

**ROLEPLAYING GAME**

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SAVAGE  
WORLDS  
ADVENTURE EDITION



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## SPECIAL THANKS TO OUR LICENSEES, THE ACES

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## SPECIAL THANKS TO OUR INTERNATIONAL PARTNERS

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*Dedicated to hundreds of thousands of Game Masters and players who have explored countless landscapes, rolled endless Aces, and shared their love and enthusiasm of gaming with friends, family, and strangers around the most Savage of Worlds...*



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# CONTENTS

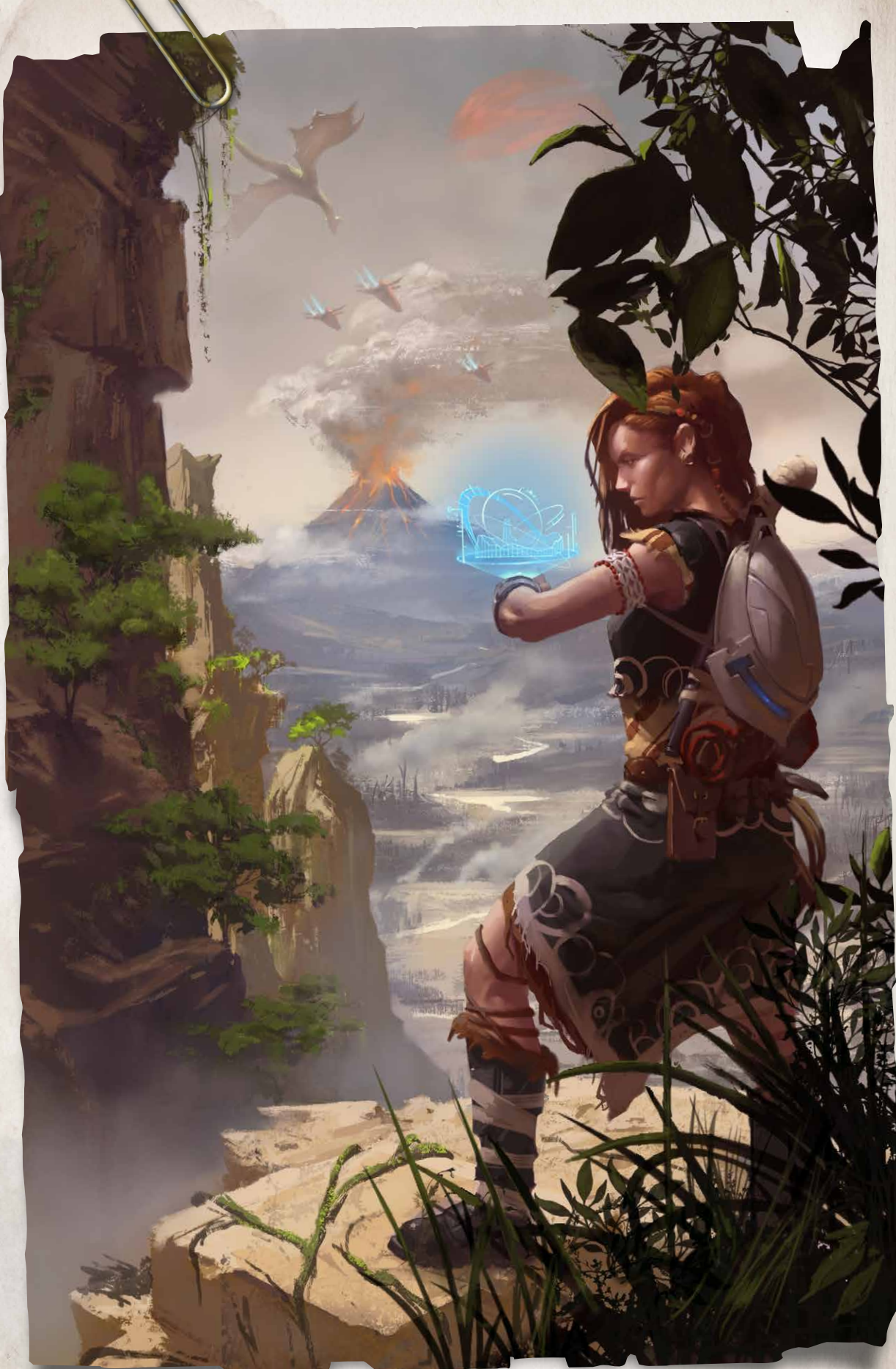
<b>ANY TIME, ANY PLACE</b>	<b>5</b>	<b>THE ADVENTURE TOOL KIT</b>	<b>111</b>
<b>GETTING STARTED</b>	<b>6</b>	Allies . . . . .	111
<b>CHARACTERS</b>	<b>9</b>	Chases & Vehicles . . . . .	113
Ancestries . . . . .	12	Dramatic Tasks . . . . .	122
Making Ancestries . . . . .	18	Fear . . . . .	124
Hindrances . . . . .	22	Hazards . . . . .	125
Traits . . . . .	29	Interludes . . . . .	130
Edges . . . . .	37	Mass Battles . . . . .	131
Advancement . . . . .	54	Networking . . . . .	133
Character Creation Summary . . . . .	55	Quick Encounters . . . . .	134
Hindrances Summaries . . . . .	56	Setting Rules . . . . .	136
Trait Summaries . . . . .	58	Social Conflict . . . . .	143
Edge Summaries . . . . .	59	Travel . . . . .	144
<b>GEAR</b>	<b>65</b>	Wealth . . . . .	145
Armor . . . . .	69	<b>POWERS</b>	<b>147</b>
Personal Weapons . . . . .	72	Arcane Backgrounds . . . . .	147
Modern Firearms . . . . .	74	Trappings . . . . .	150
Special Weapons . . . . .	77	Activation . . . . .	151
Vehicles . . . . .	81	Powers . . . . .	154
<b>RULES</b>	<b>87</b>	Power Summaries . . . . .	172
Combat . . . . .	91	<b>BESTIARY</b>	<b>175</b>
Healing . . . . .	96	Bestiary . . . . .	180
Situational Rules . . . . .	97	<b>GAME MASTERING</b>	<b>193</b>
		Running the Game . . . . .	198
		State Summaries . . . . .	203
		Small Blast Template . . . . .	204
		Large Blast Template . . . . .	204
		Medium Blast Template . . . . .	205
		Cone Template . . . . .	205
		<b>INDEX</b>	<b>206</b>

*"Hi! I'm the GM, and this is my book, but you're welcome to borrow it."*

*"I run games for Emily, who always plays 'Red,' and Nate, who always plays 'Gabe.' I wrote some of our comments in this book that might help you play and run your own game."*

*"There's a picture of us on the last page if you want to see who we are!"*

*-The GM*





# ANY TIME ANY PLACE

Since it debuted in 2003, *Savage Worlds* has accommodated any setting you can imagine — from gritty police procedurals and special ops thrillers to dungeon crawls, space opera, supers, and horror. Our various settings have explored supernatural terror and the challenges of final exams in *East Texas University*<sup>™</sup>. We've wandered the moors of Europe and the savannas of Africa with *Solomon Kane*<sup>™</sup>. We've galloped across the haunted High Plains of *Deadlands: The Weird West*<sup>™</sup>, and the irradiated wastes of *Deadlands: Hell on Earth*<sup>™</sup>. We've delved the deepest dungeons, blasted to *The Last Parsec*<sup>™</sup> of known space and beyond, battled across the bloody fields of the *Weird Wars*<sup>™</sup>, and slugged it out with super villains over cities both real and imagined.

Like most gamers, we're fans of a *lot* of books, movies, and game worlds. One week we might be inspired to run something like *Game of Thrones*<sup>®</sup> and another we want to share a cool idea inspired by the *Avengers*<sup>®</sup>.

And while we love learning new game systems and seeing what our friends and peers have created, we also like having a system we know like the back of our hands to fall back on, one that combines the crunch of miniatures-oriented gameplay with the ease of "theatre of the mind" and the creative outlet of the most modern narrative-based play.

Each new printing of *Savage Worlds* has added to the experience, carefully integrating new styles of play through the years with the solid foundation laid at the very beginning.

This version of *Savage Worlds* is what we hope is our best attempt yet at accommodating not just every era, genre, and setting, but most every *play style* as well.

Want to sit around on couches and carry out most of the tale through talk and a few die rolls? It's here.

Want to break out miniatures and have a massive knock-down, drag-out fight? Everything you need is here.

Need to tell an epic story that's mostly roleplaying and narrative? Nothing's stopping you — and sub-systems like Quick Encounters can help you sum up bloody conflicts along the way if pressed for time.

Perhaps the best thing a game system can do is support *your* ideas. It should serve as background and a common language for your players — then get out of the way as the story races to its conclusion. We've attempted to make that even better in this edition by streamlining many modifiers, simplifying how you pose creative challenges for foes and support your allies, and even opening up new options for heroic multi-actions.

Enough talk. Grab your dice. It's time to get savage!



# GETTING STARTED

## WHAT'S A ROLEPLAYING GAME?

A “roleplaying game” is one in which a group of players take on the roles of various characters and attempt to complete quests, tell a story, or overcome obstacles set before them by a “Game Master,” or “GM.” The GM might create all this straight from her imagination, or she might use one of the published settings and adventures created by Pinnacle, or by other creators who have licensed the rules for their own worlds.

Most of the time, the players and GM simply narrate their various actions in the voices of their characters or those of the world around them. Sometimes they roll dice tied to their characters’ abilities to determine the outcome. This book describes that process — how to create characters, battle monsters, and complete quests through collective story telling and interpretation of various die rolls.

If you’re new to this whole thing, we recommend watching some “actual play” videos on the internet to get a feel for it.

And if you are new, we think you’ll *love* exploring the incredible world of roleplaying games!

“SOMETIMES THIS ALL JUST SEEMS LIKE SOME WEIRD GAME.”

-RED

## WHAT YOU NEED TO PLAY

Here’s what else you need to begin your journey...

### DICE

*Savage Worlds* uses traditional gaming dice: 4, 6, 8, 10, 12, and 20-sided. You also need a special “Wild Die,” a d6 of a different color explained in Chapter Three. Dice are available from your favorite local gaming store, or online directly from Pinnacle.

We abbreviate the different dice as d4, d6, d8, d10, d12, and d20. If you see something like  $2d6 + 1$ , that means to roll two six-sided dice, add the two together, then add 1 to the total.

### THE ACTION DECK

*Savage Worlds* uses a standard deck of playing cards with the Jokers left in. Cards are used for initiative in combat and to help keep things moving fast and furious.

Look for official *Savage Worlds* Action Decks for both the core game and most of our Savage Settings!

### A SAVAGE SETTING

Will you and your friends explore post-apocalyptic ruins? Lead a rugged warband in your favorite fantasy world? Take on the role of vampire lords? Or perhaps fight evil in the many theaters of the *Weird Wars*™?

Pick up the book for your favorite game setting at your local game store, or create your own. Official Savage Settings include new Edges and Hindrances, Setting Rules, powers, weapons, gear, monsters, and more!

## BENNIES

Tokens of some sort represent “Bennies” (American slang for “benefits”). These can be used to reroll dice, prevent damage, and much more, all described on page 89.

## MINIATURES (OPTIONAL)

If you like to use miniatures in your games, we make the most iconic characters and creatures for many of our settings, and our friends at Reaper Minis and Bronze Age make lots of other useful models for tactical battles on the tabletop.

We also offer printable “Figure Flats” for many of our games — print what you need for quick and colorful minis of heroes and heroines, villains, monsters, and more.

## SAVAGE SETTINGS

Our Savage Settings are designed to be easy to read, run, and play. They focus on what players and Game Masters are most likely to need in their adventures and campaigns.

Most settings feature adventures (called Savage Tales) and Plot Point Campaigns.

## SAVAGE TALES

Most Savage Tales are designed to be easy to read, prepare, and run in minutes, and provide a solid night’s entertainment.

Others are longer, full-length scenarios with multiple chapters designed to be run over several sessions. Full-length adventures are often bundled with our Game Master Screens.

## PLOT POINT CAMPAIGNS

Most of our Savage Settings include a “Plot Point Campaign,” a grand backstory to the campaign world and a set of Savage Tales that eventually resolve the main plot.

The Game Master can insert her own Savage Tales between the plot points, allowing the players to choose where they wander between those events that advance the larger story.

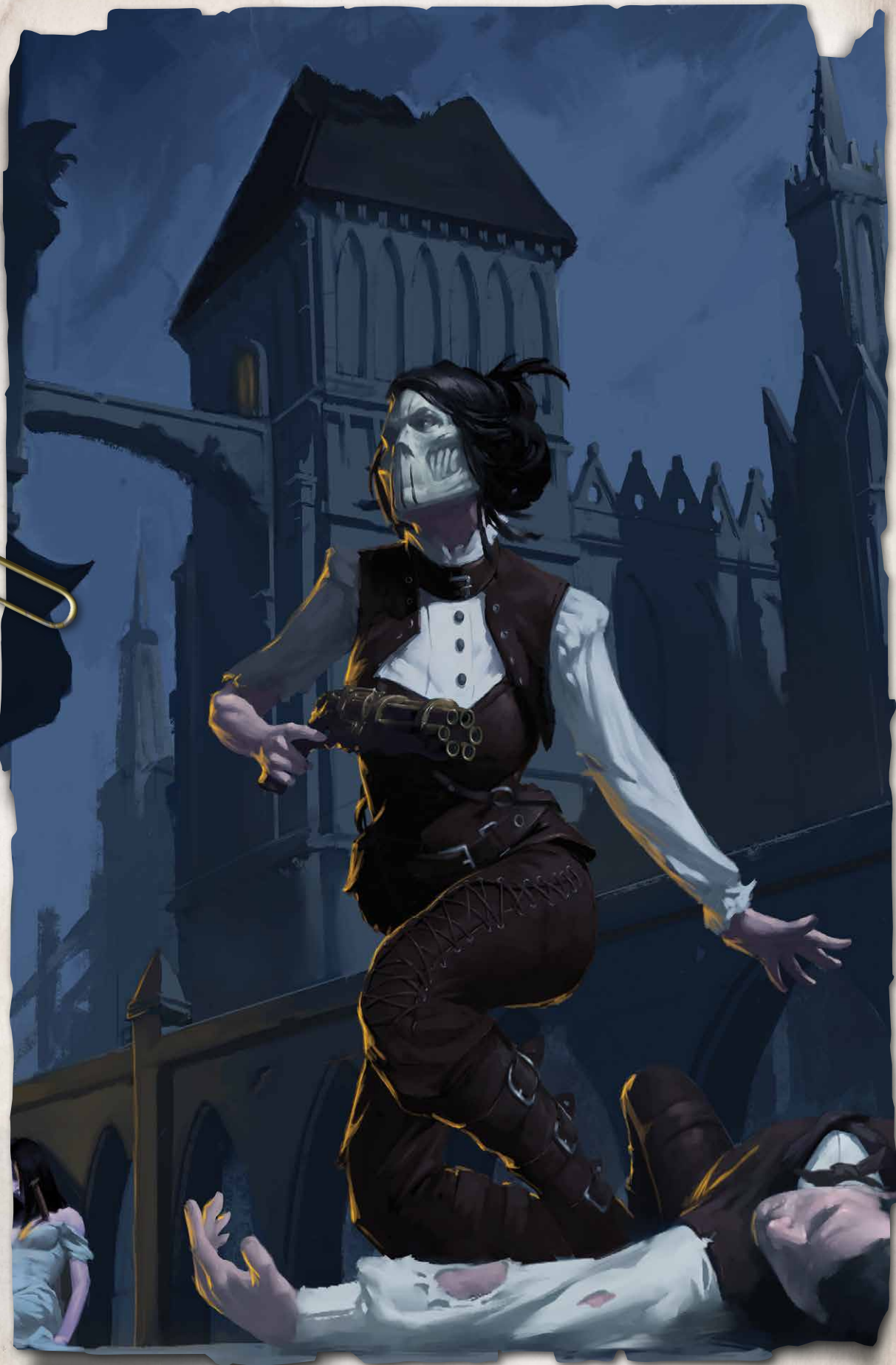
## COMPANIONS

Companions dig deeper into the most important genres — such as fantasy, science fiction, super heroes, horror, and more.

Companions add new Edges and Hindrances, powers, monsters, and Setting Rules you can use to create your own world, or recreate your favorite book, movie, or even another tabletop or video game.



*The ever-growing range for the Deadlands™ setting, includes the setting book, books detailing the Weird West, Bennies, dice, pre-made character cards, and maps! We also offer card pawns and boxed campaign sets! Look for similar accessories for all our Savage Settings.*



## CHAPTER ONE

# CHARACTERS

Great heroes are more than a collection of statistics and numbers, but in a game system this is certainly where they begin. To make your hero, download a *Savage Worlds* character sheet from our website at [www.peginc.com](http://www.peginc.com) and follow the steps below.

## CONCEPT

Published *Savage Settings* often come with both character ideas and pregenerated "Archetypes." You can play these as-is or use them to spark your own ideas.

You might play an iconic gunslinger in *Deadlands: The Weird West*, for example, or you might try something a little different and play the innocent schoolmarm destined to save the town. Look through the player's section of your setting or talk to the GM if it's a world of her own creation to see what kind of character catches your interest.

## ANCESTRY

Settings may feature everything from humans to strange aliens, graceful elves, or other exotic ancestries. You can choose to play any ancestry available in your particular setting.

A number of sample ancestries are detailed on pages 12 through 17, as well as rules for players and Game Masters to create their own.

## HINDRANCES

Hindrances are flaws, drawbacks, or dark secrets drawn from a character's backstory.

You can take up to 4 points of Hindrances. A Major Hindrance is worth 2 points, and a Minor is worth 1. A hero could thus take two Major Hindrances, four Minor, or any combination that adds up to 4 points. (You can take *more* Hindrances if you want but the maximum benefit is 4 points!)

Taking Hindrances not only helps you define and roleplay your hero, but also gives you additional points you can use to start with additional attribute or skill points, Edges, or even money for gear.

### For 2 points you can:

- Raise an attribute one die type, or
- Choose an Edge.

### For 1 point you can:

- Gain another skill point, or
- Gain additional starting funds equal to twice your setting's starting amount.

## TRAITS

Characters are defined by attributes and skills, collectively called "Traits," and both work in exactly the same way. Attributes and skills are ranked by die types, typically from d4 to d12, with d6 being the average for adult humans. Higher is better!

## ATTRIBUTES

Every character starts with a d4 in each of five attributes: Agility, Smarts, Spirit, Strength, and Vigor (discussed in more detail on page 29).

You then have 5 points to increase your attributes. Raising a d4 to a d6, for example, costs 1 point. You're free to spend these points however you like, except that no attribute may ever be raised above a d12 unless an ancestral ability says otherwise (such as **Attribute Increase**, page 18). If it does, each increase beyond a d12 adds a +1 modifier. Increasing a d12 Strength two steps, for example, is a Strength score of  $d12 + 2$ .

## SKILLS

Skills are learned abilities such as firing weapons, hand-to-hand combat, scientific knowledge, professional aptitudes, and so on.

Skills in *Savage Worlds* are very broad to keep the action simple and straightforward. The Shooting skill, for example, covers all types of guns, bows, rocket launchers, and other ranged weapons.

**Core Skills:** Five skills are marked with a red star in the list that begins on page 29: **Athletics**, **Common Knowledge**, **Notice**, **Persuasion**, and **Stealth**. These are "innate" abilities most adult adventurers have. Unless an ancestral ability (page 18), Edge, or Hindrance says otherwise, your character starts with a d4 in each of these five core skills.

**Buying Skills:** After core skills are assigned, you have 12 additional points to raise core skills or buy and raise new skills as you see fit.

Each die type costs 1 point (starting at d4) as long as the skill is equal to or less than the attribute it's linked to (listed beside the skill in parentheses, in the list starting on page 58). If you exceed the linked attribute, the cost becomes 2 points per die type.

**Skill Maximums:** Skills may not be increased above d12 during character creation unless the character's ancestry starts with the skill at d6. If the skill starts with a d6, increase her maximum to  $d12 + 1$ . **Celestials** (page 21) start with a d6 in Faith, for example, which means their Faith skill may be increased to  $d12 + 1$ .

## DERIVED STATISTICS

Your character sheet contains a few other statistics you need to fill in, described below.

**Pace** is how fast your character moves in tactical situations like combat. Standard Pace is 6, which means six tabletop inches per game round. Each inch is two yards in the real world. **Movement** is explained in detail on page 92.

**Parry** is equal to 2 plus half your character's Fighting die type (a total of 2 if a character doesn't have Fighting), plus any bonuses for shields or certain weapons. This is the Target Number (TN) to hit your hero in hand-to-hand combat.



**RED**

NO MATTER WHAT SETTING SHE'S PLAYING, EMILY'S CHARACTER IS ALWAYS "RED."

RED TAKES ON DIFFERENT ASPECTS WHEN SHE WANDERS DIFFERENT WORLDS, BUT IS ALWAYS STRONG, SMART, AND LOYAL TO HER FRIENDS.

SHE'S ALSO CURIOUS...A TRAIT THAT CONSTANTLY SEEMS TO GET HER IN TROUBLE...

For Fighting skills higher than d12, such as d12 + 1, add half the fixed modifier, rounded down. For instance, Fighting d12 + 1 grants a Parry of 8, while Fighting d12 + 2 results in a Parry of 9.

**Size:** A hero's default Size is 0 unless altered by ancestral abilities, Edges, or Hindrances. It cannot be less than -1 or more than +3.

**Toughness** is your hero's damage threshold. Damage rolls that equal or exceed this number cause harm (explained later in Chapter Three).

Toughness is 2 plus half your hero's Vigor, plus Armor (use the armor worn on his torso — see page 69). Vigor over a d12 is calculated just like Parry, above.

## EDGES

Attributes and skills are a character's basic statistics, but what really makes individuals different are their Edges. Even two legionaries in *Weird Wars Rome* with identical Traits play vastly different depending on the Edges they take. One might focus on Leadership Edges that let him rally his fellow soldiers while another concentrates on taking out large numbers of foes at once with Sweep or Frenzy.

Characters get Edges by taking **Hindrances** (see page 9), from ancestral abilities (such as **Humans' Adaptability**, page 16), or **Advances** once play begins (page 54).

A comprehensive list of Edges starts on page 37. Your setting book likely has additional abilities specific to that world or genre as well.

## GEAR

Some settings provide your hero with all the gear she needs. Most simply grant a starting amount of funds you can use to purchase whatever you like from a relevant list of weapons, armor, and adventuring gear.

Unless your setting book or GM says otherwise, the standard starting amount is \$500. A list of common gear and weapons can be found in Chapter Two.

Depending on the setting, this might be everything the character owns or it may represent their "adventuring" gear, with their more mundane belongings stored at a home or apartment. The latter is up to the Game Master. In modern settings, most everyone should have a home, clothes, appliances, and so on. The equipment you list on your character sheet should be your character's "adventuring" gear rather than an exhaustive list of everything she owns.

Players don't have to worry about how much they can carry in most games, but if it becomes important, see **Encumbrance** on page 67.

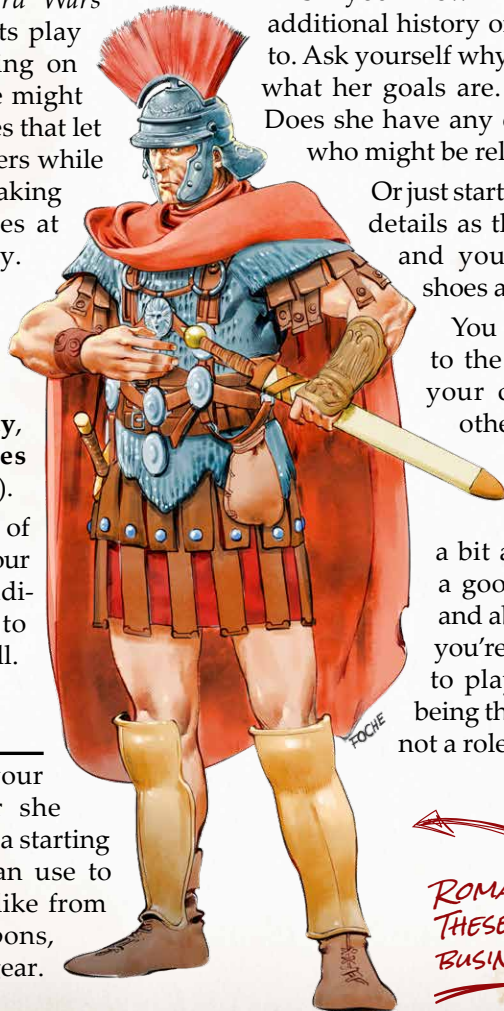
## BACKGROUND DETAILS

Finish your new hero by filling in any additional history or background you care to. Ask yourself why she's where she is and what her goals are. Where does she live? Does she have any close friends or family who might be relevant to the game?

Or just start playing and fill in these details as they become important and you walk around in her shoes a bit.

You might also want to talk to the other players. Maybe your characters know each other right from the start.

Or you might collectively decide to optimize your group a bit and ensure you've got a good assortment of skills and abilities. If so, make sure you're playing what you want to play. There's no point in being the party's healer if that's not a role you're interested in.



ROMAN CENTURION...  
THESE GUYS MEAN  
BUSINESS!

## ANCESTRIES

Not every hero is human. Below are sample ancestries common to many science fiction and fantasy settings. Use them as they are or modify them to fit your particular world. After these examples are guidelines for creating your own ancestries as well.

Note that the ancestries allude to a lot of rules we haven't explained yet. Just skim them for now and come back once you've got a grasp on the rest of the game.

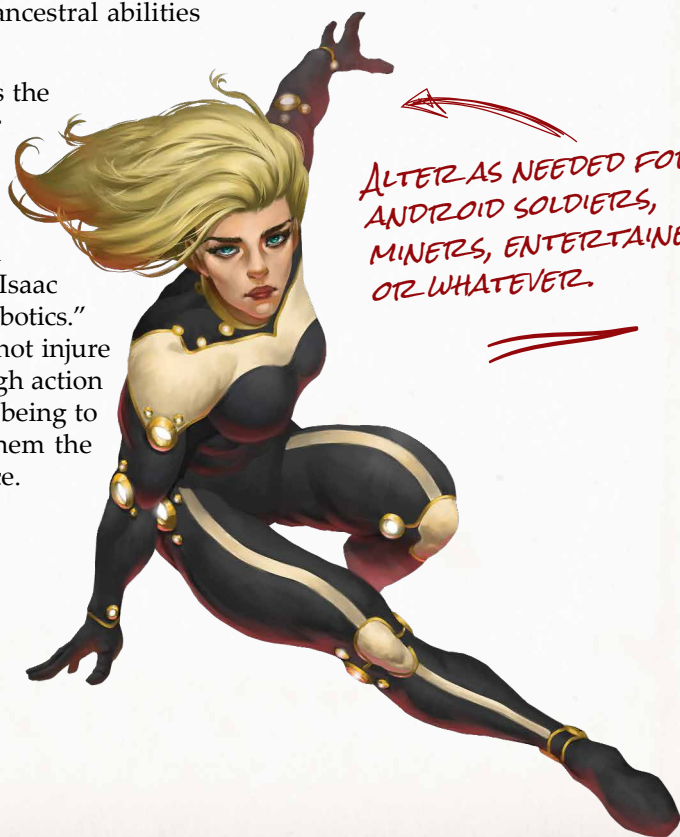
### ANDROIDS

Androids are semi-organic beings created by advanced technology. The example here mimics humans in most ways and can generally pass for them when desired (and not examined by a physician). Their advanced neural network gives them artificial intelligence complete with individual personalities, quirks, and emotions just like any other sapient being.

The android version presented here is a generic model. To create more specialized androids, use the custom ancestral abilities starting on page 18.

- PACIFIST (Major):** Unless the android is designed for combat, most advanced societies require the installation of "Asimov Circuits," a concept based on science fiction writer Isaac Asimov's "First Law of Robotics." The artificial being may not injure a sapient being, or through action or inaction, allow such a being to be harmed. This gives them the Pacifist (Major) Hindrance.

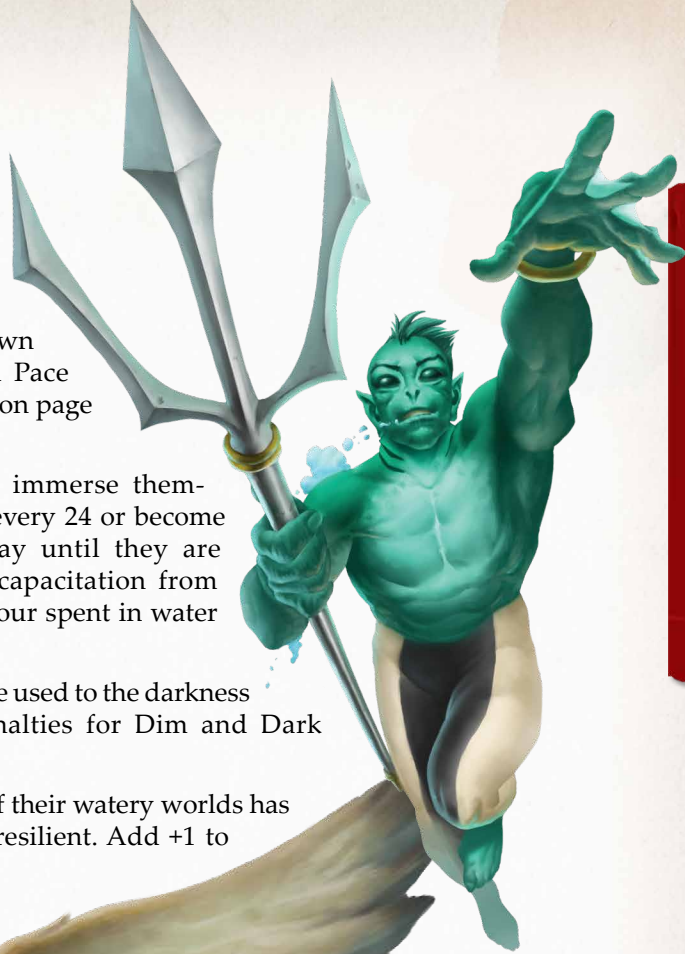
- CONSTRUCT:** Androids add +2 to recover from being Shaken, don't breathe, ignore one level of Wound modifiers, and are immune to poison and disease. Constructs cannot heal naturally. Healing one requires the Repair skill, which takes one hour per current Wound level per attempt and is not limited to the "Golden Hour" (see page 96).
- OUTSIDER (Major):** Androids subtract 2 from Persuasion rolls when interacting with anyone besides other androids, and have no legal rights in most areas (they're generally considered property).
- VOW (Major):** Constructs are designed with a particular purpose. Player character constructs have broad directives such as serving a particular corporation or political faction. This acts as a Major Vow to that particular directive. If this ever causes a conflict of interest, the player and GM must figure out what the construct's programming requires.



## AQUARIANS

From the crushing ocean depths come aquatic folk. They are thick and sturdy beneath the waves but often vulnerable in the dry air or searing heat of the surface.

- **AQUATIC:** Aquarians cannot drown in water and move at their full Pace when swimming. See **Movement** on page 92 for normal swimming rates.
- **DEPENDENCY:** Aquarians must immerse themselves in water one hour out of every 24 or become automatically Fatigued each day until they are Incapacitated. The day after Incapacitation from dehydration, they perish. Each hour spent in water restores one level of Fatigue.
- **LOW LIGHT VISION:** Aquarians are used to the darkness of the depths. They ignore penalties for Dim and Dark Illumination.
- **TOUGHNESS:** Life in the depths of their watery worlds has made aquarian flesh tough and resilient. Add +1 to their Toughness.



## AVIONS

Avions are humanoids with wings. They tend to be very slight of build owing to their hollow bones. Some are feathered while others are leathery or even scaled.

- **CAN'T SWIM:** Avions' wings are a hazard in water. They subtract 2 from Athletics (swimming) rolls and each inch moved in water costs them 3" of Pace.
- **FLIGHT:** Avions fly at Pace 12 per round. Use Athletics when maneuvering.
- **FRAIL:** Avions have -1 Toughness due to their hollow bones.
- **KEEN SENSES:** Avions are more perceptive than most. They begin with a d6 in Notice (instead of d4) and may raise the skill to d12 + 1.
- **REDUCED PACE:** Dependence on flight and bulky wings make avions slightly slower when walking. Decrease their walking Pace by 1 and their running die by one step.



## DWARVES

Dwarves are short but stout, hardy people who come from massive caverns or high mountains. They are a proud, warlike people, usually made so by frequent contact with hostile creatures such as orcs and goblins.

Dwarves usually live upwards of 200 years. In most fantasy campaigns, they have ruddy skin and all human hair colors.

- **LOW LIGHT VISION:** Dwarven eyes are accustomed to the dark of the underground. They ignore penalties for Dim and Dark Illumination.
- **REDUCED PACE:** Dwarves have short legs compared to most. Decrease their Pace by 1 and their running die one die type.
- **TOUGH:** Dwarves are stout and tough. They start with a d6 Vigor instead of a d4. This increases maximum Vigor to d12 + 1.



## ELVES

Elves are tall, thin souls with pointed ears and deep-set eyes of various colors. Whether they hail from the deep forests or hidden valleys, they are all born more graceful than humans, though somewhat slighter. Most elves live upwards of 300 years. They have fair skin and their hair includes all human colors, plus shades of silver, blue, and gold.



- **AGILE:** Elves are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12 + 1.
- **ALL THUMBS:** Elves have an inherent dislike of mechanical objects, and thus have the All Thumbs Hindrance. They shun most mechanical items and designs.
- **LOW LIGHT VISION:** Elven eyes amplify light. Others often claim they can see stars in the elves' eyes. They ignore penalties for Dim and Dark Illumination.

## HALF-ELVES

Half-elves gain the elves' grace but none of their elegant frailty. Most are well-adjusted, but some are shunned by one side of the family or the other and grow resentful. Others may even be mistreated. Their lifespans are closer to their human parent than those of their elven kin, living only to about 100 years.

- **HERITAGE:** Half-elves may retain the grace of their elven parent or the adaptability of their human ancestry. A half-elf may either start with a free Novice Edge of his choice or a d6 in Agility instead of a d4 (which also increases his Agility maximum to d12 + 1).
- **LOW LIGHT VISION:** Half-elves ignore penalties for Dim and Dark Illumination.
- **OUTSIDER (Minor):** Half-elves are never quite comfortable in human or elven society, having a foot in both worlds but never fully standing in either. They subtract 2 from Persuasion rolls with all but others of their kind.



## HALF-FOLK

Half-folk are small, nimble people with fuzzy brown or black hair. Though they are frail compared to most other species, their cheerful optimism (or wily cunning) gives them a "never say die" attitude that makes them more than a match for creatures twice their size. Half-folk see no reason to invite trouble and tend to live in their own close-knit communities far off the beaten path.

- **LUCK:** Half-folk draw one additional Benny per game session.
- **REDUCED PACE:** Decrease the character's Pace by 1 and their running die one die type.
- **SIZE -1:** Half-folk average only about four feet tall, reducing their Size (and therefore Toughness) by 1.
- **SPIRITED:** Half-folk are generally optimistic beings. They start with a d6 Spirit instead of a d4. This increases their maximum Spirit to d12 + 1.





## HUMANS

Humans in most settings get one free Edge of their choice. This option reflects their versatility and adaptability compared to most other ancestries.

For more variety, the GM might give humans abilities based on culture. For instance, a nomadic, horse-based society might start with skill points in Riding and Survival. Cultural templates are designed just like making new ancestries, though GMs should allow for more exceptions than usual since the abilities tend to be learned rather than truly innate.

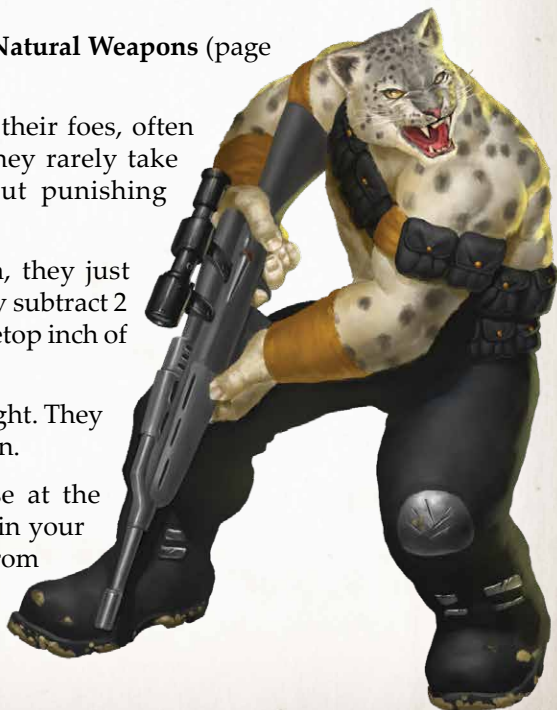
- **ADAPTABLE:** Humans begin play with any Novice Edge of their choosing. They must meet its Requirements as usual.

## RAKASHANS

Rakashans are humanoid felines. Some have the bright colors of tigers, the speckled hides of leopards, or the exotic look of Siamese cats. All have sharp claws and teeth, and a cruel nature when it comes to dealing with their prey.

Rakashans can be found in their own remote and exotic cities or as fringe elements of normal society. They are often too clever and beautiful to be shunned, but too cunning to gain others' complete trust.

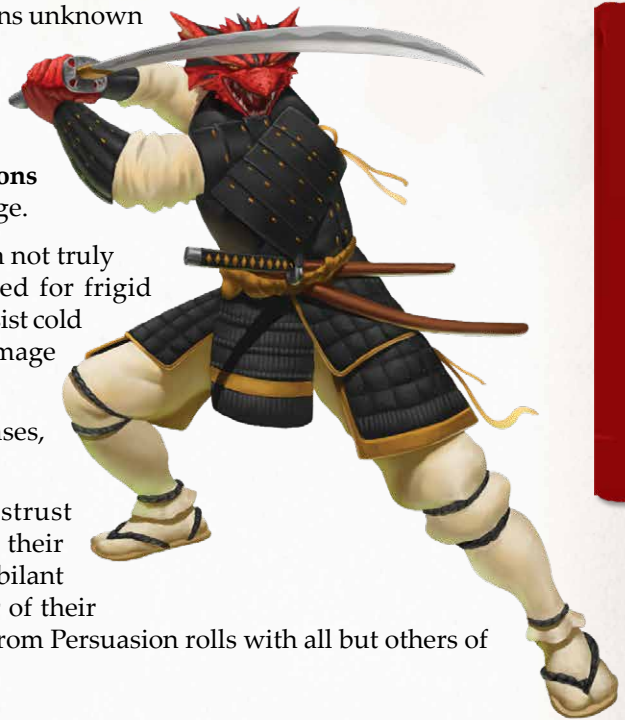
- **AGILE:** Feline grace gives rakashans a d6 Agility attribute instead of a d4. This increases maximum Agility to  $d12 + 1$ .
- **BITE/CLAWS:** Rakashan fangs and claws are **Natural Weapons** (page 104) that cause  $\text{Strength} + d4$  damage.
- **BLOODTHIRSTY:** Rakashans can be cruel to their foes, often toying with them for simple amusement. They rarely take prisoners and feel little compunction about punishing captured foes.
- **CAN'T SWIM:** Rakashans actually can swim, they just shun it and are not particularly good at it. They subtract 2 from Athletics (swimming) rolls and each tabletop inch of movement in water uses 3" of Pace.
- **LOW LIGHT VISION:** Rakashan eyes amplify light. They ignore penalties for Dim and Dark Illumination.
- **ANCESTRAL ENEMY:** Rakashan society rose at the expense of another. Pick a common ancestry in your setting. Members of each culture subtract 2 from Persuasion when dealing with each other and often attack on sight.



# SAURIANS

Lizard men typically come from steaming jungles or deep deserts where they have unique civilizations unknown to other sentient beings.

- **ARMOR +2:** Saurians have scaly skin that acts as leather armor.
- **BITE:** A saurian's fangs are **Natural Weapons** (page 104) that cause Strength+d4 damage.
- **ENVIRONMENTAL WEAKNESS:** Though not truly cold-blooded, saurians are poorly suited for frigid conditions. They suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold-based attacks.
- **KEEN SENSES:** Saurians have acute senses, giving them the Alertness Edge.
- **OUTSIDER (Minor):** Most species distrust saurians for some reason. Perhaps it is their strange ways and customs, their often-sibilant speech, or an ancient subconscious fear of their reptilian ancestors. Saurians subtract 2 from Persuasion rolls with all but others of their kind.



## BREAKING THE MOLD

The ancestral archetypes presented here are iconic of their usual appearance in fantasy and science fiction, but players and Game Masters should feel free to break the tropes if they fit your particular setting.

Maybe rakashans in your world have wings. Or aquarians are primitive, eight-armed cannibals who hunt more developed species on a post-apocalyptic water world.

You can also make different versions of the same ancestry. Perhaps the rakashans of one area evolved to resist cold (they're more like snow leopards), while another sprang from cheetahs (and have Fleet-Footed as an ancestral ability). The limit lies only in your imagination and desire to create something new and unusual!

*"I KNOW A MAD SCIENTIST WHO'S A LIZARD MAN AND A PACIFIST CATGIRL VEGETARIAN. DON'T JUDGE A BOOK BY ITS COVER, FRIEND, OR A LEOPARD MAN BY HIS SPOTS."*

*-RED*

## MAKING ANCESTRIES

Game Masters and players who want to make their own ancestries (or cultural archetypes) can use the system below. Our ancestries are designed with the following rules:

- Ancestries and cultures begin with 2 points of positive ancestral abilities. Additional positive abilities must be countered with an equal value of negative ones. A +2 ability, for example, may be countered by a single -2 ability or two -1 abilities.
- If you want to include an ability we haven't included here, simply assign it a value based on the examples below.

**Names:** Don't be afraid to rename abilities to give your setting more flavor. If you want your horse nomads to have Riding skill at d6, for example, you might call it Born in the Saddle. It's all about creating rich flavor rather than lists of abilities your players have to keep up with.

### POSITIVE ANCESTRAL ABILITIES

The number in parentheses after the name of each entry is the number of times the particular enhancement may be taken. "U" means unlimited.

VALUE	ABILITY
2	<b>Adaptable (1):</b> The ancestry has great variation among its people and cultures. Characters start with a free Novice Edge of their choice (and must meet all the Edge's Requirements).
5	<b>Additional Action (1):</b> The being has additional appendages, enhanced reflexes, or exceptional eye-hand coordination. He may ignore 2 points of Multi-Action penalties each turn.
1/2	<b>Aquatic/Semi-Aquatic (1):</b> For one point the character is semi-aquatic and can hold his breath for 15 minutes before checking for drowning. For two, he's native to the water. He cannot drown in oxygenated liquid and moves his full Pace when swimming (see <b>Movement</b> , page 92).
1	<b>Armor (3):</b> The species has a thick hide or is encrusted in solid material like scaly plating or even rock. This grants Armor +2 each time it's taken.
2	<b>Attribute Increase (U):</b> During character creation, the species increases a particular attribute (Agility, Smarts, Spirit, Strength, or Vigor) one die type. This increases the Trait's maximum by one as well.
1	<b>Bite (1):</b> The species has fangs that cause Strength+d4 damage. See <b>Natural Weapons</b> , page 104 for more information.
1	<b>Burrowing (1):</b> The species can burrow into loose earth and move through it at half normal Pace (he cannot run). He cannot normally be attacked while burrowing, and can attempt to surprise opponents who didn't see him coming by making an opposed Stealth vs. Notice roll. If successful, the burrower adds +2 to his attack and damage rolls that round, or +4 with a raise (he has <b>The Drop</b> , page 100).
2/3/4	<b>Claws (1):</b> The being has claws that cause Str+d4 damage. One more point may be spent to increase their damage to Strength+d6, and/or another to add AP 2. See <b>Natural Weapons</b> , page 104 for more information.
8	<b>Construct (1):</b> Constructs are artificial beings made of inorganic material. They add +2 to recover from being Shaken, ignore one level of Wound modifiers, don't breathe, and are immune to disease and poison. Wounds must be mended via the Repair skill. Each attempt takes one hour per current Wound level and ignores the "Golden Hour." Many Constructs have the Dependency negative ancestral ability (reflecting their need for a power source).
2	<b>Doesn't Breathe (1):</b> The species does not breathe. Individuals aren't affected by inhaled toxins, can't drown, and don't suffocate in a vacuum. (They may still freeze, however.)
2+X	<b>Edge (U):</b> All members of this species have the same innate Edge chosen from those available in the setting. Unlike Adaptable, this ability ignores Requirements except other Edges. Each Rank beyond Novice costs an additional point to a maximum of Heroic Rank (5).
1	<b>Environmental Resistance (U):</b> The species receives a +4 bonus to resist a single negative environmental effect, such as heat, cold, lack of air, radiation, etc. Damage from that source is also reduced by 4.

2/4/6	<b>Flight (1):</b> The species can fly at Pace 6 (or 12 for 4 points) and “run” for extra movement as usual. For 6 points, the being can fly at Pace 24 and may “run” for 2d6” of additional movement. Maneuvering uses the Athletics skill. Flight presumes some kind of wings which can be targeted or fouled (a <b>Bound or Entangled</b> character cannot fly).
2	<b>Hardy (1):</b> A second Shaken result in combat does not cause a Wound.
1/2	<b>Horns (1):</b> The being has a horn or horns that cause Str+d4 damage (or Str+d6 for 2 points). See <b>Natural Weapons</b> , page 104, for more information.
1	<b>Immune to Poison or Disease (2):</b> The species is immune to poison or disease (your choice). It may be taken twice for both effects.
1	<b>Infravision (1):</b> The creature “sees” heat, either through eyes or other sensory organs. This halves Illumination penalties when attacking warm targets (including invisible beings).
2	<b>Leaper (1):</b> The character can jump twice as far as listed under <b>Movement</b> , page 92. In addition, he adds +4 to damage when leaping as part of a Wild Attack instead of the usual +2 (unless in a closed or confined space where he cannot leap horizontally or vertically — GM’s call).
1	<b>Low Light Vision (1):</b> The being ignores penalties for Dim or Dark illumination (but not Pitch Darkness).
1	<b>No Vital Organs (1):</b> These species have hidden, extremely tough, or redundant vital organs. Called Shots do no extra damage against them.
2	<b>Pace (2):</b> The character’s Pace is increased by +2 and his running die is increased a die type.
1	<b>Parry (3):</b> The creature’s natural Parry is increased by +1. This may be due to a prehensile tail, extra limbs, enhanced reflexes, or even latent psi-sense.
1/3	<b>Poisonous Touch (1):</b> With a successful <b>Touch Attack</b> (page 108), bite, or claw, the victim must roll Vigor or suffer the effects of Mild Poison. For 3 points the poison can be upgraded to Knockout, Lethal, or Paralyzing instead, but each use causes the hero Fatigue. The character may always choose whether or not to use her poison touch. See page 129 for <b>Poison</b> and its effects.
2/1	<b>Power (U):</b> The species has an innate ability that functions like a power (see page 147). For 2 points, individuals have Arcane Background (Gifted) and a power that reflects their unusual ability. Each time this is taken after the first costs 1 point and grants another power. It does <i>not</i> increase an individual’s Power Points — use the Power Points Edge for that.
1	<b>Reach (3):</b> Long limbs, tentacles, etc. grant the creature Reach +1 (add +1 each time it’s taken after the first).
2/3	<b>Regeneration (1):</b> The being heals damage quickly. She may make a natural healing roll once per day (rather than every five days). For 3 points, permanent injuries may be recovered once all other Wounds are regenerated. Treat each injury as an additional Wound for purposes of recovery (the being may try once per week).
1	<b>Size +1 (3):</b> The creature is larger than normal. Each point of Size adds directly to Toughness and increases maximum Strength one step. Large species may have difficulty using equipment designed for more traditional humanoids. See page 106 for more on <b>Size</b> .
1/2	<b>Skill (1/skill):</b> The character starts with a d4 in a skill inherent to her species or culture. For 2 points (or 1 if already a core skill), it starts at d6 and the skill’s maximum increases to d12+1.
1/2	<b>Skill Bonus (Once per Skill):</b> Biological factors give the species a +1/+2 bonus when using a particular skill. Beings that emit pheromones, for example, might have a +1 bonus to Persuasion.
1	<b>Sleep Reduction (2):</b> The being needs half the normal amount of sleep as humans. If taken a second time, the being never sleeps.
2+X	<b>Super Powers (1):</b> The ancestry has truly extraordinary abilities taken from the <i>Savage Worlds Super Powers Companion</i> . The cost is 2 — for Arcane Background (Super Powers) — plus the actual cost of the power selected (X). Make sure you have the GM’s permission before taking this powerful ability.
1	<b>Toughness (3):</b> The character has hardened skin, scales, or extremely dense tissue that increases his base Toughness by +1.
1	<b>Wall Walker (1):</b> The species may walk on vertical surfaces normally, or inverted surfaces at half Pace.

## NEGATIVE ANCESTRAL ABILITIES

VALUE	ABILITY
-2/-3	<b>Attribute Penalty (Once per Attribute):</b> One attribute (but not its linked skills) suffers a -1 penalty. For 3 points, it suffers a -2 penalty. If Strength, this applies to damage as well.
-2	<b>Big (1):</b> The race is particularly large in a world where most others aren't. He subtracts 2 from Trait rolls when using equipment that wasn't specifically designed for his race and cannot wear their armor or clothing. Equipment, food, and clothing cost double the listed price.
-1	<b>Cannot Speak (1):</b> The species has no vocal cords or cannot form the sounds made by most other beings. He can communicate with members of his own ancestry naturally (through song, pheromones, body language, etc.). Other ancestries can't speak his "language" but may learn to understand him if they take the proper Language skill. The species <i>can</i> hear and understand other typical languages and may communicate via electronic devices or the like.
-2	<b>Dependency (1):</b> The being must consume or have contact with some sort of relatively common substance for an hour out of every 24. Creatures from water-based worlds, for example, might need to immerse themselves in water; plant people might need sunlight. Without the required contact, a character becomes Fatigued each day until Incapacitated. A day after that, they perish. Each hour spent recovering with the appropriate substance restores a level of Fatigue.
-1	<b>Environmental Weakness (U):</b> The species suffers a -4 penalty to resist a particular environmental effect, such as heat, cold, etc. If the being suffers an attack based on that form, the penalty acts as a bonus to damage.
-1	<b>Frail (2):</b> The creature is less durable than most. Reduce its Toughness by 1.
-1/-2	<b>Hindrance (U):</b> The being has an inherent Minor Hindrance for 1 point, or a Major Hindrance for 2. This doesn't affect the ability to choose other Hindrances during character creation.
-1	<b>Poor Parry (3):</b> These beings are poor melee defenders; -1 Parry.
-1	<b>Ancestral Enemy (U):</b> This species dislikes another species relatively common to the setting. They suffer a -2 penalty to Persuasion rolls when dealing with their rivals and may become hostile with little provocation. This may only be taken once per ancestry.
-1	<b>Reduced Core Skills (5):</b> This species starts with one less core skill. The skill may be gained normally but does not start at a d4. This may be taken once per core skill affected.
-1/-2	<b>Reduced Pace (1):</b> For -1 point, reduce Pace by 1 and the running die a die type (d4 is reduced to d4-1). For -2 points, reduce Pace another 2 points and subtract 2 from Athletics and rolls to resist Athletics where movement and mobility are integral to the challenge (GM's call).
-1	<b>Size -1 (1):</b> The entity is smaller than average, reducing its Size and Toughness by 1 (see the <b>Size Table</b> , page 179).
-1/-2	<b>Skill Penalty (Once per Skill):</b> The species suffers a -1 penalty to a very commonly used skill such as Fighting, Persuasion, or even Piloting in a game focused on airplanes (the GM decides based on her campaign). If the skill is less common or only comes up in certain situations, the penalty is -2. For 2 points, the penalty is -2/-4 instead.

## CELESTIALS &amp; GUARDIANS

Emily is creating an "End of Days" campaign — angels and their champions battle demonic forces on a ravaged planet Earth. She decides all player characters are either celestials (angels) or guardians (humans), and will have +4 points of ancestral abilities instead of the usual +2.

Emily wants to make her angels fairly iconic. They're tough, have wings, and call forth miracles. She gives them Faith at d6 (2 points), Flight (4), and Arcane Background (Miracles) (2 points for the Edge). That's 8 points and she needs to get down to +4, so she needs 4 points of negative ancestral abilities. Celestials are responsible for the meek and must fight the legions of Hell, so she gives them a Vow (Major — Protect humanity) for -2 points and Ancestral Enemy (Demons & Devils) for -1 point. She finishes with All Thumbs for -1, Emily figures angels don't really get technology.

Emily's guardians are human champions who fight the "Infernals." These are humans, so she starts with Adaptable (2 points). They're also hardened survivors of the End Times, so they also get Attribute Increase (Vigor) for another two points. Emily then gives them the Champion Edge (2 points) since they serve the celestials, and the same Vow (Major — Protect humanity) for -2 points to balance everything back to +4.

## CELESTIALS

Angels are a great and varied lot, but all have these traits in common.

- **ALL THUMBS:** Celestials are not accustomed to technology or machines.
- **ARCANE BACKGROUND (Miracles):** Celestials can call forth a variety of blessed miracles.
- **FAITH:** All celestials start with a d6 in Faith. This increases their maximum to d12 + 1.
- **FLIGHT:** Angels fly at Pace 12.
- **ANCESTRAL ENEMY (Demons & Devils):** Those who descend from above do not easily tolerate those who crawl forth from the Abyss.
- **VOW (Major—Protect humanity):** The blessed must protect the flock that remains on the ravaged Earth.

## GUARDIANS

Those humans who serve the Heavenly Choir are called guardians.

- **ADAPTABLE:** Guardians begin play with any Novice Edge of their choosing (meeting its Requirements as usual).
- **CHAMPIONS:** Guardians have the Champion Edge, giving them a +2 bonus to damage against supernaturally evil foes such as demons and devils.
- **VIGOROUS:** Those humans who have inherited this blasted Earth start the game with a d6 Vigor instead of a d4. This increases their Vigor maximum to d12 + 1.
- **VOW (Major—Protect humanity):** The blessed must protect the remaining flock on Earth.



*"NOT READY TO BE AN ANGEL  
YET, BUT I SO WANNA PLAY THIS!"  
-RED*

## HINDRANCES

Hindrances are character flaws and physical handicaps that occasionally make life a little tougher for your hero.

Some Hindrances have actual game effects. Other, more subjective “roleplaying” Hindrances help you understand and roleplay your character. They should occasionally cause her to act in ways that aren’t necessarily smart, efficient, or in the best interests of the party or the overall goal. That’s what roleplaying games are all about, and the GM should reward you with Bennies when your Hindrances cause significant trouble.

### ALL THUMBS (MINOR)

Due to upbringing, lack of exposure, or pure bad luck, some individuals are “all thumbs” when it comes to mechanical or technological devices.

All Thumbs inflicts a -2 penalty when using mechanical or electrical devices. If he rolls a Critical Failure while using such a device (and it doesn’t already have a built-in effect), it’s broken. If the GM feels it’s appropriate, it can be fixed with a Repair roll and 1d6 hours.

### ANEMIC (MINOR)

Anemic characters are particularly susceptible to sickness, disease, environmental effects, and fatigue. They subtract 2 from Vigor rolls made to resist Fatigue (see **Hazards**, starting on page 125).

### ARROGANT (MAJOR)

Your hero doesn’t think he’s the best — he knows he is. Whether it’s swordsmanship, kung fu, or painting, few compare to his skills and he flaunts it every chance he gets.

Winning isn’t enough for this champion. He wants to dominate his opponent and prove there’s no one better. He’s the kind of fighter who disarms an opponent in a duel just to pick the sword up and hand it back with a smirk. Arrogant individuals look for the greatest threat in battle, hacking their way through lesser minions only because they’re in the way.

### BAD EYES (MINOR OR MAJOR)

Your hero’s eyes aren’t what they used to be. He suffers a -1 penalty to any Trait roll dependent on vision (such as ranged attacks and Notice rolls) or -2 as a Major Hindrance.

In settings where glasses are available, they negate the penalty when worn. If lost or broken during a combat (generally a 50% chance when he’s Wounded, falls, or suffers some other trauma), the character is Distracted (and Vulnerable if a Major Hindrance) until the end of their next turn.

### BAD LUCK (MAJOR)

Your hero is a little less lucky than most. He gets one less Benny per game session than normal. A character cannot have both Bad Luck and the Luck Edge.



### GABE

*NATE ALWAYS PLAYS “GABE,”  
A NO-NONSENSE TOUGH GUY  
WITH A GRUFF EXTERIOR BUT  
A HEART OF PURE GOLD.*

*IN ADVANCED SETTINGS HE’S  
TECH-SAVVY. IN FANTASY GAMES  
HE’S USUALLY A KNIGHT OR  
WARRIOR OF SOME SORT.*

**BIG MOUTH (MINOR)**

Loose lips sink ships, the saying goes. This hero's mouth could drown an armada.

The blabbermouth can't keep a secret very well. He reveals plans and gives away things best kept among friends, usually at the worst possible times.

**BLIND (MAJOR)**

The individual is completely without sight. He suffers a -6 to all physical tasks that require vision (GM's call). On the plus side, Blind characters gain their choice of a free Edge to compensate for this particularly difficult Hindrance.

**BLOODTHIRSTY (MAJOR)**

Your hero never takes prisoners unless under the direct supervision of a superior. His cold-blooded ruthlessness causes enemies to respond in kind, often costs vital information, creates constant enemies, and may get him in trouble with his superiors or the authorities, depending on the setting.

**CAN'T SWIM (MINOR)**

Most people in the 21st century can swim thanks to swimming pools, easy travel to lakes and beaches, or educational efforts. Historically, however, those who weren't raised around a temperate body of water could not.

Characters with this Hindrance suffer a -2 penalty to the Athletics skill when swimming and each inch moved in water costs 3" of Pace. See **Movement** (page 92) for more details and **Drowning** (page 126).

**CAUTIOUS (MINOR)**

This planner personifies restraint and carefulness. He never makes rash decisions and likes to plot things out in detail long before any action is taken.

**GLUELESS (MAJOR)**

Your hero doesn't pay much attention to the world around him and can't seem to find a haystack in a small pile of needles.

He suffers a -1 penalty to Common Knowledge and Notice rolls.

**GLUMSY (MAJOR)**

Your hero is an uncoordinated klutz who trips over air and is always the last one picked for sports. He subtracts 2 from Athletics and Stealth rolls.

**CODE OF HONOR (MAJOR)**

Honor is very important to your character. He keeps his word, doesn't abuse or kill prisoners, and generally tries to operate within his world's particular notion of proper gentlemanly or ladylike behavior.

**CURIOUS (MAJOR)**

It killed the cat, and it might kill your warrior as well. Curious characters have to check out everything and always want to know what's behind a potential mystery or secret.

**DEATH WISH (MINOR)**

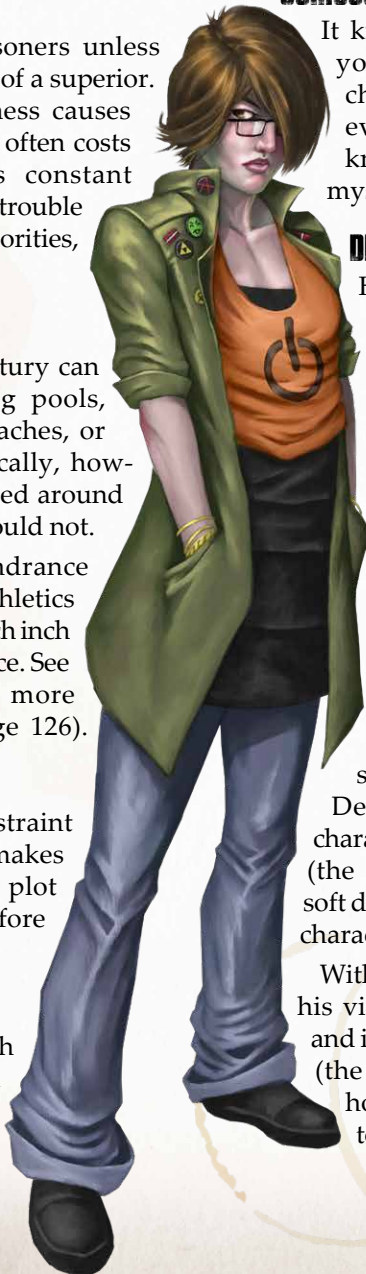
Having a death wish doesn't mean your adventurer is suicidal — he might just think his life is worth less than some noble but clearly deadly goal.

Those with a Death Wish don't throw their lives away for no reason, but when there's a chance to complete a goal they do anything — and take any risk — to achieve it.

**DELUSIONAL (MINOR OR MAJOR)**

Your hero believes something that is considered quite strange by everyone else. Minor Delusions are harmless or the character generally keeps it to himself (the government puts sedatives in soft drinks, dogs can talk, we're all just characters in some bizarre game, etc.).

With a Major Delusion, he expresses his view on the situation frequently and it can occasionally lead to danger (the government is run by aliens, hospitals are deadly, I'm allergic to armor, zombies are my friends).



**DOUBTING THOMAS (MINOR)**

Some people don't believe in the supernatural until they're halfway down some creature's gullet. Doubting Thomases are skeptics who try their best to rationalize supernatural events. They walk right into danger they don't believe in and look for alternate explanations to every supernatural event.

Even after being confronted with undeniable truth, the doubter's mind eventually begins to doubt what he saw, rationalizes it away, or compartmentalizes the event as "one of a kind" while continuing to doubt the next mystery.

**DRIVEN (MINOR OR MAJOR)**

A vow is a commitment to others. Driven characters want something for themselves. It may be to protect the realm, become a decorated officer, prove you're the best gladiator in Rome, or the best pilot in the galactic fleet.

The Minor version shapes the character and pushes his decisions but either happens rarely or is fairly harmless. As a Major Hindrance it's an overriding desire that comes up frequently or causes peril for the heroine and those around her.

**ELDERLY (MAJOR)**

Your adventurer is getting on in years, but he's not quite ready for the nursing home yet. His Pace is reduced by 1, and he subtracts 1 from running rolls (minimum 1). He also suffers a -1 penalty to Agility, Strength (including damage), and Vigor rolls, but not linked skills.

On the plus side, the wisdom of his years grants the hero 5 extra skill points which may be used for any skills linked to Smarts.

**ENEMY (MINOR OR MAJOR)**

Someone out there hates the character and wants him ruined, locked away, or dead. The value of the Hindrance depends on how powerful the enemy is and how often he might show up. A Minor Enemy might be a lone gunslinger out for vengeance or a betrayed brotherhood that's deadly but appears rarely. A Major Enemy might represent powerful authorities, a band of outlaws, or a single very powerful and relentless rival.

If the enemy is one day defeated, the GM should gradually work in a replacement, or the hero may buy off the Hindrance by sacrificing an Advance.

**GREEDY (MINOR OR MAJOR)**

A miser measures worth in material possessions or wealth. If a Minor Hindrance, he argues bitterly for more than his fair share of any loot or reward the party might come across. As a Major Hindrance, he fights over anything he considers unfair, and may even kill for it if he feels slighted or covets something he cannot have.

**HABIT (MINOR OR MAJOR)**

Your warrior has an annoying or dangerous compulsion. A Minor Habit irritates those around her but isn't dangerous. Maybe she picks her nose, can't stop fiddling with her phone, says "y'know" in the middle of every sentence, or chews and smacks her gum loudly and often. Allies avoid her if possible.

A Major Habit is a physical or mental addiction of some sort that is debilitating or possibly even deadly. This includes drug use, chronic drinking, or perhaps even an addiction to virtual reality in a high-tech setting.

An addict who doesn't get his fix must make a Vigor roll every 24 hours he goes without or take a level of **Fatigue** (see page 100).

Once every 24 hours, a Healing roll with some sort of appropriate medicine removes one level of Fatigue for four hours. After that the Fatigue returns and can only be recovered with the addicting substance.

**HARD OF HEARING (MINOR OR MAJOR)**

Characters who have lost some or all of their hearing have this disadvantage. As a Minor Hindrance, it subtracts 4 from all Notice rolls made to hear, including awaking due to loud noises. A Major Hindrance means the character is deaf. She cannot hear and automatically fails all Notice rolls that depend on hearing.

Hearing aids reduce the penalty by 2, but require batteries and have a 50% chance of falling out when he's Wounded, falls, or suffers some other trauma.

**HEROIC (MAJOR)**

This noble soul never says no to a person in need. She doesn't have to be happy about it, but she always comes to the rescue of those she feels can't help themselves. She's the first

one to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.

### **HESITANT (MINOR)**

Your hero hesitates in stressful situations. Draw two Action Cards in combat and act on the lowest. If you draw a Joker, use it normally and ignore the Hindrance for the round (hence this being a Minor Hindrance, it actually increases your chances of drawing a Joker!)

Hesitant characters cannot take the Quick or Level Headed Edges.

### **ILLITERATE (MINOR)**

Your hero cannot read. He can sign his name and knows what a STOP sign says, but little else. He also doesn't know much about math. He can probably do  $2 + 2 = 4$ , but multiplication and the like are beyond him.

Illiterate characters can't read or write in any language, by the way, no matter how many they actually speak.

### **IMPULSIVE (MAJOR)**

The daredevil almost always leaps before he looks. He rarely thinks things through before taking action.

### **JEALOUS (MINOR OR MAJOR)**

Insecurity leads to envy of others' accomplishments or being overly possessive of what this disgruntled soul feels belongs to him. He often complains, pouts, covets others' possessions or accolades, claims credit for another's work, disobeys commands, and generally causes problems.

As a Minor Hindrance, the character's jealousy is focused on one particular subject (such as his "unrivaled" skill as a pilot or a romantic interest).

As a Major Hindrance, the character is jealous of anyone and everyone he feels outshines him. He consistently bad-mouths his rivals, tries to upstage them, or actively plots to discredit those who threaten his ego.

### **LOYAL (MINOR)**

This stalwart defender risks her life for her friends without hesitation. Some Loyal heroes may not *act* that way, but are the first

to come to their friends' rescue when they're threatened.

### **MEAN (MINOR)**

This curmudgeon is ill-tempered and disagreeable. He has trouble doing anything kind for anyone else, must be paid for his troubles, and doesn't accept awards or favors graciously. Besides the obvious roleplaying issues, Mean characters subtract 1 from Persuasion rolls.

### **MILD MANNERED (MINOR)**

Your milquetoast just isn't threatening. Maybe he's a little doughy around the middle, has a kind face, or a soft voice. Whatever the issue, he has a hard time looking tough. He subtracts 2 when making Intimidation rolls.

### **MUTE (MAJOR)**

Due to trauma or birth, your character has lost the ability to speak. He can write messages to others when needed, use sign language, or some combination of visual communication.

Vison-based communication may require a Notice roll to perceive correctly (illumination and similar penalties apply).

### **OBESE (MINOR)**

Those who carry their weight well have the Brawny Edge. Those who don't are Obese. A character cannot be both Brawny and Obese, and this Hindrance can't increase your Size above +3.

An Obese hero's Size (and therefore Toughness) increase by +1. His Pace is reduced by 1, and his running die one die type (minimum d4). Strength is considered one die type less (minimum d4) for armor and worn gear (not weapons). They may also have difficulty finding armor or clothing that fits or entering confined spaces.

### **OBLIGATION (MINOR OR MAJOR)**

Your hero has a responsibility she must attend to on a daily or regular basis. It could be a job, volunteer work, taking care of family or friends, etc.

The Obligation consumes about 20 hours most weeks, or 40+ for the Major version. Exactly what that entails should be discussed between the player and the Game Master.

**ONE ARM (MAJOR)**

By birth or battle, your hero has lost an arm. Fortunately, his other arm is (now) his “good” one. Tasks that require two hands, such as some Athletics rolls (GM’s call) or using a two-handed weapon, suffer a -4 modifier.

**ONE EYE (MAJOR)**

This veteran lost an eye and has trouble with depth perception. He subtracts 2 from any Trait roll dependent on vision *and* more than 5” (10 yards) distant.

**OUTSIDER (MINOR OR MAJOR)**

In a society made up of only a few types of people, your hero isn’t one of them. A Native American in a Western town, an alien in a sci-fi game of human marines, or a half-orc in a party of elves, dwarves, and humans are all examples. Locals are likely to raise prices on her, ignore pleas for help, and generally treat her as lower class.

Outsiders subtract 2 from Persuasion rolls made to influence those who aren’t her own kind. The Major version also means the character has few or no legal rights in the main campaign area. She might be a different species among xenophobes, the civilization may be cruel and unenlightened toward strangers, or she might even be an artificial intelligence whose sapience isn’t acknowledged by the law.

**OVERCONFIDENT (MAJOR)**

There’s nothing out there your hero can’t defeat. At least that’s what he thinks. He believes he can do most anything and never wants to retreat from a challenge. He’s not suicidal, but he certainly takes on more than common sense dictates.

**PACIFIST (MINOR OR MAJOR)**

Your hero absolutely despises violence. Minor pacifism means he only fights when given no other choice and never allows the killing of prisoners or other defenseless victims.

Major Pacifists won’t fight living characters under *any* circumstances. They may defend themselves, but won’t do anything to permanently harm sapient, living creatures. They may use nonlethal methods (see page 104), but only in self-defense or the defense of others.

Note that undeniably evil creatures, undead, demons, and the like are fair game even for Major Pacifists!

**PHOBIA (MINOR OR MAJOR)**

Phobias are overwhelming and irrational fears that plague a hero’s psyche.

Whenever a character is in the presence of his phobia (GM’s call, but generally sight), he subtracts 1 from all his Trait rolls if it’s a Minor Hindrance, and 2 if it’s Major.

Phobias shouldn’t be too obvious; everyone should be afraid of vampires, for example, so it’s not a phobia, it’s common sense. Instead, the phobia usually centers on some random element the mind associates with the event. Remember, phobias are *irrational* fears.

**POVERTY (MINOR)**

It’s said a fool and his money are soon parted. Your hero is one of them. He starts with half the usual money for your setting and just can’t seem to hang on to funds acquired after play begins. In general, the player halves his total funds every game week.

**QUIRK (MINOR)**

This individual has some minor foible that is usually humorous but can occasionally cause him real trouble. A swashbuckler may always try to slash his initials on his foes, a dwarf may brag constantly about his culture, or a snobby debutante might not eat, drink, or socialize with the lower class, for example.

**RUTHLESS (MINOR OR MAJOR)**

The fanatic will do most anything to accomplish her goals. As a Major Hindrance, she harms anyone and everyone who gets in her way. As a Minor Hindrance, she stops short of true harm to anyone except those who directly oppose her.

**SECRET (MINOR OR MAJOR)**

Your hero has a secret she keeps to protect herself or others. As a Minor Hindrance, the secret is troublesome but not life-threatening.

The Major version would cause severe problems if discovered. If it ever becomes public knowledge, she should trade it for Enemy, Shamed, Wanted, or another appropriate Hindrance approved by the GM.



### SHAMED (MINOR OR MAJOR)

Something haunts your adventurer. Maybe he made a vow he didn't keep. Maybe he was defeated in an honorable fight and ordered the death of his foe anyway for some greater principle. Maybe he isn't actually cowardly but once ran from a battle and left others to die.

As a Minor Hindrance, the shameful circumstances aren't generally known — it just haunts the hero. He might go out of his way, against all reason, not to repeat the mistake. Or he might give in to the same set of circumstances and hate himself for it.

As a Major Hindrance, his deed is well-known — or at least known among those he cares about. The other player characters should be told the tale as soon as possible (preferably at character creation). If not, it should be revealed by nonplayer characters at some point, and occasionally used against the hero.

### SLOW (MINOR OR MAJOR)

A disability or past injury has hindered this hero's mobility. As a Minor Hindrance, reduce his Pace by 1 and his running die one step (if already d4, reduce to d4-1). As a Major Hindrance, reduce the running die a step, Pace by 2, and subtract 2 from Athletics rolls and rolls to resist Athletics (such as Tests or Grappling).

Slow characters may not take the Fleet-Footed Edge.

**Prosthesis:** A character with the Minor version of this Hindrance may have a prosthesis. If the prosthesis is lost, he suffers the effects of the Major version of Slow.

**Wheelchairs:** From about the Victorian era forward, Slow heroes may start with a manual wheelchair at no cost. In the modern era (1980s and on), the character may also choose from an ultralight or powered chair.

All wheelchairs require reasonably smooth ground to operate (GM's call).

- **MANUAL:** Pace is half Athletics die (max of 3) and cannot run.
- **ULTRALIGHT:** Pace is half Athletics die and may run at d4 (Minor) or d4-1 (Major).
- **POWERED:** Pace 6 on flat, even ground, Pace 3 on uneven ground, cannot run. Most powered chairs can go about 10 miles before requiring a recharge.

### SMALL (MINOR)

This adventurer is very skinny, very short, or both. His **Size** (see page 106) is reduced by 1, which reduces his Toughness as well.

Size can't be reduced below -1, but the Toughness penalty remains. A Small half-folk, for example, remains Size -1 and loses a point of Toughness.

### STUBBORN (MINOR)

Stubborn individuals always want their way and never admit they're wrong. Even when it's painfully obvious they've made a mistake

they try to justify it with half-truths and rationalizations.

### **SUSPICIOUS (MINOR OR MAJOR)**

Your character is suspicious of everyone. As a Minor Hindrance, his paranoia causes frequent trust issues. He might demand full payment before doing a task, want every agreement in writing, or believe even his friends are out to get him.

As a Major Hindrance, Support rolls to aid the distrustful individual are made at -2.

### **THIN SKINNED (MINOR OR MAJOR)**

Personal attacks really get under this individual's skin. As a Minor Hindrance, he subtracts 2 when resisting Taunt attacks. As a Major, he subtracts 4.

### **TIMID (MAJOR)**

Not everyone has ice water in their veins. Your hero is squeamish at the sight of blood and gore and terrified of coming to harm. He subtracts 2 from Fear checks and when resisting Intimidation.

### **TONGUE-TIED (MAJOR)**

Your adventurer flubs cool lines (or thinks of them afterwards!), goes off on tangents when he's trying to talk someone into something, and generally miscommunicates most everything he says.

He suffers a -1 penalty to Intimidation, Performance, Persuasion, and Taunt rolls that involve speech.

### **UGLY (MINOR OR MAJOR)**

Attractive people get all the breaks. This unfortunate individual isn't one of them. He subtracts 1 from his Persuasion rolls, or 2 if taken as a Major Hindrance.

### **VENGEFUL (MINOR OR MAJOR)**

Payback is...well...bad news for someone, and this adventurer is going to get it.

As a Minor Hindrance she usually seeks vengeance legally. The method varies by situation. Some plot and scheme for months while others demand immediate results.

Those with the Major version of this Hindrance don't let anything prevent them from a reckoning. This doesn't mean they immediately resort to violence, but their

actions always escalate until total and complete satisfaction is achieved.

### **VOW (MINOR OR MAJOR)**

The character has sworn an oath to someone or something he believes in.

The danger in fulfilling the Vow and how often it might occur determines the level of the Hindrance. A Minor Vow might be to serve an order with a broad mandate that rarely conflicts with the party's goals.

A Major Vow makes long-term and frequent demands on the servant's time and results in great risks to his life.

### **WANTED (MINOR OR MAJOR)**

Your hero has committed some crime and will be arrested if discovered by the authorities. This assumes the setting actually has laws and police officers to enforce them.

The level of the Hindrance depends on how serious the crime was and how active the hunters are. A hero with numerous unpaid parking tickets (in a game where he might have to drive occasionally) has a Minor Hindrance, as does someone wanted for more serious crimes away from the main campaign area. Being accused of murder is a Major Hindrance in almost any setting if there's someone around to seek justice (or vengeance).

### **YOUNG (MINOR OR MAJOR)**

The hero is 12-15 years old (in human years — adjust this for other ancestries). He has only 4 points to adjust his attributes instead of 5, and 10 skill points instead of 12. He may also have legal restrictions depending on the setting (can't drive, own a firearm, and so on).

On the plus side, youths have a fair amount of luck. They draw one extra Benny at the beginning of each game session (this stacks with other Edges such Luck or Great Luck).

Most Young characters should also take the Small Hindrance, but it's not mandatory.

As a Major Hindrance, the character is Very Young (8 to 11 years old). He has only 3 points for attributes and 10 for skills, and the Small Hindrance. Very Young heroes draw two extra Bennies at the start of each session.