

SAVAGE WORLDS

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House Rules

This page contains a number of house rules. The intent isn't that you should use all of them, instead they represent a selection of different rules designed to address various concerns, and the GM should choose those they consider appropriate for their own games.

Several of the house rules are designed to address common complaints about Savage Worlds. It is *strongly* recommended that you play the rules as written at least a few times, but if you're adamant that you want to change the rules, the proposals here should avoid too much disruption to other parts of the system.

Each house rule includes a design note explaining its goal, the rules as written (RAW), and the possible impact of the change.

Agility-Based Initiative

If you draw an initiative card with a rank lower than half your Agility, draw a second card and keep the highest. So Agility d6 redraws on a 2, Agility d8 redraws on a 2 or 3, and so on. If you have the Quick Edge, you redraw unless the rank exceeds your full Agility (ace, face cards and joker are treated as '12' for the purposes of this Edge), but the Edge only allows you to draw one additional card. So Agility d8 redraws on a 2-8, Agility d10 on 2-10, and Agility d12 always draws two cards.

Goal: This rule means that characters with higher Agility will act slightly faster on average than those with lower Agility.

RAW: Agility d8 unlocks Quick, while Smarts d8 unlocks Level Headed and Improved Level Headed. This means a character with above average Agility or Smarts has the potential for faster reactions, but isn't innately faster; for example a surgeon would probably have high Smarts and Agility (dexterity), but they're unlikely to react faster in combat than a trained warrior.

Impact: This will slightly slow down combat, as it means more redraws. You might want to consider only applying this rule to Wild Cards, and not to Extras. By tying initiative to Agility it also means that dexterous characters will always have innately faster reactions in combat, even if it doesn't really make sense.

Arcane Spell Failure

Instead of suffering Backlash when you roll 1 on your Spellcasting die, you suffer Backlash whenever your Spellcasting die rolls equal or below your worn armour value (to a maximum of 3), or the Parry bonus of your shield, whichever is higher. If you're not using armour or a shield, you only suffer Backlash on a critical failure.

Goal: This rule is specifically designed for setting conversions in which mages don't normally wear armour. This limitation isn't necessary for game balance, but can sometimes be important for flavour.

RAW: Mages don't suffer any penalties to their Spellcasting rolls when wearing armour or using shields, although they usually have a low Strength, which can give them encumbrance penalties to many other actions (any skill linked to Strength or Agility) if they carry too much.

Impact: Most mages are already able to wear leather armour and/or use a small or medium shield without penalty, and those mages will be unaffected. However this does provide an incentive to go without armour, and gives a penalty to mages who load up with chainmail or plate.

Combined Attack and Damage

You no longer make damage rolls, instead you have a fixed damage value for each attack equal to the average roll (ignoring acing and rounded to the nearest whole number). For example using a shortsword with Strength d6 would normally cause 2d6 damage, and would therefore give you a damage value of $3\frac{1}{2} + 3\frac{1}{2} = 7$.

When you make a successful attack roll, the amount by which you exceed the TN is added directly to your damage value. For example, if you've got a shortsword and Strength d6 and roll 10 for your attack roll against an opponent with Parry 6, you'd inflict $10 - 6 = 4$ damage, plus the damage value of $3\frac{1}{2} + 3\frac{1}{2} = 7$ for your attack, for a total of 11 damage, which would then be compared against your opponent's Toughness as normal.

Goal: This rule combines attack and damage into a single roll, while still differentiating between a whiff (miss) and a ping (bounce off armour).

RAW: Attack and damage rolls are made separately. A raise on the attack roll gives +d6 to the damage roll, but other than that the first roll is mostly just to see whether or not you can make the second roll.

Impact: Combat will be less swingy, and exceptional damage rolls less frequent. No Mercy will become obsolete, and called shots should be revised.

Evading

In addition to Fighting, Shooting and Throwing, there is now another combat skill called Evading, linked to Agility. Parry is now half Evading plus 2 (the Fighting skill becomes purely offensive). Evading is also used in place of Agility when evading area attacks, diving for cover, avoiding the Entangle power, Full Defense, and (at the GM's discretion) avoiding certain traps.

The Dodge Edge now requires Evading d8 instead of Agility d8, although the requirements for Block should remain unchanged (making it a special defensive Edge for Fighting-based characters). Extraction now requires Evading d8 instead of Agility d8, and uses an Evading roll to withdraw without provoking a free attack.

Goal: This rule splits the offensive and defensive aspects of Fighting into two separate skills, and opens up the possibility for characters who aren't very good fighters, but are still good at dodging attacks.

RAW: The Fighting skill is generally better than any core Combat Edge (with the exception of Sweep and Improved First Strike when facing multiple opponents, and First Strike when wielding a reach weapon), and offensive and defensive skill are tied together.

Impact: This rule slightly weakens Agility by moving some of its advantages to a skill, although the skill is linked to Agility so the impact should be minimal. If you wish to give Agility a small compensating boost, consider using the Agility-Based Initiative rule as well. Adding another skill also spreads starting combat characters a bit thinner, so you may wish to give characters an extra skill point as compensation.

Fudge Dice

When making a trait roll, you may choose to roll one or two fudge dice at the same time. Each "+" increases the result by +1, while each "-" reduces the result by -1.

Goal: There is a very small glitch in the Savage Worlds probability curve, due to the way that exploding dice work. Most people consider it too small to be significant (particularly when you factor in raises as well), but for some it's a deal-breaker, so this rule removes the glitch.

RAW: The glitch means that d4 is more likely to succeed at TN 6 than d6, d6 is more likely to succeed at TN 8 than d8, and so on. Constructs and undead are actually slightly more likely to get a raise when recovering from Shaken if they have Spirit d4 rather than Spirit d6.

Impact: Players who don't care about this issue can ignore the rule, but for those who feel strongly about it this solution is pretty quick and easy to use. You can see the glitch [here](#), along with the difference made by using [one](#) or [two](#) fudge dice, and a comparison for [d4](#), [d6](#), [d8](#), [d10](#) and [d12](#).

Karma

If none of your actions on your turn achieve anything (e.g., your attack/s miss, or you hit but inflict no damage), or if you're unable to perform any non-free actions on your turn due to the Shaken condition, then you earn 1 karma token.

You may spend karma tokens any time you wish: Announce your action, spend 1-2 karma tokens, and draw another initiative card to determine when the action occurs this round (if initiative has already passed the card then your action occurs immediately). If the initiative card is clubs then you lose all remaining karma tokens, and your action has an unexpected twist - if the action succeeds then something unexpectedly bad occurs, while if the action fails then something unexpectedly good occurs. For example you might break your sword while killing your opponent, or they might slip and fall off the roof while ducking under your swing.

Your karma action cannot be one that you've already performed on (or since) your last turn, it must be a different action. If it requires a trait roll, then it suffers a -2 penalty if you only spent 1 karma token on it (a second token removes the penalty). You don't earn additional karma for failing a karma action. Note that you can spend karma while Shaken, so in theory you could keep on fighting while Shaken (although with just 1 attack at a -2 penalty it wouldn't be particularly effective).

Goal: This rule provides compensation for turns in which the PC fails to do anything useful, due to bad rolls or being Shaken. The special case for drawing clubs is designed to prevent people from hoarding karma tokens.

RAW: There is normally no compensation for failed actions.

Impact: This increase bookkeeping, as you need to track karma tokens. It is therefore recommended that only PCs (and perhaps a few very important NPCs) earn Karma.

Multi-Raise Attacks

Attack rolls can have multiple raises, and each raise gives you an extra bonus damage die. However damage rolls no longer explode, only trait rolls can explode.

Goal: This rule makes damage rolls less swingy, and also means that a good attack roll generally results in more damage.

RAW: More damage dice mean more chance of acing, and this has a noticeable effect on the probability curve for damage rolls. Furthermore, it can be quite disappointing to get an amazing attack roll, only to end up inflicting just a few points of damage.

Impact: Some people really enjoy the risk of swingy damage rolls, and this rule will greatly reduce the frequency of exceptional damage rolls. When rolling attacks for multiple Extras simultaneously, you will also need to remember how many raises individual Extras achieved, rather than just splitting them into two groups for "success" and "raise".

Warning: Don't be tempted to allow exploding damage dice *as well* as multiple raises, otherwise damage will become extremely swingy (the chance of one-shotting PCs and other Wild Cards will typically increase by around 3-4 times).

Multiaction

This rule replaces Frenzy, Improved Frenzy and Rapid Attack.

Although you cannot perform duplicate actions separately, you may choose to perform them as a Multiaction – each additional action adds one Trait die and a -2 penalty (which is treated as if it were a multi-action penalty). For example a double attack would involve rolling two Fighting dice and one Wild Die with a -2 penalty, a triple attack would involve three Fighting dice and one Wild Die with a -4 penalty, and so on.

Multiaction cannot be combined with, or be used in the same round as, any other action that involves rolling multiple trait dice. It can be used with Combined Attack, but the combined penalty for both cannot exceed -4 (this limit also applies when using Multiaction on its own).

There is now a Multiaction Edge which can be taken for different traits to reduce the penalty, and requires d10+ in that trait. It reduces the penalty by 1, and can be taken once per rank, to a maximum of 4 times for each particular trait.

Goal: The idea is to merge Frenzy and Rapid Attack into a standard tactical option available to everyone, and then provide generic Edges for enhancing it.

RAW: Frenzy is generally zero-sum, although Improved Frenzy compensates for it. Rapid Attack is very weak for melee combat, but can be used for ranged combat as well. There aren't any Edges in the core rules that apply the same mechanics to other skills.

Impact: This rule provides the players with more tactical options.

Non-Binary Action Resolution

When making a trait roll, you may choose to roll two fudge dice at the same time. Each "+" increases the result by +1, while each "-" reduces the result by -1.

If you roll "++" you can choose to exchange the +2 bonus for an "advantage action". This can be any normal action of your choice (trick, Taunt, Push, etc), except you use d6 in place of your appropriate trait, as the action is based on luck rather than skill. The GM can apply a situational modifier of between +2 and -2 if appropriate. An "advantage action" gains no special effects from "++" or "--".

If you roll "--" and either the skill or wild die roll 1, you suffer a major setback comparable with a critical failure. Rolling snake eyes with the skill and wild die no longer has any special meaning if you're rolling fudge dice as well.

This rule should only usually be used for Wild Cards, but at the GM's discretion it can sometimes be entertaining to roll two fudge dice for an entire group of Extras, applying the results to all of them. This shouldn't always be done, but in some cases it can add to the story (as it introduces the possibility of Extras botching their actions).

Goal: The idea is to separate the concept of success and failure from advantages and setbacks, so that a character might successfully decapitate their opponent (success) and break their weapon while doing so (setback), or miss their opponent with a swing (failure), but slice through a nearby rope, causing the chandelier to fall on their opponent (advantage).

RAW: Normally a critical failure only occurs on snake eyes, which means a setback is always combined with a failure.

Impact: This can have a very slight impact on playing speed, as it's another modifier to apply, and it can occasionally grant an extra action. It also increases the chance of a setback, although this has to be offset against the chance of an advantage. This also provides the same benefits as the "Fudge Dice" rule (the probability curve becomes even smoother with two fudge dice).

Non-Spellcaster Diversity

During character creation, if you don't take an Arcane Background then you may instead start with one Edge of any rank (although Legendary Edges are at the GM's discretion). This Edge isn't free, and you must still meet all other requirements, but you can ignore the rank requirement for that one Edge. You can still take an Arcane Background later on with normal advances, but not until you've reached the same rank as the above Edge.

Goal: This rule provides an incentive and reward for players who don't feel that an Arcane Background fits their character concept. It also adds an incentive for investing in Edges during character creation, which is important because character diversity in Savage Worlds is primarily handled through Edges.

RAW: Arcane Background is a very potent and flexible Edge, and some players will automatically take it for every character they create. Min-maxers sometimes choose to ignore Edges during character creation entirely, instead investing their starting points into additional attributes.

Impact: This rule makes non-spellcasters more appealing and diverse.

Poison Use

Knowledge (Poisons) allows you to detect and identify poisons, and may be used instead of Healing when treating someone for poisoning. It can also be used to prepare poisons and antidotes, although you must still obtain the ingredients - use the lowest of Survival and Knowledge (Poison) when harvesting the ingredients in a rural area, and the lowest of Streetwise and Knowledge (Poison) to find appropriate ingredients in an urban area.

You can apply poison to a weapon as a normal action with a successful Knowledge (Poison) roll, and it remains active for 10 minutes on a success or 1 hour on a raise. If you roll 1 on your skill die while applying poison or attacking with a poisoned weapon, you accidentally poison yourself.

A victim who is Shaken or wounded by a poisoned weapon receives a Poison token (if they don't have one already). Any creature with a Poison token who draws Hearts for initiative must make a Vigor roll at the beginning of their turn: failure causes an automatic wound, success makes them Shaken (this can cause a wound), and a raise removes the Poison token. Incapacitation from poison can result in death, paralysis or unconsciousness, depending on the type of poison used.

If the GM doesn't wish to use Poison tokens, the victim can instead make a single Vigor roll immediately after being Shaken or wounded by the poisoned weapon (although in this case the Shaken result for a success *can't* cause a wound). This approach is less realistic, but removes the need for any additional bookkeeping.

Goal: The intent is to simulate the ability to poison weapons, without turning it into a no-brainer tactic that everyone uses automatically. This also opens the possibility for a Poisoner Edge, which is described later on.

RAW: The core rules don't offer any explicit mechanism for applying poison to weapons. They do include rules for being poisoned, but those poisons are much more deadly than the poison presented here, and also apply Fatigue (which is annoying to track for multiple Extras).

Impact: This may still prove a no-brainer if some players are immune to poison, although you could balance it somewhat through social risks and drawbacks (even if the poison doesn't harm you, having it on your hands could result in tainting food or harming those you touch).

Simplified Encumbrance

Load Limit is defined in significant items rather than in pounds, but otherwise follows the normal encumbrance rules. A significant item is one that weighs roughly 5-14 pounds, and you can carry a number of such items equal to half your Strength without penalty (i.e., 2 significant items with Strength d4, 3 significant items with Strength d6, etc). The Brawny Edge increases your Load Limit in significant items by 1½ times (rounded up).

Particularly heavy items may count as two or more significant items; divide their weight (in lb) by 10 and round to the nearest whole number to determine how many items they count as. At the GM's discretion, multiple small items can be collectively classified as a significant item.

Note that this rule was taken from [Savage Armoury](#), where is it used in the weapon and armour creation guidelines.

Goal: This rule makes encumbrance far easier to track, as most characters will be able to carry only 2-4 significant items without incurring a penalty.

RAW: Encumbrance is tracked in pounds, which can add significant bookkeeping if you use it, and nerfs the Strength attribute if you don't.

Impact: This greatly reduces the bookkeeping for tracking encumbrance.

Skill Focus

You may add a focus to a skill for half the normal cost of raising it. You can only have one focus per skill, and it allows you to treat that skill as if it were one die step higher in situations where the focus applies, to a maximum of d12.

The focus represents a half-way point between two skill levels, where the character has focused on the area they find most interesting, but hasn't yet rounded out their knowledge. The character may also raise skills with skill foci at half the normal cost, but this removes the focus (representing the rest of their training catching up).

Example: A character with Agility d8, Shooting d8 and Fighting d8, could use one advance to take Shooting (Bows) d8 and Fighting (Swords) d8. They would have d10 when using swords and bows, and d8 with other weapons (Parry would always be based on the normal d8). They could later spend another advance to raise both

Shooting and Fighting to d10, but the foci would vanish.

Note that this is not the same concept as skill specialisation, nor is it intended to be. Rather than representing characters who only know how to use a skill in a certain way, it represents characters who are just a bit better at certain areas of a skill.

Goal: This rule is intended to encourage diversity, allowing players to take more skills in exchange for a focus on specific applications of those skills. It also allows for more granular skill advancement.

RAW: The skills are intended to be broad. There are common house rules for characters who are unskilled in certain uses of a skill (usually represented as a -2 penalty), but their objective is different to this rule.

Impact: More information needs to be tracked about characters with skill foci.

Slice and Dice

If you score two or more raises on your attack roll, and haven't made a called shot, you can roll a [Chessex Hit Location d12](#) alongside your damage dice to see where you've hit your opponent. The hit location is used for determining armour, and if it rolls "head" the attack is also treated as a headshot (i.e., +4 damage). If your opponent is incapacitated by the damage (and also fails the Vigor roll in the case of a Wild Card), then the hit location die indicates which body part has been maimed, crushed, or sliced off by the attack.

Goal: This rule provides a quick and easy way to determine which body parts are hit, which is ideal if you want a little crunch to back up the narrative when describing the fate of hapless Extras.

RAW: Incapacitated Wild Cards roll on the Injury Table, Extras just make a Vigor roll after the battle to see if they survive.

Impact: It's another rule to remember, but as it only occurs on two or more raises it shouldn't crop up too frequently, and as the Hit Location die is rolled alongside the damage dice it should be fairly fast. Note that the Hit Location die has a much higher chance of hitting non-torso areas, but as it's only used with exceptional attack rolls that doesn't seem unreasonable.

Stances

This rule replaces Wild Attack, Defend and Full Defense.

At the beginning of your turn, before making any rolls, you may choose a fighting stance. The modifiers apply until the beginning of your following turn.

- **Powerful stance:** Inflict +2 damage, or +4 if you hit with a raise. Parry reduced by 2.
- **Offensive stance:** Gain +2 to Fighting rolls. Parry reduced by 2.
- **Defensive stance:** Gain +2 Parry but can only perform one other action this round (including free actions such as movement), and if the other action requires a roll it is made at -2.

Goal: This rule splits up Wild Attack, and merges Defend and Full Defense together, resulting in three viable tactical options.

RAW: Wild Attack is mechanically speaking a no-brainer in almost all melee situations. Full Defense often causes confusion due to being a Fighting roll.

Impact: Stances offer the players more tactical choice, and streamline the defensive options.

Surrounded

If two adjacent foes are on directly opposite sides of you, they gain an additional +1 Gang Up, up to the normal maximum of +4. This bonus does not apply if you are adjacent to an ally, wall, or solid object big enough to fill a

1" square.

Goal: The intent of this rule is to make it viable for two characters to fight back-to-back against multiple opponents.

RAW: When facing between 3 and 9 opponents, two characters would be mechanically better off splitting up and fighting a short distance away from each other, as this would force the opponents to divide their Gang Up bonus rather than allowing them to combine it.

Impact: It's another rule to remember.

Unshakable Wild Cards

Wild Cards are no longer Shaken by damage. They can still be Shaken by other sources as normal (such as tricks, tests of will, etc), and an opponent who is already Shaken still suffers one wound if the damage roll is a normal success, but only Extras can become Shaken from receiving damage.

Goal: The objective is to make the Shaken status far less common for PCs, without reducing the value of tricks and tests of will.

RAW: Some players really hate the Shaken mechanic. This is usually due to a number of reasons, ranging from treating Spirit as a dump stat, to hoarding bennies, to badly balanced encounters, or even house rules having unexpected consequences.

Impact: As the change only applies to Wild Cards, it should have relatively little impact on PC tactics. PCs can still be Shaken, but the GM will have far more control over how often it occurs.

Altered Edges

Some of the existing Edges can feel a bit lackluster compared to the alternatives, so here are some suggestions for giving them a boost:

Alertness

In addition to the normal benefits of this Edge, you are now always considered an active guard for Stealth checks.

Block

In addition to the normal benefits of this Edge, you gain +1 Parry when using the Defensive Stance (or performing Defend or Full Defense if you're not using the Stances rule).

Improved Block

In addition to the normal benefits of this Edge, you gain +2 Parry when using the Defensive Stance (or performing Defend or Full Defense if you're not using the Stances rule). This replaces the bonus from Block.

Combat Reflexes

In addition to the normal benefits of this Edge, you can make free attacks while Shaken (for example if an opponent withdraws from melee combat, or triggers First Strike or Counterattack).

Fast Healer

In addition to the normal benefits of this Edge, Healing rolls made on you no longer treat your wounds as a penalty to the roll.

Hard to Kill

In addition to the normal benefits of this Edge, you ignore wound modifiers when making Soak rolls, Vigor rolls due to Bleeding Out, and when rolling to recover from being Shaken.

Improved Hard to Kill

In addition to the normal benefits of this Edge, you ignore Fatigue modifiers when making Soak rolls, Vigor rolls due to Incapacitation or Bleeding Out, and when rolling to recover from being Shaken.

Nerves of Steel

In addition to the normal benefits of this Edge, whenever you spend a benny to reroll a Trait roll, you may ignore all wound and Fatigue modifiers for that Trait roll.

Improved Nerves of Steel

In addition to the normal benefits of this Edge, whenever you spend a benny to reroll a Trait roll, you may ignore all wound and Fatigue modifiers until the beginning of your next turn.

New Edges

Character diversity in Savage Worlds is primarily achieved through Edges, and some of the richer settings offer an extensive selection of Edges which can result in a wide variety of different character concepts. However not all settings offer so many choices, and if you're designing your own setting it can sometimes be difficult to decide which Edges to add, and how to balance them.

The following list of Edges can be used as they are, or simply serve as examples when designing your own. Feel free to use any that fit your setting, but don't feel obliged to use them all.

Background Edges

Arcane Background (Bardic Magic)

Requirements: Novice, Bard

Arcane Skill: Persuasion (Spirit)

Starting Power Points: 10

Starting Powers: 2

You've learned how to channel your music into magic, using Persuasion as your arcane skill (note that Charisma is not added to Persuasion when used for casting spells). You use the Arcane Spell Failure rule when using medium or heavy armour, or large shields (i.e., if the penalty is 1 then you ignore it, but if it's 2 or 3 then it applies in full). Your spells should generally have a sound-based trapping, and unlike sorcerers and wizards you can even learn healing magic (but not Greater Healing).

Arcane Background (Sorcery)

Requirements: Novice

Arcane Skill: Sorcery (Spirit)

Starting Power Points: 15

Starting Powers: 2

This works the same as Arcane Background (Magic), except with +5 PP and 1 less power, the arcane skill is linked to Spirit, and it uses the Arcane Spell Failure rule. Sorcerers cannot cast spells with a healing trapping.

Arcane Background (Wizardry)

Requirements: Novice

Arcane Skill: Wizardry (Smarts)

Starting Power Points: 10

Starting Powers: 3

The number of powers a wizard has represents the number of spells he can memorise at any one time (i.e., 3 + however many New Power Edges he's taken). A wizard begins with 6 different spells in his spellbook, and gains 2 new spells each time he takes the New Power Edge. He may also learn additional spells from books and scrolls. Each spell is a power with a specific trapping, much like the examples in *Savage Spellbook*.

Whenever a wizard rolls 1 on his Wizardry skill die, the spell he's just cast vanishes from his mind, and needs to be re-memorised before it can be cast again. After 8+ hours sleep the wizard can memorise up to his full quota, with each spell requiring 10 minutes per rank to memorise.

Wizards use the Arcane Spell Failure rule, and cannot cast spells with a healing trapping.

Combat Insight

Requirements: Novice, Smarts d8, Spirit d6

You gain a +2 bonus when making Smarts tricks, and a +1 bonus to Fighting rolls against any opponent you've successfully used a Smarts trick against during the current scene.

Design note: This is intended to be a counterpoint to Acrobat.

Professional Edges

Bard

Requirements: Novice, Charismatic, Persuasion d8, Knowledge (Bardic Lore) d6

You are a talented musician and entertainer. You gain the Command Edge, representing your ability to inspire people with your songs - you must sing or play an instrument in order to use Command, but the benefits applies to all allies within range, rather than just subordinates. The same trapping extends to any other Leadership Edges you take. If you take Tactician, replace Knowledge (Battle) with Knowledge (Bardic Lore).

If you wish to take Jack-of-all-Trades, you may ignore the Smarts requirement. If you wish to take Attractive and Very Attractive during play, you can have it represent the attraction of your growing celebrity status.

Bounty Hunter

Requirements: Novice, Investigation d6, Streetwise d6, at least one combat skill (Fighting, Shooting or Throwing) d8

You've had plenty of practice finding and capturing wanted criminals. You can choose to inflict nonlethal damage without incurring any additional penalties to your attack rolls, as long as you have at least d8 in the associated combat skill. You must still declare your intent to inflict nonlethal damage before making your attack roll. You also gain a +2 bonus to Investigation and Streetwise rolls related to discovering information about criminals.

Favoured Enemy

Requirements: Novice, Smarts d8

You've made a career out of studying and hunting a certain type of creature. You gain a +2 bonus to all Taunt, Investigation and Knowledge rolls (including Common Knowledge) against or related to one type of creature, such as humans, elves, goblinoids, etc, chosen when this Edge is taken. You also halve the penalties for making called shots against your favoured enemy.

Poisoner

Requirements: Novice, Knowledge (Poisons) d8

You gain a +2 bonus to resist poisons, as well as +2 to Knowledge (Poison) rolls. You no longer accidentally poison yourself when rolling 1 on the skill die.

Design note: This Edge is designed to be used with the Poison Use rule.

Trained Rider

Requirements: Novice, Fighting d8, Riding d8

You gain +2 to Riding rolls, as well as all Knowledge rolls (including Common Knowledge) related to mounts. While mounted you simply roll Fighting in melee combat, rather than using the lowest of Fighting and Riding, and you may use your bennies to make Soak rolls for your mount (using your Riding skill) if you wish.

Trick Rider

Requirements: Seasoned, Trained Rider, Agility d8

While mounted, you may use your Riding skill instead of your Agility for performing and resisting Agility tricks. You may also mount or dismount as a free action. You can also take the Combined Action (Riding) Edge to reduce the multi-action penalty when performing a Riding trick and an attack the same turn.

Blow (Combat) Edges

Cleaving Blow

Requirements: Seasoned, Strength d10

Once per round, after incapacitating a foe, you can make a free attack on another opponent adjacent to the first (assuming you can reach them). You must be attacking with a bladed melee weapon to use this Edge, and you cannot use more than one of the Blow Edges in the same round.

Piercing Blow

Requirements: Seasoned, Strength d10

Once per round, after hitting your opponent with a raise, you can choose to leave your weapon behind in order to pin them to whatever is directly behind them. Once they've been pinned, they require a successful Strength roll to free themselves, and this consumes their action unless they get a raise. If you're attempting to pin someone to another creature, your original attack roll must have been high enough to hit both opponents, and the first opponent provides 2 points of armour (plus whatever armour they were wearing) as an armour bonus to the second, who therefore takes less damage. You must be attacking with a piercing melee or ranged weapon to use this Edge, and you cannot use more than one of the Blow Edges in the same round.

Smashing Blow

Requirements: Seasoned, Strength d10

Once per round, after hitting your opponent with a raise, you can knock them back d4". If their path is blocked they suffer an additional d6 damage, and whatever blocked their path suffers Str+d6 damage. Anyone Shaken or wounded by this Edge is also knocked Prone. You must be attacking with a bludgeoning melee weapon to use this Edge, and you cannot use more than one of the Blow Edges in the same round.

Defensive (Combat) Edges

Arrow Cutting

Requirements: Heroic, Agility d10, Evading d8

You're able to knock aside thrown weapons, and can even deflect or slice through arrows. Once per round, a single ranged attack of your choice is rolled against your Parry rather than the normal TN 4, although the target of the attack (if not you) must be within your melee reach, and you must declare that you're using this Edge before the attack is rolled. If you're not holding a weapon or shield capable of physically stopping the ranged attack, then the attacker gains a +2 Unarmed Defender bonus, although this can never make the target *easier* to hit than without the Edge.

You must be aware of the attack in order to use this Edge, and cannot be Shaken or prone. Arrow Cutting doesn't work against Area Effect Attacks.

Design note: This is designed to be used with the Evading rule.

Avoidance

Requirements: Novice, Agility d10, Evading d6

You can spend a benny to make an Evading roll in order to avoid being hit (both by melee and ranged attacks, but not area-effect attacks), as long as you can see the attack coming. You must announce that you're using this Edge before the damage roll, you cannot wait and see how hard you've been hit. Each success and raise on the Evading roll reduces the number of successes and raises on the attack roll by 1. However if you use this Edge and the attack still hits, you cannot make a Soak roll as well.

Design note: This is designed to be used with the Evading rule. It gives Agility-based characters an (albeit weaker) alternative to Soak.

Bodyguard

Requirements: Novice, Notice d8

When declaring a Defensive Stance (or the Defend maneuver if you're not using the Stances rule), one adjacent ally of your choice also benefits from the +2 Parry bonus (although this doesn't stack if they're using the same maneuver themselves). Furthermore, you are treated as medium cover against any ranged attacks targeting the person you're protecting.

Endurance

Requirements: Novice, Vigor d8

You gain a +2 bonus to Soak rolls, as well as to all Vigor rolls for resisting hazards (as described in the Hazards section of SWD) and Bleeding Out.

Mobility

Requirements: Novice, Agility d10

You can perform a run action when it's not your turn, as long as you're not Shaken, but doing so causes you to immediately become Shaken. If you're attempting to interrupt someone else's action, you must beat them on an opposed Agility roll: if you fail, you don't run until after they've finished their turn. If you use this option to withdraw from combat, your enemies still receive free attacks as normal.

In addition, if you only move 1" on your own turn, then you don't provoke any free attacks if that 1" movement results in you withdrawing from combat.

Shield Mastery

Requirements: Novice, Evading d8

When using a shield you gain an additional +1 Parry, and ranged attacks suffer a -1 penalty to hit you.

Design note: This is designed to be used with the Evading rule.

Extra Attack (Combat) Edges

Combined Action

Requirements: Seasoned, d8 in appropriate traits

This Edge reduces the multi-action penalty by 1 when performing two specific actions in the same round. You must choose the two actions when this Edge is taken, with the normal options being: Fighting attack, Shooting attack, Throwing attack, Smarts trick, Agility trick, Taunt, Intimidation, push, and run. At the GM's discretion, other actions may also be permitted, but the rule about not performing the same action twice still applies.

The requirements are d8 in whichever traits are used for the two actions. This Edge can be taken multiple times, and applies to a different pair of actions each time it is taken, however you cannot use more than one Combined Action Edge in the same round.

Design note: If you wish to continue using the Two-Fisted Edge as well, it cannot be used the same round as a Combined Action. For flavour purposes, you may wish to rename each version of this Edge depending on its traits, for example Combined Action (Fighting/Run) might be named "Charge", Combined Action (Shooting/Agility trick) might be named "Trick Shot", and so on.

Combat Concentration

Requirements: Veteran, Combined Action

You now ignore the multi-action penalty completely when using Combined Action. This Edge is only taken once, and it applies to all Combined Action Edges, although you are still limited to using no more than one Combined Action Edge per round.

Multiaction

Requirements: Novice, d10 in appropriate trait

This Edge applies when you perform a Multiaction for a specific trait, which must be chosen when this Edge is taken. The penalty for performing the Multiaction is reduced by 1.

The requirement is d10 in the appropriate trait. For example Multiaction (Fighting) requires Fighting d10, while Multiaction (Agility trick) requires Agility d10, and so on.

This Edge can be taken multiple times, but you cannot take it for the same trait more than once each rank (up to a maximum of four times for the same trait), and it cannot be used the same round as any other action that involves rolling multiple trait dice.

Design note: This Edge is designed to be used with the Multiaction rule. For flavour purposes, you may wish to rename each version of this Edge depending on its trait, for example Multiaction (Fighting) might be named "Frenzy", Multiaction (Shooting) might be named "Double Shot", and so on.

Pin Down

Requirements: Veteran, Agility d8

Once per round you can make a free attack against one opponent who moves away from a position adjacent to you, as if they were withdrawing from combat, even if they don't actually withdraw (if they do also withdraw as part of the same movement, you don't get another free attack).

Fencing (Combat) Edges

Duelist

Requirements: Seasoned, Quick, Weapon Finesse

When using a light one-handed sword (such as a rapier) you gain a +1 bonus to your Fighting rolls, and if your

other hand is empty you also gain +1 Parry. If you're using Savage Armoury, the weapon must actually have the Light ability, and cannot have Bludgeoning.

Lunge

Requirements: Novice, Fighting d8

You gain +1 reach while using Powerful Stance or Offensive Stance (or Wild Attack, if you're not using the Stances rule).

Weapon Finesse

Requirements: Novice, Agility d8

When you get a raise on your Fighting roll, you may roll Agility (maximum of d12) instead of a d6 for the bonus damage. This only applies when using a light weapon, such as a dagger or rapier. If you're using Savage Armoury, the weapon must actually have the Light ability, and cannot have Low Raise Die or No Raise Die.

Gang Up (Combat) Edges

Attentive Fighter

Requirements: Novice, Notice d8, Alertness

You're very attentive in combat, and always keep an eye on your opponents. Gang Up bonuses against you are reduced by 2.

Design note: It is intentional that there isn't an Improved version of this Edge. The Gang Up bonus shouldn't be too easy to eliminate, otherwise groups of Extras become far less scary.

Opportunist

Requirements: Novice, Fighting d6, Stealth d6

When fighting an opponent against whom you gain a Gang Up bonus, you may choose to perform an opportunist attack: your Fighting die cannot exceed your Stealth die for the attack roll, but you add half your Gang Up bonus (rounded up) to your damage roll, or your full Gang Up bonus if you hit with a raise.

Outflank

Requirements: Novice, Stealth d6, Fighting d6

Your allies gain an additional +1 Gang Up bonus whenever they attack someone you're adjacent to. This bonus does not stack if multiple allies have the Outflank Edge.

Outnumbered

Requirements: Seasoned, Spirit d8

If you're adjacent to enemies who receive a Gang Up bonus against you, and you receive no Gang Up bonus against any of them, you gain a +1 bonus to your Fighting and damage rolls.

Sneak Attack

Requirements: Novice, Fighting d6, Stealth d8

When you initiate close combat with an opponent, or when attacking an opponent against whom you gain a Gang Up bonus, you can choose to first make a Stealth roll opposed by their Notice as a normal action. On a success you get half the benefit of the Drop (+2 attack and damage) against them, while on a raise you get the full benefit of the Drop (+4 attack and damage). This bonus only applies to your next action, which must be taken before the beginning of your opponent's next turn, otherwise it is lost. It also doesn't stack if you already have the Drop.

If you make both the Stealth roll and the attack in the same turn then you incur the normal multi-action penalty, although you can take the Combined Action (Fighting/Stealth) Edge to reduce the penalty, and Combat Concentration to remove it completely.

Intellectual (Combat) Edges

Dynamic Warrior

Requirements: Seasoned, Smarts d10

You can spend a benny at any time (including to automatically interrupt an action that's just been rolled and is still being resolved) to temporarily gain one Combat Edge of your choice, chosen when the benny is spent, and ignoring all requirements other than other Edges. The Edge lasts until the beginning of your next turn.

You can use this Edge to take Block immediately after an attack has been rolled against you, in order to turn a hit into a miss, as long as you announce it before the damage is rolled. You can also take First Strike just as

someone moves adjacent to you, Counterattack just as someone misses you, and so on.

Researcher

Requirements: Seasoned, Smarts d8, Investigation d8

You spend considerable time studying and researching various topics and people, and this occasionally gives you hints and insights that can tip the odds in your favour. After making a skill roll (including Common Knowledge) and viewing the results, you have the option of spending a benny to make an Investigation roll as a free action. This is treated as a cooperative roll with yourself: each success and raise on the Investigation roll gives you a +1 bonus to the result of the previous skill roll, up to a maximum of +4, representing useful information you've suddenly recalled and potentially turning a failure into a success (or a success into a raise).

Magic (Combat) Edges

Combat Spellcasting

Requirements: Veteran, Arcane Background, Spirit d8, arcane skill d10

You no longer suffer Disruption when damaged or Shaken while actively maintaining powers.

Mind Blade

Requirements: Novice, Arcane Background (Psionics), Fighting d6

You are able to conjure blades of psychic energy as a normal action (or a free action if you have Quick Draw). There are three shapes the mind blades can take: the first is the size of a knife, it inflicts Str+d4 damage with AP 1, and can be thrown with a range of 3/6/12; the second is the size of a short sword, it inflicts Str+d6 damage with AP 1; the third is the size of a great sword, it inflicts Str+d10 damage and requires both hands to use.

Your mind blade retains the same form each time it is conjured. Changing the form requires one minute of full concentrate while holding the blade. If your mind blade is one-handed, you may conjure one in each hand. Mind blades dissipate when they leave your hand (after resolving the attack, if they left your hand as part of a Throwing action).

Design note: Mind Blade is based on the Natural Weapons Edge from Savage Armoury. It has stricter requirements, but can switch between three different modes: Small (Light, Penetrating, Short Range, Returning and Low Damage), medium (Light and Penetrating) or large (Light and Two-Handed Damage).

Psychic Warrior

Requirements: Seasoned, Arcane Background (Psionics), Spirit d8

When you get a raise on your attack roll, you may roll Spirit (maximum of d12) instead of a d6 for the bonus damage. This only applies when using a psionic power or a mind blade.

Design note: It's intentional (for both balance and thematic reasons) that this Edge uses Spirit and not Smarts, even though the Psionics skill itself is linked to Smarts.

Reactive Spellcasting

Requirements: Heroic, Arcane Background, Smarts d8, arcane skill d10

When you gain a free attack against an opponent withdrawing from combat, or from First Strike or Counterattack, you may substitute it for an offensive power. You cannot use area-effect powers in this way, and the power can only target the one individual against whom you get a free attack.

Swift Spellcasting

Requirements: Legendary, Arcane Background, Smarts 10, arcane skill d12

Choose one specific power. You can now cast this power as a free action. It still requires a spellcasting roll, and you're therefore still limited to casting one spell per round. However you can now perform a second action without the normal multi-action penalty, or even cast a spell while Shaken (you can perform free actions while Shaken). This Edge can be taken multiple times, applied to a different power each time. If you've taken the same power multiple times, each with different trappings, this Edge only applies to one version of the power each time it is taken.

This Edge cannot be used the same round as Multiaction, Two-Fisted or Combined Action.

Turn Undead

Requirements: Novice, Arcane Background (Miracles), Spirit d8

You can make Intimidation tests of will against undead within 12", even if they are Fearless, and a Shaken result can cause a wound. Brandishing your holy symbol in one hand grants you a +2 bonus to the Intimidation roll. You can choose to turn multiple undead within a SBT with a -2 penalty to the roll, or a MBT with a -4 penalty; make a single Intimidation roll, and each opponent makes their own Spirit roll to see how well they resist.

Design note: This is an alternative to the Holy Warrior Edge.

Rage (Combat) Edges

Berserker Rage

Requirements: Novice

Whenever you are Shaken or wounded by an attack, or successfully Taunted, you must make a Smarts roll to resist entering a berserk rage. You may also spend a benny to automatically enter a rage as a free action.

While in this state you gain +2 Toughness, ignore wound modifiers, and must automatically declare either Powerful Stance or Offensive Stance at the beginning of each turn (or Wild Attack, if you're not using the Stances rule).

Whenever you roll 1 on your Fighting die, you hit a random target within range, not including yourself or the original target. While in a berserker rage you cannot perform actions that require concentration, typically you can only draw weapons, perform Fighting attacks, and make Intimidation checks.

Ending the rage requires a Smarts roll at -2 (although others can help you with Cooperative Rolls), and once it expires you must make a Vigor roll or suffer a level of Fatigue.

Design note: This is a replacement for the Berserk Edge. It's easier to activate, but not as powerful.

Berserker Fortitude

Requirements: Veteran, Berserker Rage, Vigor d8

You gain a free Soak roll each time you're hit while using Berserker Rage.

Mighty Rage

Requirements: Heroic, Berserker Rage, Strength d8

You gain a +2 bonus to Strength and damage rolls while using Berserker Rage.

Tireless Rage

Requirements: Seasoned, Berserker Rage, Vigor d8

You can automatically end your rage as a normal action, and no longer suffer Fatigue when your rage expires.

Ranged (Combat) Edges

Combat Archery

Requirements: Seasoned, Fighting d6, Shooting d8

You're not considered an Unarmed Defender when wielding a bow, nor does the bow give you the normal -1 Parry penalty for improvised weapons. You can make Shooting attacks with your bow against adjacent opponents (although the TN is still their Parry). You may also use your bow to make a free Shooting attack against opponents who withdraw from combat, or in combination with Edges such as First Strike and Counterattack.

Far Shot

Requirements: Veteran, Marksman, Shooting d8 or Throwing d8

You halve the range penalties when using ranged weapons, as long as you have at least d8 in the associated combat skill.

Focused Archery

Requirements: Seasoned, Smarts d8, Shooting d8

When you get a raise on your Shooting roll, you may roll Smarts (maximum of d12) instead of a d6 for the bonus damage. This only applies when using a bow.

Precise Shot

Requirements: Veteran, Marksman, Shooting d8 or Throwing d8

You no longer use the Innocent Bystander rules when making ranged attacks, and halve any penalties from cover (rounded down, in your favour).

Rapid Reload

Requirements: Novice, Agility d8

You're able to reload ranged weapons as a free action (although this doesn't change the rules against repeating actions).

Throwing Expertise

Requirements: Seasoned, Throwing d8

You can now draw and throw weapons as a single Throwing attack action, and this can also be combined with

Multiaction, Two-Fisted, Combined Action, and so on. In addition, the range of your Throwing attacks is increased by +1/+2/+4.

Design note: At first glance this seems to overlap with Quick Draw. However if you have both Edges, you could use Throwing Expertise to draw and throw a few knives, and then afterwards use Quick Draw to draw a melee weapon.

Two-Handed (Combat) Edges

Powerful Attack

Requirements: Novice, Strength d8

When you get a raise on your Fighting roll, you may roll Strength (maximum of d12) instead of a d6 for the bonus damage. This only applies when using a melee weapon two-handed. If you're using Savage Armoury, the weapon cannot have Low Raise Die or No Raise Die.

Two-Handed Grip

Requirements: Novice, Fighting d10

You inflict +1 damage when using a melee weapon two-handed, increased to +2 damage if you hit with a raise.

Unarmed (Combat) Edges

Rending Claws

Requirements: Seasoned, Strength d8, Two-Fisted, natural claw weapons

When making claw attacks with both hands against the same opponent, if both claws hit then they each inflict +2 damage.

Unshakable (Combat) Edges

Tenacity

Requirements: Novice, Spirit d8

You can make a single action (not a Multiaction) with a -2 penalty if you get a normal success when rolling to recover from being Shaken. You also gain the Hardy ability.

Unshakable

Requirements: Veteran, Tenacity

You don't become Shaken by a success on a damage roll, unless it scores a raise or better.

Improved Unshakable

Requirements: Heroic, Unshakable, Spirit d10

You never become Shaken by damage rolls. Other things (tricks, tests of will, and so on) can still cause you become Shaken as normal.

Vision (Combat) Edges

Blind Fighting

Requirements: Novice, Notice d8

You halve all visibility penalties when making attack rolls.

Gloom Fighter

Requirements: Novice, Notice d8, Fighting d8

When attacking an opponent who is suffering a penalty from bad lighting, you may add their penalty as a bonus to your own rolls. For example, if your opponent is at -1 to their attacks due to Dim lighting, you gain +1 to your own attacks when attempting to hit them.

Weapon Mastery (Combat) Edges

Weapon Focus

Requirements: Novice, Fighting d8, Shooting d8 or Throwing d8

You gain a +1 bonus to attack rolls when using one specific type of weapon, such as long swords, daggers, hand axes, crossbows, etc. It can also be taken for unarmed, natural weapons, grappling, or even a specific offensive power such as Bolt (although in this case it applies to hitting with the attack, not successfully casting the spell). This Edge can be taken multiple times, applied to a different type of weapon each time.

Design note: This Edge replaces Trademark Weapon (and Improved Trademark Weapon).

Improved Weapon Focus

Requirements: Veteran, Weapon Focus

You gain a +2 bonus when using your Weapon Focus (instead of +1). This Edge can be taken multiple times, applied to a different Weapon Focus each time.

Weapon Specialisation

Requirements: Seasoned, Weapon Focus

You inflict +1 damage when using your Weapon Focus, increased to +2 damage if you hit with a raise. This Edge can be taken multiple times, applied to a different Weapon Focus each time.

Improved Weapon Specialisation

Requirements: Heroic, Weapon Specialisation

You inflict +2 damage when using your Weapon Specialisation (instead of +1), increased to +4 damage if you hit with a raise (instead of +2). This Edge can be taken multiple times, applied to a different Weapon Specialisation each time.

Weapon Supremacy

Requirements: Legendary, Improved Weapon Focus, Improved Weapon Specialisation

When using your favoured weapon type, you gain a +2 bonus to resist disarm attempts, and can use the weapon without penalty while being grappled. Furthermore, when you spend a benny to reroll a Multiaction attack with the weapon, you can choose which of the dice to reroll rather than rerolling them all. Note that this Edge can only be taken once.

Weapon Versatility

Requirements: Seasoned, Smarts d8, Weapon Focus

Choose one Weapon Focus Edge. The benefits of that Edge (and any others which enhance it) now apply when using any weapon within the same general group, e.g., swords, axes, bows, etc.

Wild (Combat) Edges

Intimidating Prowess

Requirements: Seasoned, Wild Card, Brawny, Strength d8, Intimidation d8

When making Intimidation rolls, use your Strength as the Wild Die, to a maximum of d12.

Specialist

Requirements: Novice, Wild Card, d8 in affected skill, d8 in linked attribute

Select a specialisation for the affected skill, such as Fighting (Swords), Driving (Cars), Shooting (Bows), etc. Your Wild Die increases to match the linked attribute die (to a maximum of d12) when using the specified skill for an activity related to your specialisation. This Edge may be taken multiple times, but cannot be taken more than once for each skill.