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**BASIC RULES FOR PINNACLE
ENTERTAINMENT GROUP'S NEW SAVAGE
WORLDS GAME SYSTEM!**

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Hiya, kiddies! Welcome to the completely free Test Drive version of my killer new game, **Savage Worlds!** I'm Smiling Jack, your horrid host for the many **Savage Settings** heading your way.

If you're smart enough to get to these rules, you oughtta be smart enough to figure out how to play 'em. So read every precious word like your life depends on it, then check out one of the free adventures I made my slaves at Pinnacle put on their Weird Website as well.

Don't worry, Einstein. There's nothing complicated here. Jack likes his action fast and furious. So get moving. You hero-types have monsters to slay and treasures to find. You Game Masters have traps to lay and plots to twist.

And remember, if you like what you see here, go down to your local game store and pick up the real **Savage Worlds** rule book. Tell 'em Smiling Jack sent you.

GET SAVAGE!

Hi! And welcome to *Savage Worlds: Test Drive!*TM, a basic version of Pinnacle Entertainment Group's new super-simple game system for any roleplaying or miniatures 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 preorder the regular *Savage Worlds* rulebook at your favorite local game store (available in March). The full rules add in tons more details, including character creation with incredible Edges, vehicle rules, chases, dogfights, mass combat, spells, psionics, gadgets, and superpowers. You'll also find a complete guide to creating any setting, including how to create races, new Edges and Hindrances, monsters, and more. It's easy to convert your favorite settings too, so if you like our game system, you can play all those other games and adventures you've got sitting on your shelf but couldn't figure out—*Savage Worlds* style!

THE RULES

The *Savage Worlds* rules couldn't be simpler.

Every character or creature has two kinds of traits—attributes and skills. Each trait is rated from a d4 to a d12, with a d6 being average. When you want to do something, the GM tells you what trait to use and you roll that die. If it's equal to or greater than 4, plus or minus any modifiers, you're successful.

Pretty simple, huh?

Untrained: If a character doesn't have a skill for an action he's attempting, he rolls 1d4 and subtracts 2 from the total. Some skills can never be used untrained, such as casting a spell or performing brain surgery.

EDGES

Characters also have Edges—special abilities that allow you to break the rules or pull off incredible stunts. You'll find a quick summary of the most common Edges in this guide, and tons more in the *Savage Worlds* rule book.

ACES

Trait tests and damage rolls in *Savage Worlds* are "open-ended." That means that when you 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.

The winner of an opposed roll must still get a normal success (4 or better) as well. Otherwise, he and his opponent are locked in the struggle and neither succeed.

RAISES

Sometimes it's important to know *how* successful a trait test was. Every 4 points over the TN is called a "raise." If your hero needs a 6 to Shoot an opponent, for instance, and rolls a 15, he hits with two raises.

WILD CARDS

Your hero (a player character), and unique villains and monsters are collectively called "Wild Cards" (or creatures). 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 Smiling Jack by their name, like this:



BUCK SAVAGE

THE WILD DIE

When making any sort of trait test, Wild Cards roll an extra d6 and take the best of their normal skill die or their "Wild Die." Aces apply to Wild Dice as well.

One Wild Die Per Action: When Wild Cards roll multiple dice for a single action, such as when using the Sweep Edge, they roll only one Wild Die. A barbarian who performs a Sweep and hits three opponents, for example, only gets his Wild Die once—though he can use it to replace any of his regular skill dice rolled that action.

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.

You can use these 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 be spent on damage rolls, rolls on tables, or anything besides attribute or skill rolls (but see the Soak rules on the next page). 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 2 bennies of their own. They can use these or the "common" pool to save their evil skins, but they can't share their own bennies with their minions.

As with heroes, bennies are not saved between sessions.

COMBAT

INITIATIVE

The action in *Savage Worlds* games is fast and furious. To help the Game Master keep track of who goes in what order and add a little excitement, we use a single deck of playing cards to determine everyone's initiative.

Deal in characters as follows:

- Every Wild Card is dealt a single card.
- Every type of Game Master troop, such as all zombies, all wolves, and so on, share a card.
- Deal a single card for each player's allies. If a player is controlling three swordsmen and an apprentice mage, they all share an initiative card.

The Game Master then counts down from the Ace to the Deuce, with each group resolving its actions when its card comes up. Ties are resolved in suit order: Spades are first, then Hearts, Diamonds, and Clubs (reverse alphabetical order).

THE JOKER IS WILD!

What happens if you're dealt a Joker? It acts as a Wild Card. You get +2 to all trait tests made this round, and +2 to damage as well! You also get to go whenever you want in the round, automatically interrupt someone else's action without an opposed Agility test (see **Hold**, below).

Reshuffle the deck after a Joker is dealt.

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

Interrupting 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 normally in a combat action.

Characters may also choose to run. This gives them an additional 1d6" of movement but inflicts a -2 penalty to any trait tests performed that round.

MELEE ATTACKS

A character may make one hand attack per round. The TN to hit is equal to the opponent's Parry score (2 plus half his Fighting skill).

Withdrawing From Close Combat: Whenever a character retreats from melee, all adjacent opponents get an immediate free attack (but only one—no extra attacks for Frenzy or wielding two weapons).

RANGED ATTACKS

The Shooting skill covers everything from pistols to rocket launchers. You'll notice missile weapons 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. Shooting a target at Medium range subtracts 2 from this roll, and Long range subtracts 4.

Note that 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. Weapon ranges, by the way, are designed for the table-top. See the full rules to determine real-world ranges.

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 2/3rds cover).

You'll find a few more modifiers in the full rules.

DAMAGE

After a successful hit, the attacker rolls damage. Ranged weapons do fixed damage. Hand weapons do the attacker's Strength plus a bonus depending on the weapon (a broad sword, for instance, is Str+3).

Note that melee attacks are Strength rolls, so players get their Wild Dice and may spend bennies on them.

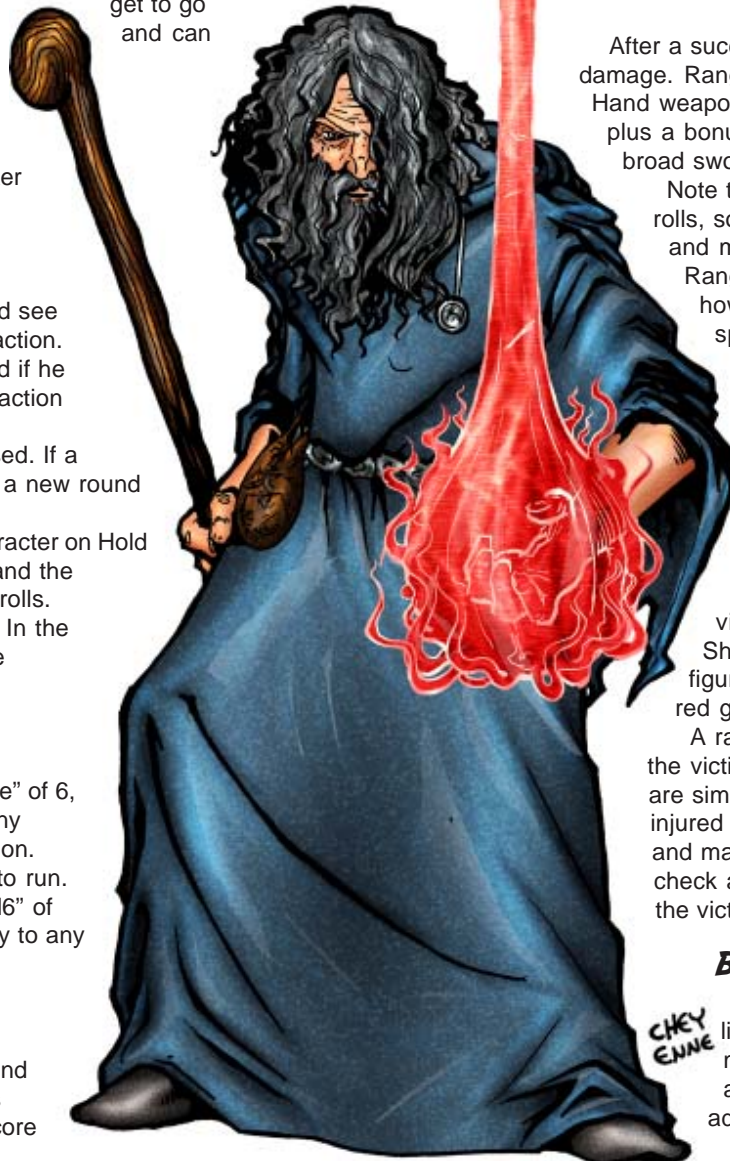
Ranged attacks are not trait rolls, however, so bennies may not be spent.

After hitting, your damage is compared to the opponent's Toughness (2+half his Vigor). If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no game effect. If the damage is equal to or higher than the victim's Toughness, he's Shaken (see below). Place the figure on its back or mark it with a red gaming stone to show its status.

A raise on the damage roll means the victim is wounded. Non-Wild Cards are simply taken off the table—they're injured badly enough to quit the fight, and may even be dead (a simple Vigor check after the fight—failure means the victim expired).

BONUS DAMAGE

Well-placed attacks are more likely to hit vital areas, and so do more damage. Every raise an attacker gets on his attack roll adds +2 to the final damage.



SHAKEN

Shaken characters are rattled from shock, distracted, or otherwise temporarily rendered ineffective. Characters can become Shaken by tests of will results, fear, and most commonly, damage.

Being Shaken has several negative effects. First, Shaken characters may only move half their Pace and can perform no other actions (including running).

If a Shaken character is Shaken again by a damaging attack (not by a Test of Wills, fear, suppression, or similar non-damaging effect), he suffers one wound instead.

A Shaken character automatically attempts to recover at the beginning of each action by making a Spirit roll. A failure means he remains Shaken (though he may move half his Pace as outlined above). With a success, the recovery check consumes the action but the character otherwise recovers and can remove his Shaken counter. With a raise, the character recovers instantly and may act normally.

WILD CARDS AND WOUNDS

Wild Cards can take multiple wounds, and every raise on the damage roll inflicts a wound. The hero is automatically Shaken whenever he suffers a wound and incurs 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.

Heroes can take 3 wounds before they're in real danger of dying. In the *Test Drive* version of the rules, the hero is out of action and must make a Vigor roll at -2 or die. (In the full rules, the hero rolls on the Knockout Blow Table instead).

THE SOAK ROLL

A character can spend a benny to automatically eliminate a Shaken condition (see **Shaken**). If the benny is spent immediately after taking one or more wounds from a single attack, you may make a Vigor roll as well. A success and each raise on the roll reduces the number of wounds suffered from that attack by 1. If the character is left with any wounds from the attack however, he's still Shaken as usual.

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 to eliminate the other two wounds. The hero *could* spend a second benny to reroll the Vigor roll as usual, however. This also means that if a character should suffer multiple hits on the same action card, he'll need to spend bennies and make soak rolls after each result—before the next one is resolved.

ADVANCEMENT

At the end of each game session (usually 4-6 hours of gaming), the GM awards 1 to 5 Experience Points to everyone in the group.

The number of Experience Points a character has determines his "Rank," as shown below. Rank is used as a measure of a character's power level, and to determine whether or

not he can choose certain Edges or powers. GMs are encouraged **not** to assign ranks to nonplayer characters—simply give them the Edges and other abilities they should have rather than designing them like player characters.

Experience Points

1-19
20-39
40-59
60-79
80+

Rank

Novice
Seasoned
Veteran
Heroic
Legendary

LEVELING UP

Every 5 points accumulated allows a hero to "level up," just like in a video or computer game. Every time a character levels, he gets to do one of the following:

- Gain a new Edge.
- Increase one skill that is currently equal to or greater than its linked attribute.
- Increase two skills that are currently less than their linked attributes.
- Buy a new skill at d4.
 - Increase one Attribute by a die type. The attribute may not be increased again until the character reaches a new rank.

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 simple 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 recover Power Points 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 skill roll.



If the roll is failed, there's no effect but the Power Points are lost. If successful, consult the particular power to determine the results.

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 three sample powers so that you can see exactly how this works. The *Savage Worlds* rule book features dozens more powers easily adapted to any arcane background.

ARMOR

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

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*.

BLAST

Rank: Seasoned

Power Points: 2

Range: 24/48/96

Duration: Instant

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 4" diameter circle (a Medium Burst Template). If the roll is failed, the *blast* deviates 1d10" times the range increment (1 for Short, 2 for Medium, 3 for Long).

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 6" in diameter (a Large Burst Template).

BOLT

Rank: Novice

Power Points: 1-6

Range: 12/24/48

Duration: Instant

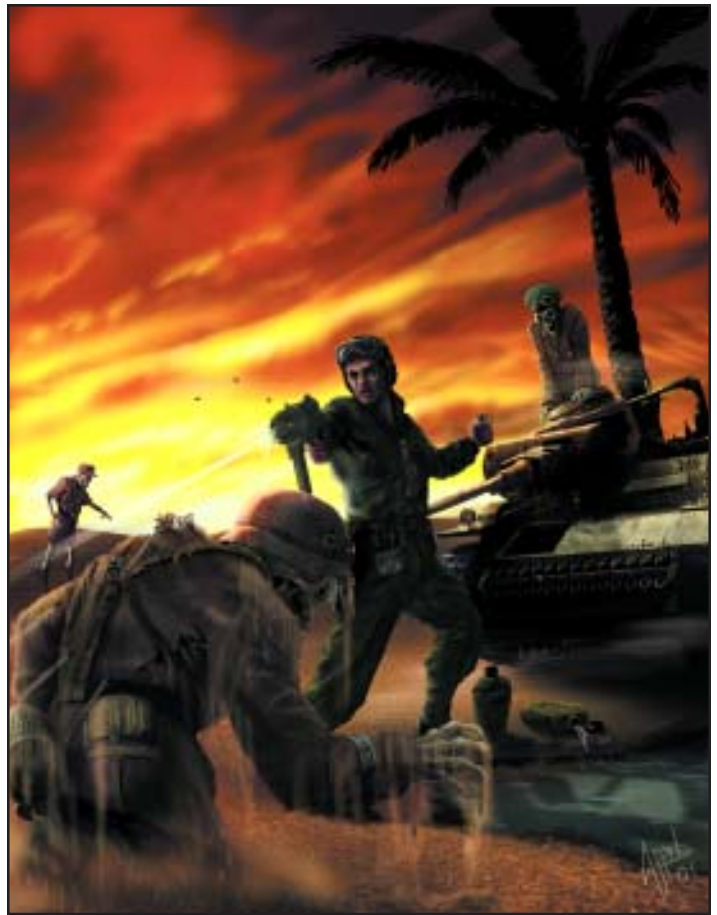
Trappings; Fire, ice, light, darkness, colored bolts, swarm of insects.

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.



SAMPLE MONSTERS

Here's a good example of two special monsters most roleplayers should be familiar with so that you can see how *Savage Worlds* handles them.

ORC

Orcs are savage, green-skinned humanoids with pig-like features, including snouts and sometimes even tusks. They have foul temperaments, and rarely take prisoners.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 8

Gear: Leather armor (+1), short sword (Str+2)

Special Abilities

- **Size +1:** Most orcs are slightly larger and fatter than humans.

ZOMBIE

These walking dead are typical groaning fiends looking for fresh meat.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Gear: Various.

Special Abilities

- **Claws:** Str.
- **Fearless:** Zombies are immune to fear and Intimidation.
- **Undead:** +2 Toughness. Called shots do no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing attacks do half-damage.

WHAT NEXT?

If you want to try out *Savage Worlds*, go to WWW.PEGINC.COM and download one of our free adventures. You'll find pregenerated characters with each one since we haven't told you how to make characters of your own yet.

You'll also need to download the Edges & Hindrances Summary sheet, which will give you the basics for the characters' special abilities. Of course you'll find fully fleshed-out descriptions for these abilities in the *Savage Worlds* main rule book should any questions arise.



That's it, knucklehead! What are you waiting for, the credits to roll?

Go download one of the adventures on our

Weird Website and give it a spin.

If you like it, you'll find the real deal in game stores in March, along with the darkest of all fantasy settings, Evernight!™

Personally, I can't wait. All those yummy do-gooders to chew on! Hmmm! Smilin' Jack is gonna feast!

TELL ME MORE!

Here are some reasons we think *Savage Worlds* is so special:

- Character creation is a breeze!
- Even your non-gamer friends can make a character in minutes.
- Fight battles with dozens of figures for those epic campaign climaxes, or just as a competitive miniatures game!
- Allies are built in from the ground up so your heroes can make use of those loyal retainers, die-hard mercenaries, and even animal companions! No more ignoring all the friendly NPCs because they're too much trouble to keep up with!
- Vehicle rules are built right in! You can fight massive tank battles, dogfights high in the sky (or in deep space!), or thrilling car chases over land, sea, or air!
- Flexibility! The rules are very flexible, allowing you to game out slow-paced murder mysteries, fast-paced superheroics, or traditional "swords and sorcery" dungeon crawling!
- "Epic" level characters are built right in. At Legendary Rank, characters are able to attract followers, build strongholds or hideouts, and even attract Wild Card sidekicks!

SAMPLE WEAPONS AND ARMOR

HAND WEAPONS

Type	Damage	Weight	Notes
Dagger	Str+1	1	
Long sword	Str+3	5	
Great sword	Str+4	10	Parry -1*; 2 hands
Axe	Str+2	2	
Great Axe	Str+4	15	AP 1**; Parry -1*; 2 hands
Warhammer	Str+2	8	
Maul	Str+3	20	Parry -1*
Spear	Str+2	5	Parry +1; Reach of 1****

RANGED WEAPONS

Type	Range****	Damage	RoF	Ammo	Weight	Shots
Bow	12/24/48	2d6	1	Arrow	3	—
Colt 1911	12/24/48	2d6	1	.45	4	7
Uzi 9mm	12/24/48	2d6-1	3	9mm	9	32
Pump SG***	12/24/48	1-3d6	1	12g	8	6
Winchester '76	24/48/96	2d8	1	.45-47	10	15
M-16	24/48/96	2d8	3	.223	8	20 or 30
Ak47	24/48/96	2d8+1	3	7.62	10	30
M60	30/60/120	2d8+1	3	7.62	33	250

ARMOR

Type	Protection	Weight	Notes
Kevlar	+2/4	8	Covers torso; +4 vs. bullets
Leather	+1	15	Shirt and leggings
Chain	+2	25	Shirt, covers arms, legs, and torso
Plate	+3	25	Corselet; covers torso

**Parry: Weapon is unwieldy and subtracts 1 from user's Parry*

***Armor Penetration: Ignores this many points of Armor.*

****Shotgun: Shotguns add +2 to the user's Shooting roll.*

*****Range: This is listed in inches for ease of use on the tabletop. Each inch here is equal to 2 yards.*

******Reach: A character may attack an opponent up to this many inches distant. This has very important effects when fighting mounted foes.*

Autofire: A character may make as many ranged attacks per round as his weapon's Rate of Fire allows. Most submachine guns, for example, can fire 3 shots. Each shot is made at -2. These shots can be split among all possible targets as the player desires, but must all be taken at the same time. A shooter with an Uzi couldn't fire one shot, then move and fire two more, for instance. Each die fired on full-auto represents a number of actual bullets equal to its Rate of Fire. An Uzi firing 3 dice per turn, for example, uses 9 rounds of ammunition.



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