

Savage Worlds Character Creation Update

New Hindrances, Edges, Powers and Weapons

From Official SW and GRW Products

EDGES

from Evernight Player's Guide

Double Shot: 2 arrows at once, same target, short range only, Shooting -2

Improved Double Shot: as Double Shot, but no -2 modifier

Scamper: opponents of larger Size take a -1 modifier on attacks; must be unbound, aware of attack & unencumbered

Sunder: +1 AP with any weapon

Improved Sunder: +2 AP with any weapon

War Cry: Intimidate roll vs all targets in Large Boom Template adjacent to character

Whirlwind: Running move, every target (friend or foe) adjacent to path attacked at -4 Fighting

Improved Whirlwind: as Whirlwind, but at -2 Fighting

Avatar of Solace: enchant weapon, does +2 damage, illumines 10" diameter, can start fires

Musketeer: reload black-powder hand weapon in one round, rather than two; still one round to fire

Red Knight: gains AB: Miracles, +2 Charisma with those who honor same god

Sun Priest: as Red Knight

Dark Fighting: halve all penalties for bad lighting; not cum. with Low Light or Thermal Vision; can be negated by loud noise or deafness

Tunnel Fighter: +2 to acrobatic Tricks; +1 Parry; foes subtract 1 from ranged attacks

Scrounger: +1 to items found; -25% to prices for gear

Slayer: a raise on attack roll doubles damage vs one category of creatures

from Savage West Player's Guide

Brave: +2 to Guts checks

Veteran o' the Weird West: start 1 Rank higher, draw card for 'price'

Don't Get 'em Riled: add wound penalty level to Fighting damage

Fannin' the Hammer: no -2 penalty for Fanning

Gift o' Gab: few minutes of conversation gives temporary d4 in language; +1 with any purchased language

Kemo Sabe: character has few friends in "enemy" culture

Renown: +2 Charisma with those who've heard of character

[Harrowed characters only]

Cat Eyes: +2 to visual Notice; ignore Dim and Dark penalties

Improved Cat Eyes: no lighting penalties; +2 Notice vs lies

Claws: Str+2 damage with bare hands

Improved Claws: Str+4 damage

Ghost: decide if tangible or intangible each action; intangible is visible & affected by magic & -1 on skills

Soul Eater: successful barehanded attack gives Wound; Spirit roll afterwards allows healing 1 Wound or Fatigue level

Stitchin': natural Healing rolls every day

Improved Stitchin': as Stitchin', but roll every hour

from 50 Fathoms Player's Guide

AB: Magic: must select one of four elements (air, earth, fire, water)

Kraken Bone Sword & Armor: character has magic sword and armor; only work for Kraken

Natural Swimmer: +2 to Swimming; +1" swimming Pace; hold breath 50% longer

Close Fighting: Parry gains +1 + enemy weapon's Reach, vs weapons larger than dagger

Improved Close Fighting: Fighting gains +1 + enemy weapon's Reach, vs weapons larger than dagger

Dirty Fighter: +2 on Tricks
Really Dirty Fighter: spending a benny gives The Drop automatically
Master & Commander: +2 on Boating rolls by crew
Elemental Mastery: add new element to spell list
Mark of Torquemada: as Improved Arcane Resistance; only given to devout Inquisitors
Merchant: commodities cost 25% less
Master Merchant: sell commodities for 25% more
Musketeer: (see Evernight Player's Guide, above)
Rope Monkey: move by swinging on ropes / vines, catch fall if ropes / vines nearby
Scout: spot threats far away; +2 Notice vs surprise
Treasure Hound: +25% booty, +10% magic items
Frugal: 1/2 carousing cost, +2 vs getting drunk

from Zombie Run

Power Lifter: Load Limit is 15x Strength; +1 to melee damage and rolls to break things
Headshot: halve Called Shot penalties vs. zombies and other slow-moving and stationary targets.
Physician: +2 on Healing rolls; cumulative with Healer Edge

from Tour of Darkness Player's Guide

Acclimated: +2 to Vigor rolls vs. Fatigue due to heat and humidity
Band of Brothers: -1 point of damage for each Brother within 6", up to -4
Born Leader: subordinate soldiers making group roll use d8 as Wild Die
Clipping the Grass: targets take damage on a Spirit roll of 1 or 2 when using suppressive fire
Command Presence: leader has a command radius of 10"
Courage Under Fire: can ignore 1d4 Wounding attacks while standing in the open commanding troops; triples command radius
Grizzled: +1 Rank; paid off with next 20 XP
Groundhog: attacker as -4 to hit when prone; only takes damage on a Spirit roll of snake-eyes under suppressive fire
Hardened: gains 1 extra point of Sanity during "down time"
Hose 'Em Down: can suppress area of two adjacent Medium Burst templates when using suppressive fire with a braced medium or heavy machine gun; uses double ammo
Idealist: +2 Charisma when dealing with Vietnamese soldiers or civilians; +2 to Common Knowledge of local culture
Improved Hose 'Em Down: suppress three Medium Burst templates at triple ammo cost
Medic!: if can reach a Wounded non-Wild Card by the end of the round, an immediate Healing roll at -2 will reduce the Wound to Shaken
Ranger Tab: +2 to all Fatigue rolls vs. environmental hazards and +2 to all Survival rolls
Rank (NCO): begins game as a non-commissioned officer
Rank (Officer): begins game as a 2nd Lieutenant
Remember Cameron!: make Spirit roll at -2 to unshaken every soldier in command radius
Scrounger: can get extra or better gear or goods on a successful Streetwise roll
Semper Fi, Mac: +1 Toughness
Spotter: can shift artillery target point 20" per round; deviation for airstrikes is halved
Thumper King: halve all deviation rolls with grenade launcher
Thumper God: halves deviation rolls and adds +2 to damage with grenade launcher
Water Training: +2 to Swimming rolls; can hold breathe twice as long as normal
West Pointer: begins as rank 01; +2 to Promotion rolls, +2 Charisma w/ rear echelon officers, -2 Charisma w/ enlisted soldiers

from Necessary Evil Player's Guide

Combat Sense: opponents gain no Gang-Up bonuses against this character

Jack Of All Trades: unskilled rolls for any Smarts-based skill are made at d4, rather than the usual d4-2

Take The Hit: +2 on Soak rolls to avoid Wounds

from Great Rail Wars (may not be balanced for Savage Worlds)

Aquatic: won't drown, swim at Pace + Swimming die

Brawny: +1 Toughness and +1 Fighting damage

Bushwack: hide in ambush (+2 Stealth vs Notice to remain hidden in potential ambush situations?)

Eagle Eyes: ignore partial cover penalties to Shooting rolls?

Fear: force attackers moving adjacent to make Guts roll; cannot approach if target charging; Shaken if Fear character charging

Fearless: never rolls Guts checks, never Shaken or Panicked

Law Dog: gets 1 Posse of gunmen

Martial Artist: +2 to Fighting attacks & damage

Paralysis: requires unarmed Fighting roll; no damage done; target must make Vigor roll or falls down and is Shaken

HINDRANCES

from Savage West Player's Guide

Ailin' (Major): -2 vs Fatigue; Vigor roll each session, 1 failure gives -4 Fatigue, 2 failures means death at end of session

Bad Ears: -4 hearing Notice (Minor); completely deaf (Major)

Big Mouth (Minor): give away character secrets and party plans

Grim Servant o' Death (Major): +1 damage (all types); snake eyes on attack hits nearest PC ally

Heavy Sleeper (Minor): -4 Notice to wake or Vigor roll to stay up late / not fall asleep on watch

Illiterate (Minor): cannot read, write or 'do numbers'

Lyin' Eyes (Minor): -4 to Persuasion if lying

Night Terrors (Major): 1 less benny per session

One-Armed Bandit (Major): -4 vs two-handed tasks; no two-handed weapons

Slowpoke (Minor): Pace -1, adds to Lame, no Run allowed

Thin Skinned (Major): Wound penalties increased by 1

from 50 Fathoms Player's Guide

Arrogant (Major): must search out and dominate / humiliate toughest opponent in combat

Garrulous (Minor): double cost for carousing

One Arm (Major): -4 vs two-handed tasks; no two-handed weapons

One Eye (Major): -2 to all rolls requiring depth perception, including Shooting and Throwing

One Leg (Major): as Lame if uses peg (Pace -2, Run d4), or Pace 2 and no Run; -2 to Swimming rolls and Pace; -2 on rolls related to mobility, including Climbing and Fighting

from On The Rocks

War Weary (Minor): no rerolled trait checks rest of scene if Guts roll failed

Shell Shocked (Major): no Soak rolls rest of session if Guts roll failed

from Zombie Run

Innocent (Major): -2 Guts vs. gruesome scenes; -2 vs. Intimidation, Persuasion and Taunt

Ruthless (Minor): -2 Charisma with those who've seen Ruthless side

from Tour of Darkness Player's Guide

Activist (Minor): -1 Charisma when dealing with others who don't share character's radical beliefs; +1 Charisma with those who do

Bullet Magnet (Major): hit by adjacent fire (re: Innocent Bystander) on a 1-2 for single-shot weapons or 1-3 for shotguns or full-auto

Doubting Thomas (Major): also suffers double Sanity loss; starts with +2 Sanity

F-ing New Guy (Minor): -2 Notice vs. ambushes and booby traps; -2 Common Knowledge vs. local knowledge

Hard Case (Major): -2 Charisma and does not tolerate disobedience or lax discipline

Heat Prone (Major): -2 on all Vigor rolls to resist heat and dehydration

Short Timer (Major): 1d6+6 weeks left in-country; **must** make a Soak roll against any Wound

Slow (Major): draw two Initiative cards and act on the worse, unless a Joker; cannot take Quick; Level-Headed offsets

from Necessary Evil Player's Guide

Alien Form (Major): -4 Charisma; -4 on others' healing rolls; very out-of-place in this world

Allergy (Minor): exposure to a specific common substance inflicts a -4 penalty to all Trait rolls

Dependent (Major): character has a spouse, friend or loved one who must be frequently rescued or helped, and otherwise causes a lot of trouble for the character

Disabilities (Major/Minor): physical or mental conditions that affect the character; minor include: speech impediments, skin conditions or learning disabilities; major include: lack of mobility, birth defects, or major mental disorders

Distinctive Appearance (Minor): character's appearance is notably different from others of his race; character is easy to track down or pick out of a crowd, and may have troublesome social problems

Terminally Ill (Major): draw card at the beginning of each session; if a face card, all Trait rolls this session are at -1; if a Joker, the character will die sometime during the session

from Great Rail Wars (may not be balanced for Savage Worlds)

Bad Karma: backfires on AB rolls result in a second nasty effect

Big Britches: never uses cover; +1 to Guts rolls

Damned: beneficial spells cast on character never work

Grim Servant o' Death: opponents have -2 Toughness; allies have -1 Toughness

Miser: character's cheap Gear malfunctions on Deuce or Joker

Night Terrors: character must make a Smarts roll at the beginning of each Scene (GM's call) or take -2 penalty on all rolls

Slowpoke: no Run allowed

Squeamish: -2 on rolls vs Shaken

POWERS

Call o' the Wild (from Savage West Player's Guide)

Rank: Novice

Range: Spellcasting die in miles

PP: Special

Duration: 1 / Minute

Summon and control natural creatures; can communicate with and access senses of animal; multiple animals multiply PP cost; PP cost: Bear = 5, Insect swarm = 2, Cougar = 3, Rat swarm = 3, Rattlesnake = 1, Scorpion swarm = 3, Medium shark = 3, Great white shark = 5, Wolf = 3.

Hunch

Rank: Novice

Range: Touch

PP: 3

Duration: Permanent

Caster gets a vision, insight or 'hunch' about some event in the past related to the object or person; raises give more info.

Mind Rider

Rank: Novice

Range: Spellcasting die in miles

PP: 3

Duration: 1 / Minute

Caster can access all of a target's senses; can cast on unseen target if using object target touched in last week.

Mind Reading (from Savage Worlds Errata)

Rank: Novice

Range: Smarts

PP: 3

Duration: 1 (1 / round)

Caster can roll vs target's Smarts to read thoughts.

WEAPONS (does not include magical/blessed weapons, costs not adjusted to SW standard)

Type	Damage	Cost	Wt	Min Str	Range	ROF	Shots	Notes
(from 50 Fathoms Player's Guide)								
Hook	Str+1	20	-	-	-	-	-	Reach 1; 2 hands; (1)
Club/Belaying Pin	Str+1	5	1	-	-	-	-	
Brass Knuckles	Str+1	20	1	-	-	-	-	
Jumanji Chain	Str+3	20	15	d8	-	-	-	Reach 1; 2 hands; (2)
Gaff	Str+1	10	6	d6	-	-	-	Reach 1; 2 hands; (3)
Harpoon	Str+2/+4	100	10	d8	3/6/12	1	-	Reach 1; 2 hands
Bowchaser	2d6	300	-	-	24" path	1	-	(6)
Cannon, late	3d6+1	200	-	-	75/150/300	1	-	AP 4; Heavy
-- Grape Shot	2d6	-	-	-	24" path	1	-	(4)
-- Chain Shot	2d6	-	-	-	40/80/160	1	-	(5)
(from Evernight Player's Guide)								
Thieves Claws	Str+1	100/pr	1/pr	-	-	-	-	worn on both hands; +1 Climbing
Mace	Str+1	25	2	-	-	-	-	
Bayonet	Str+2/+1	20	1	-	-	-	-	Str+1 when used as Knife; attaches to Musket or Blunderbuss
Cannon, early	3d10	25	1	-	24/48/96	1	-	Reload 1 w/ 4 crew; else Reload 2
(from Savage West Player's Guide)								
Gatling Pistol	2d6	800	(5)	-	12/24/48	3	12	AP 1
Sharps '55 (.57)	2d8	18	(8)	-	20/40/80	1	1	AP 2; C&B
LeMat Carb (.42)	2d8	35	(11)	-	20/40/80	1	9	AP 1
- & Shotgun (16ga)	1-3d6			-	12/24/48	1	1	
English 1840 (.36)	2d6	6	(2)	-	5/10/20	1	8	AP 1; C&B
Rupertus Pepperbox (.22)	2d6-1	6	(1.5)	-	5/10/20	1	8	AP 1
Wesson Dagger-Pistol (.41)	2d6	6	(2)	-	5/10/20	1	2	AP 1
Colt Army (.44)	2d6+1	12	(3)	-	12/24/48	1	6	AP 1
Colt Buntline Special (.45)	2d6+1	Spec.	(4)	-	12/24/48	1	6	AP 1
Colt Navy (.36)	2d6	10	(3)	-	12/24/48	1	6	AP 1
Knuckle-Duster (.32)	2d6	8	(.5)	-	5/10/20	1	5	AP 1
LeMat Grapeshot Pistol (.40)	2d6	25	(3.5)	-	12/24/48	1	9	AP 1
- & Shotgun (16ga)	1-3d6			-	5/10/20	1	1	
Colt Frontier (.32-20)	2d6	8	(2)	-	12/24/48	1	6	AP 1
Colt Lightning (.38)	2d6	13	(2)	-	12/24/48	1	6	AP 1
Colt Thunderer (.41)	2d6	14	(2)	-	12/24/48	1	6	AP 1
Starr Revolver (.44)	2d6+1	9	(3)	-	12/24/48	1	6	AP 1; C&B
Ballard '72 (.56)	2d8	24	(8)	-	24/48/96	1	1	AP 2
Bullard Express (.50)	2d10	30	(12)	-	24/48/96	1	11	AP 2
Colt-Paterson Model '36 (.69)	2d10	25	(12)	-	24/48/96	1	7	AP 2
Colt Revolving Rifle (.56)	2d8	24	(10)	-	24/48/96	1	5	AP 2
Enfield Musket (.58)	2d8	25	(8.5)	-	12/24/48	1	1	AP 2; C&B; muzzle-loader
Evans Old Model Sporter (.44)	2d8	30	(10)	-	24/48/96	1	34	AP 2

Remington '71(.50-70)	2d10	20	(9?)	-	24/48/96	1	1	AP 2; muzzle-loader
Springfield (.58)	2d10	8	(10)	-	24/48/96	1	1	AP 2; muzzle-loader
Winchester '73 (.44-40)	2d8	25	(7)	-	24/48/96	1	15	AP 2
Colt Revolving Shotgun	1-3d6	45	(9)	-	12/24/48	1	5	
Scattergun	1-3d6	35	(11)	-	12/24/48	1-2	2	
Single Barrel	1-3d6	35	(6.5)	-	12/24/48	1	1	
Winchester Lever-Action	1-3d6	35	(8)	-	12/24/48	1	4	
(from <i>Tour of Darkness Player's Guide</i>)								
M1911A1 (.45)	2d6+1	-	2	-	12/24/48	1	7	
Hush Puppy (.45)	2d6+2	-	2	-	5/10/20	1	7	Silenced/SF
Browning HP (9mm)	2d6	200	2	-	12/24/48	1	13	
Enfield No.2 Mk1 (.38)	2d6	175	2	-	12/24/48	1	6	Revolver
Tokarev (7.62mm)	2d6	175	1	-	10/20/40	1	8	
Makarov (9mm)	2d6	200	2	-	12/24/48	1	8	
M1 Thompson (.45)	2d6+1	-	13	-	12/24/48	3	20/30	
M3 Grease Gun (.45)	2d6	-	15	-	12/24/48	3	30	
MAT-49 (9mm)	2d6	275	10	-	12/24/48	3	20/32	
Sten Gun (9mm)	2d6	300	9	-	12/24/48	3	32	
PPSh-41 (7.62mm)	2d6+1	300	12	-	20/40/60	3	71/35	AP1
M1 Garand (.30)	2d8	-	10	-	24/48/96	1	8	AP2
M1 Carbine (.30)	2d6-1	-	6	-	15/35/75	1/3	20/30	AP1
M40 (7.62)	2d8+1	-	15	-	48/96/192	1	5	AP2; Snapfire Penalty
M21 (7.62)	2d8+1	-	9	-	48/96/192	1	20	AP2; Snapfire Penalty
Bertier/Lebel (8)	2d8	225	9	-	24/48/96	1	3/8	AP2
MAS-36 (7.5)	2d8-1	250	9	-	24/48/96	1	5	AP2
SVD (7.62)	2d8+1	400	10	-	48/96/192	1	10	AP2; Snapfire Penalty
M14 (7.62)	2d8+1	-	9	-	24/48/96	1/3	20	AP2; Snapfire Penalty
M16 (5.56)	2d8	-	8	-	24/48/96	3	20	AP2
AK47 (7.62)	2d8+1	450	10	-	24/48/96	3	30	AP2
M60 (7.62)	2d8+1	-	23	d8	30/60/120	3	100	AP2; Crew Served (2)
Stoner (5.56)	2d8-1	-	12	-	30/60/120	3	50/100/ 150	AP2; SF Only
Reibel/FM24/29 (7.5)	2d8-1	600	20	d6	25/50/100	2	150/20	AP2; Crew Served (2)
Bren Gun (.45)	2d8	600	22	d8	30/60/120	3	20	AP2
PK (7.62R)	2d8	650	19	d6	30/60/120	3	100/200/ 250	AP2
RPK (7.62R)	2d8+1	600	11	-	30/60/120	3	40/75	AP2
DShK (12.7)	2d12	900	78	-	50/100/200	3	50	AP3; Crew Served (3); tripod mounted; may not move
M72 LAW	4d8+1	-	5	-	24/48/96	1	-	AP30; Med Burst; Single Shot; misfire on 1-2
M79 (point)	3d6	-	7	-	25/50/75	1	-	Med Burst; 10" min range; Reload 1
M79 (area)	3d6	-	7	-	50/100/150	1	-	Med Burst; 10" min range; Reload 1
Bazooka	3d10	Mil	12	d6	24/48/96	1	1	AP9; Med Burst
RPG 2	3d8	Mil	1	-	15/30/60	1	-	AP9; Small Burst
RPG 7	4d8+2	Mil	12	-	24/48/96	1	1	AP18; Med Burst
57mm (HE)	4d8+1	Mil	45	d10	25/50/100	1	1	Med Burst; Reload 1
57mm (AP)	4d8+1	Mil	45	d10	25/50/100	1	1	AP10; Reload 1
75mm (HE)	3d10	Mil	114	-	30/60/120	1	1	Med Burst; Reload 1
75mm (AP)	3d10	Mil	114	-	30/60/120	1	1	AP25; Reload 1
60mm Mortar	3d8	Mil	46	-	75/150/300	1	1	Med Burst; min range 25
81mm Mortar	4d8+2	Mil	115	-	150/300/ 600	1	1	Med Burst; min range 100
M26 Grenade	3d6	-	-	-	5/10/20	1	-	Med Burst; Thrown

(from *Necessary Evil Player's Guide*)

Electro-Lance	Str+2d6	750	5	d6	-	-	-	Reach 1; Parry +1; 2 hands; 10 charges; Str+1 w/o charge
Vibro-Knife	Str+2	500	1	-	-	-	-	HW; AP 2
Vibro-Sword	Str+4	1000	5	d6	-	-	-	HW; AP 2
Stun Wand	Special	200	1	-	-	-	-	Touch Attack; Vigor roll or paralysed for 2d6 rounds
Mega-Taser	2d6	1000	8	d6	2/4/8	-	-	Vigor roll at -4 or Shaken
Net Gun	Special	500	10	d6	5/10/20	-	-	Agility roll or entangled
Blaster Pistol	3d6	-	5	-	15/30/60	1	20	AP 4; DT
Blaster Rifle	3d6	-	10	d6	30/60/120	3	45	AP 4; 3RB
Gyrojet Rifle	2d10	800	12	d6	20/40/80	1	20	Designed for underwater use
Plasma Rifle	3d10	3000	8	-	12/24/48	1	12	HW; AP 4
Blaster MG	3d8	-	15	d8	50/100/200	3	180	AP 4
Fusion Grenade	3d8	500	1	-	5/10/20	-	-	HW; AP 2; MBT
AP Cannon	4d10+1	-	-	-	75/150/300	1	-	HW; AP 8; MBT; Reload 1
HE Cannon	4d8	-	-	-	75/150/300	1	-	HW; AP 22; Reload 1
Heavy Laser	3d6+2	-	-	-	75/150/300	3	-	HW; AP 60
Laser Cannon	4d8	-	-	-	100/200/400	2	-	HW; AP 60
Pulse Cannon	4d8+2	-	-	-	150/300/600	1	-	HW; LBT

Note: Weight listed in parentheses estimated by compiler of this document; not provided in listed source.

Note: There are quite a few weapons scattered through *Zombie Run*, but no consolidated table of them, so they haven't been included here.

- (1) never counts as unarmed; can leave Hook "set" in foe - foe suffers -2 to Parry, Agility and Agility-based skills (ignore 1 point of penalty per Size difference); Agility roll to get free, Shaken if fail
- (2) functions like Hook
- (3) ignores up to 2 points of Parry bonus; can attack with each end with standard -2 MAP penalty
- (4) no damage to ships with Armor > 2; 1d6 crew hit or 2d6 with raise
- (5) on raise, tears sails and rigging, reducing ship's Top Speed by 1"
- (6) as Cannister round, but with Small Burst template

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