

# Savage Worlds Deluxe GM Screen Inserts



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This is a fan produced work, which I offer for free to all Savages. Thanks for the ideas and encouragement. Remember folks, buy the books. They can't write more if we don't support them.

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## Allied Personality Table

### Roll d20 for result

|    |             |    |            |
|----|-------------|----|------------|
| 1  | Young       | 11 | Crude      |
| 2  | Cruel       | 12 | Agile      |
| 3  | Old         | 13 | Observant  |
| 4  | Happy       | 14 | Clueless   |
| 5  | Experienced | 15 | Mysterious |
| 6  | Gung Ho     | 16 | Creative   |
| 7  | Lazy        | 17 | Artistic   |
| 8  | Sneaky      | 18 | Fearless   |
| 9  | Bright      | 19 | Cowardly   |
| 10 | Dumb        | 20 | Heroic     |

## Natural Healing Modifiers

| Modifier | Condition                           |
|----------|-------------------------------------|
| -2       | Rough traveling                     |
| -2       | No medical attention                |
| -2       | Poor environmental conditions       |
| —        | Medical attention (1940 or earlier) |
| +1       | Medical attention (1941 or better)  |
| +2       | Medical attention (2011 -           |

## Climbing Modifiers

|    |  |
|----|--|
| +2 | Antique or medieval climbing equipment |
| +4 | Modern climbing equipment              |
| -2 | Scarce or thin handholds               |
| -2 | Wet or slippery surface                |

## Fire Damage

| Dmg  | Description                               |
|------|---|
| +2   | Burning weapon                            |
| 1d10 | "Spot fire," such as a burning arm or leg |
| 2d10 | Flamethrower                              |
| 3d10 | Lava                                      |

## NPC Initial Reaction

### Roll 2d6

**2 Hostile:** The target is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.

**3-4 Uncooperative:** The target isn't willing to help unless there's a significant advantage to himself.

**5-9 Neutral:** The target has no particular attitude and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.

**10-11 Friendly:** The target will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.

**12 Helpful:** The target is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.

## Persuasion Tests

|                       |                          |
|-----------------------|--------------------------|
| <b>Raise</b>          | Improve NPC 2 levels max |
| <b>Success</b>        | Improve NPC 1 level      |
| <b>Failure</b>        | Decrease NPC 1 level     |
| <b>1 on Trait Die</b> | Decrease NPC 2 levels    |

## Stealth Modifiers

|                |    |
|----------------|----|
| Crawling       | +2 |
| Running        | -2 |
| Dim light      | +1 |
| Darkness       | +2 |
| Pitch darkness | +4 |
| Light cover    | +1 |
| Medium cover   | +2 |
| Heavy cover    | +4 |

## Stealth Rules

- Guards are either inactive or active
- Success avoids inactive guards; Failure makes guards active.
- Active guards make Notice rolls to oppose the Stealth Roll. Failure means guards spot the character.
- Last 6 feet requires opposed check.
- Move 5x Pace outside combat per Stealth Check. In groups, use lowest Pace.
- In combat, once check per round.

## Initiative

**Tiebreaker** - Spades, Hearts, Diamonds, Clubs

**Joker** - Go whenever and Interrupt others actions. +2 to all actions. GM shuffles deck.

**Interrupt** - opposed Agility roll, tie means simultaneous Action.

**Surprise** - attackers on hold, Others make Notice roll or no action.

## Skills

|                 |             |
|-----------------|-------------|
| <b>Agility</b>  | Driving     |
| Boating         | Lockpicking |
| Fighting        | Riding      |
| Piloting        | Stealth     |
| Shooting        | Throwing    |
| Swimming        |             |
| <b>Smarts</b>   | Healing     |
| Gambling        | Knowledge   |
| Investigation   | Repair      |
| Notice          | Survival    |
| Streetwise      | Tracking    |
| Taunt           |             |
| <b>Strength</b> |             |
| Climbing        |             |
| <b>Spirit</b>   |             |
| Intimidation    | Persuasion  |

## Tracking Modifiers

|    |                                  |
|----|----------------------------------|
| +2 | Tracking more than 5 individuals |
| +4 | Recent snow                      |
| +2 | Mud                              |
| +1 | Dusty area                       |
| -4 | Raining                          |
| -2 | Tracking in poor light           |
| -2 | Tracks are more than one day old |
| -2 | Target attempted to hide tracks  |

## Knowledge - Language

| Skill      | Ability  |
|------------|--|
| <b>d4</b>  | The character can read, write, and speak common words and phrases          |
| <b>d6</b>  | The speaker can carry on a prolonged but occasionally halting conversation |
| <b>d8</b>  | The character can speak fluently   |
| <b>d10</b> | The hero can mimic other dialects  |
| <b>d12</b> | The speaker can masterfully recite important literary or oral works        |

## Interlude Rules

|                     |                         |
|---------------------|-------------------------|
| <b>Clubs:</b>       | Tragedy                 |
| <b>Spades:</b>      | Victory                 |
| <b>Hearts:</b>      | Love                    |
| <b>Diamonds:</b>    | Desire                  |
| <b>After Story:</b> | Benny or Adventure Card |



## Incapacitation

Wild Cards are Incapacitated if they suffer more than three wounds.

When a Wild Card becomes Incapacitated, make an immediate Vigor roll:

- **Total of 1 or Less:** The character dies.
- **Failure:** Roll on the Injury Table. The Injury is permanent and the victim is Bleeding Out.
- **Success:** Roll on the Injury Table. The Injury goes away when all wounds are healed.
- **Raise:** Roll on the Injury Table. The Injury goes away in 24 hours, or when all wounds are healed.

## Bleeding Out

Make a Vigor roll at the start of each round before Action Cards are dealt:

- **Raise:** The victim stabilizes and no further rolls are required.
- **Success:** The victim must roll again next round, or every minute thereafter if not in combat.
- **Failure:** The character dies from blood loss. For nonlethal damage, he's rendered unconscious for 1d6 hours.

## Injury Table

Roll 2d6

**2 Unmentionables:** If the injury is permanent, reproduction is out of the question without miracle surgery or magic.

**3-4 Arm:** Roll left or right arm randomly; it's unusable like the One Arm Hindrance.

**5-9 Guts:** Your hero catches one somewhere between the crotch and the chin. Roll 1d6:

1-2 *Broken:* Agility reduced a die type (minimum d4).

3-4 *Battered:* Vigor reduced a die type (minimum d4).

5-6 *Busted:* Strength reduced a die type (minimum d4).

**10 Leg:** Gain the Lame Hindrance (or the One Leg Hindrance if already Lame).

**11-12 Head:** A grievous injury to the head. Roll 1d6:

1-2 *Hideous Scar:* Your hero now has the Ugly Hindrance.

3-4 *Blinded:* An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye).

5-6 *Brain Damage:* Massive trauma to the head. Smarts reduced one die type (min d4).

## Range Modifiers

|        |    |
|--------|----|
| Short  | —  |
| Medium | -2 |
| Long   | -4 |

## Encumbrance

A character can carry 5x his Strength die type in pounds without incurring any penalties. This is your Load Limit.

Carrying too much weight inflicts a -1 penalty for every additional multiple of your Load Limit. The penalty applies to all Agility and Strength totals, as well as skills linked to either of those two attributes.

Characters cannot regularly carry weight that inflicts a penalty of more than -3. They may be able to lift greater weights (up to a -4 penalty) for a few short steps at the discretion of the GM, however.

## Shaken

On their action, a Shaken character must attempt to recover from being Shaken by making a Spirit roll:

- **Failure:** Character remains Shaken. He can only perform free actions.
- **Success:** Character is no longer Shaken, can only perform free actions.
- **Raise:** The character is no longer Shaken and may act normally.

## Ranks

|                  |       |
|------------------|-------|
| <b>Novice</b>    | 0-19  |
| <b>Seasoned</b>  | 20-39 |
| <b>Veteran</b>   | 40-59 |
| <b>Heroic</b>    | 60-79 |
| <b>Legendary</b> | 80+   |

## Obstacle Toughness

**Armor**

+1  
+2  
+3  
+4  
+6  
+8  
+10

**Obstacle**

Glass, leather  
Plate glass window, shield  
Modern interior wall, sheet metal, car door  
Oak door, thick sheet metal  
Cinder block wall  
Brick wall  
Stone wall, bulletproof glass

## Object Toughness

| Object        | Toughness | Damage Type              |
|---------------|-----------|--------------------------|
| Light Door    | 8         | Blunt, Cutting           |
| Heavy Door    | 10        | Blunt, Cutting           |
| Lock          | 8         | Blunt, Piercing          |
| Handcuffs     | 12        | Blunt, Piercing, Cutting |
| Knife, Sword  | 10        | Blunt, Cutting           |
| Rope          | 4         | Cutting, Piercing        |
| Small Shield  | 8         | Blunt, Cutting           |
| Medium Shield | 10        | Blunt, Cutting           |
| Large Shield  | 12        | Blunt, Cutting           |

## Test of Wills

|                |                             |        |
|----------------|-----------------------------|--------|
| Intimidate     | opposed by                  | Spirit |
| Taunt          | opposed by                  | Smarts |
| <b>Success</b> | +2 to next action vs target |        |
| <b>Raise</b>   | Target also Shaken          |        |
| <b>Fail</b>    | --                          |        |

## Advancement

- Gain a new Edge.
- Increase a skill that is equal to or greater than its linked attribute by one die type.
- Increase two skills that are lower than their linked attributes by one die type each.
- Buy a new skill at d4.
- Increase one attribute by a die type, but only once per rank. Different rules apply for Legendary characters.

## Raise Calculator

|    |    |     |     |     |     |     |     |     |     |     |     |    |
|----|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|----|
| 1, | 5, | 9,  | 13, | 17, | 21, | 25, | 29, | 33, | 37, | 41, | 45, | 49 |
| 2, | 6, | 10, | 14, | 18, | 22, | 26, | 30, | 34, | 38, | 42, | 46, | 50 |
| 3, | 7, | 11, | 15, | 19, | 23, | 27, | 31, | 35, | 39, | 43, | 47, | 51 |
| 4, | 8, | 12, | 16, | 20, | 24, | 28, | 32, | 36, | 40, | 44, | 48, | 52 |



## Attack Options

|                                       |  |
|---------------------------------------|--|
| <b>Aim</b>                            | +2 Shooting/Throwing if character does not move  |
| <b>Area Effect Attacks</b>            | Targets under template suffer damage, treat cover as armor; missed attack rolls cause 1d6" deviation for thrown weapons, 1d10" for launched weapons; x1 for Short, x2 for Medium, x3 for Long  |
| <b>Breaking Things</b>                | See Obstacle Toughness Table; Parry 2; No bonus damage or Aces   |
| <b>Called Shots</b>                   | Limb -2; Head -4, +4 damage; Small target -4; Tiny target -6   |
| <b>Cover</b>                          | Light -1; Medium -2; Heavy -4; Nearly Total -6;  |
| <b>Darkness</b>                       | Dim -1; Dark -2, targets are not visible beyond 10"  |
| <b>Pitch Darkness</b>                 | Targets must be detected to be attacked at -4  |
| <b>Defend</b>                         | +2 Parry; character may take no other actions  |
| <b>Disarm</b>                         | -2 attack; defender makes Str roll vs. damage or drops weapon  |
| <b>Double Tap/3 Rd Burst</b>          | +1 attack and damage/+2 attack and damage  |
| <b>The Drop</b>                       | +4 attack and damage   |
| <b>Finishing Move</b>                 | Instant kill to helpless foe with lethal weapon  |
| <b>Firing Into Melee</b>              | See Innocent Bystanders  |
| <b>Full Defense</b>                   | Fighting roll at +2 replaces Parry if higher   |
| <b>Ganging Up</b>                     | +1 Fighting per additional attacker; maximum of +4   |
| <b>Grappling</b>                      | Opposed Fighting roll to grapple. Raise=opponent Shaken; Defender makes opposed Strength or Agility to break free (any other action made at -4); Attacker can make opposed Str or Agility to cause damage<br><i>Small Weapons:</i> Range 3/6/12, Damage Str+d4, RoF 1, Min Str d4, -1 attack and Parry<br><i>Medium Weapons:</i> Range 2/4/8, Damage Str+d6, RoF 1, Min Str d6, -1 Attack and Parry<br><i>Large Weapons:</i> Range 1/2/4, Damage Str+d8, Min Str d8, -1 attack and Parry |
| <b>Improvised Weapons</b>             |  |
| <b>Innocent Bystanders</b>            | Missed Shooting or Throwing roll of 1 (1 or 2 with shotguns or autofire) hits random adjacent target   |
| <b>Obstacles</b>                      | If attack hits by the concealment penalty, the obstacle acts as Armor  |
| <b>Off-Hand Attack</b>                | -2 to Fighting/Shooting with off-hand  |
| <b>Prone</b>                          | As Medium cover; prone defenders are -2 Fighting, -2 Parry   |
| <b>Push</b>                           | <i>Bash:</i> Push the target 1" for every success and raise on the Strength roll<br><i>Shield Bash:</i> As above but causes Strength damage, +1 for a small shield, +2 for a medium shield, and +3 for a large shield<br><i>Knock Prone:</i> The defender is knocked prone   |
| <b>Ranged Weapons in Close Combat</b> | Pistols only; Target Number is defender's Parry  |
| <b>Rapid Attack</b>                   | Make up to 3 Fighting attacks at -4; or fire up to 6 shots from a semi-automatic weapon or revolver at -4 penalty to each die; -2 Parry  |
| <b>Suppressive Fire</b>               | With successful Shooting roll, targets in Med Burst Template make a Spirit roll or are Shaken; roll of 1 are hit for normal damage   |
| <b>Touch Attack</b>                   | +2 Fighting  |
| <b>Tricks</b>                         | Describe action; make opposed Agility or Smarts roll; opponent is -2 Parry until next action; with a raise, foe is -2 Parry and Shaken   |
| <b>Two Weapons</b>                    | -2 attack; additional -2 for off-hand if not Ambidextrous  |
| <b>Unarmed Defender</b>               | Armed attackers gain +2 Fighting   |
| <b>Unstable Platform</b>              | -2 Shooting from a moving vehicle or animal  |
| <b>Wild Attack</b>                    | +2 Fighting; +2 damage; -2 Parry until next action   |
| <b>Withdraw from Melee</b>            | Adjacent foes get one free attack at retreating character  |

## Nonlethal Combat

Must use fists or blunt weapon (-1 to fighting to use flat of sword)  
Roll damage normally.  
Wild Cards take wounds as normal.  
Incapacitated characters are down for 1d6 hours

## Movement

**Crawling:** May crawl 2" per turn. This counts as being prone.  
**Crouching:** A character may move at half Pace. He may run while crouched. Ranged attacks suffer a -1 penalty.  
**Going Prone:** A character may fall prone at any time during his action. Getting up costs 2" of movement.  
**Difficult Ground:** Difficult ground such as mud, steep hills, or snow, slows characters down. Count each inch as two inches.  
**Jumping:** 1" horizontally from a dead stop; 2" with a "run and go."  
A successful Strength roll grants one extra inch of distance.

## Fright Table

**1d20\* Effect**  
**1-4 Adrenaline Surge:** +2 to Trait and dmg rolls on next action.  
**5-8 Shaken:** The character is Shaken.  
**9-12 Panicked:** The character immediately moves his full Pace plus running die away from the danger and is Shaken.  
**13-16 Minor Phobia:** The character gains a Minor Phobia Hindrance somehow associated with the trauma.  
**17-18 Major Phobia:** Hero gains a Major Phobia Hindrance.  
**19-20 The Mark of Fear:** The hero is Shaken and also suffers some cosmetic physical alteration. Charisma reduced by 1.  
**21+ Heart Attack:** Hero becomes Incapacitated and must make a Vigor roll at -2. If successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated.

*\*Add the creature's Fear penalty as a positive number to this roll.*

## Overland Travel

½ slowest Pace in MPH. Subtract modifier, minimum ½ mile.  
**Easy** - 0 mph Plains, road  
**Average** - 1 mph Rocky desert, light forest, low hills  
**Hard** - 2 mph Steep hills, sand, medium forest  
**Difficult** - 3 mph Mountains, heavy forest, marsh