

RIFTS[®]



SAVAGE RIFTS[®] GM SCREEN INSERTS

ARTWORK & TABLES FOR THE
SAVAGE WORLDS CUSTOMIZABLE
GAME MASTER'S SCREEN,
AVAILABLE AT WWW.PEGINC.COM!

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CUSTOMIZABLE GAME MASTER'S SCREEN

YOUR SCREEN, YOUR CHOICE!

This file was designed to work with the *Savage Worlds Customizable Game Master's Screen*, available at www.peginc.com or through your local game store. This awesome three-panel, tri-fold, vinyl screen can be used for any of our many settings quickly and easily just by changing the inserts on the front player's side or the back Game Master's side.

Inserts and artwork for specific settings are sold separately, allowing you to choose the look and feel of your screen.

PRINTING TIPS

We recommend a color laserjet at your local copy center. Home inkjet-style printers tend to make the paper wet, and you'll have a hard time getting the paper inside your screen's transparent pockets. You'll also find it much easier to insert your sheets if you have them printed on glossy cardstock. If you do use an inkjet printer, you can also avoid any wet ink issues by laminating the sheets before inserting them.

The screens are created with "full bleeds," meaning they go all the way to the edge of the paper. Most printers can't do that, so you may want to set it to "Fit" when printing from Adobe Reader.

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LEGEND

- Capital
- City
- Ruins
- Magic Zone
- Xiticix Hiveland

COMBAT OPTIONS

SITUATION	RULE
Aim	+2 Shooting / Throwing if the character doesn't move or take other actions
Area of Effect	Targets touching template suffer damage; Ignore non-sealed armor, treat cover as Armor; Missed attack rolls deviate 1d6" for thrown weapons or 1d10" for launched weapons (x2 for Medium Range, x3 for Long Range)
Automatic Fire	Roll Shooting dice equal to RoF (plus Wild Die if Wild Card); Attack is made at -2 for recoil
Breaking Things	See Obstacle Toughness Table; Parry 2; No bonus damage or Aces
Called Shots	Limb -2; Head -4 (+4 Damage); Small Target -4; Tiny Target -6
Cover	Light -1; Medium -2; Heavy -4; Near Total -6
Darkness	Dim -1; Dark -2 (targets not visible beyond 10"); Pitch Dark targets must be detected to be attacked with a -4
Defend	+2 Parry; Character may take no other actions but may move
Disarm	-2 Attack; Defender makes Str roll vs. damage or drops weapon
Double Tap	+1 Shooting / +1 Damage; May not be combined with Autofire or Three Round Burst
Drop	+4 to attack and damage
Extreme Range	Take the Aim maneuver and sacrifice the +2 bonus to instead fire at Extreme Range (up to 4x a weapon's Long Range) at a -8 penalty (-6 with a scope).
Finishing Move	Instant kill to helpless foe with a lethal weapon
Full Defense	Fighting roll +2; replaces Parry if higher; cannot move
Ganging Up	+1 Fighting per additional adjacent attacker; maximum +4

SITUATION	RULE
Grappling	Opposed Fighting roll to grapple. Raise = opponent Shaken, Defender makes opposed Strength or Agility roll to break free (any other action made at -4); Attacker can make an opposed Strength or Agility roll to cause damage (Damage = Strength)
Improvised Weapons	-1 to attack and Parry; RoF 1 only: <i>Small Weapons</i> : Range 3/6/12, Damage Str+d4, Min Str d4; <i>Medium Weapons</i> : Range 2/4/8, Damage Str+d6, Min Str d6; <i>Large Weapons</i> : Range 1/2/4, Damage Str+d8, Min Str d8
Innocent Bystanders	Missed Shooting / Throwing roll with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target
Mounted Combat	Mount and rider act on same card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement
Nonlethal Damage	Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated
Obstacles	If the attack misses due to the Cover penalty, the obstacle adds to Armor
Off Hand Attack	-2 to attack rolls with off hand
Prone	As Medium Cover, prone defenders are -2 Fighting and -2 Parry; Ranged attacks within 3" ignore cover
Push	Attacker chooses option below and makes opposed Strength roll (add +2 if attacker moved more than 3" toward target): <ul style="list-style-type: none"> <i>Bash</i>: Push target 1" on a success, 2" on a raise. If the target hits an obstacle he also takes 1d6 per 1" pushed. <i>Shield Bash</i>: As above but causes Strength damage; +1 for small shield, +2 for medium shield, and +3 for large shield <i>Knock Prone</i>: The defender is knocked prone

SITUATION	RULE
Range Modifiers	Short: 0, Medium: -2, Long: -4
Ranged attacks in Close Combat	Attacker may use no weapon larger than a pistol; Target Number is defender's Parry
Rapid Attack	-2 Parry; Make up to 3 Fighting Attacks (+Wild Die) at -4, or fire up to 6 shots from a semi-automatic weapon or revolver at -4 penalty to each die
Suppressive Fire	With a successful Shooting roll, targets in a Medium Burst Template make a Spirit roll or are Shaken, those who roll a 1 are hit
Tests of Will	Contest of Taunt vs. Smarts or Intimidation vs. Spirit; If successful +2 on next action against target; With a raise the target is Shaken as well
Three Round Burst	+2 Shooting / +2 Damage; May not be combined with Autofire or Double Tap
Touch Attack	+2 to Fighting roll
Tricks	Describe action; Make opposed Agility or Smarts roll; Opponent is -2 Parry until his next action; With a raise, foe is -2 Parry and Shaken
Two Weapons	-2 attack; Additional -2 for off-hand if not Ambidextrous
Unarmed Defender	Armed attackers gain +2 Fighting versus this defender
Unstable Platform	-2 Shooting from a moving vehicle, animal, or other unstable surface
Wild Attack	+2 Fighting, +2 Damage, -2 Parry until the attacker's next action
Withdrawing from Combat	Non-Shaken adjacent foes get one free attack at retreating character

DRAMATIC TASKS & INTERLUDES

DRAMATIC TASKS

- Determine the skill to be used. Most tasks are difficult and inflict a -2 penalty.
- A standard Dramatic Task takes five actions and requires the same number of successes.
- Each action, the hero draws an Action Card (even if not in combat) and acts on that card. Edges such as Level Headed or Quick work as usual.
- If the character nets five successes before time runs out, he's accomplished his goal.
- If time runs out, the task fails.

COMPLICATIONS

- If the character's Action Card is a Club, he suffers a Complication. He must make his roll at an additional -2 or fail the task (usually with the worst possible results).

INTERLUDES

Interludes should occur during down time in an adventure, such as on a long voyage or while waiting on something to happen. The Game Master selects a player and has her draw a card. She then tells a story based on the general topic outlined below:

- **Clubs:** Tragedy
- **Spades:** Victory
- **Hearts:** Love
- **Diamonds:** Desire

SOCIAL CONFLICTS

The conflict is broken down into three rounds of conversation, each focusing on a particular point (or a few connected points).

Each round, the player character roleplays her argument and makes a Persuasion roll (or an opposed Persuasion roll if a rival argues against her).

The speaker accumulates a success for each success and raise on the Persuasion roll.

At the end of the third round, the side with the most successes wins the argument. The more successes, the more convinced the target to be persuaded is, as shown on the table below:

- **Tie:** The issue is unsettled and no action is taken until new evidence can be presented.
- **1-2 Successes:** The target isn't truly convinced but decides it's better safe than sorry. He provides the minimum amount of help possible.
- **3-4 Successes:** The target is reasonably convinced. He grants the request but may ask for something in return.
- **5+ Successes:** The target is convinced or persuaded. He agrees to the request and provides as much support as he is able.

CHASES

Each participant makes the appropriate Trait roll and draws an Action Card for each success. A character may attack any target with an equal or lower Action Card (he is said to have Advantage). The Action Card determines the penalty to any ranged attacks. If the Action Card is a Club, there's a Complication as well. Most Chases last five rounds (extended Chases last up to 10 rounds). At the end of the last round, actors who haven't been stopped escape.

ACTION CARD	PENALTY	COMPLICATION (IF THE ACTION CARD IS A CLUB)
Two	Out of Range, no attack possible	Disaster: Make a Trait roll at -4. If the roll is failed, the character suffers a disaster, and is out of the chase
3-10	Long Range (-4 penalty)	Major Obstacle: Objects of some sort get in the way. Make a Trait roll at -2 to avoid them or suffer damage appropriate to half Top Speed if in a vehicle, or a Fatigue level if on foot
Jack-Queen	Medium Range (-2 penalty)	Minor Obstacle: Objects of some sort get in the way. Make a Trait roll to avoid them or suffer damage appropriate to half Top Speed if in a vehicle, or a Fatigue level if on foot
King-Joker	No penalty; melee attacks may be possible	Distraction: Something obscures the character's vision or path so that he cannot attack this round

DAMAGE, FEAR, AND REACTIONS

DAMAGE

If an attack's damage equals or exceeds a target's Toughness, use the difference as a result below. Otherwise there is no appreciable effect.

RESULT	TARGET (NOT SHAKEN)	TARGET (SHAKEN)
0–3	Shaken	1 Wound
4–7	1 Wound & Shaken	1 Wound
each +4	+1 Wound	+1 Wound

INCAPACITATED

Extras who suffer a wound are removed from play. If a Wild Card character suffers more than three wounds, he's Incapacitated and must make a Vigor roll:

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

INJURY TABLE

2D6	WOUND
2	Unmentionables: If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
3–4	Arm: Roll left or right arm randomly; it's unusable like the One Arm Hindrance (if the primary arm is affected, off-hand penalties still apply to the other).
5–9	Guts: A hit to the body. Roll 1d6: 1–2 <i>Broken:</i> Agility reduced a die type (minimum d4) 3–4 <i>Battered:</i> Vigor reduced a die type (minimum d4) 5–6 <i>Busted:</i> Strength reduced a die type (minimum d4)
10	Leg: The victim gains the Lame Hindrance
11–12	Head: A grievous injury to the head. Roll 1d6: 1–2 <i>Hideous Scar:</i> Your hero now has the Ugly Hindrance 3–4 <i>Blinded:</i> An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye) 5–6 <i>Brain Damage:</i> Massive trauma to the head. Smarts reduced one die type (min d4)

Bleeding Out: An ally may make a Healing roll to stop the bleeding immediately. Otherwise the injured character must make a Vigor roll at the start of each round: Failure—the character dies from blood loss; Success—roll again next round (or every minute if not in combat); Raise—the victim stabilizes and no further rolls are required.

REACTION TABLE

2D6	INITIAL REACTION
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.

FRIGHT TABLE

1D20*	EFFECT
1–4	Adrenaline Surge: The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his 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: The character gains a Major Phobia Hindrance.
19–20	The Mark of Fear: The hero is Shaken and also suffers some cosmetic physical alteration—a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.
21+	Heart Attack: The hero is so overwhelmed with fear that his heart stutters. He 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 to this roll.

DEATH & DEFEAT, TECHNICAL DIFFICULTY, & LEY LINES

DEATH & DEFEATABLE

D20	RESULT
1–4	The End: Death claims the hero. Without truly powerful, miraculous magic, there's nothing left to be done.
5–8	Mangled: Barely clinging to life and in a Coma (see below), the hero is forever changed by what happened. A Permanent Injury is suffered, resulting in a Major Hindrance of some kind (One Arm, One Eye, One Leg), or some other kind of permanent loss (nerve damage, causing –2 to all Agility and linked tests, or brain damage causes –2 to all Smarts and related tests). The player and Game Master can work this out, or the Game Master can find a way to randomly determine what happens. Cybernetics <i>can</i> be used to address the damage, but this means a lot of credits and some major surgery ahead. For some characters, cybernetics means an even worse loss.
9–12	Coma: Though the hero somehow survived, he's in a deep coma on top of all of his injuries (roll for a Permanent Injury on the Injury Table in <i>Savage Worlds</i>). He's out for 1d6 days minimum; after that, he makes a Vigor roll each day to wake up, applying any wound penalties (unless someone's used Healing of some kind to mend his injuries). He wakes up Exhausted (see below).
13–16	Exhausted: Roll for an Injury (which is healed once all wounds are gone). The hero is Exhausted with Fatigue, and it takes 1d4 days of rest and medical care to get rid of each Fatigue level.
17–18	Fatigued: Roll for an Injury (which is healed once all wounds are gone). The hero has one level of Fatigue, and it takes 1d4 days of rest and medical care to get rid of it.
19	Not Today: Though he still has his wounds, the hero remains in the fight. He stabilizes and is Shaken.
20	What Happened?: Somehow, the hero's injuries seem to be only superficial; he has no actual wounds. He is, however, forever changed in some significant way—his hair turns white and he has no memory of the last year; he has prophetic dreams once in a while; he sees (and talks to) things no one can see; etc. This is something for the player and the GM to work out.

TECHNICAL DIFFICULTY

D6	RESULT
1–3	Glitch: The device or gear applies a –1 to all Trait rolls where it's used, or its applicable bonus is reduced by 1.
4–5	Serious Problem: The device or gear applies a –2 to all Trait rolls where it's used, or its applicable bonus is reduced by 2.
6	Severe Failure: The device or gear applies a –4 to all Trait rolls where it's used, or its applicable bonus (such as with Armor) is reduced by 4.

LEY LINE CHARACTERISTICS

D8	SIZE
1	Tiny: 500 feet wide, 200 feet tall, one mile long.
2	Small: 2,000 feet wide, 200 feet tall, one mile long.
3	Medium: Quarter-mile wide, 500 feet tall, 10 miles long.
4	Large: Half-a-mile wide, 1000 feet tall, 50 miles long.
5	Very Large: Three-quarters of a mile wide, 2,000 feet tall, 75 miles long.
6	Huge: One mile wide, 3000 feet tall, 100 miles long.
7	Gargantuan: One-and-a-half miles wide, one mile tall, 250 miles long.
8	Colossal: Two miles wide, three miles tall, 500 miles long.

LEY LINE STORM AFFECTON MAGIC

D6	CHARACTERISTICS
1–2	Negation: PPE is spent, but nothing happens as the storm consumes the effect.
3	Surge: The range is doubled, and so is any damage or other (numerical) effect. Duration, however, remains the same. The magic is somewhat uncontrollable, however, so the caster can only use the maximum possible effect.
4	Diminish: The range is halved, and so is any damage or other (numerical) effect. Duration remains unaffected.
5	Wild: The caster uses a complete different spell or power than intended, as selected by the Game Master. This could even be a power the caster normally cannot use.
6	Explosive: The caster is automatically Shaken and must make a Vigor check to avoid a wound as the magic erupts in her face. The intended effect does not happen, but the PPE is still spent.

EXTRA EFFORT

This Setting Rule allows a player to spend a Benny to add a d6 to a Trait roll instead of re-rolling it. This d6 can Ace, and its final result is added to the initial Trait roll.

TECHNICAL DIFFICULTY REPAIR TIME

Repairing a Glitch takes 1d6 × 5 minutes and a Repair roll at –1. A Serious Problem takes 1d6 hours, a Repair check at –2, and parts equal to 20% of the item's cost. To repair a Severe Failure requires 1d6 days, a Repair check at –4, and parts equal to 40% of the item's base cost.