SAVAGE WORLDS

UPDATES FROM
SAVAGE WORLDS: EXPLORER'S EDITION
TO SAVAGE WORLDS DELUXE

Damage and Healing

A complete list of all changes from
Savage Worlds: Explorer's Edition to *Savage World Deluxe*,
will be on our Downloads page at www.peginc.com.

PINNACLE
ENTERTAINMENT GROUP

Damage Updates

Shaken

If the damage of an attack is a simple success (0-3 points over Toughness), the target is Shaken. Shaken characters are rattled, distracted, or momentarily shocked. They aren't stunned but are temporarily suppressed enough that they must make a Spirit roll to be effective.

On their action, a Shaken character must attempt to recover from being Shaken by making a Spirit roll:

- **Failure:** The character remains Shaken. He can only perform free actions (see page 66).
- **Success:** The character is no longer Shaken, but can still only perform free actions.
- **Raise:** The character is no longer Shaken and may act normally.

► **Spending Bennies:** A player may spend a Benny at any time to remove his Shaken status. If it's currently his action, he may act as if he gained a raise on the Spirit roll.

Incapacitation

Incapacitated characters aren't necessarily dead, but are generally too beaten, battered, or bruised to do anything useful. They may not perform actions and are not dealt Action Cards in combat. Incapacitated Extras are removed from play.

Wild Cards are Incapacitated if they suffer more than three wounds (cumulatively or all at once). When a Wild Card becomes Incapacitated, make an immediate Vigor roll:

- **Total of 1 or Less:** The character dies.
- **Failure:** Roll on the Injury Table. The Injury is permanent and the victim is Bleeding Out (see below).
- **Success:** Roll on the Injury Table. The Injury goes away when all wounds are healed.
- **Raise:** Roll on the Injury Table. The Injury goes away in 24 hours, or when all wounds are healed.

Injury Table

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

► **Bleeding Out:** The injured character must make a Vigor roll at the start of each round after the one in which he was injured and before Action Cards are dealt:

- **Success:** The victim must roll again next round, or every minute thereafter if not in combat.
- **Raise:** The victim stabilizes and no further rolls are required.
- **Failure:** The character dies from blood loss.

Other characters may stop a victim's bleeding by making a Healing roll. If successful, the victim stabilizes immediately and no further rolls are required. This use of the Healing skill just stops the bleeding. See page 78 for the use of the Healing skill to recover actual wounds.

Healing Updates

A character may only attempt to heal fresh wounds on a given patient once within the hour they were sustained. A different character may attempt a Healing roll, but once attempted, that healer has done all he can for that particular patient.