

SAVAGE WORLDS

SUMMARY OF REVISED CORE RULES

CHARACTER CREATION

Derived Statistics

The Load Limit Penalty is subtracted from the running die total.

Skills

Failing to achieve the TN is a *normal failure*. Rolling a '1' on the skill die (regardless of the Wild Die result) is a *critical failure*. A result of "snake eyes" is an *abysmal failure*.

The Guts skill is replaced by a simple Spirit die roll.

Hindrances

The following Hindrances have been added: Ability Deficiency, Amnesia, Arrogant, Dark Secret, Dependents, Illiterate, Loose Lipped, Lying Eyes, Mute, Natural Born Killer, Overconfident, Phobia, Slowpoke, and Thin Skinned.

The following Hindrances have been modified: Bad Eyes, Doubting Thomas, and Lame.

Edges

The following Edges have been deleted: Danger Sense, Florentine, Followers, Giant Killer, Noble, and Soul Drain.

The following Edges have been added: Brave, Brawler/Pugilist, Close Fighting/Improved Close Fighting, Dirty Fighter/Really Dirty Fighter, Don Juan (Seductress), Gift of Gab, Hammerhands, Improved Trademark Weapon, Natural Swimmer, Night Vision, and Street Smarts.

The following Edges have been modified: Beast Bond, Beast Master, Berserk, Command, First Strike, Healer, and Trademark Weapon.

Ace, Investigator, and Mr. Fixit are now normal Edges. No other Professional Edges are allowed.

Arcane Backgrounds

The Arcane Background: Miracles know has a "Divine/Infernal Retribution" component. If a practitioner fails to act within the guidelines set as a condition of access to the AB they suffer a -4 modifier to all Faith rolls. Severe infractions may cause access to the AB to be denied entirely.

Characters with the AB: Psionics start the game with 2 powers and 15 power points. When the psionist obtains a critical failure on his arcane skill roll he is immediately Shaken. The character must make a Smarts test at -2. If he succeeds, the power does not activate. If he fails, the power activates in a random (and often negative or destructive) manner determined by the GM. When the spellcaster obtains an abysmal failure he suffers a Wound rather than simply being Shaken.

Under the Arcane Background: Super Powers Edge, powers always function unless the character achieves a critical or abysmal failure.

You may activate multiple powers each round; however, each counts as a regular action and you may not activate the same power more than once in a single round.

When you take an Arcane Background (hereafter referred to as an 'AB') you also gain the associated arcane skill. However, until you put a skill point into this arcane skill it is treated as being "unskilled" (D4-2).

Upon taking an AB, your hero gets the listed number of power points. In addition, he may add a variable number of power points by rolling the die type of the linked attribute specific to his chosen Arcane Background. These "bonus" power points are not available to characters with Arcane Background: Super Powers.

The following powers have been deleted: Wave Runner and Zombie.

The following powers have been added: Adaptation, Allure, Arcane Shield, Bind, Confusion, Curse, Guiding Hand, Hocus Pocus, Major/Minor Illusion, Major/Minor Summoning, Protection, Scrying, Teleport, and Understand Languages.

The following powers have been modified: Barrier, Bolt, and Healing/Greater Healing.

THE RULES OF THE GAME

Bennies

The "Benny Pool" consists of one Benny per Ally or player-controlled Wild Card. GM-controlled Wild Cards get 2 Bennies.

Initiative

Extras act on their own card unless controlled by a Wild Card with the Command Edge.

Movement

A character's average walking speed is equal to ½ his pace and represents the number of miles he may cover in one hour. Characters may walk for up to 8 hours per day. Walking more than 8 hours requires a Fatigue roll every additional hour. Fatigue gained in this manner is recovered at a rate of one level per four hours of rest. Characters may walk faster (up to their Pace); however, doing so requires a Fatigue roll every hour. Fatigue gained in this manner can be recovered in one of two ways: one level per ½ hour of rest or one level per hour spent walking at one's normal pace.

When running through difficult terrain you must make an Agility test - if you fail, you slip and fall and the halfway point of your move and count as prone for the rest of the round. If you achieve an abysmal failure you are Shaken as well.

Withdrawing from melee is defined as moving more than ½ of your Pace after attacking an opponent or being attacked (either in the previous round or the current round). You may only choose the Defend option if you do not move more than your Pace while withdrawing.

Prone characters may regain their feet in response to an attack only if they are on Hold – doing so counts as an action. Their Parry is reduced by 2 and all attack rolls suffer a -2 modifier on the round they stand up. In addition, if they choose to move, their Pace is reduced by 2”.

Grappling

You must first make a Fighting roll. If you succeed you make your grappling roll at +2; otherwise, you consume your action with no effect. If you succeed with a Raise your opponent counts as Shaken as well as entangled. If an opponent fails to escape he gains a Fatigue level for each such failed attempt.

Attack Roll Raises

+D6 damage for a Raise (additional Raises are ignored).

Area Effect Attacks

I use the Games Workshop Scatter Dice when determining attack deviation (D6 for thrown weapons and 2D6 for projectile weapons – double the total at medium range and triple it at long range). Deviation cannot exceed ½ the range to the original target.

Automatic Weapons

When using an automatic weapon to attack multiple targets, all the targets must be within 2” of another target.

Fighting While Mounted

Mounted characters apply a modifier of -2 to their Fighting roll for every die type their Riding skill is less than their Fighting skill – a mounted character with Riding D6 and Fighting D10 will suffer a -4 penalty if he fights while mounted. This penalty does not apply to Shooting or Throwing unless “firing on the move”.

Damage

The Injury Table is not used and non-lethal Wounds are healed at +2.

Fatigue

A character may hold his breath for a number of seconds equal to Vigor x10. If unprepared, halve this amount. Skilled characters need not make a Swimming roll unless in rough water (in which case they make the check every round). Unskilled characters must check every minute in calm water and every round if in rough or very rough water. All Swimming rolls suffer a penalty of -2 if in rough water and -4 if in very rough water (such as whitewater).

Fuel (Vehicles)

To keep things simple, vehicles have four fuel levels: Very High, High, Low, and Out of Fuel. The given rates are a combination of fuel efficiency and average fuel capacity – they do not attempt to be overly realistic. Vehicles burn fuel at the following rates:

Motorcycle	1/200 miles
Small Car or Boat	1/100 miles
Mid-sized Car or Boat	1/75 miles
Large Car, Truck, or Boat	1/50 miles
Bus, 18-wheeler	1/50 miles
Aircraft	1/300 miles

During combat, if a driver draws a Deuce, his fuel level drops by one at the end of the round.

Incapacitation and Knockout Blows

While Incapacitated, a character’s Wounds cannot be healed – successful Healing rolls simply add a +2 bonus for each success and Raise, to the required Vigor rolls. Wounds can be healed only if the character can be restored to Shaken status (see below).

Knockout Blow Table

1	Battered and Bruised: If your character is already Incapacitated this Wound has no further effect; otherwise, he must make a Spirit roll at the start of each round. If the roll is successful he becomes Shaken and can return to the action.
2	Incapacitated: Your character is Incapacitated (if he’s not already) and removed from the fight. At the start of each round make a Vigor roll. With a success his status does not change. With a Raise he improves by one step. With failure he is Bleeding Out.
3	Bleeding Out: Your character is Incapacitated (if he’s not already). At the start of each round make a Vigor roll. With a success his status does not change. With a Raise he improves by one step. With failure he suffers a Mortal Wound.
4+	Mortal Wound: The character is Incapacitated and must make a Vigor roll at the start of each round. With a success his status does not change. With a Raise he improves by one step. With failure he dies.

APPENDIX

New Hindrances

Ability Deficiency (Mega – 4 points): For whatever reason, your character is not as well adjusted as your average character. Perhaps he’s not as intelligent or insightful as others. Maybe he’s weaker or clumsier. Whatever the reason, the end result is that during character generation it costs two points for each increase in die type; thereafter, two leveling opportunities must be spent to increase by one die type. You must choose a specific attribute when taking this Hindrance.

Amnesia (Major): You can’t remember events before a specific point in your life. The details are left to the GM, but may include additional Hindrances (such as Wanted) that your character is unaware of, forgotten family members or organizational ties, or perhaps you really work for the “other side”.

Arrogant (Major): Your hero doesn't think he's the best--he knows he is. Whatever it is, there is no one who can touch his skills and he flaunts it every chance he gets. Arrogant heroes always look for the “master” in battle, attacking his minions only if they get in the way.

Dark Secret (Major or Minor): Your character has a “skeleton in his closet”. If his secret becomes known it will cause embarrassment and possibly prevent him from continuing to act in his current capacity. The classification as major or minor depends on the actual secret and the severity of the consequences should it ever come to light. The major version, should it become known, may also result in the character gaining the Wanted and/or Enemy Hindrances.

Dependents (Major): Your character has a family or significant other to worry about in addition to the daily concerns of his chosen profession. This is only a Hindrance if your enemies are in a position to capitalize on exploiting your dependents.

Illiterate (Major or Minor): Your character cannot read nor does he understand the concept of numbers beyond what he can count using his fingers and toes. He can “make his mark”, but that’s about it. This Hindrance is considered major if the character belongs to a society where literacy is commonplace; otherwise it is minor. In some settings (such as England during the Dark Ages) it wouldn’t even be considered a Hindrance!

Loose Lipped (Minor): Your character has a penchant for always opening his mouth at the wrong time – perhaps he makes an insulting comment about the locals in a bar full of them, maybe he mentions all the gold you found in the local mine, or maybe he just reveals things that are better “kept amongst friends”.

Lying Eyes (Minor): Your character is nearly incapable of telling a lie and keeping a straight face. Whenever making an Intimidation, Persuasion, or Taut roll in which anything more than a “slight bending of the truth” is involved, he must apply a -2 modifier to the roll.

Mute (Major): The character (and the player) may only communicate with other players and characters by writing or some sort of sign language. The player may converse with the GM (away from the other players) if he needs to discuss what his character is doing.

Natural Born Killer (Major, Wild Cards Only): Your hero’s a stone-cold killer. He has no compunctions about taking a life and his conscience offers no resistance either. The good news is that you may add a +2 bonus to all damage you inflict – regardless of the source. The bad news is that you tend to end up in trouble with the law on a regular basis. As if that weren’t enough, whenever your attack roll comes up snake eyes you hit the nearest friendly character in range!

Phobia (Minor or Major): A “phobia” is an irrational fear of a specific item, creature, or circumstance. Whenever a character is in the presence of the source of his phobia he suffers a -2 penalty to all trait tests. Minor phobias are directed at items, creatures, or circumstances that rarely occur or are easily avoided. Major phobias are directed at items, creatures, or circumstances that are common and difficult to avoid.

Slowpoke (Minor): For whatever reason, your character just can’t seem to “keep up with the pack” – he subtracts 1” from his Pace and running die totals.

Thin Skinned (Major): Your character doesn’t take pain well. Anytime the character suffers a Wound penalty he applies an additional -1 modifier to all of his actions.

Modified Hindrances

Doubting Thomas (Minor): Doubting Thomas’ are skeptics who do their best to try and rationalize supernatural or spiritual events. They suffer a -2 penalty to Spirit checks when confronted with undeniable supernatural horror.

Missing or Lamé Limb (Major): This Hindrance covers both lame and missing limbs. (*Originally “Lamé”*)

Leg: A past wound has nearly crippled your hero. His Pace is reduced by 2” and he only rolls a D4 when running. In addition, any Agility rolls requiring “fleetness of foot” are made at -2 to the roll. A character may also have lost his leg. If a peg leg or prosthetic device is used treat as above; if not, his Pace is reduced to 2” and any rolls based on mobility or requiring “fleetness of foot” are made at -4. Running is impossible.

Arm: Whether by birth or battle, your hero has lost the use of an arm. Fortunately, his other arm is his “good one”. Tasks that require two hands, such as Climbing, suffer a -4 modifier.

Overconfident (Major or Minor): There’s nothing your hero can’t defeat. At least that’s what he thinks. He believes he can accomplish any task and never backs away from a challenge. With the minor version your character is overtly proud and headstrong. Those with the major version may border on delusional.

Poor Vision (Major or Minor): Your character’s eyes just aren’t what they used to be. With glasses there is no adverse effect and the Hindrance is minor. In low-tech settings the Hindrance is major. Without glasses the character suffers a -2 penalty to Shooting or to Notice anything more than 5” distant.

An alternative of the major version of this Hindrance is to say that the character has lost an eye. All rolls requiring some degree of depth perception are at -2. If a patch is worn or a prosthetic used there is no additional penalty; if however, neither of these options are exercised, the character suffers a -2 Charisma penalty due to his grotesque wound. (*Originally “Bad Eyes”*)

New Edges

Brave (Novice): Your character isn’t easily rattled. Things that would send less hearty souls running in terror don’t faze him. He may add +2 to all Spirit rolls made to resist the effects of Fright or in situations where you try to maintain your cool.

Hammerhands (Novice; Strength D8): Your character can inflict great amounts of damage with his bare hands. All damage rolls resulting from unarmed attacks are made at +2.

Night Vision (Novice): Your character may ignore penalties for Dim and Dark illumination.

Natural Swimmer (Novice): Your character wasn’t born in the water, but he acts like it! He may add +2 to Swimming rolls, hold his breath 50% longer than others of his species, and his Swimming Pace equals his normal Pace.

Brawler (Novice; Fighting D6): Brawlers make all unarmed Fighting rolls at +2. Damage from successful unarmed attacks is equal to STR+1. They also gain a +2 bonus on grappling rolls.

Pugilists (Brawler) never count as unarmed when facing an armed opponent and increase their unarmed damage to STR+2.

Close Fighting (Novice; Agility D8; Fighting D8): Your character is an expert at hand-to-hand combat. When facing an opponent armed with a weapon with a reach of +1 or better you may add the weapon’s reach to your Parry.

Improved Close Fighting (Seasoned; Close Fighting) allows a character to apply a Fighting bonus equal to his opponent’s weapon’s reach +1.

Dirty Fighter (Seasoned): Your character will stop at nothing to emerge victorious from hand-to-hand combat. All Trick maneuvers attempted in melee are made at +2.

Really Dirty Fighters (Seasoned; Dirty Fighter) may spend a Benny to automatically get “The Drop” on any opponent they successfully Trick.

Don Juan or Seductress (Novice; Charisma bonus of at least +2; Attractive Edge): These smooth operators make all Persuasion rolls against opponents of the opposite sex at +2.

Gift of Gab (Novice; Smarts D8): Characters with this Edge can figure out the basics of any language given a few minutes to listen to people speaking it. Given time, he can get basic messages across regardless of the language being spoken.

Street Smarts (Seasoned; Streetwise D8): Street Smart characters are in touch with the "rhythm of the streets" and gain a bonus of +2 to all their Streetwise rolls. In addition, when attempting to locate items under less than legitimate circumstances they can usually do so at 25% under the going rate.

Modified Edges

Berserk (Novice): Your character not only ignores his Wound modifiers during combat, but actually adds them to his attack and damage rolls as bonuses! Immediately after suffering a Wound, your hero must make a successful Smarts roll or go Berserk. While berserk, his Parry is reduced by 2, but his Toughness is increased by 2. While berserk, the hero cannot use any skills that require concentration. The Berserker may end his rage by passing a Smarts roll at -2 at the start of his action. A Berserk character that rolls a '1' on his skill die when making an attack will hit a random adjacent character.

First Strike (Novice; Agility and Fighting D6): Characters with this Edge may choose to interrupt the incoming attack of a single opponent (one per card) – even if they are not on Hold. Doing so does not cost them their action or cause them to activate if currently on Hold.

Healer (Novice; Spirit D8; Healing D6): Your character is particularly adept at the healing arts. All Healing rolls (magical or mundane) are made at +2.

Trademark Weapon (Seasoned; Fighting or Shooting D10): The hero knows one unique weapon like the back of his hand or perhaps he's just very skilled with a particular type of weapon. Whatever the reason, he gains a +2 bonus on his attack rolls with that individual weapon or weapon type.

Improved Trademark Weapon (Veteran, Trademark Weapon) allows the character to add a +2 bonus to all damage rolls made with his weapon of choice.

Common Bond (Wild Card; Novice; Spirit D8): This Edge allows your character to freely share his Bennies with any other Wild Card or any Allies under his direct control, provided that he can somehow communicate with them.

Beast Bond (Novice): Characters with this Edge are able to exert considerable will over any animal companion. In game terms, this allows them to freely share their Bennies with such companions. In addition, the character's animal companion may act on the character's action card if he so chooses.

Beast Master (Novice; Spirit D8): Your character has a natural affinity for wild creatures. Upon gaining this Edge, the character gains an animal companion of his own design – subject to GM approval, of course. If this beast is ever killed, another appears.

New Powers

Adaptation -----

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: 1 hour (1/hour)

Trapping Examples: A mystic sigil on the forehead, a surrounding glow, a protective sphere ...

Effect: This power protects the character from all natural environmental hazards such as extreme heat and cold, inhaled poisons and noxious gasses, pressure changes, lack of air, and radiation (basically anything that would normally cause the character to suffer one or more levels of Fatigue if exposed). While under the effects of this power, the target need not eat, drink, or breathe – such needs are suspended. Damaging

sources – such as lightning bolts, fires, and tidal waves – are not affected by this power.

Allure -----

Rank: Novice

Power Points: 1

Range: Self

Duration: 3 (1/round)

Trapping Examples: A "positive" appearance, a feeling of friendship, a warm glow...

Effect: This power grants the caster a +2 Charisma bonus for the duration of the power. In addition, all Persuasion attempts are made at +2 and the initial reaction of Extras are shifted one level toward positive. With a Raise the bonus is +4.

Arcane Shield -----

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trapping Examples: A mystical glow surrounds the character; apparitions hover about the caster's body, lightning crackles around the caster ...

Effect: With a success, the target becomes resistant to arcane effects of all types. Any caster targeting the character makes their arcane skill roll at -2. With a Raise the penalty becomes -4. Note that the power must *specifically* target the character – area effect spells that target something else and powers such as Dispel and Illusion are unaffected.

Bind -----

Rank: Seasoned

Power Points: 3

Range: Skill

Duration: 3 (1/round)

Trapping Examples: Invisible bonds, a tractor beam, mystical chains ...

Effect: The target of this spell is allowed a Spirit roll (with a Raise on the arcane skill roll apply a -2 modifier) when initially cast to avoid its effects. If this roll is failed the target is paralyzed and incapable of taking any action – including speech for the round. Each round thereafter, the target may make a Strength roll (at -2 if a Raise was obtained on the arcane skill roll) to attempt to break free. Once a target is free the power counts as disrupted.

Confusion -----

Rank: Novice

Power Points: 1

Range: Skill

Duration: 1

Trapping Examples: A befuddling mist, a glazed look, a sense of confusion...

Effect: This power causes the target to suffer -2 on all actions for the remainder of the current round – with a Raise, the target is Shaken (automatically recovers at the start of the next round).

Curse -----

Rank: Veteran

Power Points: 10

Range: Skill

Duration: Permanent

Trapping Examples: A bloody dagger, a whispered curse, the "evil eye" ...

Effect: This power allows the caster to inflict a permanent negative effect on the target. Success depends on an opposed test of the caster's arcane skill total pitted against the target's Spirit roll total. If the caster succeeds the curse takes effect. It may only be removed by the original caster (automatic and instantaneous), or by the Dispel power (compare arcane skill totals and adjust by ±2 for each step of difference in Rank between the casters to adjudicate success). Sample curses include: *Hideous Appearance* (treat target as if he had both the Ugly and Outsider Hindrances), *Clumsy* (-2 on all Agility rolls and

related skills – cannot improve Agility die type until the curse is lifted), and *Bad Karma* (treat the target as if he had the Bad Luck Hindrance and apply a modifier of -1 to all trait tests).

Guiding Hand -----

Rank: Novice

Power Points: 2

Range: Self or Touch

Duration: 3 (1/round)

Trapping Examples: Glowing weapon, whispered words, waving hands ...

Effect: This power grants a +2 bonus on all attack rolls made by the target. With a Raise the bonus is +4.

Hocus Pocus -----

Rank: Novice

Power Points: 1

Range: Skill

Duration: 3 (1/round)

Trapping Examples: Dancing lights, minor prestidigitation, shower of smoke and sparks...

Effect: This power allows the caster to perform small feats of magic such as creating specks of light that dance around the caster's head, blowing out all the candles in the room, or conjuring small mundane items from out of thin air – such items disappear when the power expires.

Major Illusion -----

Rank: Veteran

Power Points: 5

Range: Skill

Duration: 3 (1/round)

Trapping Examples: Waving of the hands, snapping the fingers, or glowing eyes ...

Effect: This power affects everyone who can see the targeted area, but only works on sentient, living creatures. With a success, the caster creates an illusion that affects all five senses. Anyone viewing the illusion may make a Smarts roll at -2 (plus an additional -2 for every Raise obtained on the arcane skill roll) to "disbelieve". Only one such roll per casting is allowed. These illusions may be interactive (i.e., you could create an illusion of an enemy soldier and have it attack a character). Any "illusory damage" causes Fatigue levels rather than Wounds. Characters Incapacitated by such damage will become unconscious.

Minor Illusion -----

Rank: Novice

Power Points: 3

Range: Skill

Duration: 3 (1/round)

Trapping Examples: Waving of the hands, snapping the fingers, or glowing eyes ...

Effect: This power affects everyone who can see the targeted area. This power only works on sentient, living creatures. With a success, the target either sees something that isn't there or sees something differently than it really appears. If the target investigates the illusion with any of his other senses he may make a Smarts roll to dispel the illusion. With a Raise on the arcane skill roll this "attempt to disbelieve" is made at -2. The caster may choose to base an illusion on a sense other than sight if he so desires. These illusions are not interactive – i.e., you could create an illusion of a black cat walking across a character's path; however, you could not make the illusion "attack" the character.

Major Summoning -----

Rank: Veteran

Power Points: Special

Range: Skill (Miles)

Duration: Special

Trapping Examples: An animal skull, crying out in an animal-like voice, a trance ...

Effect: This power allows the caster to summon a single supernatural creature (or a swarm of smaller creatures). The summoned creature may make an opposed roll (arcane skill total against Spirit) to ignore the summons. In such cases the power points are expended but the creature never arrives. Upon arrival, assuming the creature failed the opposed test, the caster is able to communicate with the creatures and they will do his bidding to the best of their ability. With a Raise the caster will be able to access the summoned creatures aural and visual senses as well (i.e., he sees and hears what they do if they have such senses). The caster can summon multiple creatures during a single casting so long as he pays the appropriate power point cost.

The power point cost depends on what type of creature is summoned. Each time the maintenance cost is paid the creature may make another opposed test to break free of the caster's control.

Creature Summoned	Power Point Cost
Small Creature or Swarm	2
Medium Creature	4
Large Creature	6
Huge Creature	8

With a success, the summoned creature remains for an hour. With a Raise, it remains for D6 hours. With two Raises it remains for 24 hours. Once killed or dispelled, or upon the expiration of the power, the creature returns from whence it came. With an abysmal failure, the creature arrives free of the summoner's control – until dispelled he may act freely and need not return to his origin!

Minor Summoning -----

Rank: Novice

Power Points: Special

Range: Skill (Miles)

Duration: 1 minute (1/minute)

Trapping Examples: An animal skull, crying out in an animal-like voice, a trance ...

Effect: This power allows the caster to summon a single normal creature (or a swarm of smaller creatures). Upon arrival the caster is able to communicate with the creatures and they will do his bidding to the best of their ability. With a Raise the caster will be able to access the summoned creatures aural and visual senses as well (i.e., he sees and hears what they do). The caster can summon multiple creatures during a single casting so long as he pays the appropriate power point cost. The power point cost depends on what type of creature is summoned:

Creature Summoned	Power Point Cost
Small Creature or Swarm	1
Medium Creature	2
Large Creature	4
Huge Creature	6

By doubling the power point cost the duration may be increased to 10 minutes; tripling the cost increases the duration to 1 hour. When the power expires (or the creature is "killed") the summoned creature instantly returns to the location from which it was summoned.

Protection -----**Rank:** Novice**Power Points:** 2**Range:** Touch**Duration:** 3 (1/round)**Trapping Examples:** A mystic sigil on the forehead, a surrounding glow, a protective sphere ...**Effect:** This power grants complete protection against all forms of damage from a single damaging source (e.g., fire, cold, etc...). The source to be protected against is declared when the power is activated. So, for example, a character could choose "protection from fire" and be impervious to a raging inferno blazing around him, the fiery breath of a dragon, or the effects of a fireball-type spell.**Scrying -----****Rank:** Novice**Power Points:** 3**Range:** Skill (Miles)**Duration:** 3 (1/round)**Trapping Examples:** A trancelike state, glowing eyes, or a crystal ball...**Effect:** This power allows the caster to see through the target's eyes and hear through his ears. The target is allowed an opposed roll (Spirit). If he succeeds, the spell fails and the target knows he was the target of an arcane effect. Only a single target within sight may be affected. If the caster possesses an item that belongs to (or was at least touched by him in the last week) the intended target he may use this power even if the target is not within his sight. The power may also be used to "see" or "hear" through solid objects like walls and doors.**Teleport -----****Rank:** Seasoned**Power Points:** Special**Range:** Special**Duration:** Permanent**Trapping Examples:** A bright flash of light, caster engulfed in smoke or fog, caster vanishes into the shadows ...**Effect:** Teleport allows the caster to move from one point to another without physically traversing the space in between. The travel time is instantaneous. The cost to activate this power depends on the distance the caster wishes to teleport. By doubling the power point cost, a caster may teleport himself and any individuals within a medium burst template. The power may also be used as a ranged (Skill) attack against any single target. When used in this manner, the power point cost is tripled. The caster must be able to see the intended destination.

Distance Teleported	Power Point Cost
Up to 10"	1
11-20"	2
21-30"	4
31-40"	6

Understand Languages -----**Rank:** Seasoned**Power Points:** 1**Range:** Self or Touch**Duration:** 10 minutes (1/minute)**Trapping Examples:** Dr. Kebob's Amazing Voice Transmogrifer, "psychic" speech, and a glow about the target's voice apparatus ...**Effect:** This power allows the caster to understand any and all languages being spoken within earshot. The caster may also choose to touch a target - doing so allows the caster and target to speak so that only they may understand one another. When used in this manner, other arcane characters must make an opposed skill test to be able to understand what is being said.

Alternately, this power may be used to understand any written languages encountered during the power's duration.

Modified Powers**Barrier -----****Rank:** Seasoned**Power Points:** 2-12**Range:** Skill**Duration:** 3 (2/round)**Trapping Examples:** An invisible force field; a wall of thorns, fire, or ice; a mystical glow, which cannot be passed, envelops the character ...**Effect:** Barrier creates an impassable barrier which may be used to protect the caster against attack or to entrap an opponent. For two power points the barrier surrounds a single target (small burst template) and is treated as having a Toughness of 10. For four power points the area of effect is equal to a medium burst template and may enclose more than one individual. For six power points a large burst template may be used. By doubling the power point cost you may increase the barrier's Toughness to 15. When destroyed the Barrier simply vanishes into thin air.**Bolt -----****Rank:** Novice**Power Points:** 1-6**Range:** 12/24/48**Duration:** Instant**Trapping Examples:** Bolts of fire, ice, light, or darkness...**Effect:** Bolt is the standard attack power. It is handled just like a normal shooting attack and causes 2D6 points of damage. By spending an additional power point you may increase the Bolt's damage to 3D6 points. For three power points you may cast three bolts (each doing 2D6 points of damage). For six power points you may increase the damage of each bolt to 3D6. You roll one arcane skill die for each bolt. When multiple bolts are cast each is treated as a separate attack (just like an automatic weapon using multiple Shooting dice).**Healing -----****Rank:** Novice**Power Points:** 3**Range:** Self or Touch**Duration:** Instant**Trapping Examples:** Laying on hands, herbal poultices, salves and ointments, a prayer...**Effect:** This power is effective against Wounds less than one hour old. On a successful result, one Wound (two with a Raise) is healed. The skill roll is modified by the target's Wound penalties. If used on an Incapacitated Extra who has not died, the power restores them to the game as Shaken. This power can also be used to cure disease and neutralize poison so long as their strength is not less than -2; however, when used in this manner no Wounds are restored. It may also be used to remove Fatigue levels. When used in this manner, the skill roll is made at +2.**Greater Healing -----****Rank:** Veteran**Power Points:** 6**Range:** Self or Touch**Duration:** Instant**Trapping Examples:** Laying on hands, herbal poultices, salves and ointments, a prayer...**Effect:** This power functions exactly like Healing except that it can be used on Wounds over one hour old. Greater Healing can also be used to cure diseases and negate poisons of any strength; however, when used in this manner it restores no Wounds.

SAVAGE WORLDS

Written by "Savage" Shane Hensley
With additional material by John R. Hopley and Zeke Sparks

Cover art and graphics by Cheyenne wright

Original system based on The Great Rail Wars
By shane lacy Hensley and John R. Hopley

A NOTE ABOUT THIS VERSION

The information contained in this document is compiled, edited, and reorganized from the original *Savage Worlds* core rulebook, the *Evernight* and *50 Fathoms* setting books, and information found on the Pinnacle Forums and website. It represents how *Savage Worlds* is played at **my** table and is not representative of the game as published – although it is compatible, for the most part, if you discount my changes. As Pinnacle releases new products, the information contained therein may be incorporated into this document. Such inclusion is at my sole discretion. This document is intended solely as an "in house" version of the game and applies specifically to my own gaming group. It is not for public release or distribution – so if you're not a member of my group you shouldn't have a copy of this! Shame on you! Rush right on over to Pinnacle's website and [buy your own copy of *Savage Worlds*!](#)

Where conflict exists between this document and the *Savage Worlds* rulebook, this document takes precedence as far as games **at my table** are concerned.

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