



UPDATES FROM SAVAGE WORLDS: EXPLORER'S EDITION TO SAVAGE WORLDS DELUXE

Interludes

A complete list of all changes from
Savage Worlds: Explorer's Edition to *Savage World Deluxe*,
will be on our Downloads page at www.peginc.com.

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Interludes

In most heroic tales, characters engage in small talk that reveals something about their past or further develops their personality. Such “Interludes” are rare in roleplaying games where we focus primarily on action and the next encounter.

The system below formulizes these scenes and rewards players for roleplaying their character and revealing their backstory to the rest of the group.

Running an Interlude

The Game Master should run an Interlude during natural down-time such as when healing up after a fight, performing research, or between legs of a long trip.

To start, pick a player and have her draw a card. The Suit determines the general topic as shown on the Interlude Table below. Each entry requires the player to tell a story in the voice of her character. The tale should be substantial enough to take a few minutes and may draw in other characters’ participation as well.

The next time the Game Master feels an Interlude is appropriate, he should pick a different player so that everyone has a chance to participate and reap the rewards.

► **Rewards:** After a player completes her tale, award her a Benny or an Adventure Card—her choice.

Interlude Table

- **Clubs—Tragedy:** Describe a tale of tragedy or misfortune from your hero’s past, featuring one of his Hindrances if possible. If the teller has a dark secret of some kind, hint strongly at it, drop clues, or otherwise give the rest of the group a glimpse into your hero’s dark side during your narrative.
- **Spades—Victory:** Tell the group about a great victory or personal triumph in your adventurer’s past. How did it affect him afterward? Was there a reward?
- **Hearts—Love:** Speak fondly of the character’s greatest love—lost, found, or waiting on him back home. What is her name? Where does she live? Why is the traveler not with her now?
- **Diamonds—Desire:** Tell a tale about something your hero wants (or already has). It might be a material possession, recognition, a political goal, or even a trip he wishes to take to some amazing destination.

Example: Crossing Mars

Colonel Green of the Martian 24th Highlanders, his guide Sanjay of the Gurkhas, Lady Emily, and big game hunter extraordinaire Sir John Hobbsworth cross the vast Martian desert. They face sandstorms, intense heat by day, and bone-numbing cold at night.

The Game Master decides to call for an Interlude after each encounter along the way.

Colonel Green goes first and draws a Spade. He describes with great vigor his travails against the wild Martians at Zimkangaroon and the tense battle he fought there. “It’s how I got this injury,” he says as he points to his lame leg.

Later, after surviving a terrible sandstorm, Lady Emily draws a Heart. “I will withstand any trauma,” she begins, “if only it will help me discover what happened to my beloved Nathaniel, lost in the mountains I have asked you all to escort me to.” She then goes on about how she and Nathaniel met, traveled to Mars, and began a new life far away from the grime and corruption of New York City.

A day later, the party is ambushed by Martian raiders. Sanjay draws the next card—a Diamond. “See this bandit blade?” he says proudly. “It is a poor substitute for my kukri, awarded ten years ago when I joined the regiment.” Sanjay goes on to describe his training and some of the terrible battles he fought in the 6th Gurkha regiment before volunteering for service on faraway Mars.

Sir Hobbsworth is next, with a Club. “I have hunted every creature on earth. Now I’ve come to Mars to bag the biggest, most ferocious beast on all the known worlds—the crask. I’ll kill the thing and mount its head on my wall. And *nothing* will stop me.” Hobbsworth then hints that he hopes the monster slays him as he slays it—revealing his Death Wish and the chronic disease he picked up during the campaign in the process.

