

# TRAITS

Characters are defined by their “Traits,” attributes and skills ranked by die types. A d6 is average, while higher die types reflect much greater ability.

**Attributes** are primarily passive or innate abilities used for resisting effects like fear or supernatural attacks. **Skills** are used to *actively* do things or affect others.

Exceptions occur, but these are the foundational differences between the two concepts.

## ATTRIBUTES

Attributes don’t directly affect skill rolls. *Savage Worlds* treats learned knowledge and training as the most relevant and direct factors. A high attribute allows one to increase a skill faster and opens up options to Edges that greatly differentiate two characters with the same skill.

Every character starts with a d4 in each of five attributes:

**Agility** is a measure of a character’s nimbleness, dexterity, and general coordination.

**Smarts** measures raw intelligence, mental acuity, and how fast a heroine thinks on her feet. It’s used to resist certain types of mental and social attacks.

**Spirit** is self-confidence, backbone, and willpower. It’s used to resist social and supernatural attacks as well as fear.

**Strength** is physical power and fitness. It’s also used as the basis of a warrior’s damage in hand-to-hand combat, and to determine how much he can wear or carry.

**Vigor** represents an individual’s endurance, resistance to disease, poison, or toxins, and how much physical damage she can take before she can’t go on. It is most often used to resist Fatigue effects, and as the basis for the derived stat of Toughness.

## USING ATTRIBUTES

Attributes are used to:

- Determine how fast skills increase during **Advancement** (page 54).
- Limit access to **Edges** (page 37).

- Derive secondary statistics such as Toughness or melee damage.
- Resist effects such as being grappled or counter spells, powers, or social attacks such as Taunt or Intimidation.

## SKILLS

Heroes have 12 points to buy skills during character creation. A skill that’s below the linked attribute (noted in parentheses beside the skill name) is cheaper to increase than one that’s at or above it. See page 55 for **Character Creation** and page 54 for **Advancement**.

Core skills are marked with a **red star**, and start at d4 for player characters (see page 10).

Characters can attempt skills they don’t have but it’s more difficult. See **Unskilled Attempts** on page 89.

## ACADEMICS (SMARTS)

Academics reflects knowledge of the liberal arts, social sciences, literature, history, archaeology, and similar fields. If an explorer wants to remember when the Mayan calendar ended or cite a line from *Macbeth*, this is the skill to have.

## ★ ATHLETICS (AGILITY)

Athletics combines an individual’s coordination with learned skills such as climbing, jumping, balancing, biking, wrestling, skiing, swimming, throwing, or catching. Characters who rely on physical power more than coordination can take the **Brute** Edge (page 38) to link this skill to Strength instead of Agility.

## BATTLE (SMARTS)

Battle is an individual’s command of strategy and tactics. It can be used for general military knowledge and is critical when commanding troops in **Mass Battles** (see page 131).

## BOATING (AGILITY)

Characters with this skill can handle most any boat or ship common to their setting. They also know how to handle common tasks associated with their vessel such as tying knots, rigging sails, or following currents.

## SKILL CHANGES IN THIS EDITION OF SAVAGE WORLDS

Here's a summary of the most important skill changes in this edition of *Savage Worlds*.

### CORE SKILLS

Every hero starts with a d4 in five basic abilities: Athletics, Common Knowledge, Notice, Persuasion, and Stealth. A d4 doesn't mean they're *good* at these skills, but they have some basic experience with them.

### MAJOR CHANGES:

- **Charisma** was removed from the game.
- **Climbing** has been folded into **Athletics**.
- **Common Knowledge** is now its own skill rather than a Smarts roll.
- **Investigation** is now **Research** to make its meaning and usage more clear.
- **Focus** is a new skill for the Gifted Arcane Background.
- **Knowledge** has been broken down into the separate skills used in most campaigns. Specifically: **Academics**, **Battle**, **Electronics**, **Hacking**, **Language**, **Occult**, and **Science**.
- **Lockpicking** is now part of **Thievery**, which also handles pickpocketing, sleight of hand, safecracking, and other roguish tricks.
- **Performance** is a new skill.
- **Repair** and its use are better defined.
- **Streetwise** is now an Edge.
- **Swimming** is handled by **Athletics**.
- **Throwing** is covered by **Athletics**.
- **Tracking** is now part of **Survival**.

### ★ COMMON KNOWLEDGE (SMARTS)

Characters roll Common Knowledge to know people, places, and things of their world, including etiquette, geography, culture, popular technology, contacts, and customs.

### DRIVING (AGILITY)

Driving allows a hero to control any powered ground vehicle common to his setting. This includes cars, motorcycles, tanks, and the like.

(Bikes and other self-powered transports use Athletics, beast-drawn transports use Riding.)

Characters in modern settings where vehicles are ubiquitous don't need Driving for ordinary travel. Driving rolls are typically only needed in dangerous or stressful conditions, such as **Chases** (page 113).

### ELECTRONICS (SMARTS)

Electronics allows a hero to use complex or specialized devices such as the control panels on industrial machines or the sensor systems found on spaceships in futuristic settings.

Consumer or electronic devices common to the setting don't require Electronics — Common Knowledge suffices if a roll is required at all. In the modern world, this applies to video recorders, cell phones, etc.

Fixing any type of broken electronic device uses the **Repair** skill (see page 34).

### FAITH (SPIRIT)

Faith is the arcane skill required for **Arcane Background (Miracles)**, described on page 148.

### FIGHTING (AGILITY)

Fighting covers all hand-to-hand (melee) attacks, whether it's with fists, axes, laser swords, or martial arts. See Chapter Three for the combat rules and the various maneuvers a warrior might attempt.

### FOCUS (SPIRIT)

Focus is the arcane skill for **Arcane Background (Gifted)**, see page 148.

### GAMBLING (SMARTS)

Gambling is common in the saloons of the Old West, the back rooms of criminal organizations, the barracks of most armies, or the flight decks of scifi spaceships.

To simulate an hour of gambling without having to roll for every single toss of the dice or hand of cards, have everyone agree on the stakes, such as \$10, 10 gold coins, etc. Everyone in the game then makes a Gambling roll. The lowest total pays the highest total the difference times the stake. The next lowest pays the second highest the difference times the stake, and so on. If there's an odd man left in the middle, he breaks even.

**Example:** Red rolls highest with a 10 and Gabe rolls lowest with a 4. The difference is 6, so Gabe pays Red  $6 \times$  the stake of \$10, or \$60.

**Cheating:** A character who cheats adds +2 to his roll. The GM may raise or lower this modifier depending on the particulars of the game or the method of cheating. If a cheater rolls a Critical Failure, however, he's caught. The consequences depend on the circumstances and who noticed, but are usually unpleasant!

## HACKING (SMARTS)

Hacking is the skill used to create programs and "hack" into secured systems. Use of this skill always requires a computer or interface of some sort.

Most tasks are a simple Hacking roll. The amount of time it takes is determined by the GM, from a single action to hours, days, or even months depending on the complexity of the project. Success means the attempt works as desired and a raise halves the time required. Failure usually just means the hacker must try again, while a Critical Failure may mean the system locks the user out, issues an alarm, or enacts another countermeasure of some sort.

## HEALING (SMARTS)

Healing has multiple uses, from treating Wounds to diagnosing diseases and analyzing certain kinds of forensic evidence.

See page 96 for rules on mending and treating Wounds, and page 129 for treatment of disease or poison.

**Forensics:** Healing can also be used to analyze evidence that relates to anatomical trauma, including cause and time of death, angle of attack, and similar matters. Success provides basic information and a raise increases the details uncovered.

## INTIMIDATION (SPIRIT)

Intimidation is the art of frightening an opponent so that he backs down, reveals information, or flees.

Intimidation is an opposed roll resisted by the opponent's Spirit. In combat, this is a **Test** (see page 108). Out of combat, a successful roll means the foe backs down for the most part, reveals some information, or slinks away when the opportunity presents itself.

A raise might mean he backs down for the remainder of the scene, spills all the beans, or runs away as fast as he can.

In or out of combat, a Critical Failure means the target is immune to this character's Intimidation attempts for the remainder of this encounter!

**Networking:** Intimidation can also be used as a "macro" skill to simulate several hours of working the streets. See **Networking** on page 133 to see how to crack some heads for favors or information.

## LANGUAGE (SMARTS)

In some settings, such as those that focus on pulp action or "planetary romance" (where characters frequently travel among many strange civilizations), speaking various languages can simply be roleplayed with halting dialogue and campy accents that start out a little difficult and are quickly forgotten. The GM may ignore this skill altogether in these settings, or use the **Multiple Languages** Setting Rule on page 140.

In more realistic settings, communication can be a major barrier that requires characters to put skill points into additional languages. In a 1980s World War Three game, for example, a group of United Nations paratroopers won't be able to speak with their foes unless they take Russian, Polish, or other languages common to the Warsaw Pact.

If the Language skill is in use, it should be listed as Language (Spanish), Language (American Sign Language), etc. A character's die type also notes how fluent he is in it. (Characters start with a d8 in their own Language.)

## LANGUAGE PROFICIENCY

SKILL	ABILITY
d4	The character can read, write, and speak common words and phrases.
d6	The speaker can carry on a prolonged but occasionally halting conversation.
d8	The character can speak fluently.
d10	The hero can mimic other dialects within the language.
d12	The speaker can masterfully recite important literary or oral works.

## CREATING OTHER SKILLS

Game Masters can create any skill they want or need for their setting. If the skill has defined uses, she should work out exactly how it functions. If navigating the stars is a big part of your planetary romance campaign and you don't think the Electronics skill covers use of the navigational systems, for example, you might want to add Astrogration.

Players can also add their own specialty skills (with the GM's approval). These aren't likely to come up much in most settings, however, unless the *player* proactively looks for ways to use them.

*Example: In Deadlands: Hell on Earth, the heroes must rally the town against an approaching mutant horde. Emily has a skill of her own creation, Journalism. She decides to use it to write an emotional article and print it up for everyone in the settlement to read. She gets a raise and the GM decides the entire town rallies to the defenders' side.*

### SKILL PHILOSOPHY

New players sometimes focus on some skills being so broad — such as Fighting or Shooting — and trying to make all other skills equally so. But the primary goal of the skill system is to create and support *character tropes*. A shooter, whether he's a sniper or a Bowman, is ubiquitous across many settings and *all* use a single ability — being able to fire weapons accurately. You don't need a skill for firearms and another for bows to reinforce those character tropes.

Investigators *do* need many different skills, however, because they do things in completely different ways. A hard-nosed detective needs Intimidation to work the streets, socialites mingle with high society, bookworms hit the library, and computer geeks use Hacking to get what they want.

Also, some skills just don't make *sense* when combined. You could combine Boating, Driving, and Piloting into "Vehicles," for example, but then every modern day person who can drive a car could fly a plane. Consider that when you're altering skills for your campaigns.

**Limited:** Use whichever skill is lowest when performing an action that requires knowledge of a foreign language. Intimidation (if verbal), Persuasion, Research, Taunt, etc., are all limited by the character's Language skill.

This limitation never applies to a character's native tongue.

### ★ NOTICE (SMARTS)

Notice is a hero's general awareness and alertness. It's used to sense sights, sounds, tastes, and smells, spot clues, detect ambushes, spot hidden weapons on a foe, or tell if a rival is lying, frightened, happy, etc.

Success conveys basic information — the character hears movement in the forest, smells distant smoke, or senses someone isn't being completely truthful.

A raise grants more detail, such as the direction of a sound or odor or what topic a person is avoiding or lying about.

### OCCULT (SMARTS)

Occult reflects knowledge and experience with the paranormal most others don't even believe exists. It can be used to decipher strange pictograms, recall information about supernatural creatures, remember cures for monstrous maladies like lycanthropy or vampirism, or perform rituals.

Finding information in a library, newspaper morgue, old tome, the internet, etc., uses the Research skill. As noted there, however, if the investigator's Occult skill is higher she may use that instead. See **Research** on page 34.

### PERFORMANCE (SPIRIT)

A good entertainer can lift the spirits, rally a crowd to action, or simply earn a few bucks from the locals. Specifics depend on the situation, setting, and how well the character is known in the area.

Performance covers singing, acting, playing an instrument, or similar tasks that require an audience to appreciate.

**Raising Funds:** The amount of money a character can raise by performing is extremely subjective, but as a general rule a successful performance raises 20% of the setting's Starting Funds with a success and 30% with a raise. The GM can multiply this amount by the performer's Rank if she feels it's

appropriate. These numbers work for typical performers who might be known in a small establishment or area. Larger performances can greatly boost the performer's fee, but also require more time, energy, and setup.

**Deception:** Performance can be used instead of Persuasion if the character is attempting to deceive, bluff, or disguise herself and the GM agrees it makes sense in the context of the situation.

### ★ PERSUASION (SPIRIT)

Persuasion is the ability to convince others to do what you want through reason, cajoling, deception, rewards, or other friendly means. Persuasion isn't mind control. It can change someone's attitude but not their goals. A bandit may let you keep a sentimental piece of jewelry with a good Persuasion roll but still takes all your other goods.

When used to **Support** allies (page 106) it's an unopposed roll. If the target is resistant, it's an opposed roll vs. the target's Spirit. The GM should modify the roll as she sees fit based on roleplaying, any pertinent Edges or Hindrances that affect the conversation, and the circumstances.

**Reaction Level:** How much a person is willing to cooperate depends largely on their attitude toward whoever's talking to them. The Game Master can decide how nonplayer characters feel based on the setting, or roll on the **Reaction Table** (see sidebar) if she has no preconceived notions.

Success improves the target's attitude one level and a raise improves it two. Further increases aren't generally possible in the same encounter — it takes individuals a little time to adjust their biases.

Failure means the target won't change his mind this scene or until the situation changes in some important way. A Critical Failure also *reduces* the target's attitude two levels.

Only one roll should generally be allowed per interaction unless new information is revealed, a substantial reward is offered, etc.

**Networking:** Characters can also use Persuasion as a "macro skill," simulating a few hours or an evening's time hobnobbing and socializing to gain favors or information. See **Networking** on page 133.

### PILOTING (AGILITY)

Piloting allows a character to maneuver airplanes, helicopters, jet packs, or spaceships. Rules for Chases and vehicular combat can be found in Chapter Four.

A being with the innate ability to fly (he has wings, for example) uses Athletics instead.

### PSIONICS (SMARTS)

This is the skill "psions" or "psis" use to activate and control their psionic abilities. See the **Arcane Background (Psionics)** Edge on page 148.

## REACTIONS

The GM can use the table below to roll or choose a character or group's initial attitude.

### REACTION TABLE

2D6	INITIAL REACTION
2	<b>Hostile:</b> The target is openly hostile. He may attack if possible, or otherwise betray, report on, or hinder the party at the first opportunity. He doesn't help without an overwhelming reward or threat of some kind.
3	<b>Unfriendly:</b> The character isn't interested in helping unless he has little choice and/or is offered a substantial payment or reward.
4-5	<b>Uncooperative:</b> The target isn't interested in getting involved unless there's a significant advantage to himself.
6-8	<b>Neutral:</b> The character has no particular attitude toward the group. He expects fair payment for any sort of favor or information.
9-10	<b>Cooperative:</b> The character is generally sympathetic. He helps if he can for a small fee, favor, or kindness.
11	<b>Friendly:</b> The individual goes out of his way for the hero. He likely does simple tasks for very little, and is willing to do more dangerous tasks for fair pay or other favors.
12	<b>Helpful:</b> The target is anxious to help the hero and probably does so for little or no reward.

**REPAIR (SMARTS)**

Repair is the ability to take apart and/or fix mechanical gadgets, vehicles, weapons, and simple electrical devices. It also covers the use of demolitions and explosives.

How long a Repair roll takes is up to the GM and the complexity of the task. Fixing a Wound on a compact car in a post-apocalyptic setting might take an hour. Fixing a Wound on the same car in the present day might take four hours if the character wants it painted, polished, etc. Success means the item is functional. A raise on the Repair roll halves the time required.

**Tools:** Characters suffer a minor penalty (-1 to -2) to their roll if they don't have access to basic tools, or a major penalty (-3 to -4) if the device requires specialized equipment.

**Electronics:** Repair can be used to repair electronic devices, but is limited by the hero's Electronics skill. Use whichever skill is lowest.

**RESEARCH (SMARTS)**

A character skilled in Research knows how to make good use of libraries, newspaper morgues, the internet, or other written sources of information.

The amount of time this takes is up to the GM and the situation. Finding something on the internet or a specific passage in a book might be possible in a combat round. Looking through books in a library, searching the internet for a complex topic, or digging up background information on an individual usually takes about an hour.

Success finds basic information and a raise provides more detail. Failure means the researcher doesn't find what she's looking for.

A Critical Failure might mean the researcher finds plausible but incorrect information, triggers the notice of some opposed entity or faction, reads something "Humanity Was Not Meant to Know" and suffers a mental illness of some sort (a Minor Phobia, Quirk, etc.), or she might even accidentally *destroy* the source. The GM is encouraged to be creative when such a mishap occurs, perhaps forcing the party to approach the situation in a different way.

**Related Skills:** If a character has a skill that relates directly to the subject he's researching, he can use that instead of Research. An explorer with Occult d10 and Research d6, for example, rolls a d10 when investigating vampire lore at a forgotten library. If he later goes to search for the deed to a house where the vampires are rumored to lair, he rolls his normal Research instead.

**Note:** Research may only provide the clues, especially in a mystery-heavy game. Putting the clues *together* from the information gathered is up to the *players*.

**RIDING (AGILITY)**

Riding allows a hero to mount, control, and ride any beast or beast-drawn vehicle common to his setting. This includes horses, camels, dragons, wagons, chariots, and the like. See the rules for **Mounted Combat** on page 103.

**SCIENCE (SMARTS)**

Those with this skill have studied various hard sciences such as biology, xenobiology, chemistry, geology, engineering, or any other "hard" science.

A successful Science roll reveals basic information about a topic, and a raise grants more details.

**COMPREHENSIVE MODIFIERS**

Previous editions of *Savage Worlds* listed a host of modifiers for things like Stealth and Tracking (now part of Survival). We've foregone those tables in this edition for a more subjective stance that allows the GM to look at the entire situation — something we can't sum up in a table — and assign a bonus or penalty on her own, usually from +4 to -4.

This allows her to consider all the factors more generally, especially those that overlap (like dual penalties for rain or darkness that both limit visibility and therefore shouldn't stack) and sum them up quickly and easily without having to consult a table in the middle of a tense scene.

## SHOOTING (AGILITY)

Shooting covers all attempts to hit a target with a ranged weapon such as a bow, pistol, or rocket launcher (thrown weapons use **Athletics**, page 29). See Chapter Three for details on ranged combat.

## SPELLCASTING (SMARTS)

Mages, wizards, warlocks, and witches use Spellcasting to cast spells. See the **Arcane Background (Magic)** Edge on page 148.

## ★ STEALTH (AGILITY)

Stealth is the ability to hide and move quietly. A simple success on a Stealth roll means the character avoids detection if enemies aren't particularly alert. If the character fails the roll, the enemy realizes something is amiss and begins actively searching for whatever roused them.

Once foes are alerted and active, Stealth is opposed by Notice (a group roll if there are many foes, see page 89).

The GM should apply any circumstantial penalties to Notice rolls for darkness, cover, noise, distractions, and any difference in the target's Scale (just like when attacking, see **Scale** on page 106). Sneaking through dry leaves might subtract 2 from the Stealth roll, for example, while spotting someone in the dark uses the Illumination penalty listed on page 102 (-4). Don't apply the same modifier to both rolls, however. If Stealth is at -2 for the leaves, don't give Notice a +2 for them as well.

**Sneak Attack:** Sneaking up close enough to make a melee attack *always* requires an opposed Stealth roll versus the target's Notice, whether the guard is actively looking for trouble or not. If successful, the victim is **Vulnerable** (page 100) to the attacker, but only until the attacker's turn ends. With a raise, the attacker has **The Drop** (page 100) instead.

**Movement:** In combat, characters roll Stealth each turn as a free action at the end of their move or any action the GM thinks might draw attention.

Out of combat, the distance moved depends entirely on the situation. The GM might want a roll every minute if the group is sneaking around the perimeter of a defensive position, or every few miles if they're trying to quietly

walk the path through a dark forest without alerting the creatures that live there.

## SURVIVAL (SMARTS)

Survival allows a character to find food, water, or shelter in hostile environments. It can also be used to navigate wilderness environments, figure out which plants are good to eat and which aren't, and so on.

A successful Survival roll provides enough food and water for one person for one day, or five people with a raise.

More detailed information on **Hunger** and **Thirst** can be found under **Hazards** on page 125.

**Tracking:** Survival can also be used to detect and follow tracks. Each roll generally covers following the tracks for one mile, but the GM should adjust this as needed for specific circumstances.

The Game Master should assign a bonus or penalty based on the target, environment, and time. Tracking a large group that recently passed through a snow-covered area might grant a bonus of +4, while following a single person over rocks and streams after more than a day incurs a -4 penalty.

## TAUNT (SMARTS)

Taunt attacks a person's pride through ridicule, cruel jests, or oneupmanship.

Taunt is an opposed roll resisted by the opponent's Smarts. In combat, this is a **Test** (see page 108).

Out of combat, success means the defender backs down, slinks away, or starts a fight. A raise might leave the victim cowed for the remainder of the scene, or make her storm out of the area fuming or even in tears, or attack her tormentor recklessly (perhaps with a Wild Attack on the first round of combat).

A Critical Failure means the target is immune to this character's Taunts for the remainder of the encounter.

## THIEVERY (AGILITY)

Lockpicking, safecracking, picking pockets, sleight of hand, setting and disabling traps and similar acts of misdirection, sabotage, subterfuge, and manipulation are called Thievery.

## FAMILIARIZATION

If it's dramatically appropriate to show that a character is out of his element with the particular use of a skill — such as picking up an alien weapon and trying to make a Shooting attack with it — the GM should simply apply a penalty (usually -2 to -4) to the total.

When to do this, and how large the penalty is, depends entirely on the situation. A gunslinger might suffer a penalty when using a bow, for example, at least until he's had a day or two to practice. A professor might suffer a -4 to a Science roll if the player specifically says he's a world famous *chemist* when the check the GM has called for concerns Paleozoic geology. (Though that's a great time to award a Benny if the player roleplays his lack of knowledge!)

How long a penalty lasts under repeated use depends on the skill in question. Physical penalties likely fade after a day or so of practice. Penalties for knowledge-based skills are removed if the character spends time researching the subject matter and has access to suitable materials. A French literature major who has time to study up on her Shakespeare, for example, shouldn't suffer a penalty to her Academics.

In summary, use familiarization penalties for dramatic use or to illustrate differences in cultures or technology levels. Even then, keep the story moving and don't get bogged down in the minutiae.

If used to pick a lock, crack a safe, disable a trap, or perform a simple unopposed action, success opens or disables the device, and a raise does it in less time, without tripping alarms, or whatever else the GM feels is appropriate.

Sleight of hand, hiding or planting an item, or picking a pocket require a simple success. If foes are actively watching the character, Thievery is opposed by Notice.

The Game Master should assign penalties for particularly difficult circumstances. Picking a heavy padlock might have a -4 penalty, while hiding a revolver in bulky winter clothing might grant a +1 bonus. Failure typically means the character is spotted or it takes too much time (after which the character can try again). A Critical Failure typically sets off the trap, alerts the victim, or jams the device so that it must be opened or interacted with in a different way.

**Limited:** Using Thievery on an electronic device, such as a keypad, is limited by the thief's Electronics skill. Use the lowest of the two skills.

## WEIRD SCIENCE (SMARTS)

"Mad" scientists, inventors in worlds with magic (or technology far beyond our own), alchemists, or artificers can be found throughout many *Savage Worlds*.

Though their techniques may vary, all use Weird Science as their arcane skill. See the **Arcane Background (Weird Science)** Edge on page 148 to learn more of their wondrous ways.



# EDGES

Below is a list of Edges common to most settings. You'll find new Edges designed for your game world in official *Savage Worlds* books as well.

The Edges are grouped by type to help during character creation. You'll find a summary on page 59.

Unless an Edge specifically says otherwise, it may only be selected once.

**REQUIREMENTS:** Below each Edge is the minimum **Rank** (see page 54) required to take it along with any other prerequisites such as attributes, skills, or other Edges.

## BACKGROUND EDGES

These Edges are typically advantages a character is born with, learns from prolonged and extensive training, or gains after exposure to certain events.

Players can choose these Edges after character creation with a little rationalization. An individual might choose the Attractive Edge, for example, by cleaning herself up, getting a makeover, and generally paying more attention to her looks. Characters might be able to gain the Arcane Background Edge by finding a book of forbidden knowledge or training with another arcane type in their party during downtime between adventures.

### ALERTNESS

**REQUIREMENTS:** Novice  
Not much gets by this hero. He's very observant and perceptive, and adds +2 to his Notice rolls to hear, see, or otherwise sense the world around him.

### AMBIDEXTROUS

**REQUIREMENTS:** Novice, Agility d8+  
Your warrior is as deft with his left hand as he is with his right. He ignores the **Off-Hand** penalty (see page 104).

If holding a weapon in each hand, Ambidextrous characters may stack Parry bonuses (if any) from both weapons.

### ARCANE BACKGROUND

**REQUIREMENTS:** Novice  
Exposure to strange energies, studies at a magical school, or gifts from divine or spiritual entities sometimes grant champions their own powers and abilities. Such events lead to the Arcane Background Edge and the development of supernatural abilities. See Chapter Five for a complete description of Arcane Backgrounds, powers, and how to use them.

### ARCANE RESISTANCE

**REQUIREMENTS:** Novice, Spirit d8+  
Magic and the supernatural hold little sway with this individual. Whether by nature, heritage, or training he's particularly resistant to magic, psionics, weird science, and other supernatural energies.

Enemy arcane abilities targeting the hero suffer a -2 penalty and magical damage is reduced by 2 as well. If a hostile power fails to affect the hero due to this penalty, it still activates and consumes Power Points (and may still affect other targets). This includes magical bonuses granted to weapons, such as the *smite* power or the damage bonus of magical weapons.

### IMPROVED ARCANE RESISTANCE

**REQUIREMENTS:** Novice, Arcane Resistance

As above, but the penalty to the arcane skill roll and damage are increased to 4.



**ARISTOCRAT****REQUIREMENTS:** Novice

This individual was born into privilege or came into it later in life. She may or may not have money (the Rich or Filthy Rich Edge), but she still walks in the elite social circles of the setting.

Aristocrats add +2 to Persuasion when **Networking** (see page 133) with the local elite, captains of industry, nobles, or other aristocrats. They also add +2 to Common Knowledge rolls made to know the etiquette of the upper class, recognize family trees or heraldry, or recall gossip concerning others of their station.

**ATTRACTIVE****REQUIREMENTS:** Novice, Vigor d6+

It's no secret people are more willing to help those they find physically attractive. Your character adds +1 to Performance and Persuasion rolls if the target is attracted to his general type (gender, sex, species, etc.).

**VERY ATTRACTIVE****REQUIREMENTS:** Novice, Attractive

Your hero is drop-dead gorgeous. He increases his Performance and Persuasion bonus to +2.

**BERSERK****REQUIREMENTS:** Novice

Berserkers become wild and nearly uncontrollable when the "red rage" takes them, but they are deadly killing machines as well!

Immediately after suffering a Wound or a Shaken result (from physical damage only), your hero must make a Smarts roll or go Berserk. She *can* voluntarily fail this check if she likes.

Going Berserk has the following effects:

- **FURY:** The character's Strength increases a die type and every melee attack must be a **Wild Attack** (see page 109). She cannot use any skills that require wit or concentration (GM's call). She may scream out threats and use Intimidation, for example.
- **ENRAGED:** Adrenaline and rage fuel the berserker's muscles, adding +2 to Toughness. She ignores one level of Wound

penalties (this stacks with any other abilities that reduce Wound penalties).

- **RECKLESS ABANDON:** Anytime a berserker rolls a Critical Failure on a Fighting check, she hits a random target within range of her attack (*not* the intended target), friend or foe. If there are no applicable targets, the blow simply misses, smashes nearby objects, etc.

After five consecutive rounds of berserk fury, the hero takes a level of Fatigue. At ten rounds, she takes another level of Fatigue and the rage ends. She may also *choose* to end her rage at any time by making a Smarts -2 roll (as a free action; possibly avoiding Fatigue if she manages to end her rage before it's incurred!). Start the count anew if she goes berserk again, even in the same battle.

**BRAVE****REQUIREMENTS:** Novice, Spirit d6+

Those with this Edge have learned to master their fear, or have dealt with so many horrors they've become jaded. These valiant explorers add +2 to Fear checks and subtract 2 from **Fear Table** results (see page 124).

**BRAWNY****REQUIREMENTS:** Novice, Strength d6+, Vigor d6+

Your bruiser is very large or very fit. Her Size increases by +1 (and therefore Toughness by 1) and she treats her Strength as one die type higher when determining **Encumbrance** (page 67) and **Minimum Strength** to use armor, weapons, and equipment without a penalty (page 66).

Brawny can't increase a character's Size above +3.

**BRUTE****REQUIREMENTS:** Novice, Strength d6+, Vigor d6+

Brutes focus on core strength and fitness over coordination and flexibility. They treat Athletics as linked to Strength instead of Agility for purposes of Advancement. The character may also resist Athletics Tests with Strength if she chooses.

Finally, Brutes increase the Short Range of any thrown item by +1. Double that for the adjusted Medium Range, and double again



for Long Range. If a thrown item's Range is 3/6/12, for example, a Brute's Range is 4/8/16.

## CHARISMATIC

**REQUIREMENTS:** Novice, Spirit d8+

Your hero is likable for some reason. She may be trustworthy or kind, or might just exude confidence and goodwill. You get one free reroll on Persuasion rolls.

## ELAN

**REQUIREMENTS:** Novice, Spirit d8+

Elan means energy or spirit. Those who have it rise to the occasion when the going gets toughest. When you spend a Benny to reroll a Trait, add +2 to the total. The bonus applies only when rerolling. It doesn't apply to damage rolls (since they're not Trait rolls), nor does it apply to Soak rolls unless you're using *another* Benny to reroll the Vigor check.

## FAME

**REQUIREMENTS:** Novice

Your character is a minor celebrity of some sort. She might be a popular bard known in a particular fiefdom, a minor rock star, or a beloved B-movie actor.

She makes double the normal fee when performing for pay (see **Performance**, page 32). She can also use her celebrity to add +1 to Persuasion rolls if a target is friendly and knows who she is (a Common Knowledge roll modified by how likely the individual is to know the celebrity).

The downside of Fame is that the individual is often recognized, others frequently want something from her, she may be followed by fans or admirers, or she may not be able to shirk obligations, performances, or other duties without causing trouble for herself.

## FAMOUS

**REQUIREMENTS:** Seasoned, Fame

Your hero is truly famous. She's well-known in a large circle such as a country, a large industry, or a popular medium (film or television, the music industry). She makes 5× the normal fee when performing and adds +2 to Persuasion rolls when influencing friendly individuals who know who she is.

The price is higher for the truly Famous, too, with more demands on her time, obligations, rivals, scandals, and an inability to operate in crowds without being recognized.

## FAST HEALER

**REQUIREMENTS:** Novice, Vigor d8+

Those with this blessing add +2 to Vigor rolls for natural healing, and check every three days instead of five (see **Healing**, page 96).

## FLEET-FOOTED

**REQUIREMENTS:** Novice, Agility d6+

The hero's Pace is increased by +2 and his running die increases one step (from d6 to d8, for example).

**LINGUIST****REQUIREMENTS:** Novice, Smarts d6+

This world-traveler has an ear for languages. She begins play knowing half her Smarts die type in different Language skills of her choice at d6 (see the **Language** skill on page 31).

**LUCK****REQUIREMENTS:** Novice

The adventurer seems to be blessed by fate, karma, the gods, or whatever external forces he believes in (or believe in him!).

He draws one extra Benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

**GREAT LUCK****REQUIREMENTS:** Novice, Luck

The player draws two extra Bennies instead of one at the start of each session.

**QUICK****REQUIREMENTS:** Novice, Agility d8+

Quick characters have lightning-fast reflexes and a cool head. Whenever you are dealt an Action Card of Five or lower, you may discard it and draw again until you get a card higher than Five, then choose which card to keep.

Characters with both the Level Headed and Quick Edges first draw their additional card and choose which to take. If that card is a Five or less, the Quick Edge may be used to draw a replacement until it's Six or higher, then choose which of those to keep.

**RICH****REQUIREMENTS:** Novice

Whether the individual was born with a silver spoon in his mouth or earned it through hard work, he's got more money than most.

Rich heroes start with three times the normal starting funds for the setting. If a regular income is appropriate for this setting, the

hero receives the modern-day equivalent of a \$150,000 annual salary.

**FILTHY RICH****REQUIREMENTS:** Novice, Rich

This fortunate individual is very wealthy. He has five times the starting funds for the setting during character creation and, if appropriate, a yearly income after responsibilities of around \$500,000.

Even wealthier characters may exist, but unless there's a game effect it probably shouldn't matter. This should be worked out with the GM and come with many more assets as well as onerous responsibilities.

**COMBAT EDGES**

These Edges are designed to help your hero dish out terrible damage — or survive it — in the bloody battles of *Savage Worlds*.

**BLOCK****REQUIREMENTS:** Seasoned, Fighting d8+

Through hard-fought experience your hero has learned to defend himself in vicious hand-to-hand combat. His Parry increases by +1 and any Gang Up bonus against him is reduced by one.

**IMPROVED BLOCK****REQUIREMENTS:**

Veteran, Block

The hero's Parry bonus is now +2 and the Gang Up bonus against him is reduced by 2.



**BRAWLER**

**REQUIREMENTS:** Novice, Strength d8+, Vigor d8+

His fists hit like hammers or his talons cut like scythes. His body feels like it's made of stone. Brawlers increase their Toughness by 1 and roll Strength +d4 when hitting with their fists or feet (or claws if they have them). If they already have a damage die from **Claws** (page 18), the Martial Artist Edge, etc., increase the damage die type by one instead.

The Brawler Edge doesn't make the character's fists **Natural Weapons** (page 104).

**BRUISER**

**REQUIREMENTS:** Seasoned, Brawler

The fighter increases his Toughness an additional +1, and the damage caused with his fists or claws another die type.

**CALCULATING**

**REQUIREMENTS:** Novice, Smarts d8+

A few seconds to study your foe's actions gives your hero a major advantage. When his Action Card is a Five or less, he ignores up to 2 points of penalties on one action that turn, which can include Multi-Action, cover, Range, and even Wound penalties.

**COMBAT REFLEXES**

**REQUIREMENTS:** Seasoned

Your warrior recovers quickly from shock and trauma. He adds +2 to his rolls when attempting to recover from being Shaken or Stunned.

**COUNTERATTACK**

**REQUIREMENTS:** Seasoned, Fighting d8+

Fighters with this Edge deal instant punishment for an enemy's mistakes. Once per round (if not Shaken or Stunned), the character receives a **Free Attack** (page 101) against one failed Fighting attack against him. The counterattack takes place immediately (before other hits against the hero on the same Action Card, if any).

**IMPROVED COUNTERATTACK**

**REQUIREMENTS:** Veteran, Counterattack

As above but the hero gets a Free Attack against up to three failed attacks each round.

**DEAD SHOT**

**REQUIREMENTS:** Wild Card, Novice, Athletics or Shooting d8+

When your Action Card is a Joker, double the total damage of your first successful Athletics (throwing) or Shooting roll this round.

**DODGE**

**REQUIREMENTS:** Seasoned, Agility d8+

The hero can anticipate attacks or move erratically under fire. Unless the victim of a surprise attack and taken completely unaware, Dodge subtracts 2 from all ranged attacks made against the character. Dodge does *not* stack with actual cover, however.

**IMPROVED DODGE**

**REQUIREMENTS:** Seasoned, Dodge

The hero adds +2 when Evading area effect attacks. See **Evasion** on page 100.

**DOUBLE TAP**

**REQUIREMENTS:** Seasoned, Shooting d6+

Experienced firearms experts fire two shots in rapid succession without spoiling their aim.

Double Tap can only be used with weapons that have a Rate of Fire of 1 and can fire two shots without needing to manually reload. It adds +1 to hit and damage at the cost of one extra bullet. This is per action, so a shooter can Double Tap more than once if she performs a Multi-Action.

Double Tap *cannot* be combined with Rapid Fire.

If used with a weapon capable of **Three-Round Burst** (see page 67), it adds +2 to Shooting and damage instead of +1 and expends *six* bullets.

**EXTRACTION**

**REQUIREMENTS:** Novice, Agility d8+

When a character withdraws from melee, adjacent attackers get a free Fighting attack against him (see **Withdrawing from Melee** on page 109). This is a very dangerous proposition for most, but not your wily champion.

When moving away from adjacent foes, one of them (player's choice), doesn't get his free Fighting attack.

**IMPROVED EXTRACTION****REQUIREMENTS:** Seasoned, Extraction

Up to three foes' (player's choice) don't get attacks when your warrior moves out of melee with them.

**FEINT****REQUIREMENTS:** Novice, Fighting d8+

When performing a **Test** (page 108) with the Fighting skill, you can choose to make the foe resist with Smarts instead of Agility.

**FIRST STRIKE****REQUIREMENTS:** Novice, Agility d8+

Once per round, as long as he's not Shaken or Stunned, the hero gets a free Fighting attack against a foe immediately after he moves into Reach. (See **Free Attacks** on page 101).

**IMPROVED FIRST STRIKE****REQUIREMENTS:** Heroic, First Strike

As above but the hero may attack up to three foes each turn.

**FREE RUNNER****REQUIREMENTS:** Novice, Agility d8+, Athletics d6+

Your character practices "parkour" or is just very skilled at running, jumping, swinging, scampering up walls, and over obstacles.

As long as there are obstacles she can bound on, bounce off, or swing on, she moves at her full Pace on Difficult Ground when on foot. She also adds +2 to her Athletics rolls when climbing and in foot **Chases** (see **Chases & Vehicles** page 113).

**FRENZY****REQUIREMENTS:** Seasoned, Fighting d8+

As a limited action, a character with Frenzy may roll a second Fighting die with any one of his Fighting attacks for the turn. The extra die may be allocated to the same or different targets as he sees fit. Resolve each separately.

**IMPROVED FRENZY****REQUIREMENTS:** Veteran, Frenzy

As Frenzy but the fighter adds a third Fighting die to his Fighting attack made with Frenzy this turn.

*Example: Red is desperately battling a giant crab-like creature on an alien planet. She has Improved Frenzy and decides to attack three times (a Multi-Action at the usual penalty). She rolls her Fighting skill with two extra dice for her first attack. She doesn't get the extra dice on her second or third Fighting rolls.*

**GIANT KILLER****REQUIREMENTS:** Veteran

The bigger they are, the harder they are to kill. At least for most. Your hero knows how to find the weak points in the most massive of foes.

He adds +1d6 damage when attacking creatures who are three or more Sizes larger than himself (see **Size**, page 178). A human (Size 0) gets the bonus against a creature of Size 3 or greater.

**HARD TO KILL****REQUIREMENTS:** Novice, Spirit d8+

This adventurer has more lives than a herd of cats. He may ignore his Wound penalties when making Vigor rolls to avoid **Bleeding Out** (see page 95).

**HARDER TO KILL****REQUIREMENTS:** Veteran, Hard to Kill

Your hero is tougher to kill than Rasputin. If he is ever "killed," roll a die. On an odd result, he's dead as usual. On an even roll, he's Incapacitated but somehow escapes death. He may be captured, stripped of all his belongings, or mistakenly left for dead, but he somehow survives.

**IMPROVISATIONAL FIGHTER****REQUIREMENTS:** Seasoned, Smarts d6+

Heroes often find themselves fighting with pieces of equipment or furnishings not designed for combat. A brawler with this Edge has a knack for using such improvised weapons. He ignores the usual -2 penalty when wielding them. See page 102 for details on **Improvised Weapons**.

**IRON JAW****REQUIREMENTS:** Novice, Vigor d8+

The hero can shrug off even extreme blows. He adds +2 to Soak rolls and Vigor rolls to avoid **Knockout Blows** (see page 100).

**KILLER INSTINCT****REQUIREMENTS:** Seasoned

This hero hates losing. He gets a free reroll in any opposed Test he initiates.

**LEVEL HEADED****REQUIREMENTS:** Seasoned, Smarts d8+

Fighters who can keep their cool when everyone else is running for cover make deadly combatants. A hero with this Edge draws an additional Action Card in combat and chooses which to use.

**IMPROVED LEVEL HEADED****REQUIREMENTS:** Seasoned, Level Headed

As above but the hero draws two additional cards and chooses which to keep.

**MARKSMAN****REQUIREMENTS:** Seasoned, Athletics d8+ or Shooting d8+

The hero is a natural with ranged weapons. If she doesn't move in a turn and fires no more than a Rate of Fire of 1 as her first action, she may add +1 to an Athletics (throwing) or Shooting roll, or ignore up to 2 points of penalties from Called Shots, Cover, Range, Scale, or Speed. This is a lesser version of the Aim maneuver and does not stack with it. Marksman doesn't apply to additional attacks after the first.

**MARTIAL ARTIST****REQUIREMENTS:** Novice, Fighting d6+

The fighter has trained in basic martial arts. Her fists and feet are weapons (see **Natural Weapons**, page 104) so she's always considered armed. She adds +1 when striking with them and causes Strength+d4 damage. If she already has a Strength damage die from the **Claws** ancestral ability (page 18) or the **Brawler** Edge, increase the damage a die type.

Martial Artist does *not* add to damage from other Natural Weapons such as fangs or horns.

**MARTIAL WARRIOR****REQUIREMENTS:** Seasoned, Martial Artist

Increase the warrior's Fighting bonus to +2 and her damage die an additional step.

**MIGHTY BLOW****REQUIREMENTS:** Wild Card, Novice, Fighting d8+

If your Action Card is a Joker, double the damage of your first successful Fighting attack this round.

**NERVES OF STEEL****REQUIREMENTS:** Novice, Vigor d8+

Your hero has learned to fight on through the most intense pain. He may ignore 1 point of Wound penalties.

**IMPROVED NERVES OF STEEL****REQUIREMENTS:** Novice, Nerves of Steel

The hero ignores two points of Wound penalties.

**NO MERCY****REQUIREMENTS:** Seasoned

When this killer spends a Benny to reroll damage, he adds +2 to his final total.

**RAPID FIRE****REQUIREMENTS:** Seasoned, Shooting d6+

The shooter is practiced at taking quick and accurate shots. As long as she's armed with a fast-firing ranged weapon of some sort (such as a revolver or semi-automatic) and has enough ammunition to do so, she may increase her weapon's Rate of Fire by 1 for any one of her Shooting attacks that turn.

**IMPROVED RAPID FIRE****REQUIREMENTS:** Veteran, Rapid Fire

The shooter may now increase her weapon's Rate of Fire by 1 twice in the same turn (via a Multi-Action).

*Example:* Gabe fires a machine gun and has Improved Rapid Fire. The weapon has a Rate of Fire of 4 and Gabe decides to fire it on all three of his allowed actions (see **Multi-Actions** on page 103).

He rolls an extra Shooting die with his first and second attack, raising the weapon's Rate of Fire to 5 each time. He doesn't get the bonus on his third attack—the machine gun's Rate of Fire remains a 4.

**ROCK AND ROLL!**

**REQUIREMENTS:** Seasoned, Shooting d8+  
Experienced shooters learn to compensate for the recoil of fully automatic weapons. If a character with this Edge doesn't move on his turn, he ignores the Recoil penalty when firing at a Rate of Fire of 2 or higher. (See **Recoil**, page 105.)

**STEADY HANDS**

**REQUIREMENTS:** Novice, Agility d8+  
Firing from the back of a horse or moving vehicle is tricky business, but your adventurer has figured it out. She ignores the **Unstable Platform** penalty (see page 109).

This also helps when running, reducing the usual penalty from -2 to -1 (see **Movement**, page 92).

**SWEEP**

**REQUIREMENTS:** Novice, Strength d8+,  
Fighting d8+

As a limited action, Sweep allows a character to make a single Fighting attack with a two-handed weapon and apply it against all targets in his Reach (friends and foes alike). Resolve damage separately for each enemy that's hit.

A Sweep made without a two-handed weapon suffers a -2 penalty.

**IMPROVED SWEEP**

**REQUIREMENTS:** Veteran, Sweep

As above but the whirlwind of death is able to avoid allies when using Sweep.

**TRADEMARK WEAPON**

**REQUIREMENTS:** Novice, skill with chosen weapon of d8+

The hero knows one unique weapon (Excalibur, Old Betsy, Sting) like the back of his hand. When using it, he adds +1 to his Athletics (throwing), Fighting, or Shooting rolls, and +1 to Parry when readied (even if it's a ranged weapon).

A fighter can take this Edge multiple times, applying it to a different weapon each time. If a Trademark Weapon is lost, he can replace it but the benefits don't kick in for a few days (however long the GM feels is dramatically appropriate).

**IMPROVED TRADEMARK WEAPON**

**REQUIREMENTS:** Seasoned, Trademark Weapon

As above but the bonuses when using the weapon increase to +2.

**TWO-FISTED**

**REQUIREMENTS:** Novice, Agility d8+

If a character makes a Fighting attack with one action and another from a *different hand* in a later action, the second attack doesn't inflict a Multi-Action penalty. The **Off-Hand** penalty still applies unless he's Ambidextrous, however (page 104).

If the character has Two-Gun Kid, the second action may also be a ranged attack.

**TWO-GUN KID**

**REQUIREMENTS:** Novice, Agility d8+

Two-Gun Kid works just like Two-Fisted, but with ranged weapons, allowing her to fire or throw a weapon in each hand as two different actions but without triggering a Multi-Action penalty.

If the character has Two-Fisted, the second action may also be a melee attack.

*Example: Red has a sword in one hand and a pistol in the other. She has both Two-Fisted and Two-Gun Kid, so she can make a Fighting attack on one action and then a second Fighting or Shooting attack with no Multi-Action penalty on a later action that turn.*

**LEADERSHIP EDGES**

Leadership Edges grant bonuses to allies, making them more effective, reliable, or durable.

Unless an Edge says otherwise, it only affects allied Extras. Wild Cards only benefit if the leader has the Natural Leader Edge.

Leadership Edges aren't cumulative with the same Edge from other leaders. Characters may benefit from different Leadership Edges by the same or different leaders, however.

**Command Range:** Allies must be within 5" (10 yards) to benefit from her abilities. This is called her "Command Range."

**COMMAND****REQUIREMENTS:** Novice, Smarts d6+

Command is the basic ability to give clear instructions and support to allies in the thick of battle. Extras in Command Range add +1 to their Spirit rolls when attempting to recover from being Shaken and Vigor when attempting to recover from being Stunned.

**COMMAND PRESENCE****REQUIREMENTS:** Seasoned, Command

A booming voice, effective commands, natural charisma, or simple training results in a much more effective combat element. A hero with this Edge has a Command Range of 10" (20 yards).

**FERVOR****REQUIREMENTS:** Veteran, Spirit d8+, Command

A simple phrase uttered by a great leader can sometimes have momentous results. A commander with this ability can inspire his troops to bloody fervor by yelling a motto, slogan, or other inspirational words.

Extras in range add +1 to their Fighting damage rolls.

**HOLD THE LINE!****REQUIREMENTS:** Seasoned, Smarts d8+, Command

Hold the Line strengthens the will of any Extras under the hero's command, adding +1 to their Toughness.

**INSPIRE****REQUIREMENTS:** Seasoned, Command

Exceptional leaders inspire those around them to great feats of valor and determination. As a limited action, the hero may roll his Battle skill to Support one type of Trait roll, and apply it to *all* allied Extras in Command Range. A leader could Support all Shooting attacks in range, for example, or all Spirit rolls to recover from being Shaken.

Inspire requires some sort of communication with those it affects.

*"ONE OF MY FAVORITES."  
-GABE*

**NATURAL LEADER****REQUIREMENTS:** Seasoned, Spirit d8+, Command

This leader has proven herself time and time again, gaining the respect of all those who fight by her side.

Any Leadership Edge that says it applies only to Extras now applies to Wild Cards as well.

**TACTICIAN****REQUIREMENTS:** Seasoned, Smarts d8+, Command, Battle d6+

The commander has a natural grasp of small unit tactics and can take advantage of rapidly changing situations.

A Tactician is dealt an extra Action Card each round of combat or a chase — kept separate from his own cards. At the start of the round, he may discard it or give it to any Extra (or group of Extras sharing an Action Card) in Command Range. The player or GM controlling the receiving character or group can decide whether to accept and replace her current Action Card, or discard it.

**MASTER TACTICIAN****REQUIREMENTS:** Veteran, Tactician

The Tactician now gets a total of two extra Action Cards to distribute each round.

**POWER EDGES**

Power Edges are the key to unlocking the true potential of those with Arcane Backgrounds (explained in Chapter Five). They can mean the difference between an apprentice with a few abilities and a master of magic, miracles, psionics, or weird science!

**ARTIFICER****REQUIREMENTS:** Seasoned, Arcane Background (Any)

Those who tangle with supernatural forces sometimes find ways to imbue powers into items. They may turn an ordinary blade into a magic sword, grant powerful potions to their friends, or even bless holy relics with divine grace.

Artificers can create **Arcane Devices** and give them to their allies. See page 153.

**CHANNELING**

**REQUIREMENTS:** Seasoned, Arcane Background (Any)

When the character gets a raise on her arcane skill roll (or roll to activate or use an arcane device), she reduces its Power Point cost by 1. This *can* take it to 0.

**CONCENTRATION**

**REQUIREMENTS:** Seasoned, Arcane Background (Any)

Through training and focus, the caster is extremely efficient in channeling arcane forces. The base Duration of any non-Instant power is doubled. This includes maintaining powers as well.

**EXTRA EFFORT**

**REQUIREMENTS:** Seasoned, Arcane Background (Gifted), Focus d6+

Some Gifted can dig deep into their souls to significantly boost their powers.

Extra Effort increases a Focus total after it's rolled by +1 for 1 Power Point, or +2 for 3 Power Points. It may not be used to improve a Critical Failure.

**GADGETEER**

**REQUIREMENTS:** Seasoned, Arcane Background (Weird Science), Weird Science d6+

Some mechanical gurus can build incredible devices out of most anything.

A Gadgeteer can spend up to three Power Points to "jury rig" a device from any reasonable collection of spare parts. This allows her to activate any power normally available to Weird Scientists of her Rank or lower in her particular setting, with a Power Point cost of 3 or lower.

The total cost of an individual power (plus any modifiers) cannot exceed the points spent to create it, nor can the inventor apply Limitations to the gadget. She may attempt to create multiple devices as long as she has the points to do so.

Each gadget is created and activated with a Weird Science roll at -2. This takes one entire turn, during which she can do nothing else (she cannot take Multi-Actions that turn). In all other ways, it works as the normal activation of a power.

The inventor uses Power Points directly from her pool for the device, but once its initial Duration is finished (it cannot be maintained) it falls apart into its component pieces.

*Example: Gabe is an inventor in the Weird West. He wants to use boost Trait to help Red fight a giant rattlesnake, but only has the burst and blast powers. Fortunately, he's a Gadgeteer, so Gabe can put boost Trait into an "electrical bio-inducer." The device can take up to three points worth of powers, so he adds the Hurry modifier and gives Red +2 Pace as well.*

**HOLY/UNHOLY WARRIOR**

**REQUIREMENTS:** Seasoned, Arcane Background (Miracles), Faith d6+

Believers face grave dangers in service to their divine patrons. To survive such hardships, the forces of good (or evil) grant miracles and the ability to turn their favor into supernatural protection.

The chosen may add +1 to the total of a final Soak roll for each Power Point spent, to a maximum of +4.

**MENTALIST**

**REQUIREMENTS:** Seasoned, Arcane Background (Psionics), Psionics d6+

Constant contact with multiple minds gives these psionic agents an edge when it comes to forcing or resisting mental assaults.

Mentalists add +2 to opposed Psionics rolls, whether they are using their powers against a foe or defending against a rival.



## NEW POWERS

**REQUIREMENTS:** Novice, Arcane Background (Any)

An arcane character may learn two new powers by choosing this Edge (which may be taken multiple times). He may choose from any powers of his Rank or lower normally available to his particular Arcane Background.

A character can add a new Trapping on a power she already has instead of gaining a new one. She might add an ice Trapping to her existing fire *bolt*, for example, so she could switch between ice and fire Trappings freely.

## POWER POINTS

**REQUIREMENTS:** Novice, Arcane Background (Any)

Wizards, weird scientists, and other arcane types always want more power. This Edge grants them an additional 5 Power Points.

Power Points may be selected more than once, but only once per Rank. It may be taken as often as desired at Legendary Rank, but each grants only 2 additional points.

## POWER SURGE

**REQUIREMENTS:** Wild Card, Novice, Arcane Background (Any), arcane skill d8+

The character recovers 10 Power Points when his Action Card is a Joker. This may not exceed his usual limit.

## RAPID RECHARGE

**REQUIREMENTS:** Seasoned, Spirit d6+, Arcane Background (Any)

Power Points normally recharge at a rate of 5 points every hour spent resting (see **Recharging**, page 151). This Edge increases that rate to 10 every hour.

## IMPROVED RAPID RECHARGE

**REQUIREMENTS:** Veteran, Rapid Recharge  
The character now regains 20 Power Points per hour spent resting.

## SOUL DRAIN

**REQUIREMENTS:** Seasoned, Arcane Background (Any), arcane skill d10+

Desperate times call for desperate measures. Soul Drain allows an arcane character to channel her physical energy into power,

taking a level of Fatigue to recover up to five Power Points. She can take an additional level of Fatigue (to Exhaustion) to recover up to five more Power Points. She cannot render herself Incapacitated in this way.

Fatigue incurred by Soul Drain comes from deep within and may *only* be recovered naturally. The *relief* power and similar abilities have no effect.

## WIZARD

**REQUIREMENTS:** Seasoned, Arcane Background (Magic), Spellcasting d6+

Magic is varied and wonderful, and wizards are exposed to countless tomes, scrolls, and incantations as they master their craft. Sometimes they use this knowledge to recall variations of their various enchantments.

A Wizard can spend 1 extra Power Point when casting a power to change its Trapping. A fireball (*blast*) might manifest as a lightning bolt, for example. This can often have important consequences if a foe has a particular resistance or weakness to the spell's usual Trapping.

## PROFESSIONAL EDGES

Professional Edges reflect years of practice or experience in a particular trade, activity, or craft. In some cases they may also represent special blessings from higher powers as well.

Players may purchase Professional Edges after character creation, perhaps roleplaying the achievement by practicing the affected trade during downtime or in between adventures.

**Stacking:** Bonuses to the same Trait from different Professional Edges do not stack. Apply only the highest.

## AGE

**REQUIREMENTS:** Novice, Agility d8+

Aces are pilots and drivers who have a special affinity with their car, boat, plane, or other vehicle. They ignore two points of penalties to any Boating, Driving, or Piloting roll, and may spend Bennies to Soak damage for any vehicle they control or command, using the appropriate Boating, Driving, or Piloting skill instead of Vigor. Each success and raise negates a Wound.

**ACROBAT**

**REQUIREMENTS:** Novice, Agility d8+, Athletics d8+

The Acrobat gets one free reroll on Athletics totals that involve balance, tumbling, or grappling. It doesn't affect rolls to interrupt actions, climb, swim, or throw.

**COMBAT ACROBAT**

**REQUIREMENTS:** Seasoned, Acrobat

The tumbler leaps quickly about so that attacks against her are made at -1 as long as she's aware of the attack, can reasonably move about, and isn't suffering any Encumbrance or Minimum Strength penalties.

**ASSASSIN**

**REQUIREMENTS:** Novice, Agility d8+, Fighting d6+, Stealth d8+

Assassins are trained killers who know how to kill even the toughest foes. They add +2 to damage rolls when their foe is Vulnerable or they have The Drop.

**INVESTIGATOR**

**REQUIREMENTS:** Novice, Smarts d8+, Research d8+

Investigators spend a great deal of time researching ancient legends, working the streets, or deducing devilish mysteries. Some of these heroes are actual private investigators while others are sleuthing mages in a fantasy world or inquisitive college professors stumbling upon Things Man Was Not Meant to Know.

Investigators add +2 to Research rolls and Notice rolls made to search through desks for important papers, sift through stacks of junk mail for something of note, or spy obscured items from piles of junk or debris.

**JACK-OF-ALL-TRADES**

**REQUIREMENTS:** Novice, Smarts d10+

Through advanced schooling, book-learning, computer-enhanced skill programs, or just amazing intuitive perception, your hero has a talent for picking up skills on the fly. There's little he can't figure out given a little time and a dash of luck.



The character makes a Smarts roll as an action after observing or studying some subject. She gains a d4 in the relevant skill with success, or d6 with a raise. She may try again after an hour of study, trial and effort, or immersion if she fails or wants to try for a raise. This lasts until the character attempts to learn a different subject, whether she's successful or not.

## MCGYVER

**REQUIREMENTS:** Novice, Smarts d6+, Notice d8+, Repair d6+

A McGyver can improvise a device from common resources when the need arises. Given a few simple items, he can make a Repair roll to craft improvised weapons, explosives, or tools, that last until used or the end of the encounter (GM's call). This takes one entire turn, and he can't move or take any other actions while constructing the device.

Failure means the device isn't ready. A Critical Failure means he doesn't have the right materials and can't create the device this encounter.

Success creates a minor explosive (2d4 explosive in a Small Blast Template), a one shot projectile weapon like a "zip gun" (Range 5/10/20, Damage 2d6), rickety raft, electrical source, etc.

A raise creates a larger explosive (2d6 in a Medium Blast Template or 2d4 in a Large), a better ranged weapon (five shots, 2d8 damage, Range 10/20/40), a more stable raft, a more powerful battery, etc.

The quality or power of the creation is completely up to the Game Master, but creativity should be rewarded, particularly in the most dire and dramatic situations.

## MR. FIX IT

**REQUIREMENTS:** Novice, Repair d8+

The mechanic adds +2 to Repair rolls. With a raise, he halves the time normally required to fix something. This means if a particular Repair job says a raise repairs it in half the time, a Mr. Fix It can finish the job in one-quarter the time with a raise.

## SCHOLAR

**REQUIREMENTS:** Novice, Research d8+

Learned professors, devoted students, and amateur enthusiasts spend great amounts of time and energy studying particular subjects. They become experts in these fields, and rarely fail to answer questions in their particular area of expertise.

Pick any one of the following skills: Academics, Battle, Occult, Science, or a Smarts-based "knowledge"-type skill allowed in your setting, and add +2 to the total whenever they're used.

This Edge may be taken more than once if applied to different skills.

## SOLDIER

**REQUIREMENTS:** Novice, Strength d6+, Vigor d6+

Professional soldiers get used to carrying heavy loads, and enduring harsh conditions. After a few days getting used to their gear (GM's call), they treat their Strength as one die type higher when determining **Encumbrance** (page 67) and **Minimum Strength** to use armor, weapons, and equipment without a penalty (page 66). (This stacks with the Brawny Edge.)

They also get a free reroll on Vigor rolls made to survive environmental hazards (see **Hazards**, page 125).

## THIEF

**REQUIREMENTS:** Novice, Agility d8+, Stealth d6+, Thievery d6+

Thieves specialize in deceit, treachery, and acrobatics. They can be invaluable where traps must be detected, walls must be climbed, and locks must be picked.

Thieves know how to use protrusions on walls and window ledges to climb the tallest of buildings, scampering through streets and back alleys like cats. They add +1 to Athletics rolls made to climb in urban areas.

Thieves also know how to use the dark areas between the streetlights of cities to conceal their movements, and add +1 to Stealth rolls when in an urban environment.

Finally, these rogues are — not surprisingly — adept at Thievery itself, adding +1 to those rolls in all circumstances.

**WOODSMAN**

**REQUIREMENTS:** Novice, Spirit d6+,  
Survival d8+

Woodsmen are rangers, scouts, and hunters who are more at home in the wilderness than in urban areas. They are skilled trackers and scouts, and know how to live off the land for months at a time.

Woodsmen add +2 to Survival rolls, and Stealth rolls made in the wild (not towns, ruins, or underground).

**SOCIAL EDGES**

Getting people to do what you want is a critical skill in most any setting.

**BOLSTER**

**REQUIREMENTS:** Novice, Spirit d8+

Belittling or humiliating an enemy can also boost your ally's spirits. When this character successfully Tests a foe, he may also remove the **Distracted** or **Vulnerable** state (page 100) from one of his allies.

**COMMON BOND**

**REQUIREMENTS:** Wild Card, Novice,  
Spirit d8+

Selfless heroes and determined leaders know their greatest strength often comes from their companions, and are willing to give some of their own fortune, fate, or luck to support them.

A character with this Edge may freely give her Bennies to any other character she can communicate with. The player should explain what form this takes, from a quick shout of encouragement to a welcome pat on the back.

**CONNECTIONS**

**REQUIREMENTS:** Novice

Your heroine is connected to people or organizations who can help her when the chips are down. It might be the mob, the Feds, a union, or even other adventurers.

Connections may be taken more than once, selecting a new faction or contact each time. Once per session, and assuming she can get in touch with them, the heroine can call on her friends for a favor.

The favor depends on the nature of the contact (GM's call), but might include a loan, gear, a few allied fighters, transportation, information, or even a professional with critical skills the party doesn't have, like a hacker or scholar.

**HUMILIATE**

**REQUIREMENTS:** Novice, Taunt d8+

Those with a cruel wit can destroy a rival's ego in a single remark or well-timed gesture. Your hero gets a free reroll on Taunt Tests.

**MENACING**

**REQUIREMENTS:** Novice, any one of

Bloodthirsty, Mean, Ruthless, or Ugly

Being a brutish lout isn't always a drawback if you know how to use it. Menacing allows a character to put her bad looks or worse attitude to good use. The goon adds +2 to her Intimidation rolls.

**PROVOKE**

**REQUIREMENTS:** Novice, Taunt d6+

Clever characters can manipulate their foes, drawing enemy focus on themselves to protect their allies. Once per turn, when your hero uses Taunt for a Test and gets a raise (see **Test**, page 108), she may Provoke the foe.

In addition to all the usual effects of the success and raise, the enemy suffers a -2 penalty to affect any other target besides the one who provoked her. This stacks with **Distracted** but not further instances of **Provoke**.

**Provoke** lasts until a **Joker** is drawn, someone else **Provokes** the target, or the encounter ends. **Provoke** can affect multiple targets, and may be combined with **Rabble Rouser** (see below).

**RABBLE-ROUSER**

**REQUIREMENTS:** Seasoned, Spirit d8+

This instigator knows how to rile up several enemies at once.

As a limited action, a character with this Edge can make a social Test with **Intimidation** or **Taunt** against all enemies in a **Medium Blast Template**. The targets must be able to see and hear the hero clearly. Each defender resists and is affected by the Test separately.

**RELIABLE****REQUIREMENTS:** Novice, Spirit d8+

People know they can depend on your hero when they need assistance. He gets a free reroll on any Support roll.

**RETORT****REQUIREMENTS:** Novice, Taunt d6+

This verbal duelist can turn the slings and arrows of social combat right back at the unwitting fools who hurled them.

If a character with Retort gets a raise when resisting an Intimidation or Taunt Test, the *foe* is Distracted.

**STREETWISE****REQUIREMENTS:** Novice, Smarts d6+

Streetwise characters know how to find the local black market, fence stolen goods, avoid the local law (or criminal element!), lay low when the heat's on, obtain illegal weapons, find out which "boss" is hiring muscle, or similar shady activities.

Streetwise characters add +2 to Intimidation or Persuasion rolls made to **Network** (see page 133) with shady or criminal elements. They also add +2 to Common Knowledge rolls pertaining to the types of disreputable activities listed above.

**STRONG WILLED****REQUIREMENTS:** Novice, Spirit d8+

Self-confidence is powerful armor against those who attempt to attack this individual's will. He adds +2 to his total when resisting Tests with Smarts or Spirit.

**IRON WILL****REQUIREMENTS:** Seasoned, Brave, Strong Willed

The hero now adds his Strong Willed bonus to resist powers and negate their effects. Iron Will doesn't stack with Brave, nor does it apply to subsequent rolls resulting from powers such as being Shaken by a damaging power, fear, or the like.

**WORK THE ROOM****REQUIREMENTS:** Novice, Spirit d8+

Your hero's words don't just inspire those they're directed at — they often inspire others as well. As a limited action, you can use Work the Room to roll a second skill die when Supporting with Persuasion or Performance. The additional die Supports another ally normally and can apply to any Trait chosen. It need not be the same Trait for both allies.

**WORK THE CROWD****REQUIREMENTS:** Seasoned, Work the Room

As Work the Room but the hero now adds a third skill die to his Support roll this turn and Supports an additional ally.

**WEIRD EDGES**

Weird Edges are slightly supernatural in origin and so are usually only appropriate in games with those elements. Check with your GM before taking them.

**BEAST BOND****REQUIREMENTS:** Novice

Some individuals have an extraordinary bond with their animal companions. These characters may spend their own Bennies for any animals under their control, including mounts, pets, familiars, and so on.

**BEAST MASTER****REQUIREMENTS:** Novice, Spirit d8+

Animals take to your hero quickly and easily. They won't attack him unless he attacks them first or they're enraged for some reason.

The Beast Master's "animal magnetism" is so great he's attracted a loyal animal of some sort as well. This is typically



an animal of Size 0 or smaller, subject to the GM's approval.

The beast is an Extra and doesn't Advance in Rank or abilities. If a pet is dismissed or killed, the hero gains a replacement in 1d4 days.

**More Powerful Companions:** Beast Master may be taken more than once. Choose one of the effects below each time it's chosen:

- Gain an additional pet.
- Increase one of the pet's Traits one die type (only one Trait per pet).
- Increase the maximum Size pet you may have by +1, to a maximum of 3.
- Make one pet a Wild Card. (The hero must be of Heroic Rank).

## CHAMPION

**REQUIREMENTS:** Novice, Spirit d8+, Fighting d6+

Champions are holy (or unholy) men and women chosen to fight for a particular deity or religion. Most are pious souls ready and willing to lay down their lives for a greater cause, but some may have been born into the role and follow their path with some reluctance.

Champions fight the forces of darkness (or good), adding +2 damage when attacking supernaturally evil (or good if they're evil) creatures. The bonus applies to area effect damage, ranged attacks, powers, etc.

The GM must decide which foes this bonus applies to, but generally it's any evil (or good!) creature born of magic or with any supernatural abilities.

## CHI

**REQUIREMENTS:** Veteran, Martial Warrior

Your hero's martial arts training goes beyond the norm and into the realm of the mystical. At the start of each combat encounter, she gains a "Chi Point" that can be spent to:

- Reroll one of her failed attacks (even a Critical Failure).
- Make an enemy discard an attack against her, then reroll it from scratch.
- Add +d6 damage to a successful Fighting attack made with her hands, feet, claws, or other Natural Weapons (this may Ace).

Unspent Chi is lost at the end of the combat encounter.

## DANGER SENSE

**REQUIREMENTS:** Novice

Your hero can sense when something bad is about to happen. When rolling for **Surprise** (page 108), he adds +2 to his Notice roll to act in the first round. With a raise, he starts the encounter on Hold.

In other situations not covered by the Surprise rules (a sniper shot, pit trap, poisoned drink, etc.), Danger Sense gives him a Notice roll at -2 (or +2 if a Notice roll is usually allowed) to detect the hazard and take appropriate action. If this was an attack and the hero makes his Notice roll, the foe doesn't get The Drop against him.

## HEALER

**REQUIREMENTS:** Novice, Spirit d8+

A hero with this Edge adds +2 to all Healing rolls, whether natural or magical in nature.

## LIQUID COURAGE

**REQUIREMENTS:** Novice, Vigor d8+

This gregarious individual processes alcohol far differently than most. The round after consuming a stiff drink (about eight ounces of hard liquor or equivalent), her Vigor increases one die type (increasing Toughness as well). The drinker can also ignore one level of Wound penalties (which stacks with other abilities that do the same).

Smarts, Agility, and all linked skills suffer a -1 penalty for the duration, however.

The effect lasts for one hour after it begins, at which point the boozier suffers a level of Fatigue for the next four hours.

## SCAVENGER

**REQUIREMENTS:** Novice, Luck

Once per encounter the hero may find, "suddenly remember," or dig up some much-needed piece of equipment, a handful of ammunition, or some other useful device.

The Game Master decides what constitutes an encounter, and has the final word on what can and can't be found.

## LEGENDARY EDGES

Most Legendary Edges are very specific to their campaign world — such as gaining a stronghold or divine favor — but a few fit most anywhere. Here are a few that should fit most every setting or genre, from the dungeons of swords & sorcery worlds to the far-flung worlds of futuristic space operas.

### FOLLOWERS

**REQUIREMENTS:** Wild Card, Legendary

Each time this Edge is chosen, five followers come to fight by the hero's side. If any are lost, others eventually take their place (how long is up to the GM and the circumstances).

Followers must be cared for and generally want a share of whatever loot, treasure, or other rewards the hero acquires. Otherwise, they are completely dedicated to their task. They won't throw their lives away but are willing to risk them repeatedly in his service.

Use the **Soldier** profile found on page 188 for the followers. A hero may outfit her allies as she sees fit. Followers **Advance** just like player characters (see page 54).

Use the **Allies** rules on page 111 to give them distinctive personalities if desired.

### PROFESSIONAL

**REQUIREMENTS:** Legendary, maximum die type possible in affected Trait

The character is an expert at a particular skill or attribute (his choice). This increases the Trait and its limit one step (a d12 + 1 becomes a d12 + 2, for example). This Edge may be selected once per Trait.

### EXPERT

**REQUIREMENTS:** Legendary, Professional in affected Trait

As the Professional Edge, increasing the Trait and its limit one additional step.

### MASTER

**REQUIREMENTS:** Wild Card, Legendary, Expert in affected Trait

The character's Wild Die increases to a d10 when rolling the selected Expert Trait.

### SIDEKICK

**REQUIREMENTS:** Wild Card, Legendary

A character who triumphs over evil time and time again becomes an inspiration to others. Eventually, one of these young crusaders may attempt to join the hero in his epic quests.

The hero gains a Novice Rank sidekick. The sidekick is a Wild Card, starts each session with two Bennies, may Advance, and has abilities that complement his mentor. The player character controls his sidekick just like any other ally, though he may occasionally cause trouble by getting captured, running into danger when he's not supposed to, and so on. The player should be prepared for his Edge to occasionally become a Hindrance!

If the sidekick dies, he isn't replaced unless the hero chooses this Edge again. Fortunately, heroes may always spend Bennies for their sidekicks as if she had the Common Bond Edge. Sidekicks must actually take that Edge to do the same for their mentors.

### TOUGH AS NAILS

**REQUIREMENTS:** Legendary, Vigor d8+

Your character keeps going when others fall. She can take four Wounds before she's Incapacitated (her maximum Wound penalty is still -3).

### TOUGHER THAN NAILS

**REQUIREMENTS:** Legendary, Tough as Nails, Vigor d12+

The hero can take up to five Wounds before she's Incapacitated! Her maximum Wound penalty is still -3.

### WEAPON MASTER

**REQUIREMENTS:** Legendary, Fighting d12+

The warrior increases his Parry by +1 and the bonus damage die for Fighting rolls is a d8 instead of a d6 (see **Bonus Damage**, page 94). He must be armed to gain these benefits, but this includes the Martial Artist Edge, claws, or other abilities that count as weapons.

### MASTER OF ARMS

**REQUIREMENTS:** Legendary, Weapon Master

Increase the hero's Parry an additional +1 and his Fighting bonus damage die is now a d10.

## ADVANCEMENT

One of the many great aspects of roleplaying games is advancing your character, watching her grow from a Novice to a Legendary hero.

Advancement in *Savage Worlds* depends on the length of your intended campaign. For short campaigns of 10 sessions or fewer, we recommend characters Advance after each session. In a One Shot, you might even want to allow an Advance in the *middle* of the adventure, especially if there's some downtime or a narrative opportunity that makes sense.

You can slow things down for longer campaigns by granting an Advance every other session, or even every third session if you intend on playing for years. You can even decide to grant Advances after certain objectives are met — it's completely in the hands of the Game Master.

An Advance lets a character do one of the following. Remember that no Trait may be raised above its ancestral maximum (usually d12).

- Gain a new Edge.
- Increase a skill that is equal to or greater than its linked attribute one die type.
- Increase two skills that are lower than their linked attributes by one die type each (including new skills the character didn't have before at d4).
- Increase one attribute by a die type. This option may only be taken once per Rank (see **Rank**, below). Legendary characters may raise an attribute every other Advance, up to the ancestral maximum.
- Permanently remove a Minor Hindrance, or reduce a Major Hindrance to a Minor (if possible). With the GM's permission, and if it makes sense, two Advances may be saved up and spent to remove a Major Hindrance. The player and GM should work out how and when this happens. Perhaps the shocking death of an ally triggers a change in attitude, the hero puts real effort into improving harmful behavior, or might even seek professional help during downtime between missions.

## RANK

As a character gains Advances, she goes up in "Rank." This is a rough measure of how powerful she is. Each Rank allows access to more powerful Edges and certain abilities (such as powers)!

RANK	
ADVANCES	RANK
0–3	Novice
4–7	Seasoned
8–11	Veteran
12–15	Heroic
16+	Legendary

### STARTING WITH EXPERIENCED CHARACTERS

If the GM wants to start a game with more experienced characters, you should still make a Novice and Advance it normally. This ensures characters are balanced just as if they had gained experience normally.

Additional goods, equipment, or other assets must be determined by the Game Master and the particular setting. As a quick rule of thumb, a character's starting funds double with each Rank after Novice.

**Replacement Characters:** When a character dies, we recommend the player create a new Novice hero then give him the same number of Advances his previous champion had when he fell.

### ALLIES & ADVANCEMENT

Followers and other allies who stay with the party for extended periods can improve their abilities as well.

At the end of a game session in which the allies had a significant role (usually by participating in combat, but GM's call), Advance them just as you would the player characters.

*"IT'S ALWAYS A GOOD IDEA TO INCREASE AN ATTRIBUTE. IT OPENS UP NEW EDGES AND MAKES ITS LINKED SKILLS CHEAPER TO BUY."*

*-GABE*

# CHARACTER CREATION SUMMARY

## CONCEPT

- Start with a general idea of what you want to play. Your setting book likely provides many ideas.

## ANCESTRY

- Choose your character's ancestry (see page 12) and apply any bonuses or special abilities it grants.

## HINDRANCES

- Select up to four points of Hindrances (Major Hindrances are worth 2, Minor are worth 1).
- For 2 Hindrance points you can raise an attribute one die type, or choose an Edge.
- For 1 Hindrance point you can gain another skill point, or gain additional starting funds equal to twice your setting's starting amount.

## ATTRIBUTES

- Attributes start at d4. You have 5 points to distribute among them. Each step costs 1 point.
- Attributes may not be raised beyond d12 unless your hero's ancestry states otherwise.

## SKILLS

- Athletics, Common Knowledge, Notice, Persuasion, and Stealth are core skills and start at d4 for free.
- You have 12 points to put into these or any other skills.
- Each die type costs 1 point up to and equal to the linked attribute; then 2 points per step after that.

## DERIVED STATISTICS

- **Standard Pace** is 6", but may be changed by ancestral abilities, Edges, or Hindrances.
- **Parry** is 2 plus half of Fighting.
- **Toughness** is 2 plus half of Vigor, plus any Armor.

Note the amount of armor in parentheses like this — Toughness: 11 (2). This means 2 points of the total 11 Toughness comes from Armor. An Armor Piercing attack could bypass those 2 points but not the other 9.

## EDGES

- Use any leftover Hindrance points to take Edges if you like.
- Each Edge costs 2 Hindrance points.

## GEAR

- Purchase up to \$500 worth of equipment.

## HINDRANCE SUMMARIES

**All Thumbs (Minor):** -2 to use mechanical or electrical devices.

**Anemic (Minor):** -2 Vigor when resisting Fatigue.

**Arrogant (Major):** Likes to dominate his opponent, challenge the most powerful foe in combat.

**Bad Eyes (Minor/Major):** -1 to all Trait rolls dependent on vision, or -2 as a Major Hindrance. Eyewear negates penalty but have a 50% chance of breaking when the hero suffers trauma.

**Bad Luck (Major):** The character starts with one less Benny per session.

**Big Mouth (Minor):** Unable to keep secrets and constantly gives away private information.

**Blind (Major):** -6 to all tasks that require vision (but choice of a free Edge to offset).

**Bloodthirsty (Major):** Never takes prisoners.

**Can't Swim (Minor):** -2 to swimming (Athletics) rolls; Each inch moved in water costs 3" of Pace.

**Cautious (Minor):** The character plans extensively and/or is overly careful.

**Clueless (Major):** -1 to Common Knowledge and Notice rolls.

**Clumsy (Major):** -2 to Athletics and Stealth rolls.

**Code of Honor (Major):** The character keeps his word and acts like a gentleman.

**Curious (Major):** The character wants to know about everything.

**Death Wish (Minor):** The hero wants to die after or while completing some epic task.

**Delusional (Minor/Major):** The individual believes something strange that causes him occasional or frequent trouble.

**Doubting Thomas (Minor):** The character doesn't believe in the supernatural, often exposing him to unnecessary risks.

**Driven (Minor/Major):** The hero's actions are driven by some important goal or belief.

**Elderly (Major):** -1 to Pace, running, Agility, Strength, and Vigor. Hero gets 5 extra skill points.

**Enemy (Minor/Major):** The character has a recurring nemesis.

**Greedy (Minor/Major):** The individual is obsessed with wealth and material possessions.

**Habit (Minor/Major):** Addicted to something, suffers Fatigue if deprived.

**Hard of Hearing (Minor/Major):** -4 to Notice sounds; automatic failure if completely deaf.

**Heroic (Major):** The character always helps those in need.

**Hesitant (Minor):** Draw two Action Cards and take the lowest (except Jokers, which may be kept).

**Illiterate (Minor):** The character cannot read or write.

**Impulsive (Major):** The hero leaps before he looks.

**Jealous (Minor/Major):** The individual covets what others have.

**Loyal (Minor):** The hero is loyal to his friends and allies.

**Mean (Minor):** -1 to Persuasion rolls.

**Mild Mannered (Minor):** -2 to Intimidation rolls.

**Mute (Major):** The hero cannot speak.

**Obese (Minor):** Size +1, Pace -1 and running die of d4. Treat Str as one die type lower for Min Str.

**Obligation (Minor/Major):** The character has a weekly obligation of 20 (Minor) to 40 (Major) hours.

**One Arm (Major):** -4 to tasks (such as Athletics) that require two hands.

**One Eye (Major):** -2 to actions at 5" (10 yards) or more distance.

**Outsider (Minor/Major):** The character doesn't fit in to the local environment and subtracts 2 from Persuasion rolls. As a Major Hindrance she has no legal rights or other serious consequences.

**Overconfident (Major):** The hero believes she can do anything.

**Pacifist (Minor/Major):** Fights only in self-defense as a Minor Hindrance, won't fight at all as Major.

**Phobia (Minor/Major):** The character is afraid of something, and subtracts  $-1/-2$  from all Trait rolls in its presence.

**Poverty (Minor):** Half starting funds and the character is always broke.

**Quirk (Minor):** The individual has some minor but persistent foible that often annoys others.

**Ruthless (Minor/Major):** The character does what it takes to get her way.

**Secret (Minor/Major):** The hero has a dark secret of some kind.

**Shamed (Minor/Major):** The individual is haunted by some tragic event from her past.

**Slow (Minor/Major):** Pace  $-1$ , reduce running die one step. As Major, Pace  $-2$ ,  $-2$  to Athletics and rolls to resist Athletics. Neither may take the Fleet-Footed Edge.

**Small (Minor):** Size and Toughness are reduced by 1. Size cannot be reduced below  $-1$ .

**Stubborn (Minor):** The character wants his way and rarely admits his mistakes.

**Suspicious (Minor/Major):** The individual is paranoid. As a Major Hindrance, allies subtract 2 when rolling to Support him.

**Thin Skinned (Minor/Major):** The character is particularly susceptible to personal attacks. As a Minor Hindrance, he subtracts two when resisting Taunt attacks. As a Major, he subtracts four.

**Timid (Major):**  $-2$  to Fear checks and resisting Intimidation.

**Tongue-Tied (Major):** The character often misspeaks or can't get her words out.  $-1$  to Intimidation, Persuasion, and Taunt rolls.

**Ugly (Minor/Major):** The character is physically unattractive and subtracts 1 or 2 from Persuasion rolls.

**Vengeful (Minor/Major):** The adventurer seeks payback for slights against her. As a Major Hindrance, she'll cause physical harm to get it.

**Vow (Minor/Major):** The individual has pledged himself to some cause.

**Wanted (Minor/Major):** The character is wanted by the authorities.

**Young (Minor/Major):** Minor has 4 attribute points and 10 skill points, extra Benny per session. Major has 3 attribute points, 10 skill points, and two extra Bennies per session.



# TRAIT SUMMARIES

## ATTRIBUTES

**Agility:** Nimbleness, dexterity, and overall physical coordination of muscles and reflexes.

**Smarts:** Raw intellect, perception, and ability to sort and make use of complex information.

**Spirit:** Inner strength and willpower.

**Strength:** Raw muscle power.

**Vigor:** Endurance, health, and constitution.

## SKILLS

**Academics (Smarts):** Knowledge of liberal arts, social sciences, literature, history, etc.

★ **Athletics (Agility):** Overall athletic coordination and ability. Climbing, jumping, balancing, wrestling, skiing, swimming, throwing, or catching.

**Battle (Smarts):** Strategy, tactics, and understanding military operations. A key skill in Mass Battles.

**Boating (Agility):** Ability to sail or pilot a boat, ship, or other watercraft.

★ **Common Knowledge (Smarts):** General knowledge of a character's world.

**Driving (Agility):** The ability to control, steer, and operate ground vehicles.

**Electronics (Smarts):** The use of electronic devices and systems.

**Faith (Spirit):** The arcane skill for Arcane Background (Miracles).

**Fighting (Agility):** Skill in armed and unarmed combat.

**Focus (Spirit):** The arcane skill for Arcane Background (Gifted).

**Gambling (Smarts):** Skill and familiarity with games of chance.

**Hacking (Smarts):** Coding, programming, and breaking into computer systems.

**Healing (Smarts):** The ability to treat and heal Wounds and diseases, and decipher forensic evidence.

**Intimidation (Spirit):** A character's ability to threaten others into doing what she wants.

**Language (Smarts):** Knowledge and fluency in a particular language.

★ **Notice (Smarts):** General awareness and perception.

**Occult (Smarts):** Knowledge of supernatural events, creatures, history, and ways.

**Performance (Spirit):** Singing, dancing, acting, or other forms of public expression.

★ **Persuasion (Spirit):** The ability to convince others to do what you want.

**Piloting (Agility):** Skill with maneuvering vehicles that operate in three dimensions, such as airplanes, helicopters, spaceships, etc.

**Psionics (Smarts):** The arcane skill for Arcane Background (Psionics).

**Repair (Smarts):** The ability to fix mechanical and electrical gadgets.

**Research (Smarts):** Finding written information from various sources.

**Riding (Agility):** A character's skill in mounting, controlling, and riding a tamed beast.

**Science (Smarts):** Knowledge of scientific fields such as biology, chemistry, geology, engineering, etc.

**Shooting (Agility):** Precision with any type of ranged weapon.

**Spellcasting (Smarts):** The arcane skill for Arcane Background (Magic).

★ **Stealth (Agility):** The ability to sneak and hide.

**Survival (Smarts):** How to find food, water, or shelter, and tracking.

**Taunt (Smarts):** Insulting or belittling another. Almost always done as a **Test** (page 108).

**Thievery (Agility):** Sleight of hand, pickpocketing, lockpicking, and other typically shady feats.

**Weird Science (Smarts):** The arcane skill for Arcane Background (Weird Science).