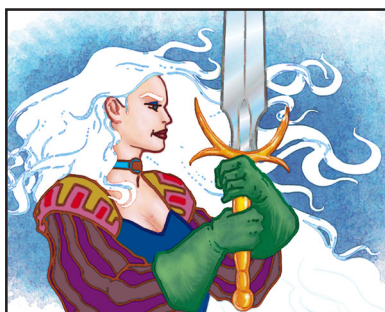
Play on a nonplayer character to encourage a romantic interest for your hero. The target helps to the best of her abilities, but may frequently cause trouble as well.



OUT OF THE FRYING PAN

"Quick! Down this garbage chute!"

Play to avoid death, capture, or some other bad situation for your hero or any ally. The situation leads to some new trouble, however, as determined by the GM.



RELIC

"This is the sword that cleft the witch-king from crotch to chin."

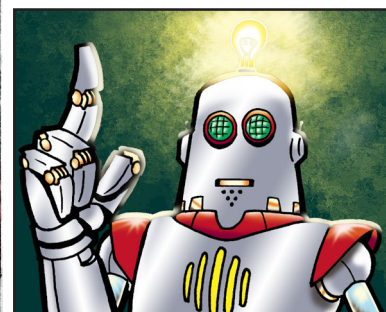
Play after accomplishing an important task. An item associated with your victory gains magical powers. (See GM's Guide.)



NOT TODAY

"Missed me. Now it's my turn."

Play after any other character's attack roll to cause it to automatically fail. This is a critical failure.



GET A CLUE

"Wait! I've got an idea!"

Play this card for a clue from the Game Master for some advice or a hint on how to resolve a current predicament or problem.



SPILL THE BEANS

"You don't wanna get her riled, amigo."

The subject of your questioning tells you *everything* you want to know, whether by friendly persuasion, intimidation, or force.



ADRENALINE SURGE

"Woah! He went Matrix on 'em!"

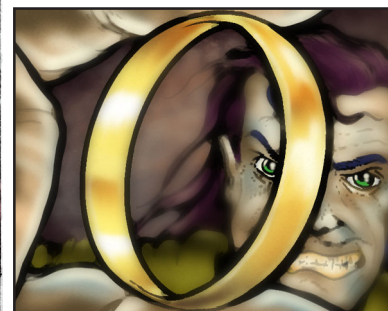
Your hero gets an additional and immediate turn (including new movement).



LUCKY BREAK

"Thank God I had that silver flask in my shirt pocket!"

Play this card to completely negate the damage from one attack.



MYSTERIOUS TREASURE!

"Ah...my precious..."

Play when your hero searches an area containing treasure or loot. He finds a minor Relic of some sort. Use the Relic Table, but discard Kings, Aces, or Jokers until a lower card is drawn.



WINDFALL

"Solid gold goodness!"

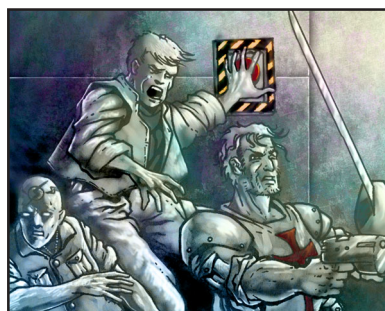
Play when your hero searches an area for treasure, loots a fallen foe, etc. He finds everything that can be found in that location. If rolling on a random table, the character gets the best possible result.



EULOGY

"Arthur was a good man. Not so good with explosives, but a good man..."

Play after a PC dies and say a few words about his life to your comrades. Every PC present gets a new Adventure Card. If at the end of an adventure, the extra draw occurs in the next game session.



SUDDEN DEATH

"Nobody move or I push the button!"

Your hero must do or say something that gives his foes pause. All foes within 12" lose their next action.



TURNCOAT

"How much are they paying you?"

Your hero somehow convinces or bribes a minor foe to perform a small favor—such as helping the hero escape, revealing the location of the "boss," etc.



TALE TELLER

"It was a dark and stormy night..."

Your hero must tell a story of his group's deeds to an audience of some sort (roleplay this) and make a Persuasion roll. If successful, the listeners become friendly and helpful to the entire party.



KARMA THIEF

"The hell?"

Take a benny from any other Wild Card (this may include other player characters).



TEAMWORK

"On my mark..."

Your hero and any adjacent allies add +4 to their next trait rolls. The allies must be adjacent when the card is played to receive the bonus.



LAST STAND

"Stand together now!"

Your hero and any adjacent allies gain +2 Parry and Toughness. Allies who move into contact after the card is played gain the bonus as well. The effect ends when a Joker is dealt.



SECOND WIND

"I'm feeling much better now."

Play on your hero to automatically remove all wounds sustained in this combat (but not crippling injuries). If Shaken, he is un-Shaken now as well.



BETTER YOU THAN ME

"Fritz! They shot Fritz!"

Play when your hero has been hit by an attack and there is an adjacent character. The other character suffers the attack instead. This may be played on friend or foe.



RALLY

"To me!"

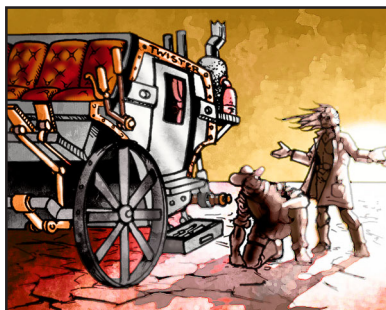
Play to cause all allies in sight and/or hearing to immediately lose their Shaken status.



INSPIRATION

"We only have one shot at this. It's all or nothing, gang."

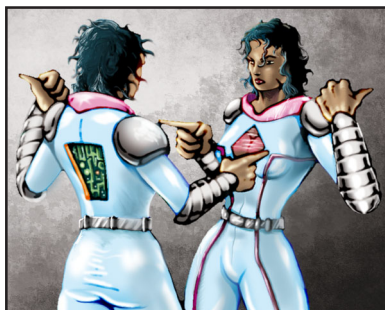
Friendly characters (including your hero) add +2 to all trait rolls for the rest of this round.



HIDDEN STASH

"You need an Allen wrench? In the middle of the desert? Yeah, I think I can do that."

Your hero scrounges up a generic type of item of your choosing, such as food and water, shelter, a box of ammo, enough money for a room, etc.



ONCE MORE, WITH FEELING

"Hey! How'd you do that?"

Play to take any one Adventure Card from the discard pile.



SURPRISE!

"Hey! How'd you do that?"

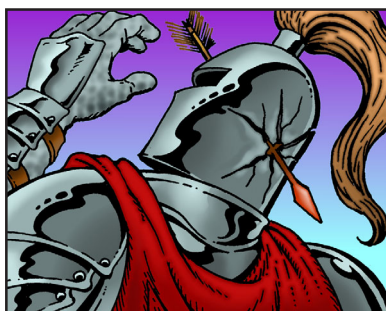
Pay a benny to search through the remaining Adventure Deck and take any one card of your choice.



DEADLY BLOW

"Oooh! That'll leave a mark!"

Play after damage is rolled to double the total of a successful melee attack.



BULLSEYE!

"Even plate mail has eyeslits."

Play after damage is rolled to double the total of a successful ranged attack.



REVELATION

"I read about this once..."

Your hero finds all the information available when doing research, or realizes critical information when confronting some obstacle such as a monster's weakness, the answer to a riddle or cipher, etc.



FLESH WOUND

"Get up, Hicks. You ain't foolin' anyone."

Play to cause a wounded Extra to rise immediately, un-Shaken and unharmed. The Extra must have been wounded in the current "scene" (typically a combat or immediately thereafter).



EXTRA EFFORT

"Ungh!"

Play to add +1d6 to any trait roll. This roll may Ace.



EXTRA EFFORT

"Impressive! Most impressive."

Play to add +1d6 to any trait roll.
This roll may Ace.



BACKSTAB

"Look! A condor."

Play before rolling to add +1d20 to a single trait or damage roll made directly against (and to the detriment of) an allied character. This roll may Ace.



SEIZE THE DAY!

"Out of my way!"

The character acts as if he had drawn a Joker this combat round.



POWER SURGE

"Woah! Where'd THAT come from?"

Immediately recover all spent Power Points.



VILLAINOUS VERBOSITY

"Hah! You fools! Did you really think you could thwart such an ingenious plan?"

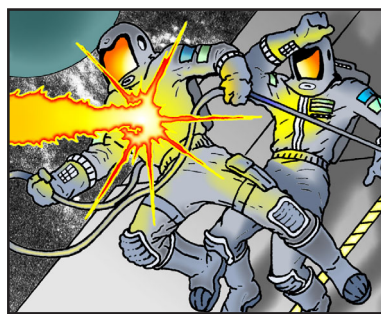
Play to make an opposing Wild Card lose his next action by gloating or talking about his master plan.



FOLK HERO

"He robbed from the rich and gave to the poor..."

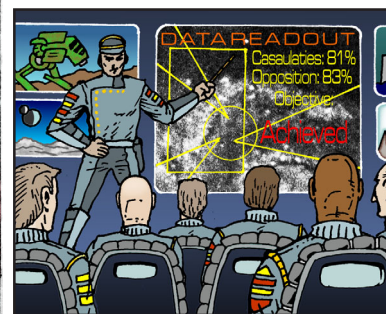
Play after you save a group of people from dire circumstances. The community adopts you and your party as local heroes, and you can always find aid there.



NOBLE SACRIFICE

"Gotta take one for the team..."

Play when an adjacent ally suffers damage. You suffer the damage instead.



THE HARD WAY

"We learned some important lessons tonight, friends."

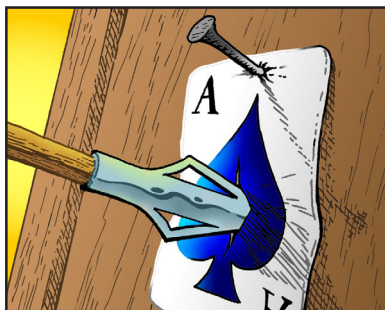
Your bennies become Experience Points.



MECHANICAL MALFUNCTION

"SPROING!"

A device malfunctions in some way: guns jam, bow strings break, etc. The device can be fixed by a Repair roll at -4 and 10 minutes work.



ACE

"Never tell me the odds."

Play instead of rolling to make a trait test with a single automatic raise.



ARCANE INSPIRATION

"I have no idea how I managed that."

When playing this card, a character with any sort of Arcane Background can either use one of his powers as a free action or use a power he doesn't have.



HERE COMES THE CAVALRY

"I thought you guys would never get here."

Help arrives on the scene from some source determined by the GM.



DRESSED TO KILL

"Wow. You clean up nice, kid."

Your hero dresses up, is "on" for the night, or otherwise far more attractive or charismatic than usual. Add +4 to your Charisma for the duration of the current "scene."



RENOWN

"You're the one who defeated the dragon of Innsburg?"

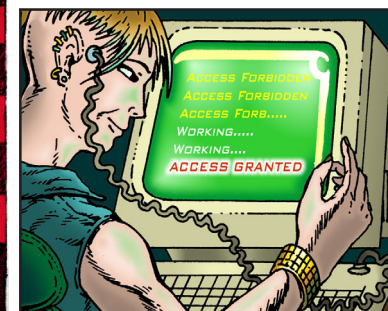
Play after completing a good deed of some import. You gain a permanent +1 Charisma bonus toward those who have heard of you (typically a 50% chance).



EPIPHANY

"Beginner's luck."

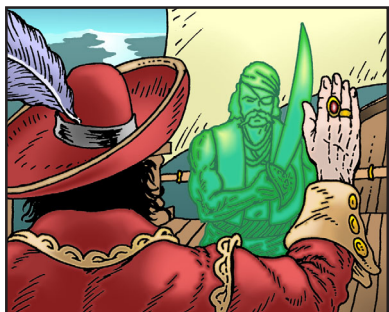
Something you never understood before suddenly "clicks." You gain a d6 in any skill you previously did not have for the remainder of this game session.



EPIPHANY

"I think I'm getting the hang of it."

Something you never understood before suddenly "clicks." You gain a d6 in any skill you previously did not have for the remainder of this game session.



PARLEY

"I call on the ancient rite of parley!"

All characters cease fighting and listen to the hero speak for at least 30 seconds. Others may only take defensive actions during this time. This has no effect on beasts and other creatures that cannot understand the speaker.



REINFORCEMENTS

"They're everywhere! Game Over, man!"

Play during combat. Reinforcements arrive for the bad guys. The exact number and type is up to the GM. Every player character may immediately draw an Adventure Card, however.



LET'S SETTLE THIS

"You gonna skin that smokewagon or just stand there and bleed?"

Play at the beginning of a combat round with no Jokers. No character can soak wounds until a Joker is drawn.



PAYBACK

"This is for my father!"

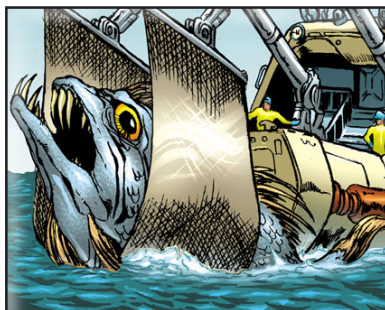
Play on an opposing Wild Card. Your attacks and damage against him are made at +2 for the duration of the scene.



RILED UP

"That hurt. Now it's my turn."

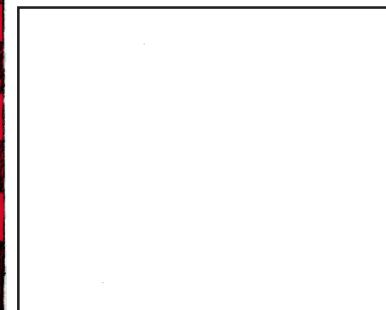
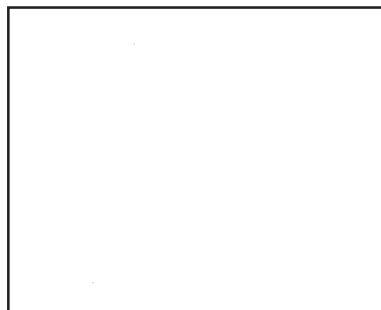
Play after your hero sustains at least one wound. His attacks cause +2 damage for the remainder of the scene.



UH-OH

"We're gonna need a bigger boat."

Play this card at the beginning of a combat. One foe you are facing (GM's choice) has its Size and Strength increased two steps. Every player gets to draw a card from the Adventure Deck.



Create your own cards!



Use these to create customized Card Backs for your Adventure Deck!

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