

A SAVAGE GUIDE TO DINOSAURS

GAMING WITH GAGE







Welcome

Dinosaurs are some of the greatest creatures to ever stalk the Earth. They have captured the imagination of many for years and it's not surprising that people would want to use them in roleplaying games.

In this book, we do our best to combine currently held scientific beliefs with recognizable dinosaurs of pop culture. Since these games are about storytelling, this book does its best to captivate the imagination and satisfy players with the feeling of experiencing dinosaurs rather than the "reality".

Did a Dilophosaurus actually spit?

No.

But at the table, it would not feel like a Dilophosaurus if it did not. These creatures are from different periods of history, have imaginative features, and some are not even dinosaurs!

What You'll Need

This book is designed to be used with the *Savage Worlds* core book.

New Rules

The **Special Ability**: Pack Boost was added to more accurately portray certain dinosaurs hunting styles. Dinosaurs with this ability add the Gang Up bonus to damage.

Bestiary



Allosaurus

Allosaurus often worked together to take down much larger prey. One allosaurus is a problem but running into three or four is deadly.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+6, Vigor d12

Skills: Athletics d8, Fighting d10, Notice d6

Pace: 8; **Parry:** 7; **Toughness:** 16 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claw:** Str+d6.
- **Pack Boost:** The creature may add the Gang Up bonus to damage.
- **Size 6 (Large):** Allosaurus grow up to 30' long but weigh between two and four tons.

Ankylosaurus

The ankylosaurus is one of the largest "armored dinosaurs" with a body like a tank and a punishing tail club.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d12+4, Vigor d12

Skills: Athletics d4, Fighting d4, Notice d6

Pace: 4; **Parry:** 4; **Toughness:** 18 (4)

Edges: —

Special Abilities:

- **Armor +4:** Embedded plates.
- **Size 6 (Large):** Ankylosaurus can grow to

26' in length and weigh over four tons.

- **Tail Lash:** Str+d8. The creature may make a free attack against up to two foes to its side or rear at no penalty.

Brachiosaurus

Brachiosaurus are gentle giants, content to wander the land grazing from treetops...unless threatened.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+8, Vigor d12

Skills: Athletics d6, Fighting d6, Notice d4

Pace: 8; **Parry:** 5; **Toughness:** 18 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.
- **Hardy:** The creature does not suffer a Wound from being Shaken twice.
- **Size 8 (Huge):** Brachiosaurus weigh over 30 tons.
- **Tail Lash:** Str+d4. Brachiosaurus make a free attack against up to two foes at its side or rear.



Carnotaurus

The carnotaurus may be smaller than it's more famous theropod cousins but it makes up for it with a fierce temper and deadly horns.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Athletics d8, Fighting d8, Notice d4

Pace: 7; **Parry:** 6; **Toughness:** 15 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6.
- **Horns:** Str+d4.
- **Size 5 (Large):** Carnotaurus can grow up to 30' long but weigh less than two tons.

Compsognathus



These small creatures are more curious than hostile yet often find themselves in interesting places.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4-1, Vigor d4

Skills: Athletics d8, Fighting d4, Notice d6, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 2

Edges: —

Special Abilities:

- **Bite/Claws:** Str.
- **Size -2 (Small):** Compsognathus are the size of a modern turkey.

Deinonychus (Raptor)

The Deinonychus, or Raptor, is a pack hunter known for its speed and cunning.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d8, Notice d6,

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

Edges: —

Special Abilities:

- **Bite/Claws:** Str+d6
- **Pack Boost:** The creature may add the Gang Up bonus to damage.
- **Pounce:** Raptors use surprise to pounce on their prey. If a raptor can leap at least a few feet (1" on the tabletop) and makes a Wild Attack, it adds +4 to its damage instead of +2. This may be combined with The Drop.

Dilophosaurus

The classic "Spitter" dinosaur, these creatures are among the earliest Jurassic-era dinosaurs.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d4, Notice d6, Shooting d6, Stealth d8

Pace: 4; **Parry:** 4; **Toughness:** 7 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claw:** Str+d4.
- **Poison:** Mild.

Dimetrodon

Dimetrodon are reptiles with large spines that they use for courtship and dominance displays.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d8, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 12 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.

- **Bite.** Str+d8.
- **Size 3:** Dimetrodon are 12' long on average, though some can reach 15'.

Giganotosaurus

Giganotosaurus are the bigger and faster version of the more popular Tyrannosaurus Rex.

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12

Skills: Athletics d12, Fighting d12, Intimidation d8, Notice d6, Stealth d4

Pace: 8; **Parry:** 8; **Toughness:** 18 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite.** Str+d8.
- **Resilient:** Giganotosaurus can take one Wound before they're Incapacitated.
- **Size 8 (Huge):** Giganotosaurus are 45' long and weigh up to 15 tons.

Megalodon

The terror of the Prehistoric ocean, the megalodon is among the largest predators to ever exist.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+7, Vigor d12

Skills: Athletics d8, Fighting d10, Notice d10, Stealth d8

Pace: —; **Parry:** 7; **Toughness:** 16

Edges: —

Special Abilities:

- **Aquatic:** Pace 12.
- **Bite:** Str+d8.
- **Hardy:** The creature does not suffer a Wound from being Shaken twice.
- **Size 8 (Huge):** Megalodons can grow up to 50' in length but average around 35'.

Pachycephalosaurus

Pachycephalosaurus prefer to use their dome skulls for intra-species combat, but that won't stop them from knocking some sense into an overeager adventurer.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d6, Notice d8

Pace: 6; **Parry:** 5; **Toughness:** 13 (4)

Edges: —

Special Abilities:

- **Armor +4:** Thick skull.
- **Horns:** Str+d6.
- **Size 2:** Pachycephalosaurus weigh 900lbs.

Parasaurolophus

Parasaurolophus are easily identified by the crest on the top of their head.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d4, Notice d8

Pace: 8; **Parry:** 4; **Toughness:** 11

Edges: —

Special Abilities:

- **Aquatic:** Pace 4.
- **Kick.** Str.
- **Size 4 (Large):** Parasaurolophus weigh over two tons.

Plesiosaurus

Plesiosaurus move through the water calmly so as not to announce their presence but can change direction fast enough to surprise would be attackers.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12, Vigor d12

Skills: Athletics d10, Fighting d8, Notice d8, Stealth d6

Pace: —; **Parry:** 6; **Toughness:** 11

Edges: —

Special Abilities:

- **Aquatic:** Pace 8.
- **Bite.** Str+d6.
- **Size 3:** Plesiosaurus are 11' long.

Pteranodon

Pteranodon are among the largest flying creatures to ever exist. They prefer to glide long distances over the ocean but can move quickly when it suits them.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d8

Skills: Athletics d10, Fighting d6, Notice d10, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 6

Edges: —

Special Abilities:

- **Bite/Claws.** Str+d4.
- **Flight:** Pace 24.

Sarcosuchus

Sarcosuchus are often called the SuperCroc and are the largest crocodyliform to ever exist.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+6, Vigor d12

Skills: Athletics d6, Fighting d8, Notice d8, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 17 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.
- **Aquatic:** Pace 5.
- **Bite:** Str+d6.
- **Rollover:** Sarcosuchus grasp prey in their vice-like jaws and roll with them. If one of these large reptiles hits with a

raise, its bonus damage is a d10 instead of a d6.

- **Size 7 (Large):** Sarcosuchus weigh over eight tons and grow up to 40' long.

Spinosaurus

Spinosaurus are one of the few dinosaurs comfortable on land or in the water. While they prefer to eat fish, they have been known to snap up whatever crosses their path.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+7, Vigor d12

Skills: Athletics d6, Fighting d8, Notice d6, Stealth d4

Pace: 4; **Parry:** 6; **Toughness:** 18 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.
- **Aquatic:** Pace 6.
- **Bite:** Str+d6
- **Hardy:** The creature does not suffer a Wound from being Shaken twice.
- **Size 8 (Huge):** Spinosaurus are the largest meat eating dinosaur with a head the length of a human being.

Stegosaurus

The Stegosaurus are slow moving and not very bright. They do not attack needlessly but defend themselves with ferocity.



Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d12+3, Vigor d12

Skills: Athletics d4, Fighting d4, Notice d4

Pace: 4; **Parry:** 4; **Toughness:** 16 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.
- **Size 6 (Large):** Stegosaurus weigh 3–4 tons but grow to 30' long.
- **Tail Lash:** Str+d6. The creature may make a free attack against up to two foes to its side or rear at no penalty.

Triceratops

Triceratops tend to be gentle creatures...until you make them angry.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12

Skills: Athletics d6, Fighting d6, Notice d6

Pace: 5; **Parry:** 5; **Toughness:** 18 (4)

Edges: —

Special Abilities:

- **Armor +4:** Three horned crown.
- **Horns:** Str+d6
- **Size 6 (Large):** Triceratops weigh 6–12 tons but are only 9' tall.

Tyrannosaurus Rex

Tyrannosaurus Rex is one of the largest land predators to ever exist. The T-Rex hunts prey down and kills with repeated bites, the strength of which are unparalleled. Seeing this apex predator causes quivering in even the bravest adventurer.

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d12+7, Vigor d12

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8, Stealth d4

Pace: 6; **Parry:** 7; **Toughness:** 17 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite.** Str+d8.
- **Fear:** Anyone who sees a Tyrannosaurus Rex must make a Fear check at –2.
- **Hardy:** The creature does not suffer a Wound from being Shaken twice.
- **Size 7 (Large):** Tyrannosaurus can grow up to 40' in length but only weigh 10 tons.





Dino World

Introduction

Dino World, once humanity's greatest achievement, now surrendered to the dinosaurs who once served as exhibits. But not everyone is satisfied with leaving dinosaurs behind. Eric Winslow, CEO of FTRE, wants a dinosaur and he's willing to pay. The party has been hired to retrieve three eggs from the defunct Dino World theme park.

Transportation, a map of the island with the three nest locations, and any gear or resources

are provided by Mr. Winslow. On the deck of *Destiny*, an extravagant yacht, Mr. Winslow reviews the targets. First up, the Compsognathus egg, located in the ruined welcome center at the docks; the Triceratops egg, located at the Paddock Fields; and the Deinonychus egg, located in Carnivore Canyon. Mr. Winslow also reminds them of the payout, increasing the party's wealth one step for each egg recovered.

Arrival

The helicopter launches from *Destiny* at dawn and the party sees Dino World. High mountains fall to emerald green hills with trees and rivers breaking up the landscape. A few vacant buildings, reclaimed by nature, are the only signs of that the island was a park.

The heroes make a Notice roll. With a success they see a flock of Pteranodon soaring up above the ocean, at the helicopter! The pilot makes a Piloting roll, at a -2. A success means they avoid the crash. On a failure the helicopter is hit and is difficult to land. The heroes also take a level of Bumps and Bruises.

Compsognathus Egg

The docks are quiet. A successful Notice roll reveals small tracks left in the debris. Upon following, the party comes into what was once the Grand Courtyard, an open air shopping area with gift shops and an information center. A successful Science roll allows players to identify the tracks of



several Compsognathus. The tracks lead to a storage shed behind Cotton Candy Carnivores. Three Comsognathus follow the party but do not attack unless the heroes remove an egg. They leap at the egg thief. The Compsognathus fight until they retrieve their egg or there is only one remaining.

The radio crackles to life. "Winslow to team, Winslow to team. How goes it so far?" If the helicopter is damaged he agrees to set up extraction near the Carnivore Canyon, the team makes a Common Knowledge check to reveal the best route to the Paddock Fields.

- **Compsognathus (3):** See page 5.

Triceratops Egg

The heroes travel through a leafy forest on a broken asphalt path next to a winding river. After half an hour, the path breaks out of the trees at the top of a long hill. Before them is a beautiful vista with rolling green hills spotted with copses of trees and dinosaurs!

Brachiosaurus walk next to Parasaurolophus, Stegosaurus next to Ankylosaurus, and, most importantly, herds of Triceratops. A Notice roll quickly reveals nests located around the Paddock, while a Science roll can determine which house the Triceratops eggs. As the party approaches the nest the Paddock turn to chaos.

Four Allosaurus burst from the tree line, attacking a group of Parasaurolophus. Panic erupts around the heroes. A Dramatic Task ensues as the dinosaurs begin stampeding. The party needs 15 Task Tokens in three rounds or are trampled and take 1d4 Wounds.

- **Allosaurus (4):** See page 4.

- **Brachiosaurus (2):** See page 4.
- **Triceratops (4):** See page 8.
- **Parasaurolophus (5):** See page 6.

Deinonychus Egg

A player makes a Common Knowledge roll to find the safest path to Carnivore Canyon. On a success, the party is able to find the elevated trail that clings to the side of the canyon, far above the predators below.

The heroes find a series of remains at the edge of a cave mouth in the canyon. As they approach they make a Notice roll, at a -4. On a success, they hear claws in the cave and see movement in the brush around them. Once the egg thieves enter the cave, the Deinonychus strike, with The Drop if the players failed the Notice roll. One lurks within the cave while the others move in attack from behind. The Deinonychus fight until slain. As the last enemy falls, or when the party flees, a roar echoes through the canyon. A Science roll, or a Common Knowledge with a -2, reveals the origin of the roar. Tyrannosaurus Rex.

- **Deinonychus (1 per player):** See page 5.

Eggscapes

The party can fight or flee, though fleeing is probably the wisest course. Combat is resolved normally and a hasty retreat is resolved with a Chase. The Tyrannosaurus Rex pursues the party until it is able to devour one of the heroes or they escape via the extraction point. The helicopter takes off with the successful egg thieves as the sun sets on Dino World.

- **Tyrannosaurus Rex (1):** See page 8.



Hopper Jones

One half of the Jones Twins, a crack mercenary team, Hopper has yet to encounter a problem that couldn't be solved by firing round after round into it.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Battle d4, Common Knowledge d4, Fighting d8, Gambling d4, Notice d4, Persuasion d4, Repair d4, Shooting d8, Stealth d6, Survival d6, Taunt d4, Thievery d4

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Impulsive

Edges: Rock & Roll, Steady Hands

Gear: Kevlar vest, knife (Str+d4), M-16 (Range 24/48/96, Damage 2d8, RoF 3, AP 2)

Cricket Jones

Often considered the brains of the Jones Twins, Cricket prefers intentional shots and limited collateral damage.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Battle d4, Common Knowledge d4, Fighting d8, Gambling d4, Notice d6, Persuasion d4, Repair d4, Shooting d8, Stealth d6, Survival d6, Taunt d4, Thievery d4

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Death Wish, Loyal

Edges: Combat Reflexes, Quick

Gear: Kevlar vest, knife (Str+d4), M-16 (Range 24/48/96, Damage 2d8, RoF 3, AP 2)

Quinn McCahen

Quinn quit Formula 1 racing when they discovered that the black market would pay much more for their expertise. If it has a steering wheel Quinn can drive it and if it doesn't they'll still try.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Driving d8, Fighting d4, Notice d8, Persuasion d6, Piloting d8, Repair d8, Shooting d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 7 (2)

Hindrances: Overconfident

Edges: Ace, Alertness

Gear: Glock (Range 12/24/48, Damage 2d6, RoF1, AP 1), kevlar riding jacket, toolkit

Dr. Parker Hillard

Dr. Hillard believes in only consorting with people of equal intelligence but has yet to meet anyone of equal intelligence.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Notice d8, Persuasion d4, Research d8, Science d10, Stealth d6, Taunt d8

Pace: 6; **Parry:** 2; **Toughness:** 6 (1)

Hindrances: Arrogant

Edges: Scholar, Humiliate

Gear: Leather jacket, lighter

Dr. Morgan Stivler

Dr. Morgan is known for a keen mind and a gentle manner that makes them one of the most requested field researchers in the world.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Healing d6, Notice d6, Persuasion d6, Research d10, Science d10, Shooting d4, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 5

Hindrances: Clueless

Edges: Attractive, Elan

Gear: Camera, canteen, flashlight, medic kit, whistle

Andy Terrizotto

Andy lives in a cabin in the woods only leaving to work interesting or dangerous assignments. Andy may or may not be actively insane.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d10, Notice d6, Persuasion d4, Shooting d4, Stealth d4, Survival d8, Taunt d4, Thievery d4

Pace: 6; **Parry:** 7; **Toughness:** 10 (4)

Hindrances: Bloodthirsty

Edges: Brawny, Woodsman, Trademark Weapon (Betty)

Gear: Betty the Great Axe (Damage Str+d10, AP 2, two hands), kevlar vest with ceramic inserts, survival knife (Str+d4)

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