

Personal Drives

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This document was created in June 2018. These rules were created as a supplement for the current Savage World core rules, which can be found in the Savage World Deluxe Explorer's Edition.

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The Savage World system is great for designing flawed characters. Players willing to embrace or exploit the personal flaws of their character are rewarded by receiving bennies whenever they role-play their hindrances. In turn, the game is enriched by the unusual inconveniences or complications that often arise as a result.

Some players, especially those new to Savage Worlds, are not always comfortable playing flawed characters. Very frequently, they try to take hindrances that can be ignored or modified, or opt not to take hindrances at all. For such players, this document provide an alternative. In place of taking a minor hindrance, players may select a Drive for their character.

A Drive is a central motivation, obsession, or compulsion that is unique to your character's concept, profession, or personality. When you accomplish the task listed for your drive, you gain a Benny. These drives are meant to be a little inconvenient or troublesome, so that you may often have to go out of your way or accept unusual consequences to pursue them. In this way, they are similar to such minor hindrances as Curiosity or Code of Honor.

When you engage in a task that satisfies your Drive – especially in a way that proves inconvenient or dangerous – the GM will award you a benny. Each Drive has a limit of two bennies per session. During character generation, you earn points for selecting Drives just as if you had selected a minor hindrance.

Although the Drives are separated by category and recommended professions, any character may select any Drive. Each Drive takes the place of a minor hindrance, so you are limited as to how many Drives your character can take.

The List of Drives

(by category)

Computer

Engineer, hacker, technician, etc.

- **Access Granted:** Whenever you bypass or infiltrate a security system, gain a benny.
- **Remote Control:** Whenever you gain control of a robot or remote device, gain a benny.
- **File Not Found:** When you delete or alter significant data from a computer system, gain a benny.

Influence

Diplomats, entertainers, leaders, etc.

- **Love & Drama:** Whenever your relationship with another character changes drastically, gain a benny.
- **Anger Management:** Whenever you verbally provoke or pacify a violent encounter, you gain a benny.
- **Code of Honor:** Whenever you accomplish a task that upholds a personal promise, gain a benny.

Intellect

Professors, scholars, researchers, scientists, etc

- **Life Lesson:** You are determined to impart a vital lesson. Choose a lesson, quote, or doctrine that you think another character would benefit from learning or taking to heart. If, during a session, you specify that lesson to a player and its importance is subsequently demonstrated during play, then you gain a benny.
- **Deep Analysis:** When you go out of your way to thoroughly analyze a specimen, acquire additional data sources, or spend significantly more time in research, you gain a benny.
- **Experimentation:** When you conduct a scientific experiment that yields surprising results, saves a life, or inflicts significant harm on someone, then you gain a benny.

Mercantile

Nobles, merchants, captains, etc.

- **Deep Pockets:** When you solve a difficult situation by throwing money at the problem, gain a benny.
- **Profit Motive:** Whenever you acquire a large sum of cash, a horde of treasure, or make an extremely profitable transaction, gain a benny.
- **Only The Best:** Whenever you spend an inordinate amount of money on a frivolous expense, go out of your way to bask in luxury, or throw a celebration, gain a benny.

Military

Bodyguards, police, soldiers, etc.

- **Following Orders:** When you carry out orders that seem questionable or dangerous, gain a benny.
- **For The Cause:** Each time you sustain a wound, if you have two wounds or more, gain a benny.
- **Aggressive Negotiations:** When you complete an objective or accomplish a goal with overwhelming force or firepower, gain a benny.

Pilot

Cavalry, drivers, pilots, stuntmen, etc.

- **Red Line:** When a vehicle or vehicular system is pushed beyond its safe limits, gain a benny.
- **A Few Maneuvers:** Whenever you cause a reversal (or major shift in the situation) during a chase or dogfight by perform a piloting maneuver (or similar action suitable for your mount or vehicle), gain a benny.
- **Never Tell Me The Odds:** When you fail at a bold act or ludicrous stunt, gain a benny

Scoundrel

Rogues, thieves, malcontents, etc.

- **First Strike:** Whenever you successfully get the drop on someone in combat, gain a benny.
- **Repeat Offender:** Whenever you break the law of the land and escape punishment, gain a benny.
- **Personal Collection:** When you steal a valuable item, gain a benny.

Shadow

Assassins, thieves, scouts, spies, etc

- **Intimidating Manner:** When you perform an activity or conduct an interaction that leads someone to experience fright, panic, or horror, gain a benny.
- **Clandestine:** When you (and any characters with you) perform an action covertly under someone's watch or guard without leaving a trace or arousing suspicion, gain a benny.
- **Keeper of Secrets:** Whenever you uncover a dark secret about someone, force them to make a confession, or uncover the details of a conspiracy, you gain a benny..

Tinker

Inventors, mechanics, smiths, etc.

- **Overload:** Whenever an invention, gadget, or device you recently worked on breaks down, explodes, or suffers a serious malfunction, gain a benny.
- **Upgrade:** Whenever you significantly upgrade a device or add a new function to an existing item, gain a benny.
- **Improvised:** Whenever you use a piece of junk in a new or innovative way that turns out to be useful, gain a benny.

New Hindrance

While a formalized subsystem may appeal to many GMs, many others prefer the general “FFF” style of rules that usually leave specific details for the players and GM to work out during play. Due to Savage Worlds flexible nature, it's pretty easy to drop this entire subsystem into Savage Worlds as a single open-ended hindrance.

The above system is recommended for newer players or players that don't like hindrances. For more experienced or traditional Savage Worlds players, the following hindrance can easily be added into a game or setting. This will give you a bit more flexibility than the subsystem described above and is more easily streamlined into the existing Savage World rules.

Driven (Minor)

Some people have an unusually strong motivation that drives them. This character's will pursue a personal drive, goal, or obsession whenever the opportunity presents itself.

The drive could be something like conducting illegal experiments, seducing people of a particular group or type, conducting extremely profitable transactions, robbing from the rich to give to the poor, etc.

Good luck and happy gaming!