SAVAGE WORLDS HOUSE RULES

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Note: This document is organized to coincide with the SW core rules.

Character Creation

No Throwing Skill

Throwing skill is removed and split between Fighting skill, Shooting skill, and Agility attribute.

- If throwing a heavier weapon like a hammer, spear or throwing axe it is a Fighting skill check.
- If throwing a shuriken, dagger, dart, knife, rock, sling, or other small and precise weapon it is a Shooting skill check.
- If throwing a potion, grenade, splashing holy water/acid, grappling hook, or other non-targeting combat item it is simply an Agility attribute check, the GM may allow the character to use their fighting or shooting skill in place of agility if deemed applicable.

Alternative Knowledge Skill System

A character that has knowledge has broad knowledge of general categories. This is meant to make the skill more meaningful and meant to represent a formal course of study or learning. His character history may determine the detail of this knowledge and the gamemaster will be called upon to determine what is reasonable. However, the character will have more than general knowledge of the categories of knowledge that is appropriate for his cultural context and the technology level of the setting. Use of this skill will require a gamemaster to make a

judgment call about what the appropriate target number roll for the character to make depending on how obscure the knowledge might be. However, the TN will normally be 4.

Synergy with Knowledge Classes

Upon reaching d8 in a knowledge class, the character gets a +1 synergy to a synergy skill. For each increase in this skill another +1 may be added to a skill. (ie. d8 +1 synergy, d10 +2 synergy, d12, +3 synergy). This synergy has a maximum of +2 for any applied knowledge skill.

Applied Knowledge Skills

There are several applied knowledge skills in the SW System. These are used normally as described in the book and are given a synergy bonus when a player has the applicable knowledge class. These are investigation, healing, persuasion, repair, streetwise, survival and tracking. *See Savage Worlds Deluxe Edition Pages 8-13.*

Knowledge Classes – Modern Setting

Below are the broad knowledge classes for a modern setting.

Knowledge Classes	Synergy Skills
Common Man	Lock Picking, Repair or Search
Humanities	Persuasion, Healing or Investigation
Metaphysics	Healing, Investigation, Spell Casting
Military	Boating, Driving, Healing or Persuasion
Outdoors	Riding, Survival or Tracking
STEM	Healing, Investigation or Repair

Knowledge Class Descriptions

- **Common Man**: Business, Construction, Engineering, Masonry, Taylor. **Synergy**: Lock Picking, Repair or Search.
- **Humanities**: Art, Education, Ethics, Etiquette, Geography, Geology, History, Language, Law, Lore, Literature, Medicine, Music, Nobility, Oratory, Painting, Politics, Philosophy, Psychology, Religion, Rhetoric, Sociology and Social Studies. **Synergy**: Persuasion, Healing or Investigation.
- **Metaphysics**: Arcane Knowledge, Conspiracy Theories, Divine Knowledge, Herbalism, Magic, Metaphysics, Mythology, Occult, Psionics, Religion, Secret Organizations. **Synergy**: Healing, Investigation or Spell Casting.
- **Military**: Cartography, Leadership, History, Diplomacy, Etiquette, Engineering, Geography, Math, Military, Military History, Medicine, Nobility, Politics, Strategy, Tactics, Military Technology, War. **Synergy**: Boating, Driving, Healing or Persuasion.
- **Outdoors Knowledge**: Anatomy, Animal Husbandry, Biology, Botany, Cooking, Fishing, Forestry, Herbalism, Geography, Hunting and Gathering, Mountaineering, Navigation. **Synergy**: Riding, Survival or Tracking.
- **STEM**: Alchemy, Anatomy, Biology, Botany, Cartography, Chemistry; Herbalism, Medicine, Science, Technology, Engineering and Math. **Synergy**: Healing, Investigation or Repair

Knowledge Skills: High Fantasy Setting

Below are the broad knowledge classes for a high fantasy setting.

Knowledge Classes	Synergy Skills
Bardic Knowledge	Charisma, Persuasion, Healing or Investigation
Dwarvish Knowledge	Lock Picking, Repair or Search
Elvish Knowledge	Riding, Survival or Tracking
Gnomish Knowledge	Healing, Investigation or Repair
Halfling Knowledge	Persuasion, Healing or Taunt.
Noble Knowledge	Charisma, Persuasion, or Intimidation.
Priest/Cleric Knowledge	Healing, Investigation or Spell Casting.
Ranger Knowledge	Riding, Survival or Tracking.
Soldier Knowledge	Healing, Persuasion or Riding.
Wizard Knowledge	Healing, Investigation or Spell Casting.

Knowledge Class Descriptions

- **Bardic Knowledge**: Art, Education, Ethics, Etiquette, Geography, Geology, History, Language, Law, Lore, Literature, Medicine, Music, Mythology, Nobility, Oratory, Painting, Politics, Philosophy, Psychology, Religion, Rhetoric, Sociology and Social Studies. **Synergy**: Charisma, Persuasion, Healing or Investigation.
- **Dwarvish Knowledge**: Appraisal, Business, Blacksmith, Construction, Engineering, Masonry, Metal Working, Taylor, Technology. **Synergy**: Lock Picking, Repair or Search.
- **Elvish Knowledge**: Anatomy, Animal Husbandry, Art, Biology, Botany, Cooking, Fishing, Forestry, Herbalism, Geography, Hunting and Gathering, Mountaineering, Music, Navigation. **Synergy**: Riding, Survival or Tracking.
- **Gnomish Knowledge**: Alchemy, Anatomy, Biology, Botany, Cartography, Chemistry; Herbalism, Medicine, Science, Technology, Engineering and Math. **Synergy**: Healing, Investigation or Repair.
- **Halfling Knowledge**: Art, Education, Ethics, Etiquette, History, Language, Law, Lore, Literature, Medicine, Music, Nobility, Oratory, Painting, Politics, Philosophy, Psychology, Religion, Rhetoric, Sociology and Social Studies. **Synergy**: Persuasion, Healing or Taunt.
- **Noble Knowledge**: Art, Education, Ethics, Etiquette, Geography, History, Language, Law, Lore, Literature, Music, Nobility, Oratory, Politics, Philosophy, Religion, Rhetoric, Sociology and Social Studies. **Synergy**: Charisma, Persuasion, or Intimidation.
- **Knight Knowledge**: Cartography, Leadership, History, Diplomacy, Etiquette, Engineering, Geography, Math, Military, Military History, Medicine, Nobility, Politics, Strategy, Tactics, Military Technology, War. **Synergy**: Boating, Healing or Persuasion.
- **Priest/Cleric Knowledge**: Alchemy, Arcane Knowledge, Divine Knowledge, Herbalism, Magic, Metaphysics, Mythology, Occult, Psionics, Religion, Secret Organizations. **Synergy**: Healing, Investigation or Spell Casting.

- **Ranger Knowledge**: Anatomy, Animal Husbandry, Biology, Botany, Cooking, Fishing, Forestry, Herbalism, Geography, Hunting and Gathering, Mountaineering, Navigation. **Synergy**: Riding, Survival or Tracking.
- **Soldier Knowledge**: Animal Husbandry, Leadership, Engineering, Geography, Military, Military History, Medicine, Strategy, Tactics, Military Technology, Navigation, War. **Synergy**: Healing, Persuasion or Riding.
- **Wizard Knowledge**: Alchemy, Arcane Knowledge, Divine Knowledge, Herbalism, Magic, Metaphysics, Mythology, Occult, Religion, Secret Organizations. **Synergy**: Healing, Investigation or Spell Casting.

Languages

Characters are fluent in their native language plus an additional language for every Smarts die type above d4. For example, a character with a d6 Smarts is fluent in two languages (native language plus one). If characters want to take another language above their normal quota, they must take a Knowledge skill. Language fluency is considered to be d6. *(Alternate: Each non-language Knowledge skill the PC begins with grants an additional starting language as well.)*

Languages (alternate)

Everyone gets 3 additional points at character creation to spend them onto Knowledge skills.
Languages are Knowledge skills with a special rule for every die type:
- d4: speak only
- d6: read/write
- d8: understand dialects
- d10: understand old texts
- d12: philosophize

Because reading/writing a language now depends on the die type, you should change Illiterate to: *"They must take a language at d6 to speak it, d8 to read/write etc."* (Therefore it would become a hindrance which describes a person with problems in learning new languages).

Languages and Knowledges (alternate)

Characters receive a number of additional skill points equal to their Smarts die, which can be spent on any Knowledges, including languages.

Languages and Edge

Your character starts with a d6 in their native language, but other languages must be learned as skills. A d4 in a language indicates a pidgin grasp of the tongue, a d6 is fluent in the language, while a d8 and above indicates a higher grasp of the language and improved communication skills.

Linguist

Requirements: Novice only
You are a polyglot, you speak multiple languages and you learn new languages quickly. You start the game with number of additional languages equal to half your Smarts dice. These additional languages all start at d6.
Alternative 1: You treat learning a new language as though you were increasing an existing skill, instead of purchasing a new one. You can learn up to two languages this way, at the GM's discretion. These new languages start at d4.
Alternative 2: When you learn a new Language skill, it starts at d6, not d4. (*This does not stack with Alternative 1.*)

Replacement Characters

The experience loss for dying is limited to 20 XP (= losing 1 rank).

Replacement Characters (alternate)

The "player" earns the XP not the character, so in effect, there is no XP loss for dying.

Smartpicking

In high tech settings where electronic locks are the standard, Lock Picking is linked to Smarts instead of Agility.

Wild Card Edge Variation

Here's an alternative which allows Wild Card Edges to come into play more often. The effects occur when the relevant skill roll gets two raises. For Dead Shot and Mighty Blow, an additional 1d6 damage is inflicted. For Power Surge, the cost of the power being used is reduced by 1d6 (though at least one Power Point must be spent). These dice may ace.

New Skills

Athletics
The Athletics skill replaces the climbing and swimming skills and is also used when making tests of endurance and foot chase rules.

Craft (Agility, Smarts. or Spirit)
You are skilled at one of several crafts. Depending on the craft, this skill is based on either Agility, Smarts, or Spirit. Some example craft focuses: *Craft (Writing)* Smarts, *Craft (Carpentry)* Agility, *Craft (Painting)* Spirit. You can use this skill to create something of value or for use by yourself or other people. The GM decides how many rolls and how many successes you will need to complete the creation of the object and how long it will take. Depending on the number of successes you roll, the value of the item will increase or decrease. Raises count as extra successes. The GM can also set the difficulty for creating the item, starting with a target number of 4 and going up beyond that.

Example: *You decide to create a table using your* Craft (Carpentry) *d6 skill and then sell it. The GM decides that you need four successes on four rolls to build a table worth $50 and that it will take you a day to do build it. Every success above these 4 will increases the value by $10. For every each failure under four successes, the value drops by $10, and to zero dollars if you roll four failures in a row. Your target number is 4. You roll the following: 11, 1, 5, 9. You get 5 successes, increasing the value of the table by $10, for a total value of $60. Now you have to use either your Persuasion skill or Streetwise skill to sell that table.*

Performance (Spirit)
Performance is a catchall skill for the various types of entertainment. This skill must have a focus, such as *Performance (Singing)* or *Performance (Newsreader)*. The skill can be taken multiple times for different focuses.

Fighting/Shooting/Throwing Variations
With this revision to the listed skills, players have "weapon proficiencies". Being proficient in a weapon means that a hero takes no penalties to using that weapon. The character may be proficient in an amount of weapons equal to half the appropriate skill die. If the hero is using a weapon he is not proficient with, it is assumed he has not had proper training and just can't make efficient use of it and so suffers a -2 to his attack roll. So Frank the brute, having a d10 fighting and only a d4 shooting, would be proficient in up to 5 melee weapon types but only 2 ranged weapon types. This provides an extra dash of realism to any campaign, especially one with many weapons involved. This keeps a gunslinging pirate with only a d4 fighting and proficiency in short swords and daggers from picking up a knight's Great Axe and wielding it like a pro. Being proficient in a weapon also allows the character to take the "Weapon Specialization" Edge, under additional Combat Edges.

Alternative Initiative System(s)
The goal of this system is to tie Agility and Smarts more directly to initiative.
1. Initiative = (lower die type of Agility or Smarts / 2) – 1
2. At the start of each round, the player draws that number of initiative cards and chooses the best one

For example, if a player has a d6 Smarts and D10 Agility, they would have an initiative of 2 *(6/2 - 1)*. At the start of each round of combat, they would get 2 cards and choose the best.

Changes to Derived Traits

Parry as a penalty to Fighting
By changing your Parry calculation from the standard ((Fighting/2)+2) to the slightly altered -1*((Fighting/2)-2) you can convert Parry from a variable Target Number to a Penalty (or bonus, for characters without Fighting) to the Fighting rolls of attackers. When using this rule, Fighting is rolled against a standard TN 4, thus bringing combat one step closer to consistency with the core mechanic.

Toughness as a penalty to Damage
Toughness is less troubling to me than Parry, since damage is not technically an trait roll (although you may roll your Strength die as part of it), and therefore is not technically covered by the core mechanic. However, since damage rolls follow other conventions of Trait rolls (acing, raises, etc.), it might well be more consistent if we converted it to a penalty and set Toughness up as a penalty to a damage roll with a standard TN 4.

This change is easy and consistent with the change we made to Parry. Normally, you calculate Toughness like so: ((Vigor/2)+2). To get a penalty instead, you just do this: -1*(Vigor/2)-2).

Derived Pace
I stuck this down below, in Game Rules, since there was already a section for it there.

Spirit Derived Charisma

To tie Charisma into the Spirit Attribute (thus making Charisma just like Parry and Toughness (and Pace, if you're using some of the rules from below)), just calculate it like so: Charisma = (Spirit / 2) – 4.

This formula could result in slightly higher Charisma among high-Ranking characters, and will likely result in lower Charisma among lower-Ranking players. Since a high Spirit Attribute is typically necessary among leader- and persuader-type characters anyway, it shouldn't unduly punish them, and may well make them more effective at higher ranks and leave room for a slightly broader array of Edges. Characters with low or average Spirit, meanwhile, will struggle with leadership and persuasiveness, as seems reasonable based on real life.

Gear

Vehicle Maintenance

This is a good house rule for post-apocalypse games where running vehicles are increasingly rare.

- **Maintenance Number**: Each vehicle has a Base Maintenance Number. This is the number of hours per week that should be spent in routine maintenance. This number ranges from 2 for a HUMMV or full-size pickup/civilian car, 4 for a semi truck, 8 for an M2 Bradley, all the way up to 14 for an M1A2 Abrams main battle tank.
- **Wear Value:** This is a d10 that determines the condition of a vehicle. Divide the base price by the wear value to determine cost of a vehicle when trying to buy or sell. (Thus, full price is for a wear value of 1, excellent condition).
- **Breaking Down:** Every day a vehicle travels, roll 1d10 - if it is equal or less than the wear value it has a potential breakdown. Avoiding the breakdown is a skill roll at -1 by the last character to perform routine maintenance on the vehicle. If the required preventative maintenance was not performed, the potential breakdown is automatically an actual breakdown.
- **Preventative Maintenance:** Mechanics can spend more time than the Base Maintenance Number in routine maintenance. Spending twice the time will cut the potential breakdown possibility in half.

Alternative Cybernetics and Cyborg Rules

Cybernetics

Many science fiction worlds include some element of technological augmentation—mechanical prostheses, implanted computer systems, and even replacement bodies have all shown up in visions of the future. Incorporating these traditional cybernetic elements into a game, however, can create real difficulties for a GM. How do you account for the extra strength of that mechanical arm? How do people react when they shake a character's metallic hand? When does a person cross the line between machine and man? How does a GM account for the expense and difficulty of cybernetic surgery?

Fortunately, the *Savage Worlds* core sourcebook has a ready-made answer for these questions: the Arcane Background system. With only a few slight modifications, cybernetic systems fit easily into the existing *SW* framework. In essence, adding cybernetics into your game involves two additions. First you will need to add a new category of arcane power to correspond with cybernetic enhancements in your setting. Then you will probably want to add a new category, "cyborg," to the list of potential traits ("undead," "construct," "ethereal," etc.) that already appears in the "Monstrous Abilities" section of the *SW* core rules.

In general, I have based these rules and guidelines on the "Super Powers" section of the Arcane Background rules presented in the *Savage Worlds* sourcebook. I have made a few changes to those rules, however, in an order to add a specific sci-fi flavor to cybernetic characters and differentiate them from other the other groups with arcane backgrounds. These are guidelines and suggestions, not hard-and-fast rules.

Arcane Background: Cybernetics

Arcane Skill: Special (None; see below)
Starting Power Points: 20
Starting Powers: 1

Most players select an arcane background, such as psionic ability or super powers, as a part of the character creation process. Characters often acquire cybernetic enhancements, however, at a much later point in (and perhaps as a direct result of) their adventuring careers. Getting a new set of legs, after all, makes a lot more sense when a booby-trapped alien wreck has already relieved you of the originals. GMs should therefore allow characters to acquire a cybernetic power at any level after character creation, but only if the character can plausibly have gotten the necessary surgical procedure(s). This obviously requires a bit of discussion and discretion on the part of both the GM and the player.

I am essentially using the "cost" of buying an Edge to replace the traditional monetary cost of cybernetic augmentation in most game systems. I find that monetary barriers do not work well in many games because keeping up with money and managing players' financial resources turns into a real hassle. Everyone always seems to end up either too rich or too poor. The cost of Edges, by contrast, is already effectively integrated into the *Savage* system.

Arcane Skill: Like super powers, cybernetic powers do not fall under the heading of a single arcane power. Instead, each power uses a unique skill and has no linked attribute*. For a better explanation of this system, consult the core rules concerning super powers.

*As a more realistic application of this rule, the GM may wish to replace certain power skills with the use of more mundane skills. A GM might rule, for instance, that a character with a concealed laser built into her forearm (the *bolt* power) should roll a Shooting check to use the weapon, instead of having a "Bolt" skill and skill check. This rule is similar to the guidelines presented for using *Weird Science* gizmos.

Trappings: Cybernetic powers come from bits of technology that have been grafted onto a character's body. These additions become the trappings of the cybernetic power. Whenever a character gets a new cybernetic power, the player and the GM should decide on a description for the cybernetic graft. A mechanical arm, a replacement eye, or a set of synthetic lungs could all fit this description. The nature of the addition matters for several reasons. It will affect the reaction of others to the cybernetically altered character; it will also affect the use of the power in some situations.

Cybernetic trappings have several noticeable game effects. Enemies can strike at a cybernetic component with a called strike just as they would strike at any other weapon or object carried by a character. Damaging or destroying a cybernetic component will obviously cause a character to lose access to any cybernetic powers associated with that equipment. Cybernetic components can also have weaknesses unique to electronic and mechanical systems; electromagnetic pulse weapons, for example, are much more dangerous to characters with cybernetic systems than to normal characters.

Repairing a cybernetic component requires 2d6 hours and a successful Repair roll. A raise on the Repair roll halves this duration; a failure doubles it. If a character suffers a critical failure on the Repair roll, the cybernetic component is so badly damaged that repairing it requires the skills of a cyber-doc or technician with access to advanced facilities. A character will also require the services of a doctor or technician if a cybernetic component gets removed or destroyed (usually in combat).

Modifications, whether internal or external, differentiate a character from his peers. Sometimes this difference stands out—a mechanical arm, for instance—but even small or internal modifications make a character seem a little "off" to people that he meets. Maybe the shade of that cybernetic replacement eye never quite matches the color of the character's other, original eye. Or perhaps those claw augmentations leave the slightest bulge under his forearms. For some characters, the change manifests itself purely in personality; knowing that he has already "died" once and that he lives with a collection of plastic and metal inside his chest gives the character an oddly morose sense of his own existence. Whether physically obvious or simply self-induced, cybernetic modification thus sets a character apart from his peers, and cybernetic modification inflicts -1 penalty to the character's Charisma. This penalty represents the reaction of average people; a cybernetically enhanced character should expect to meet some individuals who will react disgustedly or even violently to his "loss of humanity."

Cybernetic trappings often fulfill a mundane role beyond their special powers. A replacement arm may grant the *boost trait* power, but it also does all of the normal, day-to-day things that a regular arm would do. In fact, many cybernetic components serve *only* to replace a lost organ or limb. These cybernetic components do not grant powers, and getting a replacement limb or organ does not require an arcane edge. The rules for destroying and repairing cybernetic components still apply, and the character still suffers the penalty to Charisma. A component that grants a power in addition to fulfilling a mundane role does not use up power points in its day-to-day operation and requires no skill checks for its "regular" (non-arcane) functions.

Power Source: Cybernetic components draw power directly from a character's body, converting natural heat and kinetic energy into electricity. Cybernetic limbs and organs can therefore perform their day-to-day functions indefinitely. Extra functions (arcane powers) require significantly more energy. Characters with special powers have a rechargeable power supply implanted into their bodies. The battery stores the power points for the character's cybernetic powers; it recharges itself during periods of inactivity. Future cybernetic components use this same power source, so that all cybernetic powers draw on the same pool of power points (thus, cybernetic powers are like super powers in terms of power points, as opposed to being like weird science gizmos).

*The power source is one of those ideas that may need some adaptation depending on the nature of cybernetics in your own game.

Cyborgs

Normal cybernetic components either augment or replace a specific part of the body (usually because the original body part suffered damage or malfunctioned). In these cases, most of the creature or character's body still consists of regular living tissues. Cyborgs, by contrast, have lost more than half of their bodies to artificial systems. Sometimes this loss occurred as the result of some terrible trauma that destroyed most of the cyborg's original body. Other cyborgs either chose or were forced to replace perfectly healthy bodies with artificial components because of the enhanced abilities that those components provide. In the most extreme cases, the living mind is all that remains of the original character or creature—only their biological brain cells differentiate such mechanical beings from robots.

Creation: For game purposes, "cyborg" refers to any character or creature with four or more cybernetic modifications. Cyborgs, like undead or constructs, share a set of common characteristics. Technology makes cyborgs tough and powerful, but it also leaves them with serious vulnerabilities. Cyborg conversion requires extensive surgery and a period of adjustment/rehabilitation. Characters who wish to undergo such procedures will need to have a plausible mean for paying for the expensive procedures and access to the appropriate facilities.

- All cyborgs have at least four cybernetic modifications. Artificial systems make up at least half of their bodies.
- Cyborgs add a +2 bonus to Toughness to reflect the inherent strength of their artificial bodies.
- Other characters find cyborgs, with their visibly altered and metallic bodies, unsettling; all cyborgs suffer a -2 penalty to Charisma, effectively gaining the "Ugly" hindrance. This penalty replaces the -1 penalty suffered by characters with cybernetic modifications. If a character already has the Ugly hindrance, the cyborg and Ugly penalties stack for a total of -4 to Charisma.
- Cyborgs often take damage to their artificial systems, rather than wounds to their bodies. In an effort to avoid clunky rules, I suggest treating the second and third wounds that a cyborg wild card receives as "mechanical," meaning that they cannot be healed except with a Repair check. This means that two of a wild card's five wound levels (counting "Shaken" as a sort of wound) involve his artificial body. A GM will probably want to make minor adjustments to this rule based on the individual character's situation. As one example of an adaptation, "full conversion" cyborgs with mostly-machine bodies should probably have to repair most or all of their wounds, rather than healing the wounds.
- Cyborgs suffer the weaknesses of both their biology and their machinery—in addition to their biological vulnerability to poisons and disease, cyborgs suffer damage from specialized weapons, such as electromagnetic pulse weapons, that normally only affect robots and equipment.

Cyborg Life: In addition to the Charisma penalty, cyborgs tend to face discrimination in many circumstances. Law officers, for instance, tend to regard cyborgs with suspicion because of the ever-present possibility that a cyborg might have built in weapon systems. Cyborg characters

may have to carry identification documents or even register their abilities with local authorities.

Cyborgs, for their part, tend to be a weird bunch. Many are survivors of terrible accidents who still carry the scars, both mental and physical, of those earlier traumas. Others suffer from a whole different mania: the desire to achieve superhuman power at any cost—even the loss of their natural bodies. Stories abound of bionic bounty hunters and mercenary units composed entirely of super-soldiers.

Some unsavory groups turn slaves or prisoners into cyborgs against those individuals' wills. These unfortunate victims are known collectively as "slave-borgs." Most slave-borgs have enhanced strength or environmental equipment that allows them to do heavy labor in terrible conditions. Some slave-borgs even serve in backwater militaries or on pirate vessels as unwilling super-soldiers. Slave-borgs normally have special governing devices implanted as a part of their cybernetic circuitry; examples include pain-feedback circuits or "kill" switches that allow an overseer to deactivate a slave-borg's cybernetic systems.

Another Alternative Cybernetics System
A Cybernetics System that doesn't use the Arcane Background edge.

This is an alternative system for Cybernetics in Savage Worlds that doesn't use the Arcane Background system, or Edges, but instead incorporates a small set of extra rules and a new concept called The Cyber Die. This system would be best suited for a campaign/world where every player character is likely to have cyberware, so using up Edges to represent it or monetary resources to acquire it might not be ideal. It does result in a somewhat higher-powered campaign, since one more type of augmentation is available for the Player Characters. That should, however, be balanced by the commonality of cyberware on opposing NPCs.

In keeping with the spirit of Savage Worlds, it's a fairly loose and light cybernetics system, without a fairly abstract mechanic and light level of detail.

The Cyber Die
The Cyber Die works very much like the normal Wild Die in Savage Worlds - having cyberware is very much like having a second Wild Die. You roll it in addition to your Trait die and Wild Die for anything that the character's cyberware could affect. As with the Wild Die, you keep only the highest die rolled. PCs will frequently roll three dice and use just the single highest die.

Categories of Cyberware
Cyberware falls into a few basic categories, and these types determine what sort of rolls the corresponding Cyber Die can be rolled with.

- **Cyber-Legs**: Applies to Climbing and Swimming checks. May also be used on running rolls, adding the better of two dice to your base Pace. Since a large amount of your flesh has been replaced with metal, you may use it on your Soak rolls, too.
- **Cyber-Arm**: Applies to Climbing and Fighting skills (the latter of which makes the Full Defense combat option a bit more attractive than normal). You may roll and add your Cyber Die to the damage total of your unarmed attacks. Since a large amount of your flesh has been replaced with metal, you may use it on your Soak rolls, too.
- **Cyber-Senses**: Applies to Notice and Tracking skills. Can also be used to resist Smarts and Agility tricks. The GM may allow you to use it to resist social rolls when someone is lying to you, as the improved senses will pick up their tells better.
- **Neural Ware**: Applies to Agility rolls (but not to skills). Applies to Spirit rolls made to recover from being Shaken. Can be used on Shooting rolls on any smartgun you plug into.
- **Cosmetic Enhancements**: Applies to Image rolls, and to any roll where your Charisma Modifier could be applied. If you're gaming with a silly group that rolls to find out how good the sex was, this would certainly apply.
- **Synthetic Organs**: Applies to Vigor rolls to resist Diseases, Poisons, Fatigue, and environmental effects. Also applies to Soak rolls, and rolls to recover from being incapacitated.

Starting Cyberware:
The default assumption is that PCs begin with one of the above categories of Cyberware, and a Cyber Die of d6. A cash-poor campaign about characters struggling to survive in the gutters might restrict them to a d4. A campaign about more affluent characters at the tops of their careers would likely still start with a d6, but PCs would get more than one category of cyberware at the start of the campaign.

Increasing Cyberware:
For game balance reasons, additional cyberware is increased by Rank, not money. Once per Rank, a PC may spend an Advancement to either increase the size of their Cyber Die, or to pick up an additional category of cyberware. Should it matter conceptually, the Cyber Die represents not just the tech, but also how well you've acclimated and mastered the use of your enhancements. This is why just throwing money at it doesn't result in major improvements.

Optional "Money for Chrome" Rule:
Alternately, the GM could still restrict the Cyber Die to be increased only by Rank/Advancement, but you allow characters to buy the Chrome (see below). The costs would have to be tailored to the campaign, depending on how unique and inhuman you want the characters to be.

Humanity Loss and Cyber Psychosis:
Willingly having parts of your body carved out and replaced with chrome and circuitry takes a psychological toll, making you cold, distant, and inhuman. Every time you improve or increase your Cyberware (except via minor Chrome, see below), you gain a permanent -1 penalty to your Charisma.

Installing Chrome:
You don't just want better eyes, you want better eyes with telescoping infrared vision. You don't just want a cyber-arm, you want one with a digital "kill counter" that ticks up every time you grease another scumbag. Part of the fun of having a Cybered character is the various options, gadgets and subsystems. For simplicity, we'll call all that good stuff "Chrome".

Chrome is primarily cosmetic and minor. Chrome almost never gives mechanical benefit (if you want your cyberware option to give some extra benefit, take an Edge to represent that boost), but they can give narrative/flavor benefits, similar to the way players can decide on the

Trappings of their PC's Powers. If the narrative benefit seems too potent, the GM can deny a particular bit of Chrome, or choose to allow it only if the PC takes an additional -1 penalty to Charisma as a trade off (or some other penalty) to balance it.

Chrome is free, but you are restricted in how much you can have. At character creation, characters may choose two bits of Chrome. Every time they go up a rank, they may choose one more. Every time they increase or expand their Cyberware, they may choose another.

Chrome Examples:

Players are encouraged to make up their own Options, but here are some short lists to get the pumps primed for you...

- **Cyber-Legs**: Spring legs. Telescoping legs. Talons. Built-in spike heels. Skatefeet. Hoverskirt. Cyber-legs that look human and normal.
- **Cyber-Arm**: Digital kill display. Tool hands. Detachable fingers. Concealed weapons. Pneumatic Piston Arms. Telescoping arms. Joints that rotate nearly 360º . Four arms.
- **Cyber-Senses**: Telescopic. Microscopic. UV. IR. Recording devices. Nasal filters. Eyes that change colors or display messages on the iris.
- **Neural Ware**: Reflex boosters. Datachip sockets. Math processors. Smartgun link. Remote piloting. Built-in phone or modem. Music database.
- **Cosmetic Enhancements**: Grooming nanites. Mood skin. Furry. Adjustable cup size. "Mr. Stud" implant. Pheromones. Concealing your other Cyberware.
- **Synthetic Organs**: Communicable antibodies. Ultra-efficient digestion. Perfect bladder control. Internal air bladder. The ability to mentally shut off circulation to wounded areas.

The point is *not* to have Chrome add extra powers. Instead, Chrome does two things:

It looks cool and is fun to narrate.
It explains why and how you get the benefit of rolling a Cyber Die.

In other words, having IR Eyeballs doesn't necessarily get rid of darkness penalties, instead it just justifies you rolling that Cyber Die on your Tracking and Notice rolls in the dark. That should be bonus enough.

Cyber-Weapons and Cyber-Armor:

Any armor or weapon can be installed as cyberware, and so can most bits of equipment. Doing so costs 10% more than the mundane equivalent, or uses up one of your Chrome options. The benefit is you can't accidentally leave home without it, and you can't be disarmed. If it's Chrome, then you get to use your Cyber Die on Shooting or Fighting rolls with the weapon.

There are two drawbacks to cyber-weapons and cyber-armor:

1. Each such built-in item inflicts a -1 Charisma penalty as it edges you deeper in Cyber Psychosis.
2. It's pretty obvious. A cyber-limb can hide a weapon or two via Chrome, provide they aren't big anti-tank weapons. Cosmetic Enhancements can use Chrome to make armor look decorative, or hide a few small weapons or gadgets. Beyond that, if you're a walking tank, it's probably obvious to any cop, bouncer or booster that sees you.

Armor Damage

"Armor is not forever."

Damage that exceeds a hero's total toughness may damage their armor. Roll 1D10 + 1D10 for each raise. D10: 1 = -1 armor toughness.

Example: Armor with Toughness +8 and hero Toughness of 14 is hit with a plasma rifle for 23 damage. The damage exceeds the armor toughness with two raises. Roll 3D10. 1,7,1 means that the armor loses 2 Toughness such that its protection rating is reduced to +6 Toughness.

Armor damage may be repaired. A successful Repair test restores 1 lost Toughness. Each raise also restores 1 Toughness. Each Repair attempt consumes 10 minutes. Armor with 0 Toughness is not repairable. A Critical Failure on an armor repair roll slags the armor. This rule encourages regular maintenance, provides more value for the Repair skill and makes armor more desirable to find.

Fusion Grenade

A Fusion grenade is a rare and devastating TI-2 weapon that is a restricted, military-grade item. This is similar to the Mk67 Pineapple grenade from SWEX but the damage is 5D6.
Range: 5/10/20 Cost: 125 Weight: 1 TI-2 Military

Incendiary Grenade

Special: Fire damage. Medium Burst Template.

An exploding incendiary grenade scatters sticky, flaming liquid across everything in the blast radius. Incendiary grenades are commonly called napalm or fuel-air explosive (FAE) grenades. An incendiary grenade causes 2D10 damage on the turn it explodes. The burning liquid sticks to the victim, causing a fire check (See SWEX) of a D6: 5-6. A character that passes an Agility check takes only half damage.
Range: 5/10/20 Cost: 75 Weight: 1 TI-0 Military

Plasma Grenade

A Plasma grenade is a powerful TI-1 weapon. This is a military-grade weapon carried by the standard, TI-1 trooper. This is similar to the Mk67 Pineapple grenade from SWEX but the damage is 4D6.
Range: 5/10/20 Cost: 100 Weight: 1 TI-1 Military

Stun Grenade

This TI-1 weapon is used by security and military forces. See SWEX Stun Monstrous ability. The Vigor test modifier is -2 in a Medium Burst Template.
Range: 5/10/20 Cost: 15 Weight: 1 TI-1 Security, Military

Tasers

Simple stun devices which are easy to purchase and legally carry in modern and future settings. Tasers can be used as either hand weapons (Fighting) or as short range weapons (Shooting). Anyone hit with a Taser must make a Vigor roll at -2 or be Shaken. As long as contact is maintained with the Taser (the wires remain in contact until removed), another jolt can be administered for a new Vigor -2 roll. If used as a ranged weapon, the wires need to be respooled before the device can be used again.
Range: 1/2/4, ROF 1, Cost: $100 - $400, Weight: 1

Pepper Spray

Similar to Tasers, these devices are designed to stun opponents with a blast of concentrated capsaicin. They are cheap and legal to carry in most modern settings. Targets within the cone template must make a Vigor roll at -2 or be Shaken. Recovery rolls also have a -2 penalty for 1d4 minutes.
Range: Cone template, ROF 1, Cost: $25, Weight: -

Simplified Ammo Tracking

Tired of keeping track of every bullet? Try using Charges instead. This is designed to reduce the book-keeping required for ranged weapons down to a single Ammo roll at the end of a battle, while still allowing players to run out during combat.

This is for Wild Cards and based off of the Extra ammunition rules.

Each unit of ammo is called a Charge. A Charge is equivalent to a clip or quiver for whatever weapon is being tracked, so a Charge of arrows is different from a Charge of .50 cal ammo. Wild Cards can carry three spare Charges (without encumbrance) which must be split among their various weapons.
At the end of every battle where a weapon was used, make an Ammo Roll. This is a simple d6 with no Wild Die. On a 4 or better, there is plenty of ammo left in the current Charge. Failure means the Charge was expended during combat.
For every battle in which a Charge is used, it incurs a -1 penalty to its Ammo Roll. The GM should feel free to alter this based off of how the weapon was used in any particular combat.
Weapons with large clips or slow rates of fire should gain a starting bonus to their Ammo Rolls. Fast firing or small clipped weapons should have a negative starting bonus.
Charges can become empty in combat. A roll of 1 on the Shooting Die indicates the Charge has been emptied and must be replaced. Generally, locating and replacing the Charge should take an action. The shot can still hit if the Wild Die rolls high enough however, as this is the shot that empties the clip.
Using Automatic Fire or Suppressive Fire maneuvers increases the expenditure of ammo. A clip can be emptied if a 1 comes up on either die.
Charges can be split for sharing. Both new Charges have a -2 to their Ammo Rolls on top of any negatives already earned.
A Charge is expended if it ever reaches a -4 modifier on its Ammo Roll.

Game Rules

Blocking spaces

As long as you aren't shaken, you can block the space on which you are standing.
If you are shaken, enemies can pass through but your space counts as difficult terrain.

Bull Rush

The attacker makes a Fighting attack and then, instead of damage, makes an opposed Strength roll. Success and the opponent moves back an inch, a raise and the opponent moves back 1d4" and is Shaken. Raises on the attack roll give cumulative +2 modifiers to the Strength roll, just like with damage. If the defender gets a raise on the opposed strength roll, the attacker drops prone until his next action.

Called Shots

Legs (-2): Works like Disarm but enemy makes an Agility roll (instead of Str). Failure means the character is falling prone.

Cover

If you would hit the target without the cover modifier, you hit the cover instead (if it's living, roll damage as usual).
This rule could be used as an alternative or as an add-on to the "Innocent Bystander" rule.

Critical Failure

If you roll Snake Eyes, spending a Benny allows one to change a critical failure to a simple failure.

Alternate

Item malfunctioned or damaged. This works very well if GMs do not allow bennies to re-roll Critical Failures.

D10
1 – 5: Weapon/Item Malfunction
6 – 9: Weapon/Item Lightly Damaged
10: Weapon/Item Moderately Damaged

A malfunctioning item can be restored to working order. The hero just needs time to correct it. An item malfunction takes 1D4+1 actions to clear. A damaged item requires repair. Repairing a lightly damaged item uses 3D6 minutes, subtracting 2 minutes/raise on the Repair roll. Moderately damaged items require 5D10 minutes to repair, subtracting 2 minutes/raise on the Repair roll. Field repairs suffer a -2 modifier to the Repair roll and add an extra die due to lack of available parts & tools. If parts & tools are available at the "field" location, then the penalties do not apply.

An evil option for a malfunctioning item is for the GM to make the roll, but not tell the player how long they need to clear the condition. The Hero has an idea (the 1D4+1 range), but not the exact time. That will cause some dramatic suspense. An even more evil variation is to not inform the heroes if the item is damaged or malfunctioned. After a round of analysis, they can tell, but it is a distraction from fighting. Do you drop the weapon? Do something creative? Tough it out and clear the weapon? Run?

Lucky Break

If a single die explodes twice (example: a d6 rolls 6, 6, X), the player gets a Lucky Break. When this happens, the player can take over the storyline for one yes/no or A/B decision.

An attacker using a grenade could instead throw the pin. A direct hit to your APC by a battle tank could have a dud round. That guy with plague you just encountered in the woods? He's got eczema now. The marauder captain who is about to execute you? He just remembered that Dan the mechanic saved his life once in a traffic accident pre-war. The building you are breaking into? Now it has a skylight. So on and so forth.

While it can definitely dominate an encounter, and may at the GM's discretion have long-ranging effects, it should never be allowed to break the campaign.

Play Multiple Adventure Cards

The player can play the normal number of Adventure cards without penalty, but by spending a Benny, the player may play an additional Adventure Card. This can be repeated as often as the player has Bennies to spend.

Rising from Prone

As written, the core rules allow a Prone defender to rise automatically to defend herself. I feel this undercuts those who may attack with surprise and Tricks which may trip the opponent. In my games I have removed this rule and rising from Prone requires 3" of movement.

Running

The character can take the average (round down) instead of rolling.

Alternate

Fleet-footed gives you a 2d4 running die instead of 1d10.

Pace & run

Not everybody moves at the same pace, after all I can out run my best friend, my son can out run me and someone 6'3" walks faster than someone of 5'6". For that matter the short but foxy person can out maneuver that lumbering giant. Therefore pace is equal to one half your agility plus two and your run die is equal to your agility die. Adaptation to the *Fleet-Footed* Edge: +2 to pace, and +2 to the running roll. The *Obese* Hindrance: -2 to Pace, running die type reduced by 2 steps {I know some rather agile and fast fat guys}.

More Alternate Pace and Running Rules

Basically, Pace is not tied into attributes at all, and a static pace shared by most everybody is not terribly realistic, as pointed out above. However, there are a lot of different ways to go about fixing this problem. I'll leave out the options that have already been mentioned above. As far as the Running die goes, I suggest tying it to whichever Attribute the player is using to derive their Pace. In the case of **Pace from Agility and Strength**, found below, you could give them a choice, or restrict them to the lower, depending on how much of a hardcase you are.

Pace from Strength, more challenging

Pace = (Strength / 2) + 2. Speaking realistically, stronger legs often mean more rapid movement. The upside of using Strength is that it makes a somewhat less influential Attribute more important, encouraging characters to be more balanced than they might otherwise be. Normally, Strength applies only to melee damage, encumbrance restrictions, and a very short list of skills (Climb and…what?). Since players and GM's (in my experience) often ignore, waive, or modify encumbrance, Strength can become relatively unimportant to many character archetypes. This changes that, and puts it on a more even footing with the other Attributes.

Pace from Agility, less challenging

Pace = (Agility / 2) + 3. This makes players slightly faster than the above method, and puts the average character at the default of 6, rather than below it. However, because Agility is already tied to so many skills, and affects Parry via Fighting, it could make Agility seem somewhat more important than other Attributes.

Pace from Strength, less challenging

Pace = (Strength / 2) + 3. Once again, the +3 speeds characters back up from where the more challenging version above left them, and using Strength provides an increased importance to a potentially less-important Attribute.

Pace from Agility *and* Strength

Pace = (Agility / 2) + (Strength / 2). This final method will tend to give many characters a Pace of 6 without giving an undue boost to either Agility or Strength. Particularly athletic characters will tend to be faster, while particularly un-athletic characters will tend to be slower.

Charging

This combines running and wild attack into a single action. To charge an attacker must declare a charge move at least 6".The run die is rolled after a charge is declared, if the die comes up sort the attacker moves as close as possible to the target of the charge and has a -2 to parry until his next action. If the charge makes it to the target he attacks with +2 to fighting and damage and has a -2 to parry until his next action.

Suppressive Fire

Allow those using Suppressive Fire to ignore the auto-fire penalty and the range penalties when making their Shooting rolls.

Alternate

You may also make Suppressive Fire an opposed roll of Shooting versus the Spirit of those in the burst template.

Advanced Tricks and Test of Wills

When a character chooses to perform a Trick or Test of Will, they have two options and must choose one before rolling the dice.

Tricks

Distract - This works as written in the main rulebook, causing -2 Parry and Shaken on a raise to the target.
Confuse - This inflicts a -2 penalty on the target's attack rolls on the next round, and -4 on a raise (Note: this only affects attack rolls, not all actions).

Tests of Will: Intimidate/Taunt

Cow/Enrage - This works as written in the main rulebook, granting a +2 to the next action against target and Shaking the target on a raise.
Rattle/Belittle - Target suffers a -2 to their next Trait roll, and is Shaken on a raise.

Bonus from a Joker.

The +2 to damage and trait rolls only apply to one member in a group. A wildcard with extras can choose to take the bonus himself or give it to one of the extras.

Alternative Damage Options

Direct to Knockout Damage

All damage and incapacitation rules remain except this: If a damage result gives more than one raise you go directly to the Incapacitation table and roll vigor using the modifiers before the damage. (A raise on the vigor roll causes you one wound if you don't have three already). *This will make it easier to get knocked out but it will also make it much easier to soak massive damage. It's also a little lighter on the calculations.*

Cinematic Damage

This house rule is for a highly cinematic game where PC death can only happen at climactic moments, not because of one bad die roll while fighting some mooks. The rule is simple: except for certain circumstances, no single attack can do more than one wound. "Certain circumstances" could include:

- Whenever you have The Drop on someone, the attack does damage per the default Savage Worlds rules, including the standard +4 bonus. If someone's got a weapon to your back, it's time to respect them.
- If the session is a "season finale" or you're facing down your arch-nemesis, or something similar. In these cases, the GM should make the PC aware of the specialness of the situation before the fight begins.
- In Deadlands: Reloaded, the first round of Dueling does normal damage, so there's some risk of being shot dead before you can draw.
- Particularly large and nasty creatures may deal and receive damage per the normal rules instead. As with major villains, the GM should point this out to the players before the fight starts.
- Heavy Weapons, if it fits the campaign, may deal damage normally. This is determined by the GM at the start of the campaign, as in some genres it's perfectly fine for heroes to survive ridiculously large explosions.
- Certain very high-rank spells may circumvent this house rule. Again, this is up to the GM, who should make every effort to warn the PCs in advance.

One pleasant side-effect of this rule is that the damage resolution step of combat is much faster, since you can stop doing math once your total is 4 higher than the defender's Toughness. (For some that may also be a downside, as rolling 57 on 3d6 has a certain appeal.) The length of fights will likely be longer, since you're capped at one wound and soaking the hits is easier, but the time between players' actions will frequently be shorter, and there are less time and energy spent on math.

Multiple Damage Options

- **Heroic Incapacitation** – Ignore Wound Modifiers on any Incapacitation roll. Hard to Kill instead provides a +2 bonus to Incapacitation rolls. Instant death is much more unlikely, but still a possibility for some concern.
- **Cinematic Incapacitation** (version 2) – All results on the Incapacitation table are moved down one category. So a critical failure acts as a Failure, a failure acts as a Success, and a success provides the same effect as a Raise. This makes death and permanent injuries almost non-existent, and a Wild Card is either going to be knocked out or stay in the fight with a minor injury.
- **Harsh Incapacitation** – All results on the Incapacitation table are moved up one category. Instant death now occurs on any failure. A success acts as a Failure, a raise acts as a Success, and the Raise result is either dropped or requires two raises to achieve. Aftermath for Extras works similarly where a raise is required to be alive but Incapacitated and anything lower means death. Surviving Incapacitation in this game is a rare event and those that do will often have the permanent injuries to show for it.
- **Superheroic Incapacitation** – All damage is treated as nonlethal. It may look deadly, but no one is ever killed just knocked unconscious for a period of time. [Hard to Kill may be renamed Hard to Take Down.]

In addition, a decision may be made to apply these rules to NPC Wild Cards or not ("**It's Good to Be a Hero**")

Social Combat

1. **Start Social Engagement**: Identify the targets of your social offensive. Targets break down into: Potential Allies and Enemies.
    1. Potential Allies must be "won" through Persuasion (Charming and convincing conversation) and/or Tricks (Talking them into committing themselves publicly to your cause, or using Agility to garner their admiration for your skill in dance or sleight of hand).
    2. Enemies must be "defeated" by Intimidation (Social or Veiled Threat), Taunt (Cutting remarks and innuendo), and/or Tricks (Mentally tricking them into revealing statements or foolish positions).
2. **Begin Combat**: Either the player or the GM can initiate a Social Combat. Use cards for initiative as normal. The Target Number to "hit" using Persuasion, Intimidation, Taunts and Tricks is your target's Social Parry (½ Smarts +2 +Charisma).All social damage is 1d6 (Wild Cards can roll a wild dice as normal) +1d6 per raise on the attack (and a called shot can also give a bonus to damage).The GM can also give bonuses for Good Role Playing by the character. Social Toughness is based on Spirit (½ Spirit +2) with Nobles, the Rich, Famous People, and Politicians being more difficult to wound so they have a +2 Social Armor (which called shots bypass as normal).

3. **Combat Outcomes**: If "damage" is equal to the social toughness the target is shaken (struck dumb with awe and amazement or sputtering and red-faced with indignation). If "damage" is over the social toughness a "wound" is scored (plus one per raise) which can be soaked as normal but using spirit rather than vigor. A wound on an extra "defeats" the extra by making him an ally or sending him from the social "field of battle" in defeat. Wild cards that are "Incapacitated" act as a defeated extra. Wild Cards that are wounded are suffering the rest of the "battle" from a telling remark or exposure and take the penalty on all further rolls as normal.

4. **Results**: Damage is non-permanent (going away as wounds do rolling once every week (or more quickly if the GM rules) on Spirit to recover from the social defeat) to the participants but allies gained (or lost) will stay that way until another opportunity for "Social Battle" presents itself. Social "damage" does not impact normal combat.

Pecs & Pulchritude

1. Base Toughness = Vigor.
2. Characters suffer a penalty to Parry equal to Armor bonus from worn armor.
3. Weapons are just stylistic based on the following charts:

Melee/Thrown Weapons

Type	Damage	Parry Mod.	Throw Range	Bonus Damage
Light	Str+d4	+2	5/10/20	+d12
Small	Str+d6	+1	4/8/16	+d10
Medium	Str+d8	0	3/6/12	+d8
Large	Str+d10	-1	2/4/8	+d6
Huge	Str+d12	-2	1/2/4	+d4

Bonus damage is the amount added in case of a raise on the attack roll to hit.

Parry can be increased by +1 (to a maximum of +2) by wielding a weapon with both hands.

If a character wields a weapon with his offhand empty, so he can fight with both hands when needed, he uses the worse Parry modifier of the two and suffers any penalty from the second weapon (but not any bonus).

Example 1: Konan is using a Huge battleaxe (Str+d12; Parry -2) and a Large bastard sword (Str+d10; Parry -1). He takes both penalties for a -3 to Parry total. If he were using a Medium or smaller weapon instead of the bastard sword, he would suffer a -2 penalty as he can't have a better Parry than the -2 for the battleaxe with two weapons. If he dropped the battleaxe and used the bastard sword two-handed, he would have no modifier to Parry.

Example 2: Riddik is using a Light teacup (Str+d4; Parry +2). If he picks up a Small short sword (Str+d6; Parry +1), his Parry drops a point, but if he picks up a Light knife (Str+d4; Parry +2), he maintains his +2 Parry from the Light weapon (since the other weapon is not "worse").

Ranged Weapons

Type	Damage	Range	Bonus Damage
Light	2d4	18/36/72	+d12
Small	2d6	15/30/60	+d10
Medium	2d8	12/24/48	+d8
Large	2d10	9/18/36	+d6
Huge	2d12	6/12/24	+d4

Ranged weapons require two hands to use (whether for firing or reloading). A ranged weapon may be fired one-handed at half its normal range increment (round down if necessary).

A ranged weapon may be used as a melee weapon, but is incapable of being used later as a ranged weapon until repaired. A combatant who does not use a ranged weapon as a melee weapon counts as an Unarmed Defender.

Results

1. Toughness range goes from 4-8 to 4-12. The minimum Toughness is still possible (d4 Vigor = Toughness 4), but each successive die type give an additional point of Toughness. Thus, physical armor is not necessary.

2. Armor is a straight tradeoff. You gain Toughness, but lose Parry, so wearing armor or not makes little difference.

3. Weapons are purely a matter of style and the moment. They aren't all generic, but they are balanced. A knife (or teacup) fighter is more about not being hit and making the accurate strike.

Throwing Opponent
I'd say after the grapple, just use the same roll as for attempting damage to throw the target. A success allows you to "throw" them into any adjacent square, and a raise allows them to be thrown into a square up to 1" away.

If need be, Size difference could be added (if lower) or subtracted (if larger) from the distance. So a human could throw a Size -1 creature 1" on a success and 2" on a raise, but he would need a raise to throw a Size +1 creature even into an adjacent square. And he couldn't throw anything of Size +2 or larger at all.

Meanwhile, an Ogre (Size +3) could throw a human (Size 0) 3" on a success and 4" with a raise.

Alternative Ammunition Rules
Instead of players or GMs counting ammunition, roll an extra D10 with every shooting skill test. On a 1 the weapon is out of ammunition. A general average of all SWEX standard weapons is about 10 shots per clip, if all the special weapon features are used. A player will get a few more shots out of pistols than with ammo counting, and a few less shots for use of single-shot attacks. Overall, this works out about the same as counting ammunition, but with less book-keeping. GMs should let anyone spend bennies to re-roll a bad ammunition result, including monsters.

Shooting and Knockdown
Since most firearms have significant kinetic impact to cause damage, heroes hit by firearms may be knocked down. If a Shooting skill test results in a raise, the target must a pass an Agility check to remain standing. Each raise beyond the first causes -2 to the target roll. A knocked down target is considered prone.

Shooting a Running Target
A running target is moving fast enough to cause accuracy challenges for attackers. Therefore, an attacker suffers a -1 to hit for all Shooting / Throwing skill rolls. Alternatively, the attacker can suffer a -2 if you want to encourage aim actions.

Jumping
In addition to the normal jumping rules, each raise also adds +1" distance jumped.

Types of Poison

- **Damage**: Causes Wounds.
- **Death**: Fatigue and Wounds
- **Sickness**: -1 Vigor die type, Fatigue
- **Paralysis**: Prone and cannot move
- **Slow**: 1/2 Pace
- **Unconscious**: Sleeping
- **Weakness**: -1 Strength die type
- **Stun**: SWEX Stun Monstrous ability
- **Pacify**: No aggressive action; No running; ½ Pace

Vacuum Atmosphere
A vacuum atmosphere causes a 1D6 target number (cumulative/round of exposure). The affected heroes make an opposed Vigor roll or receive 1 Wound. Finding a breathable atmosphere restarts the process.

Vacuum Target Number
1st round: 1D6
2nd round: 2D6
etc…

Therefore, remaining in a vacuum for very long is extremely deadly for air-breathing creatures.
If exposed to vacuum and prepared, a typical humanoid may hold their breath for one minute. A successful Vigor roll provides +30 seconds, while each raise gains +30 seconds.

Alternate Radiation Rules

Radiation is classified with two attributes, Level and Intensity. Radioactive Intensity typically ranges from D4 to D12; although, there may be some exceptional, higher intensities. Intensity determines the amount of damage caused to an organism.

Radioactive Level determines the length of exposure before the intensity begins damaging a being. Once out of the affected area, the hero recovers Fatigue at the listed rate.

Low radiation areas represent old, degraded sites. High radiation areas are caused by the recent remnants of weapons or breached power cores or radioactive fuel. Extreme radiation fields are caused by active nuclear cores, nuclear fuel and nuclear weapon explosions.

The following list determines the frequency and effects of radiation exposure.

Low Level Radiation

Vigor test per hour of exposure
Recover 1 Fatigue per hour

Fatigue Vigor roll:
Success: No Effect
Fail: 1 Fatigue (to Exhaustion)
Critical Fail: Shaken, 1 Fatigue

High Level Radiation

Vigor test per minute of exposure
Recover 1 Fatigue per day

Fatigue Vigor roll:
Raise: No Effect
Success: Shaken
Fail: 1 Fatigue
Critical Fail: 1 Wound

Incapacitated Vigor roll:
Raise: No Effect
Success: Shaken
Fail: 1 Wound
Critical Fail: 2 Wounds

Extreme Level Radiation

Vigor test per hour of exposure; 2 Dice Intensity
Recover 1 Fatigue per week

Fatigue Vigor roll:
Raise: No Effect
Success: Shaken
Fail: Shaken, 1 Fatigue
Critical Fail: Shaken, 1 Wound

Incapacitated Vigor roll:
Raise: No Effect
Success: Shaken
Fail: Shaken, 1 Wound
Critical Fail: Dead

Fencing Stolen Goods

Make a streetwise check once per week.
If successful you find a fence that can move your goods.
Next, you need to check to see how much he will offer.
The best offer a fence will make is 50% of the value of the object.
This is reduced 10% for each of the following reasons:

- item is valued at more than $5,000
- item is marked or otherwise personalized,
- item is distinctive/famous,
- item was reported missing/stolen,
- item is magical,
- item is only interesting to collectors

A successful Persuasion check can up the value 10% +10% per raise (to a maximum of 50% of the value of the item).
A failed Persuasion check has no effect.
A critical failure on the Persuasion check lowers the value 10%.

A successful Intimidation check can up the value 10% +10% per raise (maximum of 100% of the value of the item).
A failed Intimidation check reduces the value of the item by 20%.
A critical failure reduces the value 20% with all fences for the next month.

If the item's offer reaches zero the fence is not interested.
You can check elsewhere but if you are unsuccessful with three different fences, you will not be able to sell the item in this town.

Arcane Backgrounds

Rewarding Limited Number of Arcane Powers

If a character takes an Arcane Background with a substantially limited number of available powers (say 5 or less), due to the setting description, the character gets a free d4 in the appropriate Arcane Skill.

Mana Burn

A non-Power Point alternative for using arcane powers.

Mana Burn: is the damage a caster takes as he casts his spells.
Mana: is the amount of magical toughness the caster has, is used to resist taking the Mana Burn damage.

Mana is a new derived attribute and works just like Toughness. It is calculated as 2 + (1/2 Spirit die type).
Once you take the damage, if you need to soak it (by spending a benny) you roll your Spirit in place of Vigor. Also any roll on the K.O table from Mana Burn is a Spirit roll instead of a Vigor one.
Mana Burn damage is non-lethal damage, except that the spellcaster can make a natural healing roll once per hour to recover from it.

Determining Mana Burn Damage:

Spell's Rank	Mana Burn
Novice	2d4
Seasoned	2d6
Veteran	2d8
Heroic	2d10
Legendary	2d12

+1 die type per bump in power.

Examples:
Blast does a base amount of 2d6 Mana Burn [MB], adding another die of damage increases it by one die type to 2d8 [MB] and making it do the extra die of damage and large template increases the [MB] to 2d10.

Bolt is a unique spell in it can actually be 3 spell castings at once. For bolt use 2d4 [MB] since it is a Novice spell that goes up to 2d6 [MB] when doing the extra die of damage. For multiple Bolts you take multiple instances of Mana Burn; for example, casting three 3d6-damage bolts would result in three 2d6 [MB] rolls for the caster.

Spell Casting Failure: Take the [MB] damage as normal but spell fails to go off.
Spell Casting Snake Eyes: Take an additional 1d6 [MB] damage.
Ignore normal backlash rules, as casting is hazardous enough with this system.

Changes to Core Book Edges with this system:
Power Surge: The caster is immune to [MB] damage in any round he draws a Joker.
Wizard: For each Raise on your spellcasting roll you suffer 3 less damage from [MB] for casting that spell.
Holy/Unholy Warrior: Invoking this power causes 2d4 [MB].
Power Points: +1 Mana every time this Edge is taken (the normal limit that you can only take this Edge once per rank still applies)
Rapid Recharge: Make a natural healing roll to recover from [MB] once every 30 minutes.
Improved Rapid Recharge: Make a natural healing roll to recover from [MB] once every 15 minutes.
Soul Drain: This Edge no longer exists; all magic is taxing to the body and spirit.

Duration:

First change all durations to Spirit die type/rounds.
Since Smarts is used for range use Spirit here. (anyone with a spell effect on them has a countdown die of the correct type and just lowers one number every time it's their action).

Second, extended casting rules.
If a caster takes one minute to cast a spell, the duration is measured in minutes.
If a caster takes one hour to cast a spell, the duration is measured in hours.

Spell maintenance is not used in this system.

New Item: Talismans

A talisman is a spell focus used to channel magical energy through. It could be a Holy Symbol, Wizard's Staff, Wand, Amulet, etc...the type of item is not important. The talisman has a rating 1-3 (I use a 1-5 scale for armor so 1-5 for my home game talismans) which acts like armor from Mana Burn damage. The cost and means to acquire said talismans of different ratings depends on the campaign world.

Weird Science Variation

Want a character who makes extensive use of Weird Science gizmos but doesn't actually build them? Use the Weird Science Arcane Background as is but with the trappings of the devices being provided by a lab bound patron. To reflect the character's lack of understanding of the innards of the gadgets, Repair (if even taken) will be minimal. For purposes of flavor and perversity, the Edge is renamed Arcane Background (Guinea Pig).

Situational Rules

Epilogues

Adapt the rules for Interludes to collaboratively create a satisfying ending to any campaign or short adventure.

Epilogues allow players to collaboratively summarize the events after a campaign ends as related to their characters (and only their respective characters). They can serve as a great narrative tool for bringing closure to a campaign. During Epilogues, players take turns creating their characters' endings and expanding on the overall conclusion of the campaign's story.

To conduct an Epilogue, the players draw cards from the Action Deck as if drawing for initiative. The players then take turns in order of initiative telling their stories. Players should apply any Edges or Hindrances that their characters have that influence the number of cards they may draw for initiative. Players who draw higher initiatives have the opportunity to establish their stories first, setting the precedent and tone for the events occurring during the Epilogue. Players who draw lower initiatives have the benefit of adding to (though not negating) the stories told before them.

The type of suit dictates the type of story, just as with Interludes. However, while the player can use the highest card for determining when they tell their story, they can choose any suit drawn to determine the type of story. If a Joker is drawn, the player can choose any suit and tell their story on any turn, even interrupting another player's story.

If a player does not like any of the suits he has drawn and hasn't drawn a Joker, he may trade in an unspent benny or Adventure Card (if he has not used an Adventure Card during the session) to draw another card from the Action Deck.

Squad Combat

Want to have combats involving large numbers of Extras with less die rolls than the Showdown rules? Try grouping them into Squads! Works best with Squads of between 5 and 40 extras. This is designed to be a combination of the Mass Battle and normal Combat rules.

Zone Based Combat

A combat system using a Zone based movement concept, where movement and timing are non-linear and abstracted to a strong degree, allowing combats to be held in a small table top area.

Game Mastering

Challenge Ratings

For all of you who need some "math" to backup your encounter choices – here's a "Damage Rating" system for checking out the lethality of your encounters:

Try getting a Damage Rating for your PC's. Take half their Strength plus the bonus from their "standard" weapon. You can average this to figure out a Damage Rating for the group as a whole. Then compare the Damage Rating to their opponents' Toughness.

- If it's equal, then the PC's have an edge over an equal number of opponents (where 2 Extras equal 1 Wild Card).
- If the Toughness is a point higher, then the fight should be about "even."
- If the Toughness is 2 points higher, then it will be a (pardon the pun) tough fight (1 opponent for every 2 PC's).
- If it's 3 points higher, the PC's are in trouble (1 Opponent for every 4 PC's). And generally the progression continues to double.

So if your group has an average Damage Rating of 5 and you throw a 10 Toughness npc at them, then you should have about 16 PC's or understand that it may take 4 PC's four times as long to take him down.

Standardized Experience Rules

This is a standardized method of giving experience points after a game session. It is designed to create a little bit of competition between players for extra points, to encourage stronger playing, and make the GM's life a little easier.

1 point **Just for showing up!**
0 points **for missing a game:** You don't play, you don't pay.

Bonus points...

1 point* **MVP Award:** Players secretly vote on who they thought was the most valuable player that session and turn in their ballots to the GM. Winner gets an extra point, GM chooses in case of a tie.

1 point* **Best Roleplaying/Narrative Award:** The GM chooses who s/he thought did the best job role playing that session and awards them an extra point.

1 point* **Leave No Gamer Behind:** The PC with lowest total xp gets a bonus point, but only if s/he is at least 2 points below the next most experience PC. This point is given away last, after all other xp is given at the end of a session.

1 point **Take One for the Team:** Extra point for doing something that has to be done, but no one wants to do. Examples: Playing a healer, playing a PC for an absent player, cleaning up after the game, etc.

1 point **Soup Kitchen Bonus:** Any player who brings a bag of chips or soda to share with the group gets a point.

*Only one player can get this point per session

Alternate Bennies Rule

At the end of a gaming session, the GM counts up all the bennies that were given out during the session. He then divides that total by the number of players, rounding up. One of the players than rolls a number of d6s equal to the result. For every 4-6 result on the dice (50%), every PC gets another XP above the session XP award. Any individual PC bennies left over after a setting are lost.

This alternate rule provides the following advantages: 1) it encourages good RPGing to get bennies, 2) PCs don't have to worry about saving bennies, and 3) the awarding of extra XPs is team based.

Expanded Benny Rules and Meaningful Extra Success

Meaningful extra success

In Savage worlds we have the concept of a raise, however there is no bonus for multiple raises, which can either be the result of luck or heavy investment in skills. For example a wild card rolling a d12 on a standard target number 4 has an 80% chance of succeeding, a 50% chance of a raise and a 10% chance of two raises. Well 10% of the time they are super awesome and that would be cool to utilize.

I propose using a variety of benefits, at GM discretion, to reward this extra awesomeness with the default always being, that for each raise, including any raise that happens on a roll where it would normally have no effect, should generate at a minimum a Benny. The generated Benny can either be given to the player if they have less than their starting amount or can be put in the group Benny pool.

Group Benny Pool

The group pool can only be added to through cashing in extra raises and can only contain 1 benny per player. So in a game with 4 players, the pool can only ever contain 4 extra bennies and it does not matter who it was who put them in there. Anyone, whether they have their own bennies or not, may use the group pool.

GM Benny Rules

To make sure this is balanced and to give the GM some more options as well, two things now interact with the GM benny pool that did not before.

- First each time a player rolls a 1 on any die, the GM gets a benny added to their pool. The GM benny pool is increased to two times the number of players to accommodate extra bennies generated in this way.
- Second, if a player does not have a benny, the GM is able to gain one, and the group pool is empty, that player may give the GM a benny and then use one themselves.

Further the use of Bennies by the GM is expanded to include giving an 'auto soak' to an extra and other GM fiat things. By spending a benny, this avoids calls by the players of Unfair.

Combat Options

As opposed to just adding to the pool or getting a benny back, combat is handled slightly different since there are some wonderful and fun things that this extra success could be used for.

Extra raises could be spent in the following way: (#oR = Number of extra raises). This table is intended to replace the normal +1d6 for a raise.

Spend	#oR	Effect
Extra Damage	1+	Add a +1 to the damage roll
Weak Point	1	Add +1d6 to the damage roll (only if the target has a weak point)
Re-Roll Damage	1+	Re-Roll a single damage die, must keep the new result. May only re-roll each damage die 1 time.
Additional Target	2	Double-Tap, 3RB or Full auto only: Additional target, that you have a clear line of sight on, within ROF spaces is also hit. Roll Damage normally.
Threaten	1	-1 to next action against you from the target this round.
Reload	1	Reload the fired weapon as a free action
Bash	2	Move the target 1 space away in the direction of the attack. This does not cause collision damage and does break melee. You may move into the space that was previously occupied.
Additional Attack	1+	Melee only: Make another attack at -4+X, where X is an additional 1 for each raise spent (so 2 extra raises would be a -2 net modifier etc)
Defend Action	1	Allow the attacker to take a defend action for free
Ready An Item	1	Draw a weapon, or otherwise ready an item for action.
In The Zone	1	Negate two points of multi action penalties for the rest of the round.
Aim	2	Get a +2 on the same target on your next action against them.

Cooperative roles

Savage worlds cooperative rolls appear to be an abstraction of one person aiding another person to do something, which is all well and good but it does not seem to capture the true spirit of cooperation.

Rules As Written: a cooperative roll is done by one person making a roll and then each other person who is aiding that person making the same skill roll. Each success generated by the 'aides' is then added to the primary person's roll as a +1. The success of the primary person is all that matters for the most part. Though this is a good abstraction for a simple task, a complex task, like cooperatively destroying something is missing from this mechanic. Sure you could always elevate to a dramatic task and what I propose is a kind of 'dramatic task lite'.

Everyone who wants to cooperate makes a skill test, out of a list that the GM suggests or that they suggest, that pertains to the action that is being attempted. If the group is trying to repair a high tech vehicle, two players may choose to roll repair while one rolls electronics and the last rolls knowledge mechanical engineering. It is assumed that all the players who are cooperating can act at the same time; meaning during combat one or more players may have needed to hold their turn.

When doing a group roll in this way, the rolls are still subject to the normal target number but the culmination of the group roll should be compared to a group target. Each success and raise counts toward the group target and as long as the group target is met or beat, the group succeeds. The GM should use their discretion but a good rule of thumb would be to require success results equal to half the number of players for a simple task, to the number of players for a hard task and to the number of players and a half for a very hard task.

For example a group of 4 is attempting a hard task. The first player gets a hit and a raise, the second player does not succeed and the third and fourth players each generate a success. This would be a group success.

Rule Challenges

If the game is being bogged down by constant interruptions by players calling GM decisions unfair, try this. This method is inspired by an NFL rule. If the GM makes a call that the players think is bad, the players may agree to make an official rule challenge. This can be for misusing a spell, edge, damage, or any rule decision by the GM that the players think was handled poorly. The players may make a case and the GM must take a moment to review their arguments and look through any books if necessary. If the GM agrees s/he was at fault, the decision is corrected. If the GM believes s/he was correct in the original call, all players lose a benny. This incentives players to let minor issues rest and not make a fuss unless they are absolutely certain.

Area Effect Attacks Without a Tactical Map

When an attack calls for a Template, the attacker rolls the appropriate dice on the table below to determine how many enemies he can affect.

Small Burst Template - 1d4
Medium Burst Template - 1d6 + 2

Large Burst Template - 1d8 + 4
Cone Template - 1d6*

*In the case of a Cone Template, the Agility roll is at +2, or +4 with a Raise on the attack roll.

Any allies the GM deems are adjacent to chosen affected enemies must make an Agility roll to avoid the effects of the attack. This roll is made at a +2 bonus if the attacker got a Raise.

Reckless Endangerment

It is possible to increase the number of enemy hit, as below, but in doing so one PC or Ally must be included in the hit for every enemy covered, selecting them only from among those PCs or allies who have so far engaged the enemy or are otherwise in position to also be hit.

Small Burst Template - 1d3+1
Medium Burst Template - 2d6
Large Burst Template - 3d8
Cone Template - 2d6*

Villains & Monsters

Alternate Toughness Rules

Size = Wound is just too nasty and it takes forever to put a big guy down.

- Take the Size score. For each odd point in it, the creature gets +1 Toughness.
- For every even point, the creature gains a Wound.

So, let's take an Ogre. He's size +2 and thus has his base Toughness (derived from Vigor) +1 and an extra Wound. A size +7 guy would have +4 T and +3 Wounds.

Extra Wounds due to Size cannot be soaked (so you don't have the never-dying big guy). Correspondingly there is no die penalty to losing these (to keep the book-keeping down).

Minor Wild Cards

You can give some creatures or minor villains the "Extra Soak" Edge. This provides a "Soak Bennie" that can only be used to Soak damage. The Extra Soak Edge is only given to Extras that are like "Veteran Mooks" (gang leaders that aren't important enough to be Wild Cards and the like) or Critters that are too stubborn to go down in one hit.

Aces/Jokers

Villains that are not as tough as the "Big Bad", but stronger than a standard mook get three wound levels (all wound modifiers apply as normal), but no wild die. These are great for a little surprise on the Players when they see a "mook" not go down after a solid hit.

NPC Templates

- Goons: Skills: d6 in primary—d4 in the rest; Attributes: d6 in primary—d4 in the rest; Wounds: 0 (treat as an Extra—they're either Shaken or Incapacitated); Wild die: ---
- Mooks (The prototypical Extra): Skills: d6 in all; Attributes: d6 in all; Wounds: 0; Wild die: ---
- Henchmen: Skills: d8 in primary—d6 in the rest; Attributes: d8 in primary—d6 in the rest; Wounds: 1; Wild die: ---
- Right Hand Men; Skills: d8 in primary and any other one skill—d6 in the rest; Attributes: d8 in primary and secondary—d6 in the rest; Wounds: 2; Wild die: ---
- Bosses (Wild Card): Create them just like Wild Cards.

Bottomless Bennies

Great for those instances where a bad roll (or a good one) could make an encounter end much too quick. In this variant, the GM does not keep track of his bennies at all and essentially has an unlimited number... but with a catch. When the GM spends a benny for NPCs to the detriment of the players, the PC suffering the effects of the benny is awarded one for free.

Example: *The mutant Nazi overlord fires at a PC and fails miserably. The GM may spend any number of bennies as normal, however the PC being shot at is awarded a benny each time this is done.*

This also applies to soaking wounds. If a PC deals a wound to an enemy wildcard and the GM uses a benny to soak it, the PC receives a free benny.

Answers From On High

If the players are totally stumped on some issue, or need some advice on how to tackle a problem, they may use this option. With the GM's approval, they may all spend a benny to get an answer, clue, or hint to the current predicament. Note that every player must spend a benny and so must all agree to do it. The GM may then insert some game related hint, such as a message on an answering machine, a headline in a newspaper, a rumor from a bar, etc. It should be obvious enough to the players that this is the clue, or at the very least, a good lead to finding the real information.

New Monstrous Ability: Leap

The creature performs an Agility test. If successful, it jumps 4" +1"/raise. A critical miss means some spectacular mistake occurred with the Leap.

New Monstrous Ability: Pounce

This is an enhancement for Leap. The creature performs an Agility test. If successful, see Leap and add +1 attack and +1 damage. See Leap for a critical miss.