

# Savage Worlds FAQ and Update May 2015

## Shake, Rattle, and Roll the Dice!

After a long period of playtesting and consideration, we're making a slight change to how characters recover from Shaken. We're removing the need for a raise to take actions. No other rules or effects change except for one Edge from the Horror Companion noted below.

Replace the rules for Shaken under Damage Effects with:

### Shaken

If the damage of an attack is a simple success (0-3 points over Toughness), the target is Shaken. Shaken characters are rattled, distracted, or momentarily shocked. They aren't stunned but are temporarily suppressed and may hesitate.

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

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

**Spending Bennies:** A player may spend a Benny at any time to remove her Shaken status (even when it is not her turn).

## Horror Companion Update

The change to Shaken necessitates an amendment to the Relentless Edge from the *Savage Worlds Horror Companion*:

### Relentless

**Requirements:** Novice, Spirit d8+

Your slayer is truly driven to defeat evil. He must seek it out wherever he suspects it lies, and brooks no interference from those he thinks bar his way.

In exchange for this dogged determination and unflinching dedication to the chase, Relentless characters may take a single action at -2 to any Trait roll while Shaken.