**The Story So Far**

The town of Ebernburg, Wisconsin, was founded in the early 1800s by a minor European noble family of the same name. While America doesn't formally recognize noble blood, it does recognize wealth all too readily, and the Ebernburgs had ample amounts of that as well. As a result, they rose to significant prominence in the region.

**One Family's Fall...**

Time passed, and the Civil War claimed all of the family's sons save one, Albert. During the war, Albert Ebernburg gained a well-deserved reputation as an angry and violent man. When the hostilities ended, he found his bloodlust did not abate, and he turned to hunting to satisfy it. Albert spent many years traveling the globe, pursuing one hunt after another.

By the time he returned to his home town, age had caught up with him, but he had yet to sire an heir for the family fortune. A young woman from one of the town's poorer families, Marla Hoffman, caught Albert's eye. Marla initially refused his advances, but Albert was not accustomed to having his quarry escape. He eventually bought her family's mortgage, using it to coerce her into marriage.

Marla was less than half his age, and Albert, by all accounts, was not a particularly handsome man. Not surprisingly, the reluctant bride soon found her way into the arms of a man closer to her own age, a drifter who worked in her husband's stables. The two were young and not wise in the ways of the world, so it was inevitable their affair would eventually be discovered.

Albert caught the two together one evening and flew into a murderous rage. Marla and her lover fled into the forest to escape him, but he gathered his hunting dogs and pursued them on horseback.

In the darkness, the two lovers became separated. Albert and his hounds found the young drifter first and made short, bloody work of him. He set off immediately on Marla's trail, but fate conspired against him. He lost balance careening through the dark woods and fell from his saddle, snapping his neck.

Marla, not knowing of her husband's death, took her own life that night as well, hanging herself from a tree in the forest. Whether she did so from despair, guilt, or simply the hope of sparing her family Albert's wrath is lost to time. However, the tragic chain of events that led to one murder, a suicide, and yet a third death brought a curse on Albert's soul and, sadly, the entire community.

**...Gives Rise to Evil**

Now, once every ten years on the anniversary of his death, Albert Ebernburg leads an unholy host, the Wild Hunt, through the town and the surrounding wilderness. Though he still seeks his escaped wife, he pursues any human quarry that crosses his path. Worse, those Albert, now Master of the Hunt, kills are doomed to join his host beginning with his next hunt.

For decades, the residents suffered the Master's hunts, losing one or more of their number to it each time it swept through the region. Over time, it became clear to the remaining inhabitants that the town was doomed—either as surviving residents fled the area or stayed and fell victim to the Master—unless a solution was found. After much arguing, they decided to give the Master what he seems to desire—prey for his Hounds.

Now, every ten years, the occupants of Ebernburg lure outsiders to their lonely village to serve as prey to the Master's unholy hunts. Over time, they've become quite proficient at finding folks no one will miss and covering their tracks. Other than a few whispered ghost stories, no one outside the village has any inkling as to the existence of the Hunt.

The Hunt is rapidly approaching, and one of the residents, Bernie Cole, has been tasked with finding the monsters' quarry this year. Cole has come up with a novel plan. He's taken a job as a bus driver for a national line.

It turns out it's remarkably easy to find suitable victims riding on long-haul buses...

**Breakdown**

The characters are aboard a bus headed across the northern Midwest. The circuitous route has taken them far off the interstate, through rural communities that poikmark an otherwise heavily wooded expanse. The player characters are the only passengers on the bus. Although the driver visits several isolated bus stops over the course of the day, no one else boards.

By mid-afternoon, allow the passengers a Notice roll. Anyone who makes the roll sees the driver, Bernie, begin paying more attention to his instrument pane. As the day drags on, he appears to become mildly concerned. If asked, Bernie says the bus seems to be having problems with its electrical system. He suspects a problem with the alternator.

Shortly before nightfall—around 8 p.m.—the bus enters the small hamlet of Ebernburg. Bernie tells the passengers that he's going to stop and take a look at the engine. He's worried the electrical system is about to fail and doesn't want to get caught out in the middle of nowhere when it does.
He adds that cell and radio coverage can get pretty spotty out in the country and wants to be able to call dispatch if there’s a serious problem.

**Stranded**

Ebernburg consists of little more than a single general store that also serves as the local post office. A few farmhouses are visible from the store, but the nearest is at least a quarter of a mile away. No other traffic is on the road at this time and only a single, old-model sedan sits parked beside the store. Obviously, the town is no bustling metropolis.

Anyone who thinks to check finds that Bernie’s earlier comments were accurate; there is no cell coverage available. Actually, the residents of Ebernburg sabotaged the nearby cell towers about an hour before the bus arrived.

A sign over the front door identifies it as “Reinhard’s Store” in cracked white paint. A bench flanks the door on one side, and an (out-of-service) pay phone sits next to a street lamp on the edge of the small parking area, which is currently occupied by only one other vehicle. Anyone who enters the store finds a limited assortment of snacks, general hardware supplies, and a small selection of fishing and hunting accessories. Behind the counter sits a small, locked rack of hunting rifles and a pair of shotguns.

The store is tended by a middle-aged woman named Sheila. She is friendly, but not particularly talkative and does not volunteer her last name. If they press the conversation, she begins to seem mildly uncomfortable in the passengers’ presence. A small buffet sits next to the register, but pickings have been reduced to a few pieces of soggy fried chicken, corn on the cob, and cornbread.

Bernie briefly tinkers with the bus’ engine before entering and borrowing the phone. He apparently calls his dispatcher to report the problem. Moments after any character approaches him, he ends the conversation by saying, “Ill tell them they can expect a replacement bus around 10, then?” and hangs up. In reality, Bernie called no one—the locals cut the phone lines when they knew the bus was coming and didn’t expect to be missed.

After his “call,” he rounds up the passengers and explains they’ve got about a 3-hour wait until another bus can be sent to pick them up. He adds that the store will be closing in a few minutes as well, so if they wanted to grab a snack for the wait, they should hurry. He departs on the pretense of heading back to the store to call the dispatcher with an update.

**Darkness Falls**

True to Bernie’s warning, the store closes soon after, just as the streetlamp outside kicks on with a noticeable buzz. Sheila leaves minutes later, departing in the only car in the lot. Bernie doesn’t immediately return to the bus. A check of the store reveals it is locked up tight, even the door can be operated without the keys, even if there were still a battery. Fortunately, the door is in the open position—although the passengers may feel otherwise soon. A successful Notice roll while looking for the keys turns up Bernie’s commercial driver’s license, listing his last name as Cole. The address is to an Ebernburg post office box.

Twilight begins to deepen significantly at this point, and if any of the passengers asks about the nearby farmhouses, allow them a Notice roll. On a success, they realize none of the houses has any interior lights on, even though it is well past the time when they would be needed.

It’s about this time when howls begin to echo through the woods.

**The Hunt Begins**

A few minutes after the heroes hear the first howl, the first of the Hounds reach Reinhard’s. Initially, the creatures prowl at the edges of the street light’s illumination, allowing the trapped passengers to glimpse only fleeting dark shapes and shadows. The beasts’ guttural growls are all too audible, though.

All the characters should make a Guts check at this point. Those who fail are at –1 to all Trail rolls for the encounter due to their fear and unease.

After letting the group’s dread intensify for a short while, the creatures move to attack. They start the fight by using their howl special ability, then rush in to attack. If any of the characters are foolish enough to be caught alone outside when the beasts arrive, the Hounds focus on them first. Otherwise, they rush the bus.

The confines in the bus are such that only one person (and one Hound) can be in the aisle at a time. Trapped characters can attempt to escape by climbing out the window or clambering over the seats. Either attempt requires a successful Agility roll.

Three rounds after the Hounds first attack, a group of Huntsmen reach the store. If the characters had any doubt about their situation, the arrival of a band of bloodthirsty undead should make it pretty clear at this point!

The Huntsmen and Hounds fight until either slain or the party flees. They do not immediately pursue any escapees—after all, what’s a hunt without a chase? Be sure to see Covering the Trail below.

- Hounds (1 per two heroes, minimum 2): See page 6.
- Huntsmen (1 per hero): See page 6.

**Hunted**

Once the characters flee or overcome the initial assault, they have a few options open to them.

At some point a canny party is likely to simply try to escape Ebernburg. Unfortunately, due to the nature of the Hunt’s curse, no one can escape a five-mile radius of Ebernburg once the Hunt begins. Anyone attempting to flee outside that area finds themselves mysteriously transported back near the center of town.

The heroes may also decide to arm themselves from the weapons inside Reinhard’s. The windows to the building are too small for anyone but a child to climb through, but the doors can be opened with a Lockpicking roll. Once inside, a Notice roll uncovers the key to the gun rack or another Lockpicking roll can open it. There are three hunting rifles (24/48/96, 2d8, RoF 1, Shots 6), two double-barreled shotguns (12/24/48, 1-3d6, RoF 1 or 2, Shots 2), and 5 boxes of 25 rounds for each.

**Covering the Trail**

After each encounter, it takes the hunters a half an hour to catch up to the party before the next attack. A group of heroes can try to delay the Hunt by confusing their trail, hiding, doubling back, and so on.

If they decide to try this, allow one character covering the party’s trail to roll Stealth opposed by the Hounds’ Tracking skill. Roll only one die covering the party’s trail to roll Stealth until another hero can try to roll Stealth as well. A success gives the attacker a +2 bonus on his next action against the defender. With a raise, the attacker gains the bonus and makes the defender Shaken as well.

**Tests of Will**

Intimidate and Taunt can be used in combat to force a Test of Wills. In either case, it is an opposed roll (see page 11) and counts as an action.

The attacker makes either an Intimid ate or Taunt roll. The defender resists Intimidate by rolling Spirit and Taunt by rolling Smarts.

Success gives the attacker a +2 bonus on his next action against the defender. With a raise, the attacker gains the bonus and makes the defender Shaken as well.
**Get Off of My Land!**

If the heroes flee to one of the nearby farmhouses, their cries for help go unanswered. The houses remain dark. However, should they try to force entry, they quickly discover the occupants are not only present, but armed and determined to keep them out.

There are at least two adults in each house, and all are armed with shotguns. The residents threaten any character trying to break in with their firearms, but only shoot if the trespasser attacks or actually enters the house. The inhabitants of Ebernburg learned long ago that anyone rendering aid to the Hunt’s quarry becomes prey for the Master as well. No amount of Persuasion or Intimidation can convince them to allow the heroes into their home.

While the residents ward anyone from their house, they otherwise hide inside for fear of drawing the Master’s attention. This means the heroes are free to scavange any outbuildings unmolested. All vehicles are locked and have been further disabled (spark plugs missing, batteries removed, etc.) to prevent their use in escape. However, there are numerous farm implements lying around the grounds. Each successful Notice roll unearthed a tool suitable for a weapon, such as an axe, pick, pitchfork, and the like (all Str+d6 damage).

With a raise, the searchers find enough gasoline and bottles to make 1d4 crude Molotov cocktails. These can be used with the Throw skill and have a range of 3/6/12 and do 2d8 damage to anyone in a Medium Burst Template. A miss means the bottle didn’t break, the rag went out, or the like. If the hero rolls a 1 on both his Throwing die and Wild Die, he drops the bottle, causing the burst template—and damage—to center on him instead.

Should the heroes happen to check mailbox names, they discover one of the houses belongs to a family named Cole—Bernie’s family, in fact.

- **Citizens:** See page 5.

**A Light in the Darkness**

At some point after their first encounter with the Hunt, a character making a Notice roll spots a faint light through the trees to the north. A five minute walk up the shadowy lane leads the party to a weathered sign proclaiming the Church of the Confessor beside the road. A short distance back from the blacktop sits a modest, older Catholic church. The glow the heroes spotted earlier comes from a light burning somewhere behind church’s stained glass windows.

**The Chapel in the Woods**

Like the rest of the town, the church doors are closed and locked. However, an old and tired priest answers any knock or call after about a minute. He looks at the characters and with a mix of resignation and guilt says, “You’ll find no sanctuary here,” before slowly beginning to close the door.

A Persuasion or Intimidation roll convinces the man to allow the group inside, introducing himself as Father Miles. He warns them as they enter it will do them no good. “This ground is no longer hallowed, I fear,” he says. “We’ve been complicit in the evil here for so long that perhaps even God himself has abandoned us.” If the players press him for an explanation, he sits wearily in a pew before telling the tale of Albert and Marla Ebernburg.

The priest ends his story by explaining that the characters’ only hope is to survive the night or somehow find a way to end the curse. He adds, should they ask, that to his knowledge no one chosen as prey by the hunt has ever survived the night and only one has escaped it—Marla.

Father Miles also explains that any who aid the Hunt’s prey become marked themselves. The priest confirms that he has likely doomed himself by allowing them into the church. If asked why he did so, he says, “I’ve turned away more than one over the years and the burden of that sin has become too great.”

**Ending the Curse**

He tells the group that before he refused to aid previous victims, the Hunt never came near the grounds or the adjacent cemetery. Now the undead monsters seem strangely drawn to the cemetery. They pour through it at least twice during each manifestation of the Hunt, the Hounds sniffing each tombstone thoroughly before moving on to the next.

He further believes the creatures may be repulsed by holy objects. Unfortunately, the only thing that may still qualify is the small quantity of holy water in the font near the church’s vestibule. There is approximately a gallon of holy water there presently. If the group asks, he tells them they are welcome to it. Allow the characters to employ any reasonable solution to utilize it—the more creative, the better!

Hopefully by this time the heroes are beginning to suspect finding Marla’s final resting place may be the key to defeating the Master. (If the players don’t come to the conclusion that Marla is the key to ending the curse, Father Miles can nudge them in that direction.) If they ask about her grave, the priest says it is possible that since she was a suicide, the church leaders at the time may have refused to allow her to be buried on hallowed ground. Or perhaps the lingering influence of the Ebernburg family might be to blame. Either way, Marla is not buried on the church property.

All is not lost, though. The church maintained extensive and meticulous records on the lives—and deaths—of its parishioners from its founding. It may be her gravesite is recorded in the church documents stored in the basement.

A visit to the dusty and dank archives finds them as exacting and extensive as Father Miles claimed, stretching back over 150 years. After each half-
hour spent searching, allow each of the characters digging through the files to make Investigation rolls. On a success, one of them discovers the record of Marla’s burial on a private plot located two miles south of town.

**Reconciliation — Of a Sort**

If the party has discovered the general location of Marla’s gravesite from the church, they still have to find the exact spot. It is marked with a modest headstone, but time has taken its toll. The heroes must make a Notice roll (at –6!) to spot the grave site in the darkened wood. Each character can attempt this roll once every 10 minutes. Keep track of the time they spend searching in case the Hunt catches up to them during this period!

Once they find the gravesite, nothing unusual happens until the next approach of the Hunt. At that time, the Master and his host arrive, intent on finishing off their quarry. Unlike previous encounters, the Master leads the attack, aided by his minions.

After the second round of the battle, a mournful wail erupts from Marla’s grave. Everyone—undead and living alike—must immediately make a Spirit roll or be Shaken by the sound. Marla’s ghost appears, hovering above the ground. Her neck tilts unnaturally to one side, with the spectral remains of a nose still hanging from it. Although her head lies limply on her shoulder, her eyes are transfixed on the Master.

Deal initiative cards as normal for the next round, including one to Marla’s ghost. Albert stands mesmerized by Marla’s appearance and takes no action. The other members of the Hunt—if not Shaken—continue attacking the heroes. The ghost ignores everything but the Master, rushing at him on her own. She is immune to all attacks and effects should any of the party attempt to interact with her. When she reaches the Master, the end of her nose latches around his neck several times and tightens.

Once again, deal initiative cards to everyone. On the ghost’s action, she strangles the Master. At that point, all the Huntsmen and Hounds fall lifelessly to the ground. The entire Hunt begins to rapidly decompose as a time overtakes their bodies. Within minutes, nothing but a few rotting scraps of clothing remain.

With Albert’s destruction, Marla’s ghost fades from existence.

- **Hounds (4):** See page 6.
- **Huntsmen (2 per hero):** See page 6.
- **The Master:** See page 5.

**Aftermath**

With the death of the Master or sunrise, the curse trapping the heroes in Ebernburg is lifted. The characters can walk out of town or, if they’re particularly spunky, wait for another bus. Bernie even appears somewhat later in the morning. He, of course, is surprised to see them, but denies any role in the night before.

The townsfolk themselves are uncomfortable in the heroes’ presence, even if the characters aren’t overtly hostile. After all, they carry decades of guilt for their participation, even if they didn’t directly murder anyone. However, they deny any knowledge of the Hunt or what occurred during the night—even if directly confronted by the party. No evidence of the Hunt exists and the citizens of Ebernburg provide a united front to any investigation of the night’s events. Given that the authorities are already predisposed to place little credence in claims of ghosts and supernatural huntsmen, any official inquiries end without formal resolution.

**End Game**

The heroes can survive the Hunt by either lasting until daybreak at 6 a.m. or by bringing the Hunt to Marla’s gravesite. If they try to outlast the Hunt, use the procedure described in **Covering the Trail** to determine how often the Hunt attacks. Regardless of their success, they are attacked shortly before dawn by the Master and his host in a last attempt by the undead hunter to kill his prey.

- **Hounds (4):** See page 6.
- **Huntsmen (2 per hero):** See page 6.
- **The Master:** See page 5.

**Heroes and Villains**

All of the people—and things—in this adventure are detailed in game terms below.

**Local Townsfolk**

**Citizen**

- **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
- **Skills:** Driving d4, Fighting d4, Knowledge (Trade) d8, Notice d6, Shooting d4
- **Charisma:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Edges/Hindrances:** —

- **Gear:** Pump shotgun (Range 12/24/28, Dam 1-3d6, RoF 1, Shots 6)

**The Wild Hunt**

**ALBERT EBENBURG, MASTER OF THE HUNT**

Albert’s hatred and rage manifests in his hideous form, which is as much beast as human at this point. The remnants of his old burial clothing hang from his now unnaturally tall, thin frame. A pair of wicked and sharp antlers branch from his forehead. His flesh is blackened and oily, with tufts of hair sprouting sporadically from exposed areas. His fingers have grown into long, talon-like claws, and his lower jaw has elongated, exposing long, predatory fangs.

- **Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d8
- **Skills:** Fighting d8, Smarts d6, Spirit d10, Strength d10, Vigor d8
- **Charisma:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 8

**Special Abilities:**

- **Bite/Claws/Horns:** Str+d6 (but only one a round).
- **Fear –2:** Anyone who sees the colonel must make a Guts roll (–2) or be Shaken by his horrific appearance. This is not a damaging attack.
- **Gore:** The Master can charge to gore his prey with his antlers. If he can move at least 6" in a straight line before attacking, he adds +4 to his damage total.
- **Immunity:** The colonel cannot be hurt by normal weapons. Magic and magical weapons (including items affected by smite) can harm him normally.
- **Invulnerability:** The only way to destroy Colonel Ebernburg is to confront him with his wife’s ghost. Magic attacks and weapons that would otherwise incapacitate him only force him to dissipate for one hour, at the end of which time he reforms and resumes the hunt.
- **Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Undead do not suffer Wound Modifiers.**
- **Weakness (Holy Water):** A pint of holy water does 2d6+2 damage to the Master, as if it were a magic weapon. This cannot destroy him, but can temporarily harm him as noted above.
- **Weakness (Marla’s Ghost):** If the colonel is brought face to face with his wife’s ghost, he is destroyed permanently.
HOUNDS
Like their master, these monsters are reanimated remains, driven by an unholy urge to hunt and kill. Their hides are dry and missing huge clumps of fur, and their desiccated lips are drawn back from their teeth in a permanent snarl.
Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d6, Intimidation d6, Notice d8, Tracking d10
Pace: 8; Parry: 6; Toughness: 8
Special Abilities:
• Bite: +d4.
• Fleet Footed: Hounds roll a d10 when running instead of a d6.
• Howl: As an action, a hound may make an Intimidation Test of Wills against any foe within earshot.
• Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.
• Weakness (Holy Water): A pint of holy water deals 2d6+2 damage to a hound.

HUNTSMAN
Former victims of the Hunt themselves, these undead are dragged back to life to serve the Master's bidding once a decade. The Huntsmen are now little more than rotting zombies, each dressed appropriately to the time he was slain by the Hunt.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d6, Tracking d6
Pace: 6; Parry: 5; Toughness: 7
Special Abilities:
• Claws: +d4
• Fearless: Undead hunters are immune to Fear and Intimidation.
• Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.
• Weakness (Holy Water): A pint of holy water deals 2d6+2 damage to an undead hunter.

THE PLAYER CHARACTERS
As noted earlier, you can play with these provided characters or you can let the players make their own from scratch using either the included Test Drive rules or the Savage Worlds core rulebook if you have one.

Additionally, you may notice that all the provided characters have gender-neutral names. They can be male or female as your players prefer. While the cut-and-use character sheets have a single illustration each, the figure flats include both gender options for all the characters.

KELLY FRANKLIN
Your undergrad studies tapped out your parents' life savings. You made it into med school, but even working two part-time jobs and taking student loans, you couldn't make ends meet. In the end, you watched your dreams of being a doctor fade out under a ledger sheet.

Turns out student loans are harder to get rid of than the Black Plague. Now, you're on your last few dollars, riding a bus to nowhere...and hoping nowhere is far enough away that the loan company can't find you.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6
Skills: Driving d4, Fighting d4, Guts d8, Healing d8, Investigation d6, Notice d6, Persuasion d6
Charisma: 0; Pace: 6; Parry: 4; Toughness: 5
Hindrances: Heroic, Poverty (Minor), Pacifist (Minor)
Edges: Common Bond, Healer, Luck
Gear: Cellular phone, $10

CHRIS JANSSEN
It's not just the limp from the shrapnel left in your leg, it's the nightmares you have of still being back over there. Now, you get overwhelmed by rage at times and just snap. You become a danger to yourself and anyone close to you. In the end, it cost your marriage, your family, your job, and your home.

Now you're on the road, looking for a new life, maybe a new family. But you fear you won't be able to outrun those same old demons.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Driving d4, Fighting d6, Guts d6, Healing d4, Notice d6, Shooting d8, Stealth d4, Survival d4, Throwing d4
Charisma: 0; Pace: 4; Parry: 5; Toughness: 6
Hindrances: Lame, Loyal, Doubting Thomas
Edges: Berserk, Nerves of Steel
Gear: Survival knife (Str+d4, +1 to Survival rolls), flash light, lighter, $200

TERRY McNAMARA
Some folks might call you a criminal, but more accurately you were a debt collector. You've got a weakness for the dice...or the cards...or the ponies, really just about anything you can bet on. What you don't have is a knack for picking winners.

Now, you're the one with the unpaid debt and, knowing how your boss handles collections, you caught the first bus out of town.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Driving d4, Fighting d8, Guts d6, Intimidation d6, Lockpicking d4, Psionics d6, Shooting d6, Stealth d6, Streetwise d6
Charisma: -1; Pace: 6; Parry: 6; Toughness: 7
Hindrances: Overconfident, Habit (Minor: Compulsive Gambler), Enemy (Minor: Loan Shark)
Edges: Brawny, Sweep
Gear: .38 revolver (Range 12/24/48, Dam 2d6, RoF 1, Shots 6, Revolver), deck of cards, dice, $10

R. H. MILSTEN
Ghosts, cryptids, UFOs—you name it, you've investigated it. Most folks laugh at you or just think you're just a little crazy. But you know the supernatural is real. You've even found a couple of spells over the years that work. Nothing flashy; mind you, magic nonetheless—no matter what the skeptics claim.

You're on your way to your next investigation: the town of Ebernburg, the scene of strange lights, noises, and disappearances dating back over a century. It should prove the perfect place to test your newfound abilities!
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Driving d4, Fighting d4, Guts d8, Investigation d6, Knowledge (Occult) d6, Notice d6, Spellcasting d8, Shooting d4
Charisma: 0; Pace: 6; Parry: 4; Toughness: 5
Hindrances: Curious, Bad Eyes (Minor), Delusional (Minor: You see the paranormal everywhere)
Edges: Arcane Background (Magic), Alertness
Powers: Deflection, smite
Power Points: 10
Gear: Video camera with night vision (halves modifiers for darkness), digital recorder, cellular phone, notebook, $100

MORGAN STEVENS
Your parents died early and you bounced between foster homes and orphanages—at least until those men in lab coats took custody of you. They put you in a cell, gave you strange drugs, and did all sorts of weird tests. You watched other people die from the same abuse time and time again.

But not you. In fact, after a while, you found you could do things with your mind. Things that no one else could do. And those men in the lab coats? They couldn't keep you locked up anymore.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Notice d6, Lockpicking d4, Psionics d6, Shooting d6, Stealth d6, Streetwise d6
Charisma: 0; Pace: 6; Parry: 5; Toughness: 5
Hindrances: All Thumbs, Bad Luck, Cautious
Edges: Arcane Background (Psionics), Danger Sense
Powers: Armor, bolt
Power Points: 10
Gear: MP3 player, LED mini-flashlight, lockpicks, sleeping bag, $25

BOBBY THOMPSON
You were always good at running—whether for third base, the finish line, or the end zone. When your last report card came, your mom made you quit your Little League teams. The only reasonable thing to do was to run away from home.

Now who's sorry?
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4
Skills: Fighting d4, Guts d6, Notice d4, Shooting d4, Stealth d6, Throwing d6, Taunt d4
Charisma: 0; Pace: 6; Parry: 4; Toughness: 4
Hindrances: Young, Poverty, Stubborn
Edges: Luck, Fleet-Footed, Quick
Gear: Swiss army knife (Str+1), $10
Plot Point settings

Most of our Savage Settings are "Plot Point" books. They communicate a big backstory—like the fight to escape the black hole in *Slipstream* or the Reckoning in *Deadlands*—but still give GMs the freedom to construct and run their own stories in the foreground. Certain adventures—called Plot Points—reveal the backstory to the heroes and help them figure out how to accomplish some greater goal, while allowing them the freedom to pursue their own character’s agendas.

The real goal behind all this is to help Game Masters who don’t have tons of time to prepare their own game. The backstory is there to provide context, NPC motivations, and fantastic locations. Think of a Plot Point setting as a quick pick-up instruction manual for actually running a game session (almost) on the fly. The location descriptions are intended to quickly hone in on how the GM describes the area to his players, the plots have enough detail to run a night’s session, and the bad guys or challenges are defined and statted—either as unique villains or by reference to the bestiary.

In *The Savage World of Solomon Kane™*, for example, just before running a night’s session, the Game Master can figure out where the players are going and read a short summary of that location. Then he can look at the points of interest at that site and see if there are any Savage Tales—short adventures—that his party might want to get involved with.

*Savage Worlds* Plot Point settings offer busy Game Masters epic campaigns your players will think you spent years creating!

Get the full version of *Savage Worlds* at better game stores everywhere!
Free Adventures and more at www.peginc.com!

Morgan Stevens

Bobby Thompson

Chris Jansen

Terry McNamara

Kelly Franklin

R. H. Milsten
**R. H. Milsten**

- **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6
- **Skills:** Driving d4, Fighting d6, Guts d6, Healing d8, Intimidation d6, Lockpicking d4, Notice d6, Shooting d8, Stealth d6, Streetwise d6
- **Powers:** Armor, bolt
- **Gear:** MP3 player, LED mini-flashlight, lockpicks, sleeping bag, $25
- **Power Points:** 10
- **Edges:** Arcane Background
- **Hindrances:** Common Bond, Healer, Luck
- **Edges:** Fearless, Berserk, Leaves of Power, Sudden Appearance
- **Hindrances:** False Loyalty, Red Luck, Curious
- **Parry:** 5; **Toughness:** 6
- **Pace:** –1; **Charisma:** 6

---

**Kelly Franklin**

- **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6
- **Skills:** Driving d4, Fighting d6, Guts d6, Intimidation d6, Lockpicking d4, Notice d6, Shooting d8, Stealth d4, Streetwise d4
- **Hindrances:** Young, Poverty, Stubborn
- **Edges:** Luck, Fleet-Footed, Quick
- **Gear:** Swiss army knife (Str+1), $10
- **Power Points:** 6
- **Parry:** 4; **Toughness:** 6
- **Pace:** 0; **Charisma:** 5

---

**Morgan Stevens**

- **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
- **Skills:** Fighting d6, Guts d6, Intimidation d6, Lockpicking d4, Notice d6, Shooting d8, Stealth d6, Streetwise d6
- **Hindrances:** All Thumbs, Cautious
- **Edges:** Common Bond, Healer, Luck
- **Gear:** Night vision videocam (halves darkness modifiers), digital recorder, cell phone, notebook, $100
- **Power Points:** 10
- **Powers:** Arcane Background
- **Edges:** Berserk, Leaves of Power, Sudden Appearance
- **Hindrances:** False Loyalty, Red Luck, Curious
- **Parry:** 5; **Toughness:** 6
- **Pace:** 6; **Charisma:** 6

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**Terrence McManus**

- **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4
- **Skills:** Fighting d4, Guts d6, Intimidation d6, Lockpicking d4, Notice d6, Shooting d4, Stealth d4, Streetwise d4
- **Hindrances:** Young, Poverty, Stubborn
- **Edges:** Luck, Fleet-Footed, Quick
- **Gear:** Swiss army knife (Str+1), $10
- **Power Points:** 6
- **Powers:** Arcane Background
- **Edges:** Berserk, Leaves of Power, Sudden Appearance
- **Hindrances:** False Loyalty, Red Luck, Curious
- **Parry:** 4; **Toughness:** 6
- **Pace:** 0; **Charisma:** 6

---

**Chris Jansen**

- **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6
- **Skills:** Driving d4, Fighting d6, Guts d6, Intimidation d6, Lockpicking d4, Notice d6, Shooting d8, Stealth d6, Streetwise d6
- **Hindrances:** Young, Poverty, Stubborn
- **Edges:** Luck, Fleet-Footed, Quick
- **Gear:** Night vision videocam (halves darkness modifiers), digital recorder, cell phone, notebook, $100
- **Power Points:** 10
- **Powers:** Arcane Background
- **Edges:** Berserk, Leaves of Power, Sudden Appearance
- **Hindrances:** False Loyalty, Red Luck, Curious
- **Parry:** 5; **Toughness:** 6
- **Pace:** 6; **Charisma:** 6

---

**Terry McNamara**

- **Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
- **Skills:** Driving d4, Fighting d6, Guts d6, Intimidation d6, Lockpicking d4, Notice d6, Shooting d8, Stealth d6, Streetwise d6
- **Hindrances:** Heroic, Poverty (Minor), Pacifist (Minor)
- **Edges:** Common Bond, Healer, Luck
- **Gear:** .38 revolver (Range 12/24/48, Dam 2d6, RoF 1, Shots 6, Revolver), deck of cards, dice, $10
- **Power Points:** 10
- **Powers:** Arcane Background
- **Edges:** Berserk, Leaves of Power, Sudden Appearance
- **Hindrances:** False Loyalty, Red Luck, Curious
- **Parry:** 5; **Toughness:** 6
- **Pace:** 0; **Charisma:** 6

---

**Bobby Thompson**

- **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
- **Skills:** Driving d4, Fighting d6, Guts d6, Intimidation d6, Lockpicking d4, Notice d6, Shooting d8, Stealth d6, Streetwise d6
- **Hindrances:** Young, Poverty, Stubborn
- **Edges:** Luck, Fleet-Footed, Quick
- **Gear:** Survival knife (Str+1d4, +1 to Survival rolls), flashlight, lighter, $200
- **Power Points:** 10
- **Powers:** Arcane Background
- **Edges:** Berserk, Leaves of Power, Sudden Appearance
- **Hindrances:** False Loyalty, Red Luck, Curious
- **Parry:** 5; **Toughness:** 6
- **Pace:** 0; **Charisma:** 6
TRI-FOLD FIGURE FLATS

Print and cut out, folding into a prism or “A-frame” shape, gluing the labeled tab inside; the tab label is just for identification purposes for the GM. Male & female options are presented for the PCs. For the undead hound models, you can either fold them into an A-frame/prism on its side, or into an “inverted T” shape as illustrated.

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Deadlands: Reloaded!

The year is 1876, but the history is not our own.

Pinnacle’s flagship product is Deadlands, a horrific journey into the “Weird West.” Mysterious beings called the Reckoners have given life to monsters and magic, causing history to divert from July 4th, 1863 forward. The South has won its independence, California has shattered into a labyrinth of flooded sea-canyons, and a mysterious super-fuel called “ghost rock” has spawned as much war and strife as it has “steampunk” devices.

Players are steely-eyed gunfighters, card-slinging sorcerers called hucksters, mysterious shamans, savage braves, mad scientists, and more who battle against evil and attempt to prevent the “Reckoning.”

Low Life: Rise of the Lowly

Sword & Sorcery Adventure in a shattered world inhabited by the descendants of cockroaches, worms, snack cakes, and stranded aliens. Discover the arcane secrets of hocus pokery, dementalism, smellcasting, and holy rolling. Battle hideous beasts risen from the rubble of ancient civilizations. Enjoy a light lunch at the Primordial Soup Kitchen. Mutha Oith is a world of grand adventure and deadly peril, of conflict and danger. It’s a land of epic heroism and great evil, a realm of horror and violence, a bold land where even the lowliest cockroach can become a king by his own sword and the most wretched gob of filth can become a gawd.

Are you warm enough to follow your destiny? Do you have the nuggets to take your rightful place among Oith’s most valiant heroes? If so, strap on your esophagator hide shield, pick up your poo figger and your huge freakin’ cleaver, mount your pygmy slog, whisper a prayer to Jelvis, kiss your larvae goodbye, and open the goosin’ book. The muck-riddled road to epic adventure stands before you...

Necessary Evil: Explorer’s Edition

The fate of the world lies with the scum of the earth: when the super heroes of the world are blown to kingdom come by an unstoppable army of invading aliens, who will save the day? Evil! The only forces left to take on the alien menace are the crafty, self-serving super-villains! Necessary Evil is a supers game done Savage Worlds style. Inside the twisted Plot Point setting are complete rules on making four-color super-powered characters, over seventy super powers, a pile of adventures weaving in and out of a resistance story, new Edges and Hindrances, a bestiary of out-of-this-world critters, and more!

No simple reprint, this classic Savage Worlds setting is reformatted to the wildly popular Savage Worlds: Explorer’s Edition-size paperback, includes a new ending (110% of the story of the first edition), and has updated rules and two dozen new pieces of art.

Selected Savage Settings

The Savage World of Solomon Kane™

A Landless Man. A Wanderer. A Puritan. Solomon Kane is many things, but above all, he is a hero. In a time of savagery and horror, he wanders the darkest corners of the Earth and battles the evil he finds hidden within. From the savage interior of Africa to the cold forests of Europe, the frigid mountains of Cathay, and the blood-soaked jungles of South America, he battles merciless butchers, deathless queens, even winged demons in his pursuit of righteous vengeance.

Now your hero can follow the Path of Kane. Whether a Puritan wanderer, a misguided pirate, or a soldier of fortune, a time of legend has come and fate has chosen her champions. Kane began the fight against an ancient evil so great it could destroy humanity, but now others must carry the torch into the darkness.

Space 1889: Red Sands

Science fiction roleplaying in a more Savage time! Since Thomas Edison first explored the worlds with the help of his marvelous ether propeller, the British Empire has grown to include to the red plains and stately canals of Mars, the steaming, dinosaur-infested swamps of Venus, even a remote outpost in the twilight zone of Mercury.

In 1889, the sun truly never sets on the British Empire. But deep inside the Empire a core of revolt festers and grows. Martian cults cry out for the Earthlings’ expulsion. Britain teeters at the edge of war with the Oenotrian Empire. In the midst of seething turmoil, the being known only as Kronos siezes the technology of a forgotten race to threaten the very future of mankind!

This book contains everything you need to play thrilling Victorian space adventures with the Savage Worlds game system: new Edges, Hindrances, combat and construction rules for ether vessels and aerial flyers, a complete system for Inventions, copious information about the various locales, races, and mysteries of the Solar System, an Adventure Generator, dozens of Savage Tales, a bevy of alien creatures and nefarious foes, and a Plot Point campaign to take your heroes to the stars and back again.

All of our settings (except The Savage World of Solomon Kane and Pirates of the Spanish Main) require the Savage Worlds core rules.
Welcome to Savage Worlds, Pinnacle's streamlined roleplaying system for any setting! Here you'll find everything you need to give the game a quick spin and see if it's something you like—absolutely free!

If you do, go order the regular Savage Worlds rulebook at your favorite game store or at our web store at www.penguin.com. You have all the core rules here, but in the full book you'll also get details on character creation, vehicles, chases, dogfights, mass combat, spells, psionics, gadgets, and superpowers! You'll also find a guide to creating your own settings, including how to create races, new Edges and Hindrances, monsters, and more.

The Test Drive is designed to work with our free One Sheet™ adventures and pre-made characters. You'll find a couple attached to this booklet ready to play, and you can download more at our website. While you're there, check out all our other freebies, settings, and adventures, as well as the awesome settings created by other game companies who have licensed Savage Worlds for their settings!

The Rules

The Savage Worlds rules are simple and follow a standard pattern. Let's dive right in and you'll see how it works.

Traits

Every character or creature has two kinds of Traits—attributes and skills. Each Trait is rated from a d4 to a d12, with d6 being average and d12 being world-class.

Trait Tests

When you want your character to do something, the GM tells you what Trait to use and you roll that die. If it's equal to or greater than a d12, such as a d12+3, that means to roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace," and you can keep rolling and adding as long as you Ace!

Opposed Rolls

Sometimes rolls are "opposed" by an opponent. If two characters are wrestling for control of an ancient artifact, for example, they both make Strength rolls. When this happens, the acting character gets his Trait total first, followed by whoever is opposing him. The highest total wins.

Example: Buck Savage, a pulp hero, taunts an Aztec mummy. Buck gets a 7 on his Taunt. The mummy shrieks in anger and rolls next, getting a 3. Buck wins with a raise!

Wild Cards & Extras

Your hero (a player character), and unique villains and monsters are collectively called "Wild Cards." Wild cards are the "named" characters who are important to the plot and thus are just generally better than the unnamed "Extras."

These beings have a little better chance at doing things, are a little tougher to put down, and are generally more detailed than common guards, minions, or lackeys. Wild Cards are noted with the picture of Slinin' Jack by their statistics, like this:

Buck Savage

The Wild Die

When making any sort of Trait test, Wild Cards roll an extra d6 called the "Wild Die." If the result of the Wild Die is higher than the Trait die, take the result of the Wild Die instead.

All modifiers apply to both the Trait and Wild Die since whichever is highest is your total before the modifier.

One Wild Die Per Action

When Wild Cards roll multiple dice for a single action, such as when firing on full-auto, they roll only one Wild Die. A gunman who fires three bursts, for example, rolls three of his Shooting dice and one Wild Die—which may then replace one of his Shooting dice if it comes out higher.

Example: A hero with a d8 Strength makes a roll. He rolls a d8 and his Wild Die, a d6, and gets an 8 and a 6, respectively—that's an Ace on both dice! He rolls both again and gets a 4 and a 3. The d8 ends up with a 8+4=12, while the Wild Die is 6+3=9. The d8 scored highest in the end, so his total is 12.

Bennies

Savage Worlds gives players and GMs a little extra control over the whims of fate. Every player starts each game session with three "bennies," gaming stones or other tokens that signify a little bit of good luck or fate. (For those who don't know, "bennies" is a slang term derived from "benefits.")

You can use a benny to reroll any Trait test. You can even keep spending them until you get the result you want or you run out of bennies! Take the best of your rolls—spending a benny should never hurt you, only help. If your original roll is a 5, for example, and a benny gets you a 4, you keep the original 5 instead.

Bennies cannot normally be spent on damage rolls, rolls on tables, or anything besides Trait rolls. (Soak rolls and certain Edges do allow other uses of bennies besides rerolling Trait rolls, but these are the exception.) Bennies are not saved up between sessions, so use 'em or lose 'em!

Game Master Bennies

Game Masters get bennies for their villains too. At the start of each session, the GM gets one benny for each player character in the group.

Each of the GM's Wild Cards also get two bennies of their own. They can use these or the "common"
Fighting covers it all. Remember, this is a game for your sword, dagger, dirk, and axe—your skills appears below. Note that skills in d6, d8, d10, and d12.

**CHARACTERS**

The heart of a good roleplaying game is the ability to make, customize, and advance your own characters. Here's how it works in *Savage Worlds*.

**1) RACE**

Choose any race available in your setting for your character. Our Savage Settings contain complete rules and background information for any new races that appear in that world.

Human characters start play with one free Edge of their choice (see Edges, below).

**2) TRAITS & DERIVED STATISTICS**

Your hero starts with a d4 in each attribute, and has 5 points with which to raise them. Raising an attribute a die type costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level. If your hero has a Strength of d6, for example, it costs 1 point to buy Climbing at d4, another point to buy it at d6, and 2 points to raise it to a d8.

**Skills**

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<tr>
<th>Skill</th>
<th>Linked Attribute</th>
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<tr>
<td>Boating</td>
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*Denotes an “arcane skill.” See *Arcane Backgrounds* for more information.

As with heroes, bennies are not saved between sessions.

**CHARACTERS**

**3) EDGES & HINDRANCES**

Your character gains a Hindrance Point for each Minor Hindrance she takes (up to two), and two for taking a single Major Hindrance. You’ll find a summary of core Edges & Hindrances at the end of this document, and more can be found in your setting book.

For 2 Hindrance Points you can either:
- Gain another attribute point.
- Choose an Edge.
- For 1 Hindrance Point you can either:
- Gain another skill point.
- Increase starting funds by 100%.

**4) GEAR**

Your hero starts with $500 unless your setting book says otherwise. Pre-generated characters such as those on our website already have all of their gear.

**5) BACKGROUND DETAILS**

Fill in any other background details you care to add.

**COMBAT**

**Savage Worlds** keeps the fighting Fast! Furious! and Fun! Don’t worry though—you’ll have plenty of ways to customize your character with Edges.

Each die type in a skill costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level. If your hero has a Strength of d6, for example, it costs 1 point to buy Climbing at d4, another point to buy it at d6, and 2 points to raise it to a d8.

**Worlds**

**Savage**

**Skills**

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*Denotes an “arcane skill.” See *Arcane Backgrounds* for more information.

The Joker Is Wild!

Jokers are special. A character who is dealt a Joker gets to go whenever he wants in a round, before anyone else or at any point later, including automatically interrupting another’s action if he wishes.

In addition, the hero adds +2 to all Trait tests made this round, and +2 to damage!

Reshuffle the deck after a Joker is dealt to any character.

**Hold**

A hero may choose to wait and see what happens by taking a Hold action. He may then go later in the round if he chooses, and can then take his action normally.

A Hold action lasts until it’s used. If a character has a Hold card when a new round starts, he’s not dealt in.

**Interupting Actions**

If a character on Hold wants to interrupt an action, he and the opponent make opposed Agility rolls.

Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous.
**Movement**

Player characters have a Pace of 6, meaning they can move that many inches on the tabletop in a round. Characters may also choose to run. This gives them an additional 1d6" of movement but incurs a –2 penalty to any Trait tests performed that round. This isn’t a Trait roll, so there is no Wild Die and it can’t Ace.

**Melee Attacks**

A character may make one Fighting attack per round. Roll a Fighting skill roll and compare it to the opponent’s Parry. On a success, your character makes a melee damage roll based on the weapon in hand (see Damage). With a raise, you add an additional +d6 bonus damage for that strike as well.

**Ranged Attacks**

The Shooting skill covers everything from pistols to rocket launchers. You’ll notice missile weapons on the weapons chart have a set of numbers under “Range.” This is their Short, Medium, and Long range brackets. Hitting a target at Short range is a standard Shooting roll with a TN of 4. Shooting a target at Medium range subtracts 2 from the roll, and Long range subtracts 4.

Weapon ranges, by the way, are designed for the tabletop and using miniatures. For a quick conversion, every inch on the tabletop equals 2 yards in the real world. A target at 25’, for example, is actually 50 yards away from the attacker.

**Cover**

Subtract 2 from the attack if the defender has minor cover (half cover or full light cover such as brush), and –4 if the defender has substantial cover (about two-thirds cover).

A prone character has minor cover (–2), but standing back up costs 2" of movement. While prone, defenders subtract 2 from their Parry and Fighting rolls.

You’ll find a number of additional situational combat modifiers and some other special types of attacks in the full rulebook.

**Damage**

After a successful hit, the attacker rolls damage. When rolling damage, add the results of the dice together to figure your total damage. All damage rolls can Ace as well, which means that you keep rolling and adding whenever damage dice Ace. You got that right, friend. Even the lowliest goblin can put down a legendary hero with a really lucky roll.

**Melee Damage**

Melee damage is figured by rolling the attacker’s Strength die and the weapon’s damage die and adding the results together. A hero with Strength d8 and a short sword (d6), for example, deals d8+d6 damage with the sword. As always, these dice can Ace! Don’t add Wild Dice to these rolls—heroes only get those on skill and attribute rolls.

**Ranged Damage**

Well-placed attacks are more likely to hit vital areas. If you get a raise on the attack roll, add +1d6 to the damage as well! (Bonus damage can also Ace!) Don’t add additional dice for more than one raise.

**Wild Cards and Wounds**

Wild Cards can take multiple wounds, and every raise on the damage roll inflicts a wound. Each wound causes a –1 penalty per wound to all further Trait tests. A hero with 2 wounds, for example, suffers a –2 penalty to all Trait tests.

If a hero suffers a wound and wasn’t already Shaken, he is Shaken as well. Heroes can take 3 wounds before they’re in real danger of dying. Damage that would cause wounds after that leaves them Incapacitated. An Incapacitated character must make an immediate Vigor roll, applying wound modifiers.

**Melee**

Resolve damage in the order you make the attacks. If the attacks above were reversed, for example, it would work like this. Virginia takes 13 damage, which is two raises. That’s two wounds and she’s Shaken. The next hit causes 7 points of damage, and the second causes 13 (ouch!).

**Example:** Virginia Dare is a pulp heroine with a Toughness of 5. She’s hit by two attacks in the same round. The first hit causes 7 points of damage, and the second causes 13. She’s already Shaken, so there’s no further effect from that.

**Soaking Damage**

After taking wounds from a single attack, heroes may spend a benny to make a Vigor roll. A success and each raise on the roll reduces the number of wounds suffered from that attack by one. If the hero is left with any wounds from the attack however,
he's still Shaken as usual. (Don't count the wound modifiers you're about to suffer when making this roll.)

A character may only make one soak roll per attack. If a soak roll eliminates 3 of 5 wounds, for instance, a hero can't make another soak roll for the other two wounds. The hero could spend a second benny to reroll the Vigor roll, however. This means that if he suffers multiple hits in the same round, he'll need to spend bennies and make soak rolls after each hit—before the next one is resolved.

A hero can also spend a benny to automatically remove a Shaken counter, even after he's attempted to make a Spirit roll to recover naturally.

**ADVANCEMENT**


**POWERS**

Most roleplaying games feature “magic” in one form or another. Whether it’s hidden occult lore practiced only by dark cultists, voodoo rituals, the eldritch sorcery of powerful wizards, weird gadgets created by mad scientists, superpowers, or the psionic powers of the mind, these rules handle it all in one simple system.

For ease of use, we call all of these effects “powers.” Best of all, powers work the same from game to game, but the particular use and trappings (see below) give the same powers endless variations. That means you can create wizards, mad scientists, superheroes, or even creatures with one set of easy-to-remember powers.

Every power has an associated “arcane skill”—Faith, Psionics, Spellcasting, or Weird Science.

**POWER POINTS**

Arcane characters energize their powers with “Power Points.” Heroes start with 10 Power Points at character creation, and recover them at the rate of 1 point per hour.

**USING A POWER**

To use a power, the character simply declares the power he’s using, spends the desired number of Power Points, and makes the appropriate arcane skill roll. If the roll fails, there’s no effect but the Power Points are lost. If successful, consult the particular power to determine the results. It lasts for a number of rounds equal to its Duration, and some can be maintained by spending the listed Power Points per round noted beside the Duration.

Some powers have variable effects depending on how many Power Points are used to cast them. As explained above, the player must spend the desired Power Points before rolling his character’s arcane skill to see if he’s successful.

**SAMPLE POWERS**

Here are a few sample powers so that you can see exactly how this works. The Savage Worlds rulebook features dozens more powers easily adapted to any arcane background.

**ARMOR**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Range</th>
<th>Power Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Novice</td>
<td>Touch</td>
<td>2</td>
<td>3 (1/round)</td>
</tr>
</tbody>
</table>

**Trappings:** A mystical glow, hardened skin, real or ethereal armor, a mass of insects or worms.

**Armor** creates a field of magical protection around a character, or an actual shell of some sort, effectively giving the target armor. Success grants the recipient 2 points of armor. A raise grants 4 points of armor. The benefit of this power does stack with normal armor.

**BLAST**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Range</th>
<th>Power Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Seasoned</td>
<td>24/48/96</td>
<td>2–6</td>
<td>Instant</td>
</tr>
</tbody>
</table>

**Trappings:** Balls of fire, ice, light, darkness, colored bolts, swarm of insects.

Blast is an area effect power that can put down many opponents at once. The character first picks where he wants to center the blast, then makes the appropriate skill roll. Normal ranged attack modifiers apply.

The area of effect is a Medium Burst Template found in the back of this booklet. If the roll is failed, the blast deviates as a launched projectile (1d10 x the range [1 for Short, 2 for Medium, etc], in a d12 direction. Targets within the blast suffer 2d6 damage. Unlike other attacks, raises on the attack roll do not add to damage to area effect attacks.

**Additional Effects:** For double the Power Points, the blast does 3d6 damage or is the size of a Large Burst Template. For triple the points, it does both.

**BOLT**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Range</th>
<th>Power Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Novice</td>
<td>12/24/48</td>
<td>1–6</td>
<td>Instant</td>
</tr>
</tbody>
</table>

**Trappings:** Fire, ice, light, darkness, colored bolts, swarm of insects.

Bolt is the standard attack power of wizards, and can also be used for ray guns, bursts of energy, streaks of holy light, and other ranged attacks. The damage of the bolt is 2d6.

**Additional Bolts:** The character may cast up to 3 bolts by spending a like amount of Power Points. This must be decided before the power is cast. The bolts may be spread among targets as the character chooses.

**Additional Damage:** The character may also increase the damage to 3d6 by doubling the Power Point cost per bolt. This may be combined with the additional bolts, so firing 3 bolts of 3d6 damage would cost 6 Power Points.

**DEFLECTION**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Range</th>
<th>Power Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Novice</td>
<td>Touch</td>
<td>2</td>
<td>3 (1/round)</td>
</tr>
</tbody>
</table>

**Trappings:** Mystical shield, gust of wind, phantom servant that intercepts the missiles.

**Deflection** powers work in a variety of ways. Some deflect incoming attacks, others blur the target’s form or produce other illusionary effects. The end result is always the same however—to misdirect incoming melee and missile attacks from the user. With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to –4. This acts as armor against area effect weapons.

**HEALING**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Range</th>
<th>Power Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Novice</td>
<td>Touch</td>
<td>3</td>
<td>Permanent</td>
</tr>
</tbody>
</table>

**Trappings:** Laying on hands, touching the victim with a holy symbol, prayer.

**Healing** repairs recent bodily damage. It must be used within the “golden hour,” though, for it has no effect on wounds more than one hour old.

For Wild Cards, each use of the healing spell removes a wound with a success, and two wounds with a raise. The roll suffers a penalty equal to the victim’s wounds (in addition to any the caster might be suffering himself).

For Extras, the GM must first determine if the ally is dead (a simple Vigor roll). If so, no healing may be attempted. If not, a successful arcane skill roll returns the ally to the game Shaken.

**Healing** can also cure poison and disease if used within 10 minutes of the event.

**SMITE**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Range</th>
<th>Power Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Novice</td>
<td>Touch</td>
<td>2–6</td>
<td>3 (1/round)</td>
</tr>
</tbody>
</table>

**Trappings:** A colored glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it’s a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full “load” of ammunition (the GM may have to determine the exact quantity for unusual weapons). While the spell is in effect, the weapon’s damage is increased by +2, or +4 with a raise.

**FAQ**

Savage Worlds has been around long enough that we’ve seen a few common questions. Here are the answers!

Q: Because of Aces, it looks like it’s better to have a d6 than a d8. So why would I want to increase my skills?

A: Higher dice are better. Consider the standard TN of 4. A d6 has a 50% chance of success. A d8 has a 62% chance of success. You do have a better chance to Ace on the lowest die—a d4—but you still succeed more (and better) with higher die types. The bottom line is that although all Trait dice can potentially roll high or low, higher die types roll higher more often and lower less often.

Q: A statistic in my book says short swords do “Str+2” damage. Huh?

A: In some earlier versions of the rules, melee weapons had a flat bonus instead of a die type. You can figure out what most weapons should be by this simple guideline: +1 = d4, +2 = d6, +3 = d8, +4 = d10, +5 = d12. The rulebook also has a comprehensive listing of up-to-date weapon stats.
Q: Do aces count when I roll running/on a table/etc?
A: You only count aces when rolling Trait rolls and damage rolls.

Q: Can I spend a benny on damage?
A: Not unless your character has an Edge that says you can. The same goes for any rolls that aren’t Trait rolls.

Q: My players don’t like that it takes some time to take down big creatures with high Toughness scores.
A: Our goal is to have the bad guys up, down, or off the table. We ignore hits that only do a few “hit points” to save the Game Master work, and only care when someone really puts in that solid hit that takes the Big Bad down. Just describe those lesser hits as nicks, cuts, scrapes, or even actual wounds that just don’t cause any actual physical trauma. And if you use the Intimidation-Shaken tactic described earlier, or the maneuvers found in the actual rulebook, even those big guys can fall quickly.

Edges & Hindrances

So you might be looking at a couple of Savage Worlds characters and thinking “Hm. These guys both have a d8 in Fighting. What makes them different?” That’s where Edges and Hindrances come in. These all-important feats and drawbacks are what make two otherwise similar fighters VERY different from one another.

The list below will get you through playing the characters in our free adventures. For more details, you’ll want to check out the actual Savage Worlds rulebook.

Hindrances

All Thumbs (Minor): –2 Repair; Roll of 1 on a mechanical or electronic device causes malfunction
Anemic (Minor): –2 Vigor to resist sickness, disease, poison, or environment
Arrogant (Major): Must humiliate opponent, challenge the ‘leader’
Bad Eyes (Minor/Major): –2 to attack or notice something more than 5” distant
Bad Luck (Major): One less benny per session
Big Mouth (Minor): Unable to keep secret, blabs at wrong time
Blind (Major): –6 on all actions that require vision; –2 on social rolls, gain an additional Edge
Bloodthirsty (Major): Never takes prisoners; –4 Charisma if known
Cautious (Minor): Character is overly careful
Clueless (Major): –2 to most Common Knowledge rolls
Code of Honor (Major): The character keeps his word and acts like a gentleman
Curious (Major): Character wants to know about everything
Death Wish (Minor): Character wants to die after completing some task
Delusional (Minor/Major): Character suffers from grave delusions
Doubting Thomas (Minor): Character doesn’t believe in the supernatural

Edges

Each Edge’s Requirements are listed in parentheses. N is Novice Rank, S is Seasoned, etc. Attribute requirements are listed as A=Agility, St=Strength, Sm=Smarts, Sp=Spirit, and V=Vigor.
**Common Weapons and Armor**

### Selected Hand Weapons

<table>
<thead>
<tr>
<th>Type</th>
<th>Damage</th>
<th>Weight</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dagger</td>
<td>Str+d4</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Long sword</td>
<td>Str+d8</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Great sword</td>
<td>Str+d10</td>
<td>10</td>
<td>Parry -1; Requires 2 hands</td>
</tr>
<tr>
<td>Short sword</td>
<td>Str+d6</td>
<td>4</td>
<td>Includes cavalry sabers</td>
</tr>
<tr>
<td>Axe</td>
<td>Str+d6</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Great Axe</td>
<td>Str+d10</td>
<td>15</td>
<td>AP 1; Parry -1; Requires 2 hands</td>
</tr>
<tr>
<td>Warhammer</td>
<td>Str+d6</td>
<td>8</td>
<td>AP 1 vs plate mail</td>
</tr>
<tr>
<td>Maul</td>
<td>Str+d8</td>
<td>20</td>
<td>AP 2 vs plate mail; Parry -1; Requires 2 hands</td>
</tr>
<tr>
<td>Spear</td>
<td>Str+d6</td>
<td>5</td>
<td>Parry +1; Reach of 1; Requires 2 hands</td>
</tr>
</tbody>
</table>

### Selected Ranged Weapons

<table>
<thead>
<tr>
<th>Type</th>
<th>Range</th>
<th>Damage</th>
<th>RoF</th>
<th>Ammo</th>
<th>Weight</th>
<th>Shots</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bow</td>
<td>12/24/48</td>
<td>2d6</td>
<td>1</td>
<td>Arrow</td>
<td>3</td>
<td>—</td>
<td></td>
</tr>
<tr>
<td>Colt 1911</td>
<td>12/24/48</td>
<td>2d6</td>
<td>1</td>
<td>.45</td>
<td>4</td>
<td>7</td>
<td>AP 1</td>
</tr>
<tr>
<td>Uzi 9mm</td>
<td>12/24/48</td>
<td>2d6</td>
<td>3</td>
<td>9mm</td>
<td>9</td>
<td>32</td>
<td>AP 1</td>
</tr>
<tr>
<td>Pump Shotgun</td>
<td>12/24/48</td>
<td>1-3d6</td>
<td>1</td>
<td>12g</td>
<td>8</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Winchester ’76</td>
<td>24/48/96</td>
<td>2d8</td>
<td>1</td>
<td>.45-47</td>
<td>10</td>
<td>15</td>
<td>AP 2</td>
</tr>
<tr>
<td>M-16</td>
<td>24/48/96</td>
<td>2d8</td>
<td>3</td>
<td>.223</td>
<td>8</td>
<td>20 or 30</td>
<td>AP 2</td>
</tr>
<tr>
<td>Ak47</td>
<td>24/48/96</td>
<td>2d8+1</td>
<td>3</td>
<td>7.62</td>
<td>10</td>
<td>30</td>
<td>AP 2; Snapfire</td>
</tr>
<tr>
<td>M60</td>
<td>30/60/120</td>
<td>2d8+1</td>
<td>3</td>
<td>7.62</td>
<td>25</td>
<td>750</td>
<td></td>
</tr>
</tbody>
</table>

### Selected Armor

<table>
<thead>
<tr>
<th>Type</th>
<th>Protection</th>
<th>Weight</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kevlar</td>
<td>+2/4</td>
<td>8</td>
<td>Covers torso; +4 vs. bullets</td>
</tr>
<tr>
<td>Leather</td>
<td>+1</td>
<td>15</td>
<td>Shirt and leggings</td>
</tr>
<tr>
<td>Chain</td>
<td>+2</td>
<td>25</td>
<td>Shirt, covers arms, legs, and torso</td>
</tr>
<tr>
<td>Plate</td>
<td>+3</td>
<td>25</td>
<td>Corselet; covers torso</td>
</tr>
</tbody>
</table>

---

**Gadgeteer** (N, AB [Weird Science], Sm d8, Repair d8 Weird Science d8, two scientific Knowledge skills d6): May “jury-rig” a device with any available power once per game session

**Giant Killer (V):** +1d6 damage when attacking large creatures

**Hard to Kill (N, WC, Sp d8):** Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables

**Harder to Kill (V, Hard to Kill):** 50% chance of surviving “death” by some unlikely means

**Healer (N, Sp d8):** +2 to all Healing rolls and the healing power if applicable.

**Hold the Line! (S, Sm d8, Command):** Troops have +1 Toughness

**Holy/Unholy Warrior** (N, AB [Miracles], Sp d8, Faith d6): Spend 1 Power Point to make evil creatures make Spirit check or be Knocked; roll of 1 kills Extras, wounds Wild Cards; cost is 1 Power Point per creature affected

**Inspire (S, Command):** +1 to Spirit rolls of all troops in command

**Investigator (N, Sm d8, Investigation d8+, Streetwise d8+):** +2 Investigation and Streetwise

**Jack of All Trades** (N, Sm d10): Ignore –2 untrained penalty for skills linked to Smarts

**Level Headed (S, Sm d8):** Act on best of two cards in combat

**Improved Level Headed (S, Level Headed):** Act on best of three cards in combat

**Luck** (N): +1 benny per session

**Great Luck** (N, Luck): +2 bennies per session

**Marksman (S):** Character gets the aim maneuver (+2 Shooting) if he does not move

**McGyver** (N, Sm d6, Repair d6, Notice d8): No penalties due to lack of equipment

**Mentalist** (N, AB [Psionics], Sm d8, Psionics d6): +2 to any opposed Psionics roll

**Mighty Blow (S, Wild Card, Fighting d10):** Double melee damage when dealt Joker

**Mr. Fix It** (N, AB [Weird Science], Sm d10, Repair d8, Weird Science d8, two scientific Knowledge skills at d6): +2 to Repair rolls, halve normal Repair time with raise

**Natural Leader (N, Sp d8, Command):** Leader may give bennies to troops in command

**Nerves of Steel (N, WC, V d8):** Ignore 1 point of wound penalties

**Improved Nerves of Steel (N, Nerves of Steel):** Ignore 2 points of wound penalties

**New Power (N, AB):** Character gains one new power

**No Mercy (S):** May spend bennies on damage rolls

**Power Points (N, AB):** +5 Power Points, once per rank only

**Power Surge (S, arcane skill d10):** +2d6 Power Points when dealt a Joker

**Professional (L, d12 in Trait):** Trait becomes d12+1

**Expert (L, Professional in Trait):** Trait becomes d12+2

**Master (L, WC, Expert in Trait):** Wild Die is d10 for one Trait

**Quick** (N, A d8): Discard draw of 5 or less for new card

**Quick Draw (N, A d8):** May automatically draw weapon as a free action

**Rapid Recharge (S, Sp d6, AB):** Regain 1 Power Point every 30 minutes

**Improved Rapid Recharge (V, Rapid Recharge):** Regain 1 Power Point every 15 minutes

**Rich** (N): 3x starting funds, $75K annual salary

**Filthy Rich** (N, Noble or Rich): 5x starting funds, $250K annual salary

**Rock and Roll! (S, Shooting d8):** Full-auto penalty is –1 instead of –2

**Scholar** (N, d8 in affected skills): +2 to two different Knowledge skills

**Sidekick (L, WC):** Characters gains a Novice WC sidekick

**Soul Drain (S, Special):** Special

**Steady Hands (N, A d8):** Ignore unstable platform penalty for mounts or vehicles

**Sweep (N, St d8, Fighting d8):** Attack all adjacent foes at –2

**Improved Sweep (V, Sweep):** As above but with no penalty

**Strong Willed (N, Intimidate d6, Taunt d6):** +2 Intimidate and Taunt, +2 to resist

**Thief** (N, A d8, Climb d6, Lockpick d6, Stealth d8): +2 Climb, Lockpick, Stealth, rolls made to trick or deceive, detecting or disarming traps

**Tough as Nails (L):** Toughness +1

**Improved Tough as Nails (L, Tough as Nails):** Toughness +2

**Trademark Weapon (N, Fighting or Shooting d10):** +1 Fighting or Shooting with one particular weapon

**Improved Trademark Weapon (V, Trademark Weapon):** +2 Fighting or Shooting with one particular weapon

**Two-Fisted (N, A d8):** May attack with a weapon in each hand without multi-action penalty

**Weapon Master (L, Fighting d12):** Parry +1

**Master of Arms (L, Weapon Master):** Parry +2

**Wizard** (N, AB [Magic], Sm d8, Knowledge (arcana) d8, Spellcasting d6): Each Spellcasting raise reduces cost of spell by 1 point

**Woodsmen** (b, N, Sp d6, Survival d8, Tracking d8): +2 Tracking, Survival, and Stealth (while in Wilderness)