CONVERSION NOTES:
SAVAGE WORLDS DELUXE TO ADVENTURE EDITION

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V01

This is not intended to be a comprehensive ruleset, but a list of changes between Savage Worlds Deluxe (SWD) and Savage Worlds Adventure Edition (SWADE) to help in converting previous works.

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CHARACTERS

CHARACTER CREATION OVERVIEW

1. RACE
- Choose a race as normal. Racial templates have been updated.

2. TRAITS

ATTRIBUTES
- Determine how fast skills increase during Advancement.
- Limit access to Edges.
- Derive secondary statistics such as Toughness or melee damage.
- Resist effects such as being grappled or counter spells, powers, or social attacks such as Taunt or Intimidation.
- ATTRIBUTE INCREASE (U) racial ability allows attributes to be raised above a d12.

SKILLS
- Are used to actively do things or affect others.
- CORE SKILLS: Characters start with a d4 in **Athletics**, **Common Knowledge**, **Notice**, **Persuasion**, and **Stealth** unless otherwise noted.
- BUYING SKILLS: Characters have **12 points** to spend buying and raising skills.
- SKILL MAXIMUM: Skills may not be raised above a d12 during character creation unless the character's race starts with the skill at a d6 which raises the maximum to d12+1.

DERIVED STATISTICS
- CHARISMA has been removed as a derived trait. Edges, Hindrances and Racial Abilities that formerly affected Charisma generally now give bonuses, penalties, or rerolls to Persuasion rolls.
- SIZE: Default size is assumed 0 unless altered by racial abilities, Edges, or Hindrances. Cannot be less than -1 or more than +3.

3. EDGES & HINDRANCES

HINDRANCES
- Take up to 4 points of Hindrances **in any combination** of major (2) or minor (1).
- For 1 point you can gain additional starting funds equal to **twice** the setting default.

4. GEAR
- Purchase gear as normal. Equipment lists have been updated.

5. BACKGROUND DETAILS
- Fill in character background details as normal.

ARCHETYPES

- This section doesn't appear in SWADE.

RACES

ANDROID

- CONSTRUCT: Androids don't breathe, ignore **one level** of Wound modifiers, Repair takes one hour per wound level.
- OUTSIDER (MAJOR): -2 to Persuasion rolls.
- VOW (MAJOR)
- Removed: Programming, Recharge, and Unnatural.
- Models built for combat can swap out the PACIFIST(MAJOR) racial ability.

ATLANTEAN is now called

AQUARIAN

- Removed: Advanced Civilization.
- Dehydration is now DEPENDENCY and each hour spent in water restores one level of Fatigue.
- LOW LIGHT VISION

AVION

- CAN'T SWIM: Avion's wings are a hazard in water. They subtract 2 from Athletics(swimming) rolls and each inch moved in water costs them 3" of Pace.
- FLIGHT: Fly at Pace 12, use Athletics while maneuvering.
- KEEN SENSES: Grants a d6 Notice which may be raised to a maximum of d12+1.
- REDUCED PACE: Walking Pace decreased by 1, running die by one step.
- Removed: Mostly Human.

DWARVES

- REDUCED PACE: Pace is reduced by 1 and running die reduced 1 die type.
- TOUGH: d6 starting Vigor may be raised to a maximum of d12+1.

ELVES

- Agile: d6 starting Agility may be raised to a maximum of d12+1.
- Removed: "attack" qualifier under LOW LIGHT VISON.

HALF-ELVES

- HERITAGE: Now specifies a free Novice Edge.
- AGILE: d6 starting Agility can be raised to a maximum of d12+1.
- Removed: "Attack" qualifier under LOW LIGHT VISION.
- OUTSIDER (MINOR): -2 to Persuasion rolls with all but their own kind.

HALF-FOLK

- **Fortunate** no longer grants a Benny independent of Luck and Great Luck and is now called LUCK which grants the Luck Edge.
- REDUCED PACE: Pace reduced by 1, running die by 1 type.
- Short is now SIZE -1.
- SPIRITED allows the starting d6 in Sprit to be raised to a d12+1 maximum.

HALF-ORCS

- Not in the Adventure Edition. See **Making Races**.

HUMANS

- Added: Free Edge is of Novice rank and must meet Edge requirements.

RAKASHANS

- AGILE: Grants a d6 starting Agility which can be raised to a maximum of d12+1.
- Removed: Bloodthirsty
- RACIAL ENEMY: Now confers a -2 to Persuasion rolls when dealing with rivals.
- BITE/CLAWS: Do Str+d4 damage (instead of str+d6), are Natural Weapons (always considered armed), and give +2 to Athletics(climbing) on appropriate surfaces.
- CAN'T SWIM: Aversion to swimming causes -2 to Athletics(swimming) rolls and one inch of movement through water uses 3" of Pace.

SAURIANS

- ARMOR +2: Skin acts as leather armor.
- OUTSIDER (MINOR): now gives -2 to Persuasion rolls.
- Removed: Tails and claws as Natural Weapons.
- ENVIRONMENTAL WEAKNESS: -4 to resist cold effects and suffer +4 damage from cold-based attacks.
- Removed: They are always considered active guards for Stealth checks
- KEEN SENSES: Grants the Alertness Edge.

MAKING RACES

Racial Abilities now have a value which is their cost and a limitation on the number of times they may be taken with U being unlimited, e.g. ADAPTABLE (1) may be taken once and has value of 2 points. Races and cultures begin with **2 points** of Positive Racial Abilities.

+3 ABILITIES

- Begin with a d8 in one attribute is ATTRIBUTE INCREASE (U) with a value of 2 per die type, so a starting d8 would cost 4 points, this also increases the Trait's maximum by one step.
- Free Seasoned Edge is EDGE (U) with a value of 2+X where X = 0 for Novice, 1 for Seasoned, 2 for Veteran, and 3 for Heroic
- HARDY (1) now has a value of 2 points

+2 ABILITIES

- +1 Parry is now PARRY (3) with a value of 1 point
- +1 Size is SIZE +1 (3) with a value of 1 point
- +1 Toughness is TOUGHNESS (3) with a value of 1 point
- +2 Armor is ARMOR (3) with a value of 1 point
- Removed: +2 Charisma.
- +4 Resist Environmental Effects is ENVIRONMENTAL RESISTANCE (U) with value 1 for each type of effect and also confers a damage reduction of 4.
- +10 Power Points can now be accomplished with the EDGE (U) ability for 2 points, taking the Power Points Edge (Novice) gaining 5 power points. Many powers are cheaper in SWADE, so +5 power points could be sufficient to model what required +10 Power Points in SWEX.
- Aquatic is now AQUATIC/SEMI-AQUATIC (1) for 2/1 points, Semi-Aquatic allows the character to hold their breath for 15 minutes before drowning checks, Aquatic characters cannot drown in oxygenated liquids and move at their full Pace when swimming. Swimming skill is now covered by Athletics which is a free core skill.
- Base Pace 10 is replaced by the PACE (2) ability for 2 points which increases Pace by +2 and increases the running die by one type
- Construct is CONSTRUCT (1) and costs 8 points. Changed: Ignore one level of Wound modifiers. Added: Don't breathe, Wounds must be mended via Repair skill taking one hour per current Wound level and ignoring "Golden Hour." Many Constructs have the DEPENDENCY (1) Negative Racial Ability reflecting their need for a power source.
  Removed: Constructs do not suffer additional damage from called shots.
- Free Novice Edge is now covered by EDGE (U).
- Multiple limbs is now handled by ADDITIONAL ACTION (1) for 3 points which ignores 2 points of Multi-Action penalties
- Poison is now expanded to POISONOUS TOUCH (1) for 1/3 points where victims of a successful Touch Attack roll Vigor or suffer the effects of Mild Poison, or spend 3 points to inflict Knockout, Lethal, or Paralyzing effects at the cost of Fatigue.
- ATTRIBUTE INCREASE (U) now allows the Trait's maximum value to increase as well.
- FLIGHT (1) now costs 2/4/6 points and allows characters to fly at Pace 6/12/24, "run" for extra movement as usual for 2/4 points and for an additional 2d6 movement for 6 points. Maneuvering uses Athletics skill, Racial flight presumes wings which can be targeted or fouled, and Bound or Entangled characters cannot fly.

+1 ABILITIES

- +1 Reach is REACH (3).
- Removed: +2 to resist all negative environmental effects.
- +4 bonus to resist a single negative environmental effect is ENVIRONMENTAL RESISTANCE (U) for 1 point which confers +4 resistance and reduces damage by 4.
- +5 Power Points is accomplished with the EDGE (U) ability for 2 points, taking the **Power Points** Edge (Novice) gaining 5 power points.
- BURROWING (1) for 1 point, WALL WALKER (1) for 1 point
- Free d6 skill is SKILL (1/SKILL) for 1 point granting a d4 skill or boosting a core skill to d6 (max d12+1), 2 points granting a d6 skill and increasing the maximum to d12+1
- Keen Sense is handled by SKILL BONUS (1/SKILL) for 2 points granting a +2 bonus per skill
- Low light and Infravision are now LOW LIGHT VISION (1) for 1 point and INFRAVISION (1) for 1 point.
- Natural Weapons are now CLAWS (1) for 2/3/4 points which cause Str+d4 damage for 2 points, and/or Str+d6 or AP2 each for an additional point; BITE (1) for 1 point granting Str+d4 damage; HORNS (1) for 1 or 2 points granting Str+d4 or Str+d6 damage.
- Potent Poison now expanded to POISONOUS TOUCH (1) for 1/3 points where victims of a successful Touch Attack roll Vigor or suffer the effects of Mild Poison, or spend 3 points to inflict Knockout, Lethal, or Paralyzing effects at the cost of Fatigue.
- Semi-aquatic is the 1 point version of AQUATIC/SEMI-AQUATIC (1).

-3 ABILITIES
- Removed: One attribute can never be advanced beyond a d6. An alternative is ATTRIBUTE PENALTY (1/ATTRIBUTE) for -2/-3 points where one attribute (but not its linked skills) suffers a -1/-2 penalty.
- Removed: One attribute requiring two points per step to raise.

-2 ABILITIES
- -1 Parry is POOR PARRY (3) for -1 point.
- -1 Toughness is FRAIL (2) for -1 point.
- -4 penalty to resist negative environmental effects is ENVIRONMENTAL WEAKNESS (U) for -1 point for a penalty of -4 to resist a single effect
- Removed: One attribute requiring two points per step to raise.
- Dehydration is now handled by DEPENDENCY (1) for -2 points.
- Major Hindrance is the -2 version of HINDRANCE (U) for -1/-2 points.
- Pace 3 or less (d4 running die) is REDUCED PACE (1) at -1 point for a reduced Pace by 1 and reduced running die, -2 reduces Pace by another 2 points and -2 to Athletics.

-1 ABILITIES
- -2 Charisma can now be modeled with SKILL PENALTY (1/SKILL) for -1/-2 points for a -1/-2 penalty to Persuasion rolls.
- -4 penalty to resist single negative environmental effect is ENVIRONMENTAL WEAKNESS (U) for -1 point.
- Minor Hindrance is the -1 point version of HINDRANCE (U) with a Major Hindrance costing -2 points.
- Pace 5 is the -1 point version of -1/-2 REDUCED PACE (1) and includes a running die of d4.
- RACIAL ENEMY (U) now confers a -2 penalty to Persuasion rolls when dealing with rivals.

OTHER NEW ABILITIES:
- ADAPTABLE (1) [2 pts] Free Novice Edge
- DOESN'T BREATHE (1) [2 pts] Immune to inhaled toxins, can't down, won't suffocate in a vacuum.
- IMMUNE TO POISON OR DISEASE (2) [1 pt] Immune to poison or disease, may be taken twice for both.
- LEAPER (1) [2 pts] Jump twice as far as listed under Movement, +4 damage when leaping during Wild Attack instead of +2.

- POWER (U) [2/1 pts] Ability that functions like a power for 1 point, Arcane Background (Gifted) and a power for 2 points. Further applications cost 1 point and grant another power. Does not increase Power Points.
- REGENERATION (1) [2/3 pts] Natural healing rolls made once per day. For 3 points, permanent injuries may be recovered once all other Wounds are regenerated, as per Wounds, once per week.
- SLEEP REDUCTION (2) [1 pt] Needs half the normal amount of sleep, or no sleep if taken a second time.
- SUPER POWERS (1) [2+X] 2 points for Arcane Background (Super Powers) plus the cost of the power selected X. AB(Super Powers) can be found in the *Savage Worlds Super Powers Companion*.
- BIG (1) [-2 pts] Race suffers -2 to Trait rolls when using equipment not specifically designed for them, cannot wear non-custom armor or clothing. Equipment, food, and clothing cost double.
- CANNOT SPEAK (1) [-1 pt] Cannot form sounds common to other languages. Can communicate with own race normally via other means.
- DEPENDENCY (1) [-2 pts] Must consume or have contact with common substance for an hour out of every 24, or gain a level of Fatigue each day until Incapacitated. A day after that, they perish. Each hour recovering with the substance restores a level of Fatigue.
- REDUCED CORE SKILLS (5) [-1 pt] Starts with one less core skill.
- SIZE -1 (1) [-1 pt] Reduce Size and Toughness by 1.

SKILLS

- CORE SKILLS: Every hero starts with a d4 in five basic abilities: Athletics, Common Knowledge, Notice, Persuasion, and Stealth.
- CHARISMA has been removed from the game.
- CLIMBING has been folded into ATHLETICS.
- COMMON KNOWLEDGE is now its own skill rather than a Smarts roll.
- INVESTIGATION is now RESEARCH to make its meaning and usage more clear.
- FOCUS is a new skill for the Gifted Arcane Background.
- KNOWLEDGE has been broken down into the separate skills used in most campaigns. Specifically: ACADEMICS, BATTLE, ELECTRONICS, HACKING, LANGUAGE, OCCULT, and SCIENCE.
- LOCKPICKING is now part of THIEVERY, which also handles pickpocketing, sleight of hand, safecracking, and other roguish tricks.
- PERFORMANCE is a new skill tied to Spirit which covers singing, acting, or playing an instrument for an audience, perhaps to raise funds. It can also be used instead of Persuasion to deceive, bluff, or disguise oneself.
- REPAIR and its use are better defined.
- STREETWISE is now an Edge.
- SWIMMING is handled by ATHLETICS.
- THROWING is covered by ATHLETICS.
- TRACKING is now part of SURVIVAL.
- STEALTH now allows a successful Sneak Attack to render the victim Vulnerable or give the attacker The Drop on a raise.
- COMPREHENSIVE MODIFIERS listed previously in tables for skills such as Stealth and Tracking (now part of Survival) are now up to the GM's discretion and should range from +4 to -4.
- FAMILIARIZATION penalty should typically range from -2 to -4.
- PERSUASION can be used to **Support** allies as an unopposed roll. If the target is resistant, it's an opposed roll vs. the target's Spirit. Characters can also use Persuasion as a "macro skill," simulating a few hours or an evening's time hobnobbing and socializing to gain favors or information. See the rules for **Networking**.
- The REACTION TABLE has been updated and expanded to add more attitude levels.

REACTION TABLE

2D6	INITIAL REACTION
2	**Hostile:** The target is openly hostile. He may attack if possible, or otherwise betray, report on, or hinder the party at the first opportunity. He doesn't help without an overwhelming reward or threat of some kind.
3	**Unfriendly:** The character isn't interested in helping unless he has little choice and/or is offered a substantial payment or reward.
4–5	**Uncooperative:** The target isn't interested in getting involved unless there's a significant advantage to himself.
6–8	**Neutral:** The character has no particular attitude toward the group. He expects fair payment for any sort of favor or information.
9–10	**Cooperative:** The character is generally sympathetic. He helps if he can for a small fee, favor, or kindness.
11	**Friendly:** The individual goes out of his way for the hero. He likely does simple tasks for 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 probably does so for little or no reward.

HINDRANCES
REMOVED:
- LAME (MAJOR): Now handled by Slow (Minor or Major).
- ONE LEG (MAJOR): Now handled by Slow (Minor or Major).

NEW HINDRANCES:
- CAN'T SWIM (MINOR): –2 to swimming (Athletics) rolls; swimming Pace is one yard per round.
- CLUMSY (MAJOR): -2 to Athletics and Stealth rolls.
- DRIVEN (MINOR/MAJOR): The hero's actions are driven by some important goal or belief.
- HESITANT (MINOR): Draw two Action Cards and take the lowest (except Jokers, which may be kept).
- IMPULSIVE (MAJOR): The hero leaps before he looks.
- JEALOUS (MINOR/MAJOR): The individual covets what others have.
- MILD MANNERED (MINOR): –2 to Intimidation rolls.
- MUTE (MAJOR): The hero cannot speak.
- OBLIGATION (MINOR/MAJOR): The character has a weekly obligation of 20 (Minor) to 40 (Major) hours.
- RUTHLESS (MINOR/MAJOR): The character does what it takes to get her way.

- SECRET (MINOR/MAJOR): The hero has a dark secret of some kind.
- SHAMED (MINOR/MAJOR): The individual is haunted by some tragic event from her past.
- SLOW (MINOR/MAJOR): Pace –1, reduce running die one step. As Major, Pace –2, –2 to Athletics and rolls to resist Athletics. Neither may take the Fleet-Footed Edge.
- SUSPICIOUS (MINOR/MAJOR): The individual is paranoid and subtracts 2 when Supporting allies.
- THIN SKINNED (MINOR/MAJOR): The character is particularly susceptible to personal attacks. As a Minor Hindrance, he subtracts two when resisting Taunt attacks. As a Major, he subtracts four.
- TONGUE-TIED (MAJOR): The character often misspeaks or can't get her words out. –1 to Intimidation, Persuasion, and Taunt rolls.

UPDATED:

- ALL THUMBS (MINOR): The -2 penalty applies when using mechanical or electrical devices. Critical Failure causes the device to break, requiring a Repair roll and 1d6 hours to fix.
- ANEMIC (MINOR): The -2 penalty applies to Vigor rolls made to resist Fatigue.
- BAD EYES (MINOR OR MAJOR): Suffers a -1 (Minor) to -2 (Major) penalty on vision dependent Trait rolls like ranged attacks and Notice. Glasses negate, but if lost or broken (50% chance when Wounded, falls, etc.) the character is Distracted (Minor) or Vulnerable (Major) until the end of their next turn.
- BLIND (MAJOR): No longer has -2 to social tasks.
- BLOODTHIRSTY (MAJOR): No longer has -4 to Charisma. Provokes setting specific conflicts.
- CLUELESS (MAJOR): Now gives a -1 penalty to Common Knowledge and Notice rolls.
- DOUBTING THOMAS (MINOR): No longer gives -2 to Fear checks.
- ELDERLY (MAJOR): Pace reduced by 1; subtract 1 from running rolls (minimum 1); -1 to Agility, Strength, and Vigor rolls.
- HABIT (MINOR OR MAJOR): Minor Habit no longer inflicts -1 Charisma and Major Habit no longer requires characters to sacrifice an Advance after 1d6 days or relapse. Characters with a Major Habit must make a Vigor roll every 24 hours or suffer **Fatigue**. A Healing roll can remove one level of Fatigue for 4 hours once per day.
- HARD OF HEARING (MINOR OR MAJOR): Minor now inflicts a -4 penalty to Notice rolls made to hear. Hearing aids reduce the penalty by 2 but have a 50% chance of falling out when Wounded, falls, etc.
- MEAN (MINOR): Suffer -1 to Persuasion rolls.
- OBESE (MINOR): Size (and thus Toughness) increase by +1. Pace reduced by 1, running die reduced 1 type. Strength is considered one die type less for armor and worn gear (not weapons).
- ONE EYE (MAJOR): No longer has -1 Charisma. -2 to Trait rolls dependent on vision only applies beyond 5" (10 yards).
- OUTSIDER (MINOR OR MAJOR): Persuasion rolls made at a -2. Major Hindrance denotes lack of legal rights or other serious social detriment.
- PHOBIA (MINOR OR MAJOR): Being in the presence of the phobia now causes -1 (Minor) or -2 (Major) to Trait rolls.
- SMALL (NOW MINOR): Size is reduced by 1 which reduces Toughness by 1 as well.
- UGLY (MINOR OR MAJOR): Persuasion rolls suffer -1 (Minor) or -2 (Major).
- YELLOW (MAJOR): Subtract 2 from Fear checks and when resisting Intimidation.
- YOUNG (MINOR OR MAJOR): Minor has 4 attribute points and 10 skill points, extra Benny per session. Major has 3 attribute points, 10 skill points, and two extra Bennies per session.

EDGES
REMOVED:

- ADEPT
- FLORENTINE
- LEADER OF MEN
- MARTIAL ARTS MASTER
- NOBLE
- QUICK DRAW

NEW BACKGROUND EDGES:

- ARISTOCRAT [N] +2 to Common Knowledge and networking with upper class.

- BRUTE [N, St d6, V d6] Link Athletics to Strength instead of Agility (including resistance). Short Range of any thrown item increased by +1. Double that for the adjusted Medium Range, and double again for Long Range.
- FAME [N] +1 Persuasion rolls when recognized (Common Knowledge), double usual fee for Performance.
- FAMOUS [S, Fame] +2 Persuasion when recognized, 5× or more usual fee for Performance.

UPDATED BACKGROUND EDGES:
- BERSERK [N] After being Shaken or Wounded, melee attacks must be Wild Attacks, +1 die type to Strength, +2 to Toughness, ignore one level of Wound penalties, Critical Failure on Fighting roll hits random target. Take Fatigue after every five consecutive rounds, may choose to end rage with Smarts roll –2.
- CHARISMATIC [N, Sp d8] Free reroll when using Persuasion.
- FAST HEALER [N, V d8] +2 Vigor when rolling for natural healing; check every 3 days.
- FLEET-FOOTED [N, A d6] Pace +2, increase running die one step.
- LINGUIST [N, Sm d6] Character has d6 in languages equal to half her Smarts die.

NEW COMBAT EDGES:
- CALCULATING [N, Sm d8] Ignore up to 2 points of penalties on one action with an Action Card of Five or less.
- DOUBLE TAP [S, Shooting d6] + 1 to hit and damage when firing no more than RoF 1 per action.
- FEINT [N, Fighting d8] You may choose to make foe resist with Smarts instead of Agility during a Fighting Test.
- FREE RUNNER [N, A d8] Ignore Difficult Ground and add +2 to Athletics in foot chases.
- IRON JAW [N, V d8] +2 to Soak and Vigor rolls to avoid Knockout Blows.
- RAPID FIRE [S, Shooting d6] Increase RoF by 1 for one Shooting attack per turn.
- IMPROVED RAPID FIRE [V, Rapid Fire] Increase RoF by 1 for up to two Shooting attacks per turn.

UPDATED COMBAT EDGES:
- BLOCK [S, Fighting d8] 1 Parry, ignore 1 point of Gang Up bonus.
- IMPROVED BLOCK [V, Block] +2 Parry, ignore 2 points of Gang Up bonus.
- BRAWLER [N, St d8, V d8] Toughness +1, add d4 to damage from fists; or increase it a die type if combined with Martial Artist, Claws, or similar abilities.
- BRUISER [S, Brawler] Increase unarmed Strength damage a die type and Toughness another +1.
- COUNTERATACK [S, Fighting d8] Free attack against one foe per turn who failed a Fighting roll.
- IMPROVED COUNTERATTACK [V, Counterattack] As Counterattack, but against three foes per turn.
- DODGE [S, A d8] -2 to be hit by ranged attacks. No longer modifies Evasion (see Improved Dodge).
- IMPROVED DODGE [S, Dodge] +2 to Evasion totals.
- EXTRACTION [N, A d8] One adjacent foe doesn't get a free attack when you withdraw from close combat.
- IMPROVED EXTRACTION [S, Extraction] Three adjacent foes don't get free attacks when you withdraw from combat.
- FIRST STRIKE [N, A d8] Free Fighting attack once per round when foe moves within Reach.
- IMPROVED FIRST STRIKE [H, First Strike] Free Fighting attack against up to three foes when they move within Reach.
- FRENZY [S, Fighting d8] Roll a second Fighting die with one melee attack per turn.
- IMPROVED FRENZY [V, Frenzy] Roll a second Fighting die with up to two melee attacks per turn.
- KILLER INSTICT [S] The hero gets a free reroll in any opposed Test he initiates.
- MARKSMAN [S, Athletics or Shooting d8] Ignore up to 2 points of Athletics (throwing) or Shooting penalties when not moving and firing no more than RoF 1 per action.
- MARTIAL ARTIST [N, Fighting d6] Unarmed Fighting +1, fists and feet count as Natural Weapons, add d4 damage die to unarmed Fighting attacks (or increase die a step if you already have it).
- MARTIAL WARRIOR [S, Martial Artist] Unarmed Fighting +2, increase damage die type a step.
- NO MERCY [S] +2 damage when spending a Benny to reroll damage.
- SWEEP [N, St d8, Fighting d8] Fighting roll at –2 to hit all targets in weapon's Reach, no more than once per turn.

- TRADEMARK WEAPON [N, d8 in related skill] +1 to Athletics (throwing), Fighting, or Shooting total with a specific weapon; +1 Parry while weapon is readied.
- IMP. TRADEMARK WEAPON [S, Trademark Weapon] The attack and Parry bonus increases to +2.
- TWO-GUN KID [N, A d8] Make one extra Shooting or Athletics (throwing) roll with a second ranged weapon in the off-hand at no Multi-Action penalty.

UPDATED LEADERSHIP EDGES:
- Note that all Leadership Edges apply only to Extras by default and that the Natural Leader Edge has been reworked to extend their effects to allied Wild Cards.
- COMMAND [N, Sm d6] Ignore up to 2 points of penalties on one action with an Action Card of Five or less.
- COMMAND PRESCENCE [S, Command] Increase Command Range to 10″ (20 yards).
- FERVOR [V, Sp d8, Command] +1 to Extras' Fighting rolls in Command Range.
- HOLD THE LINE [S, Sm d8, Command] +1 to Extras' Toughness in Command Range.
- INSPIRE [S, Command] Once per turn, the hero may roll his Battle skill to Support one type of Trait roll, and apply it to everyone in Command Range.
- NATURAL LEADER [S, Sp d8, Command] Leadership Edges now apply to Wild Cards.
- TACTICIAN [S, Sm d8, Command, Battle d6] Draw an extra Action Card each turn that may be assigned to any allied Extra in Command Range.
- MASTER TACTICIAN [V, Tactician] Draw and distribute two extra Action Cards instead of one.

NEW POWER EDGES:
- ARTIFICER [S, AB] Allows user to create Arcane Devices.
- CHANNELING [S, AB] Reduce Power Point cost by 1 with a raise on the activation roll.
- CONCENTRATION [S, AB] Double Duration of non-Instant powers.
- EXTRA EFFORT [S, AB (Gifted), Focus d6] Increase Focus by +1 for 1 Power Point or +2 for 3 Power Points.

UPDATED POWER EDGES:
- Gadgeteer, Holy/Unholy Warrior, Mentalist, and Wizard are now Power Edges instead of Professional Edges.
- GADGETEER [S, AB (Weird Science), Weird Science d6] Spend 3 Power Points to create a device that replicates another power.
- HOLY/UNHOLY WARRIOR [S, AB (Miracles), Faith d6] Add +1 to +4 to Soak rolls for each Power Point spent.
- MENTALIST [S, AB (Psionics), Psionics d6] +2 to opposed Psionics rolls.
- NEW POWERS [N, AB] Your character knows two new powers.
- POWER SURGE [WC, N, AB, arcane skill d8] Recover 10 Power Points when dealt a Joker in combat.
- RAPID RECHARGE [S, Sp d6, AB] Recover 10 Power Points per hour.
- IMPROVED RAPID RECHARGE [V, Rapid Recharge] Recover 20 Power Points per hour.
- WIZARD [S, AB (Magic), Spellcasting d6] Spend 1 extra Power Point to change a spell's Trapping.

NEW PROFESSIONAL EDGES:
- SOLDIER [N, S d6, V d6] Strength is one die type higher for Encumbrance and Min Str. Reroll Vigor rolls when resisting environmental Hazards.

UPDATED PROFESSIONAL EDGES:
- Gadgeteer, Holy/Unholy Warrior, Mentalist, and Wizard are now Power Edges.
- ACE [N, A d8] Character may spend Bennies to Soak damage for his vehicle and ignores up to 2 points of penalties.
- ACROBAT [N, A d8, Athletics d8] Free reroll on acrobatic Athletics attempts.
- COMBAT ACROBAT [S, Acrobat] -1 to hit with ranged and melee attacks.
- ASSASSIN [N, A d8, Fighting d6, Stealth d8] +2 to damage foes when Vulnerable or assassin has The Drop.
- INVESTIGATOR [N, Sm d8, Research d8] +2 to Research and certain types of Notice rolls.
- JACK-OF-ALL-TRADES [N, Sm d10] Gain d4 in a skill (or d6 with a raise) until replaced.
- MR. FIX IT [N, Repair d8] +2 to Repair rolls, half the time required with a raise.
- SCHOLAR [N, Research d8] +2 to any one "knowledge" skill.

- THIEF [N, A d8, Stealth d6, Thievery d6] +1 Thievery, Athletics rolls made to climb, Stealth in urban environments.

NEW SOCIAL EDGES:

- BOLSTER [N, Sp d8] May remove Distracted or Vulnerable state after a Test.
- HUMILIATE [N, Taunt d8] Free reroll when making Taunt rolls.
- MENACING [N, See Text] +2 to Intimidation.
- PROVOKE [N, Taunt d6] May "provoke" foes with a raise on a Taunt roll. See text.
- RABBLE-ROUSER [S, Spirit d8] Once per turn, affect all foes in a Medium Blast Template with an Intimidation or Taunt Test.
- RELIABLE [N, Sp d8] Free reroll when making Support rolls.
- RETORT [N, Taunt d6] A raise when resisting a Taunt or Intimidation attack makes the foe Distracted.
- STREETWISE [N, Sm d6] +2 to Common Knowledge and criminal networking.
- IRON WILL [N, Strong Willed] The bonus now applies to resisting and recovery from powers.
- WORK THE ROOM [N, Sp d8] Once per turn, roll a second die when Supporting via Performance or Persuasion and apply result to additional ally.
- WORK THE CROWD [S, Work the Room] As above, but up to twice per turn.

UPDATED SOCIAL EDGES:

- CONNECTIONS [N] Contacts provide aid or other favors once per session.
- STRONG WILLED [N, Sp d8] +2 to resist Smarts or Spirit-based Tests.

NEW WEIRD EDGES:

- CHI [V, Martial Warrior] Once per combat, reroll failed attack, make enemy reroll successful attack, or add +d6 to unarmed Fighting attack.

UPDATED WEIRD EDGES:

- BEAST MASTER [N, Sp d8] Animals like your hero and he has a pet of some sort.
- CHAMPION [N, Sp d8, Fighting d6] +2 damage vs. supernaturally evil creatures.
- LIQUID COURAGE [N, V d8] Alcohol increases Vigor a die type and ignores one level of Wound penalty; –1 to Agility, Smarts, and related skills.

NEW LEGENDARY EDGES:

- SOLDIER [N, S d6, V d6] Strength is one die type higher for Encumbrance and Min Str. Reroll Vigor rolls when resisting environmental Hazards.

UPDATED LEGENDARY EDGES:

- TOUGH AS NAILS [L, V d8] The hero can take four Wounds before being Incapacitated.
- TOUGHER THAN NAILS [L, Tough as Nails, V d12] The hero can take five Wounds before being Incapacitated.
- WEAPON MASTER [L, Fighting d12] Parry increases by +1 and Fighting bonus damage die is d8.
- MASTER OF ARMS [L, Weapon Master] Parry increases another +1 and Fighting bonus damage die is d10.

ADVANCEMENT

- **Experience Points** have been removed and the base unit of character growth is the **Advance**. Advances can be given mid-adventure, at the end of a session, after objectives are met, or following several sessions depending on the length and pace of the campaign.

RANK	
ADVANCES	**RANK**
0–3	Novice
4–7	Seasoned
8–11	Veteran
12–15	Heroic
16+	Legendary

- Replacement characters should be built with the same number of advances as the fallen character and allies should also advance in game sessions where they contribute significantly.

ADVANCEMENT OPTIONS
- Gain a new Edge.
- Increase a skill that is equal to or greater than its linked attribute one die type.
- Increase two skills that are lower than their linked attributes by one die type each. This **includes new skills** the character didn't have before at d4.
- Increase one attribute by a die type. This option may only be taken once per Rank. Legendary characters may raise an attribute every other Advance, up to the racial maximum.
- Remove a Minor Hindrance, or reduce a Major Hindrance to a Minor (if possible). With the GM's permission, two Advances may be saved up and spent to remove a Major Hindrance.

GEAR

RULES UPDATES
ARMOR
- Worn Armor stacks with natural Armor (such as scaly skin) at its full value.
- Worn Armor also stacks with one other layer. The lesser armor adds half its value (rounded down) to the total and increases the heavier armor's Minimum Strength penalty a die type. For example, wearing a chain shirt (+3) beneath plate mail (+4), adds +1 to the wearer's armor value for a total of +5 and increases the Minimum Strength requirement to d12.

MINIMUM STRENGTH
- Certain items have a "Minimum Strength" required to use without penalty. Note that some items list a d4 since it is possible to have a Strength lower than d4.
- ARMOR/WORN GEAR: Each die type difference between the character's Strength and the item's Minimum Strength inflicts a −1 penalty to Pace (minimum of 1″), Agility, and Agility-related skill rolls. This is cumulative for those weak but determined adventurers who wear or use multiple items too heavy for their build.
- MELEE/THROWN WEAPONS: A thrown or melee weapon's damage die is limited by the user's Strength die. If a scrawny kid (Strength d4) picks up a long sword (Str+d8), he rolls d4 + d4 damage instead of d4 + d8. Also, if the user's Strength is less than its Minimum Strength, he doesn't benefit from any of the weapon's positive abilities such as Reach or Parry bonuses. He still retains any penalties, however.
- RANGED WEAPONS: The user suffers a −1 attack penalty for each die step difference between his Strength and the weapon's minimum.

PARRY
- The weapon adds the bonus to the character's Parry score. If a character wields a weapon in each hand, penalties to Parry stack but bonuses do not (unless she has the Ambidextrous Edge).

RANGE
- This lists the weapon's Short, Medium, and Long Range. Extreme Range is up to 4 × its Long Range. See **Ranged Attacks** for Shooting or Athletics (throwing) modifiers and more details.

RATE OF FIRE
- This is the number of shots that may be fired by this weapon in a single action. See Rate of Fire below under the Rules chapter for updated RoF rules.

SEMI-AUTO
- This designation has been removed. Note that characters can take the same action up to three times per turn, with multi-action penalty.

THREE ROUND BURST
- A few military weapons can fire three rounds in rapid succession with one pull of the trigger. If the weapon has this ability, its RoF is 1 in that mode but it fires three bullets at once and adds +1 to the Shooting and damage rolls.

TWO HANDS

- A two-handed weapon can be used with one hand at a −4 penalty. He counts his full Strength for damage but loses all other advantages such as Reach or Parry bonuses.

ENCUMBRANCE

- Encumbered characters subtract 2 from Pace (minimum 1″), running rolls, Agility and all linked skills, and Vigor rolls made to resist Fatigue.
- At three times the lifted weight or more, he can move at a Pace of 1 for a number of rounds equal to his Vigor. Every round thereafter he must succeed at a Vigor roll or take a level of Fatigue.
- The maximum weight a character can lift or carry is four times the listed weight.

ENCUMBRANCE	
STRENGTH	CAN CARRY WEIGHT UP TO...
d4	20 lbs
d6	40 lbs
d8	60 lbs
d10	80 lbs
d12	100 lbs
Each +1	+20 lbs

COMMON GEAR

COMMON GEAR

ITEM	COST	WEIGHT
ANIMALS & TACK		
Horse	300	—
War Horse	750	—
Saddle	10	10
Elaborate Saddle	50	10
ADVENTURING GEAR		
Backpack	50	2
Bedroll (sleeping bag; winterized)	25	4
Blanket	10	4
Camera (disposable)	10	1
Camera (regular)	75	2
Camera (digital)	300	1
Candle (one hour, 2″ radius)	1	1
Canteen (waterskin)	5	1
Crowbar	10	2
First Aid Kit	10	1
Notes: Three uses, see **Healing** on page 96.		
Flashlight (10″ beam)	20	3
Flask (ceramic)	5	1
Flint and Steel	3	1
Goggles	20	1
Grappling Hook	100	2
Hammer	10	1
Handcuffs (manacles)	15	2
Lantern (4 hours, 4″ radius)	25	3
Lighter	2	—
Lockpicks	200	1
Medic Kit	100	4
Notes: Five uses, +1 to Healing skill rolls; $25 to refill.		
Oil (for lantern; one pint)	2	1
Quiver (holds 20 arrows/ bolts)	25	2
Rope, hemp (10″/20 yards)	10	15
Rope, nylon (10″/20 yards)	10	3
Shovel	5	5
Soap	1	0.2
Tool Kit	200	5
Torch (one hour, 4″ radius)	5	1
Umbrella	5	2
Whistle	2	—
Whetstone	5	1

ITEM	COST	WEIGHT
CLOTHING		
Boots, Hiking	100	2
Camouflage Fatigues	20	3
Clothing, Casual	20	2
Clothing, Formal	200	3
Winter Gear (cloak/parka)	200	3
Winter Boots	100	1
COMPUTERS & ELECTRONICS		
Desktop	800	20
GPS	250	1
Hand held	250	1
Laptop	1,200	5
FIREARMS ACCESSORIES		
Bipod/Tripod	100	2
Notes: Takes an action to deploy. Negates Recoil and Min Str penalties.		
Laser/Red Dot Sight	150	1
Notes: +1 to Shooting at Short and Medium Range.		
Rifle Scope	100	2
Notes: Cancels 2 additional points of penalties when **Aiming**, page 97.		
FOOD		
Fast Food Meal	8	1
Good Meal (restaurant)	15+	—
MRE (Meal Ready to Eat)	10	1
Trail Rations	10	5
Notes: 5 meals; keeps one week.		

ITEM	COST	WEIGHT
PERSONAL DEFENSE		
Pepper Spray	15	0.5
Notes: Use Shooting (or Fighting if engaged). No Range penalty but max range is 2″ (about 10 feet), Shots 5, victim must make Vigor roll at –2 or be **Stunned** (page 106).		
Stun Gun	25	0.5
Notes: Uses Shooting. Range 1/2/4. Shots 3 before needing to be recharged for at least two hours. Victims must make a Vigor roll at –2 or be Stunned.		
SURVEILLANCE		
"Bug" (Micro Transmitter)	30	—
Notes: 12 hours of continuous use.		
Button Camera	50	—
Notes: 12 hours of continuous use.		
Cellular Interceptor	650	5
Lineman's Telephone	150	2
Notes: Repair roll to tap into a phone line.		
Night Vision Goggles	500	3
Notes: No penalty for Dim or Dark **Illumination** (see page 102). For double the price the goggles are "active" and ignore all Illumination penalties.		
Parabolic Microphone	750	4
Notes: Hear whispers up to 200 yards distant.		
Telephone Tap	250	—
Transmitter Detector	525	1

AMMO

AMMO

AMMO	COST	WEIGHT	NOTES
Arrows/Bolts	1/2 arrows	1 lbs/5 arrows	Arrows for bows, bolts for crossbows
Bullets			
Small	10/50 rounds	1 lbs/50	.22 to .32 caliber
Medium	20/50 rounds	2 lbs/50	9mm to .45 caliber
Large	50/50 rounds	15 lbs/50	.50 caliber and larger rounds
Laser Batteries			
Pistol	20	0.25	Provides one full magazine for the
Rifle, SMG	20	0.5	listed weapon
Gatling	50	4	
Shot (w/powder)	1/10 shots	0.5 lbs/10	For black powder weapons
Shotgun			
Shells	15/25	1.5 lbs/25	Standard buckshot
Slugs	20/25	1.5 lbs/25	See page 105.
Sling stones	2/20 stones	1 lbs/20	—

ARMOR

MEDIEVAL & ANCIENT ARMOR

ITEM	ARMOR	MIN STR.	WEIGHT	COST
CLOTH/LIGHT LEATHER				
Heavy winter clothing, supple leather armor, soft hides.				
Jacket (torso, arms)	+1	d4	5	20
Robes (torso, arms, legs)	+1	d4	8	30
Leggings (legs)	+1	d4	5	20
Cap (head)	+1	d4	1	5
THICK LEATHER/TOUGH HIDES				
Boiled leather, cuir bouilli, alligator hides.				
Jacket (torso, arms)	+2	d6	8	80
Leggings (legs)	+2	d6	7	40
Cap (head)	+2	d6	1	20
CHAIN MAIL				
Chain, splint, metal scale, ring mail, samurai armor.				
Shirt (torso, arms)	+3	d8	25	300
Leggings (legs)	+3	d8	10	150
Chain Hood or Helm (head)	+3	d8	4	25
BRONZE ARMOR (PRE–IRON AGE SETTINGS)				
Typically only found in ancient times or pre-iron civilizations.				
Bronze Barding (horse)	+3	d10	50	1,500
Bronze Corselet (torso)	+3	d8	13	80
Vambraces (arms)	+3	d8	5	40
Greaves (legs)	+3	d8	6	50
Bronze Helmet (head)	+3	d8	6	25
PLATE MAIL				
Heavy steel armor made with "plates" of metal.				
Plate Barding (horse)	+4	d10	50	1,500
Corselet (torso)	+4	d10	30	500
Vambraces (arms)	+4	d10	10	200
Greaves (legs)	+4	d10	10	200
Heavy Helm (head)	+4	d10	4	100
Heavy Helm, Enclosed (head)	+4	d10	8	200

Notes: –1 to vision-based Notice rolls.

MODERN ARMOR

Ballistic Protection: Armor marked with an asterisk reduces the damage from bullets by 4. "Bullets" includes physical shot fired from a firearm.

Apply AP only to the item's actual Armor value.

ITEM	ARMOR	MIN STR.	WEIGHT	COST
CLOTH/LEATHER				
Heavy winter clothing, leather jacket or pants, chaps.				
Thick Coat, Leather Jacket (torso, arms)	+1	d4	5	100
Leather Riding Chaps (legs)	+1	d4	5	70
Kevlar Riding Jacket (torso, arms)	+2	d4	8	350
Kevlar Riding Jeans (legs)	+2	d4	4	175
Bike helmet (head)	+2	d4	1	50
Motorcycle Helmet (head)	+3	d4	3	100
BODY ARMOR				
Flak jackets, bulletproof vests, body armor, and bombproof suits.				
Flak Jacket (Vietnam-era, torso)	+2	d6	10	40
Kevlar Vest (torso)	+2*	d6	5	200
Kevlar Vest with ceramic inserts (torso)	+4*	d8	17	500
Kevlar helmet (head)	+4*	d4	5	80
Bombproof Suit (entire body)	+10	d12	80	25K

Notes: Bombproof suits aren't built for flexibility except in the hands, which are uncovered. Agility and related skills that require more than manual dexterity cannot exceed d6 while wearing the suit, and Pace is reduced by 2 (in addition to Minimum Strength penalties).

FUTURISTIC ARMOR

ITEM	ARMOR	MIN STR.	WEIGHT	COST
LIGHT/CIVILIAN ARMOR				

Energy Skin: Any armor listed below may be treated with an "energy skin" (or *skein*) to diffuse energy, reducing damage from lasers by 4. This costs 50% of the armor treated and is very shiny, subtracting 2 from Stealth rolls based on vision.

ITEM	ARMOR	MIN STR.	WEIGHT	COST
Body Armor (torso, arms, legs)	+4*	d4	4	200

Notes: Light, armored clothing made from complex polymers or advanced ballistic weave.

ITEM	ARMOR	MIN STR.	WEIGHT	COST
MILITARY ARMOR				
Armor used by private or state armed forces.				
Infantry Battle Suit (torso, arms, legs)	+6*	d6	12	800

Notes: A full suit of armor with boots and gloves.

ITEM	ARMOR	MIN STR.	WEIGHT	COST
Battle Helmet (head, full face)	+6*	d6	2	100

SHIELDS

Shields add to a character's Parry as shown below. Cover subtracts from ranged attacks from the front and shielded side (attacks from the rear or unprotected side ignore cover).

Medieval shields are Hardness 10 and provide +2 armor should someone attempt to shoot through them (see **Obstacles** on page 99). Modern shields are Hardness 12 and also provide +2 Armor. Polymer shields are Hardness 10 and provide Armor +4.

While worn, shields can be used to bash for Str+d4 damage.

TYPE	PARRY	COVER	MIN STR.	WEIGHT	COST
ANCIENT & MEDIEVAL					
Small	+1	—	d4	4	50
Medium	+2	−2	d6	8	100
Large	+3	−4	d8	12	200
MODERN					
Riot Shield	+3	−4	d4	5	80
Ballistic Shield	+3	−4	d6	9	250
Notes: Reduces damage from firearms by 4 when an attacker tries to shoot through it.					
FUTURISTIC					
Polymer Shield, Small	+1	—	d4	2	200
Polymer Shield, Medium	+2	−2	d4	4	300
Polymer Shield, Large	+3	−4	d6	6	400

PERSONAL WEAPONS

MELEE WEAPONS

TYPE	DAMAGE	MIN STR.	WEIGHT	COST	NOTES
MEDIEVAL					
Axe, Hand	Str+d6	d6	2	100	
Axe, Battle	Str+d8	d8	4	300	—
Axe, Great	Str+d10	d10	7	400	AP 2, Parry –1, two hands
Club, Light	Str+d4	d4	2	25	A sign of low status or thuggery
Club, Heavy	Str+d6	d6	5	50	A sign of low status or thuggery
Dagger/Knife	Str+d4	d4	1	25	—
Flail	Str+d6	d6	3	200	Ignores shield bonus
Halberd	Str+d8	d8	6	250	Reach 1, two hands
Katana	Str+d6+1	d6	3	1,000	Two hands
Lance	Str+d8	d8	6	300	AP 2 when charging, Reach 2, only usable in mounted combat
Mace	Str+d6	d6	4	100	—
Maul	Str+d10	d10	10	400	Two hands, +2 damage to break objects (page 98)
Pike	Str+d8	d8	18	400	Reach 2, two hands
Rapier	Str+d4	d4	2	150	Parry +1
Spear	Str+d6	d6	3	100	Reach 1. Parry +1 if used two-handed
Staff	Str+d4	d4	4	10	Parry +1, Reach 1, two hands
Sword, Great	Str+d10	d10	6	400	Two hands
Sword, Long	Str+d8	d8	3	300	Basic swords and scimitars
Sword, Short	Str+d6	d6	2	100	Includes cavalry sabers
Warhammer	Str+d6	d6	2	250	Spiked, AP 1
MODERN					
Bangstick	3d6	d6	2	5	A shotgun shell on a stick used in melee; must be reloaded with a fresh shell (one action)
Bayonet	Str+d4	d4	1	25	Str+d6 and Parry +1 attached to rifle, Reach 1, two hands
Billy Club/Baton	Str+d4	d4	1	10	Often carried by law enforcement
Brass Knuckles	Str+d4	d4	1	20	Do not count as a weapon for **Unarmed Defender** (page 109)
Chainsaw	2d6+4	d6	20	200	Critical Failure hits the user
Switchblade	Str+d4	d4	0.5	10	−2 to be Noticed if hidden
Survival Knife	Str+d4	d4	1	50	Basic tools in handle add +1 to Survival rolls
FUTURISTIC					
Molecular Knife	Str+d4+2	d4	0.5	250	AP 2, Cannot be thrown
Molecular Sword	Str+d8+2	d6	2	500	AP 4
Laser Sword	Str+d6+8	d4	2	1,000	AP 12

RANGED WEAPONS

Thrown axes and knives, bows, nets, slings, and spears are available in most every era or setting.

TYPE	RANGE	DAMAGE	AP	ROF	MIN STR.	WEIGHT	COST
MEDIEVAL							
Axe, Throwing	3/6/12	Str+d6	—	1	d6	3	100
Bow	12/24/48	2d6	—	1	d6	3	250
Crossbow (Hand Drawn) *Notes:* Hand-drawn.	10/20/40	2d6	2	1	d6	5	250
Crossbow, Heavy *Notes:* Requires a windlass to load. Reload 2.	15/30/60	2d8	2	1	d6	8	400
Dagger/Knife	3/6/12	Str+d4	—	1	d4	1	25
Long Bow	15/30/60	2d6	1	1	d8	3	300
Net (Weighted) *Notes:* A successful hit means the target is **Entangled** (see page 98). The net is Hardness 10 and vulnerable only to cutting attacks.	3/6/12	—	—	1	d4	8	50
Sling (Athletics (throwing))	4/8/16	Str+d4	—	1	d4	1	10
Spear/Javelin	3/6/12	Str+d6	—	1	d6	3	100
MODERN							
Compound Bow	12/24/48	Str+d6	1	1	d6	3	200
Crossbow	15/30/60	2d6	2	1	d6	7	300

BLACK POWDER WEAPONS

Black powder weapons are Reload 3.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
PISTOLS								
Flintlock Pistol	5/10/20	2d6+1	—	1	—	d4	3	150
MUSKETS								
Brown Bess or Similar Muskets	10/20/40	2d8	—	1	—	d6	15	300
Blunderbuss *Notes:* Treat as **Shotgun**, see page 105.	10/20/40	1–3d6	—	1	—	d6	12	300
RIFLED MUSKETS								
Kentucky Rifle *Notes:* Reload 4. The tight rifling requires four actions to reload instead of the usual three.	15/30/60	2d8	2	1	—	d6	8	300
Springfield Model 1861	15/30/60	2d8	—	1	—	d6	11	250

PISTOLS

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
REVOLVERS								

Revolvers typically have six chambers that must be reloaded one bullet at a time, though separate cylinders called "speed loaders" are also available for more modern firearms for about 10% of the weapon's cost.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Derringer (.41)	3/6/12	2d4	—	1	2	d4	1	100
Notes: −2 to be Noticed if hidden								
Police Revolver (.38)	10/20/40	2d6	—	1	6	d4	2	150
Colt Peacemaker (.45)	12/24/48	2d6+1	1	1	6	d4	4	200
Smith & Wesson (.357)	12/24/48	2d6+1	1	1	6	d4	5	250

SEMI–AUTOMATICS

Semi-automatics are fed from a magazine. The standard size magazines are listed below. Additional magazines may be purchased for 10% of the weapon's cost. They weigh about 1 lb each, fully loaded.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Colt 1911 (.45)	12/24/48	2d6+1	1	1	7	d4	4	200
Desert Eagle (.50)	15/30/60	2d8	2	1	7	d6	8	300
Glock (9mm)	12/24/48	2d6	1	1	17	d4	3	200
Ruger (.22)	10/20/40	2d4	—	1	9	d4	2	100

SUBMACHINE GUNS

Typical magazine sizes are listed with each weapon. Additional magazines are available at 10% of the weapon's cost and weigh about 1 lb each, fully loaded.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
H&K MP5 (9mm)	12/24/48	2d6	1	3	30	d6	10	300
Tommy Gun (.45)	12/24/48	2d6+1	1	3	20	d6	13	350
Notes: Thompson submachine guns may also use a 50-round drum. This increases the weight by 2 lbs and each loaded drum costs $50.								
Uzi (9mm)	12/24/48	2d6	1	3	32	d4	9	300

SHOTGUNS

Shotguns fire a spread of pellets (called "shot" or "buckshot") to increase the shooter's chance of hitting his target. Up close, the blast can be devastating. See **Shotguns** on page 105 for details.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Double-Barrel	12/24/48	1–3d6	—	1	2	d6	11	150
Pump Action	12/24/48	1–3d6	—	1	6	d4	8	150
Sawed-Off DB	5/10/20	1–3d6	—	1	2	d4	6	150
Streetsweeper	12/24/48	1–3d6	—	1	12	d6	10	450

RIFLES

Rifles can be either bolt-action, lever-action, or fed from a magazine or clip, noted in its description. Additional magazines or clips cost 10% of the rifle and weigh 1 lb each.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
LEVER– AND BOLT ACTION RIFLES								
Barrett (.50)	50/100/200	2d10	4	1	10	d8	35	750
Notes: Heavy Weapon, Snapfire. Barretts use a 10-shot removable magazine that weighs 2 lbs when loaded. They are almost always fitted with a scope.								
M1 Garand (.30-06)	24/48/96	2d8	2	1	8	d6	10	300
Notes: The standard US infantry rifle in World War II.								
Hunting Rifle (.308)	24/48/96	2d8	2	1	5	d6	8	350
Notes: Snapfire.								
Sharps Big 50 (.50)	30/60/120	2d10	2	1	1	d8	11	400
Notes: Snapfire.								
Spencer Carbine (.52)	20/40/80	2d8	2	1	7	d4	8	250
Winchester '73 (.44-40)	24/48/96	2d8–1	2	1	15	d6	10	300
ASSAULT RIFLES								
AK47 (7.62mm)	24/48/96	2d8+1	2	3	30	d6	10	450
M-16 (5.56mm)	24/48/96	2d8	2	3	20/30	d6	8	400
Notes: The A-2 version can also fire a **Three-Round Burst** (see page 67).								
Steyr AUG (5.56mm)	24/48/96	2d8	2	3	30	d6	8	400
Notes: May fire a **Three-Round Burst** (see page 67).								

MACHINE GUNS

Machine guns are heavy, fully automatic weapons built to withstand prolonged fire. Most are fed by belts or drums and thus have far more ammo capacity than assault rifles, despite similar calibers and rates of fire.

Weapon Mount: Most machine-guns require a bipod, tripod, or vehicle mount to fire, which eliminates any Strength requirement and the **Recoil** penalty (see page 105). Their Minimum Strength is listed as "NA," or "Not Applicable." If a weapon *has* a Minimum Strength listed, it may be fired from the hip with the Snapfire and Recoil penalties.

Minimum Rate of Fire: Machine-guns have a minimum Rate of Fire of 2 unless otherwise noted.

Reloading: Machine guns are Reload 2, which includes changing belts or drums, cocking, etc.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Browning Automatic Rifle (BAR) (.30-06)	20/40/60	2d8	2	3	20	d8	17	300
Notes: Rate of Fire 1 to 3. Uses magazines (one action to Reload instead of the usual 2).								
Gatling (.45)	24/48/96	2d8	2	3	100	NA	170	500
Minigun (7.62mm)	30/60/120	2d8+1	2	5	4000	d10	85	100K
Notes: Minimum Rate of Fire 3, requires backpack harness with ammo which weighs an additional 85 pounds when full (carries 4000 linked rounds).								
M2 Browning (.50 Cal)	50/100/200	2d10	4	3	200	NA	84	1,500
Notes: Heavy Weapon.								
M60 (7.62mm)	30/60/120	2d8+1	2	3	100	d8	33	6,000
MG42 (7.92mm)	30/60/120	2d8+1	2	4	200	d10	26	750
SAW (5.56mm)	30/60/120	2d8	2	4	200	d8	20	4,000

LASERS (FUTURISTIC)

Lasers fire intensely focused beams of light to penetrate and burn their targets.

Cauterize: Anyone Incapacitated by a laser blast adds +2 to his Vigor rolls to keep from Bleeding Out.

Overcharge: The lasers below can overcharge to cause an extra d6 damage, but if any of the Shooting dice are a 1, the weapon must cool down for a full round before it can be fired again.

No Recoil: Pistols, SMGs, and rifles ignore the Recoil penalty. Gatling lasers still take the penalty, however, which is why they're usually mounted on a tripod.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Pistol	15/30/60	2d6	2	1	50	d4	2	250
SMG	15/30/60	2d6	2	4	100	d4	4	500
Rifle	30/60/120	3d6	2	3	100	d6	8	700
Gatling Laser	50/100/200	3d6+4	2	4	800	d8	20	1,000

SPECIAL WEAPONS

CANNONS

Cannons are used to destroy city walls or break up large troop formations. The leader of the weapon's crew makes the Shooting roll.

Bombard: Assuming they have a rough idea of their target's location, howitzers, mortars, and bombards may fire at targets they cannot see by lobbing projectiles over intervening terrain or obstacles. Bombarding suffers a −4 penalty in addition to all other modifiers, and doubles deviation when the Shooting roll is failed (see **Area Effect Attacks**, page 97). Reduce the penalty to −2 with precise coordinates (such as from a spotter).

Cannons can fire three different types of shells: solid shot, shrapnel, and canister. The crew can pick the type of ammunition to be loaded each time it reloads.

- **Solid Shot:** Heavy balls of iron, lead, or stone designed to batter walls or plow through packed ranks of troops. To fire, the leader of the crew makes a Shooting roll as usual. If successful, roll a die. If even, it bounces to another victim behind and within 6" of the first and hits him as well. Continue in this way until the die roll is odd.

- **Shrapnel:** Explosive shells filled with small metal balls that explode outward in a shower of debris. This is an area effect attack and uses the Medium Blast Template unless otherwise noted.

- **Canister:** Grapeshot or canister is a shell that detonates inside the barrel of a cannon and fires out a spray of deadly balls or other debris like a giant shotgun. The attack is the size of a Medium Blast Template and moves in a straight line up to 24" (it affects d6 targets if not using miniatures, or 2d6 if they're tightly packed). Compare the Shooting roll to every target within using a base TN of 4, adjusted for each target's cover, special abilities like the Dodge Edge, etc. A hit causes 2d6 damage and a raise causes 3d6.

Note: All types of shot are Heavy Weapons, Reload 8. Two crew members may reload at the same time.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Cannon (12 lb)	———————— By Ammo Type ————————					1200	10K
Canister	24″ path	2d6	—	1	MBT	—	50
Solid Shot	50/100/200	3d6+1	4	1	—	—	50
Shrapnel	50/100/200	3d6	—	1	MBT	—	50

CATAPULTS

Catapults are simple devices that hurl large stones at enemy defenses or ranks of troops. They normally require a crew of eight to load the projectile, crank down the lever that propels it, then sight and aim it. Firing can be done by a single person, but loading the projectile takes at least four.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Catapult	24/48/96	3d6	4	Special	MBT	—	10K
Notes: Heavy Weapon, Reload time is every 5 minutes with a crew of 4.							
Trebuchet	30/60/120	3d8	4	Special	MBT	—	50K
Notes: Heavy Weapon, Reload time is every 5 minutes with a crew of 4.							

FLAMETHROWERS

Flamethrowers propel incendiary liquid or gas to incinerate their targets. They are Heavy Weapons, use the Cone Template (see **Area Effect Attacks**, page 97), and may be **Evaded** (page 100).

Armor protects normally, but flammable targets may catch fire (see **Fire**, page 127).

For vehicular flamethrowers, see page 80.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Flamethrower	Cone Template	3d6	—	1	10	d8	70	300

GRENADES

Grenades activate when their safety pin is pulled, then detonate a few seconds later. They are thrown with the Athletics skill at the Ranges listed below, and cannot make use of **Extreme Range** (see page 93).

All grenades are Heavy Weapons and detonate in the listed blast template (see **Area Effect Attacks**, page 97).

Grenades may be Evaded. See **Evasion**, page 100.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Mk II (WW2 Pineapple)	4/8/16	3d6	—	—	MBT	1	40
Potato Masher (WW2)	5/10/20	3d6–2	—	—	MBT	2	50
Mk67 (Modern)	5/10/20	3d6	—	—	MBT	1	50
Smoke Grenade	5/10/20	—	—	—	LBT	1	50
Notes: Creates an area of smoke in a LBT that obscures vision (–4).							
Stun Grenade	5/10/20	—	—	—	LBT	1	50
Notes: Targets must make a Vigor roll (at –2 with a raise) or be **Stunned** (see page 106).							

MINES

Mines are explosives planted beneath shallow dirt that detonate in the listed blast template when a person (for anti-personnel mines) or vehicle (for anti-tank mines) passes over them.

Minefields: For dramatic purposes, a character who steps on a mine should get a Notice roll. Failure means she realizes it before stepping off and detonating it. Saving the victim requires a Repair roll at −4, but failure detonates the device immediately.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Anti-Personnel Mine	—	2d6+2	—	—	SBT	10	100
Notes: Heavy Weapon.							
Anti-Tank Mine	—	4d6	—	—	MBT	20	200
Notes: Heavy Weapon, AP 5 vs. ½ the vehicle's Armor value (round up).							
Bouncing Betty	—	3d6	—	—	SBT	9	125
Notes: These deadly anti-personnel mines are designed to pop up into the air and rain shrapnel down from about head-height. Only full overhead cover offers an Armor bonus against such devices. Simply being prone offers no protection from these deadly explosives.							
Claymore Mine	—	3d6	—	—	Special	4	75
Notes: Claymores fire a spray of deadly steel balls in a 60° frontal arc. Everyone within 12″ (24 yards) is automatically hit. Roll a die for all other targets up to 50″ (100 yards). Those who get an odd result are also hit.							

MISSILES

Unless otherwise noted, missiles must "lock" onto their targets before they can be fired. This action is an opposed Electronics roll versus the target's maneuvering skill (Boating, Driving, or Piloting, as appropriate). Success gives the attacker a "short" lock and allows him to fire up to half the missiles his particular craft can fire at once. A raise is a more solid lock and allows him to fire all of them.

The enemy attempts to evade each missile separately by making a maneuvering roll at −4 (or −2 if the target has substantial cover to hide behind—such as asteroids, skyscrapers, canyon walls, or even large enemy ships. A Critical Failure means the craft goes **Out of Control** (see page 119).

Anti-Missile Systems: Warships and futuristic space vessels often have "point defense" systems to shoot down incoming missiles. Operators must be on Hold to shoot down missiles; automated systems attack automatically. The system grants a single Shooting roll per missile at Short Range and any other relevant modifiers (including Speed—missiles move at Mach 1, a −6 penalty, unless otherwise noted). Unless otherwise noted, missiles are objects with a Toughness of 8 (2) (see **Breaking Things**, page 98).

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
TOW	75/150/300	5d10	34	1	MBT	207	60K
Notes: Heavy Weapon. A wire-guided missile fired from a portable or vehicle-mounted launcher. Doesn't require a lock—just a Shooting roll, and can't be jammed.							
Hellfire	150/300/600	5d10	40	—	MBT	100	115K
Notes: Heavy Weapon. A laser-guided missile fired from a vehicle-mounted launcher.							
Sidewinder	100/200/400	4d8	6	—	SBT	188	600K
Notes: Heavy Weapon. A short range, heat-seeking missile fired from an aircraft.							
Sparrow	150/300/600	5d8	6	—	SBT	617	125K
Notes: Heavy Weapon. A medium range, radar-guided missile fired from an aircraft.							

ROCKET LAUNCHERS & TORPEDOES

Rocket launchers and early torpedoes are direct-fire weapons that explode on contact with their target. All the listed weapons are Heavy Weapons.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
AT-4	24/48/96	4d8+2	24	1	MBT	15	1,500
Notes: A heavy American anti-tank weapon of the modern era.							
Bazooka	24/48/96	4d8	8	1	MBT	12	500
Notes: Snapfire. The standard American anti-tank weapon in World War II. Additional warheads weigh 9 lbs and cost $50. WWII price.							
M203 40MM	24/48/96	4d8	—	1	MBT	3	1,500
Notes: Snapfire. A grenade launcher mounted on the bottom of an assault rifle.							
M72 Law	24/48/96	4d8+2	22	1	MBT	5	750
Notes: Snapfire. The standard American anti-tank weapon in Vietnam.							
Panzerschreck	15/30/60	4d8	12	1	MBT	20	1,000
Notes: Snapfire. Literally, the "tank terror" rocket launcher used by German forces in World War II.							
Torpedo	300/600/1200	8d10	22	1	LBT	3000	500K

VEHICULAR WEAPONS

Below are the most common weapons mounted on military vehicles in the 20th century and beyond. All except the medium machine gun and Gatling laser are Heavy Weapons.

Minimum Rate of Fire: Vehicular weapons with a Rate of Fire 3 or higher have a *minimum* Rate of Fire of 2.

Heavy Flamethrowers: Vehicular flamethrowers have longer ranges than personal devices. The wielder can use the Cone Template or arc a blast the size of a Medium Blast Template up to 18" (36 yards) distant. (Use the center of the template for the Range.) This shot can Deviate (see **Area Effect Attacks,** page 97).

Tank and AT Guns: May fire either Armor Piercing (AP) or High-Explosive (HE) rounds as the gunner chooses. AP rounds do additional damage up close. Increase the weapon's damage dice by one when fired at half their Short Range or less (so 4d10+2 becomes 5d10+2, for example).

Costs: Prices of military-grade weapons varies widely depending on setting, and should be considered baselines the GM can use to set prices in her campaign world.

TYPE	RANGE	AP ROUNDS	HE ROUNDS	ROF	COST
Med. Machine Gun	30/60/120	2d8+1, AP 2	—	3	750
Heavy Machine Gun	50/100/200	2d10, AP 4	—	3	1,000
Heavy Flamethrower	Cone or MBT	—	3d8	1	1,000
20mm Cannon	50/100/200	2d12, AP 4	—	4	50K
25mm Cannon	50/100/200	3d8, AP 4	—	3	75K
30mm Cannon	50/100/200	3d8, AP 6	—	3	200K
40mm Cannon	75/150/300	4d8, AP 5	3d8, AP 2, MBT	4	200K
2 pd AT Gun	75/150/300	4d8, AP 5	3d6, AP 2, MBT	1	75K
37mm AT Gun	50/100/200	4d8, AP 3	4d6, AP 3, MBT	1	100K
57mm AT Gun	75/150/300	4d8, AP 5	3d8, AP 3, MBT	1	150K
75mm Tank Gun	75/150/300	4d10, AP 6	3d8, AP 3, MBT	1	250K
76mm Tank Gun	75/150/300	4d10, AP 10	3d8, AP 5, MBT	1	300K
88mm Tank Gun	100/200/400	4d10+1, AP 16	4d8, AP 8, MBT	1	500K
120mm Tank Gun	100/200/400	5d10, AP 31	4d8, AP 17, MBT	1	800K
125mm Tank Gun	100/200/400	5d10, AP 30	4d8, AP 15, MBT	1	1M
FUTURISTIC					
Gatling Laser	50/100/200	3d6+4, AP 4	—	4	1K
Heavy Laser	150/300/600	4d10, AP 30	—	1	1M

VEHICLE STATS

- **SIZE:** The Size and Scale of the vehicle relative to a human (see **Scale** and the **Size Table**). Vehicles can normally take three Wounds before they're **Wrecked**, but Large Vehicles can take one additional Wound, Huge vehicles two, and Gargantuan three.
- **HANDLING:** The vehicle's responsiveness and maneuverability is added or subtracted from all its operator's maneuvering rolls (Boating, Driving, or Piloting). This typically ranges from −4 for particularly slow or sluggish vehicles to +4 for those that can turn on a dime.
- **TOP SPEED:** Top Speed is expressed in miles per hour (MPH) rather than Pace so it's easier for you to look up real-world vehicles and use them in your game. The Chase rules only care about the *relative* speeds of vehicles anyway, not their actual speeds (see **Chases**)

    To convert miles per hour to Pace, multiply MPH by 1.5. See the **Vehicles on the Tabletop** sidebar to integrate vehicles into tabletop combats with characters.
- **TOUGHNESS:** The vehicle's base durability including Armor (in parentheses).

    To estimate the Armor value of real world vehicles with Heavy Armor (tanks), start with +4 as a base, then add +2 for every inch of armor up to 10″, +1 per inch up to 20″, and finally +1 for every two *full* inches after that. A tank with 23″ of armor, for example, has an Armor value of (4 + 20 + 10 + 1) = 35. Adjust to reflect any other factors such as modern composite materials and the like.
- **PASSENGERS:** The number of crew plus any additional passengers it can transport. A notation of "2 + 8," for example, means it requires a crew of two and can carry up to eight additional passengers.
- **COST:** The average price of the vehicle.

VEHICLE NOTES

- **Air Bags & Safety Harnesses:** Passengers with vehicular protective devices take half damage from collisions (round down). See **Wrecked** for details.
- **Amphibious:** The vehicle can enter water without flooding or capsizing. See the individual descriptions for their movement rates while in water.
- **Anti-Missile Counter Measures (AMCM):**
- AMCM systems are electronic jammers, chaff, and flares. They add +2 to a user's maneuvering rolls to evade missiles (see **Missiles**).
- **Four-Wheel Drive (4WD):** Treat each inch of Difficult Ground as 1.5″ instead of 2″.
- **Heavy Armor:** Only weapons marked as Heavy Weapons can hurt this vehicle, regardless of the damage roll. Vehicles with Heavy Armor halve damage they take from colliding with other obstacles (including vehicles) that don't have Heavy Armor. Unless otherwise specified, these vehicles have less protection on their sides and rear. Attacks that hit either (GM's call) increase the weapon's damage dice by one, thus 3d8 becomes 4d8, for example.
- **Hover:** The vehicle is a hovercraft and can ignore most low terrain obstacles and water.
- **Infrared Night Vision:** Thermal imaging devices halve Illumination penalties versus targets that give off heat.
- **Linked:** Weapons of the same type may be dual or quad linked and fired as one (triple linked is ineffective). Dual linked weapons add +1 to hit and +2 damage; quad linked weapons add +2 to hit and +4 damage.
- **Night Vision:** Various vehicular night vision systems eliminate Dim and Dark Illumination penalties as long as there is at least some amount of ambient light.
- **Reaction Fire:** These weapons have special abilities in Chases.
- **Sloped Armor:** Sloped armor deflects shots away from the hull. Direct-fire ballistic attacks against the vehicle, such as a tank gun or bazooka, suffer a −2 Shooting penalty.
- **Spacecraft:** The vehicle is designed for use in outer space. Those noted as Atmospheric can enter and exit planetary atmospheres as well.
- **Stabilizer:** A stabilizer reduces the Unstable Platform penalty for whatever weapon it's attached to (usually the main gun of a tank or armored vehicle). The penalty is reduced to −1 for a Stabilizer and 0 for an Improved Stabilizer.
- **Stealth Paint:** Radar-absorbent black paint makes the vehicle less detectable by sensors. Electronics rolls to spot or lock onto the target are made at −4.

- **Tracked:** Tracked vehicles can climb over most low obstacles such as logs or low rocks, and can push through snow, mud, and other slippery surfaces. They ignore movement penalties for Difficult Ground.
- **Weapons:** Vehicles with weapons note their location for narrative play and for the **Chase** rules. Here are the most common:
  - **FIXED:** The vehicle's weapon fires only in the listed direction (typically front or rear in a 45° arc).
  - **PINTLE MOUNT:** A raised swivel mount that can fire in a 180° arc to the listed direction. If mounted on the turret it must fire in the same facing as the turret each turn.
  - **TURRET:** The weapon is in a turret and has a 360° arc of fire.

CONVERTING FROM PREVIOUS EDITIONS

Vehicles in SWADE have slightly different statistics from previous editions:

Acceleration ("Acc"): Acceleration is now factored into Handling and Top Speed.

Climb: Climb has now been factored into each aircraft's Handling value.

Pace: Pace in previous editions was based on "tabletop" speed and much lower than the values in this edition. To convert a real vehicle, look up its actual top speed in MPH. For fictional vehicles, multiply the *old* Top Speed by 3 to get its Top Speed in real world MPH.

VEHICLE TABLES

GROUND VEHICLES

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
CIVILIAN VEHICLES						
Bicycle	−1	+1	16	4	1	250
Notes: 50% chance a shot hits the rider instead. Doubles rider's Pace and running die result.						
Carriage	3	−2	16	6	1+3	1–3K
Notes: Pulled by one **Horse**, see page 184. Pace on the tabletop is 12 and it may run.						
Early Car	3	−1	40	7	1+3	1,000
Notes: Model Ts and the like.						
Street Bike	1	+1	120	8	1+1	3,000
Notes: Stock name-brand street bikes designed for urban use. 50% chance any uncalled shot hits the character instead.						
Dirt Bike	0	+1	80	7	1	2,000
Notes: Stock bike designed for off-road use with excellent shocks. Off Road (treat as 4WD). 50% chance any uncalled shot hits the character instead.						
Compact Car	4 (Large)	+1	120	10 (2)	1+3	5–14K
Notes: Honda Civic or similar vehicle.						
Mid-Sized Car	4 (Large)	0	120	11 (2)	1+4	30K
Notes: Air bags, luxury features.						
Minivan	4 (Large)	0	90	12 (2)	1+7	25K
Notes: Typical family mini-van. Air bags, some luxury features.						
Sports Utility Vehicle	5 (Large)	0	120	14 (2)	1+7	50K
Notes: Luxury features, Four-Wheel Drive						
Sports Car	4 (Large)	+2	160	10 (2)	1+3	15–300K
Notes: Mustang or similar stock sports cars.						
Semi-Truck	9 (Huge)	0*	75	14 (2)	1+1	200K
Notes: Trailer is Size 7 (Large), Toughness 14 (2). *Handling with a trailer attached is −2.						
WORLD WAR II MILITARY VEHICLES						
Costs are in 1940s dollars and represent "war time" economies.						
Jeep	4 (Large)	+1	65	10 (2)	2+3	1,000
Notes: Four-Wheel Drive. *Weapons:* Heavy MG (Front Pintle Mount)						
M4 Sherman	8 (Huge)	−1	30	24 (8)	5	45K
Notes: Heavy Armor, Tracked. *Weapons:* 75mm tank gun (Turret, Stabilizer), Medium MG (Fixed front), Heavy MG (Pintle Mount on Turret).						
M5A1 Stuart	7 (Large)	0	36	21 (7)	4	30K
Notes: Heavy Armor, Tracked. *Weapons:* 37mm tank gun (Turret, Stabilizer), Medium MG (Front Fixed), Heavy MG (Pintle Mount on Turret).						
T-34/76	7 (Large)	−1	35	24 (8)	4	30K
Notes: Heavy Armor, Sloped Armor (front only), Tracked. *Weapons:* 76mm tank gun (Turret), Medium MG (Front Fixed and in Turret).						
Pz IVJ	7 (Large)	−1	25	26 (10)	5	45K
Notes: Heavy Armor, Tracked. *Weapons:* 75mm gun (Turret), Medium MG (Front Fixed and in Turret).						
Pz VI Tiger II	8 (Huge)	−2	25	34 (16)	5	120K
Notes: Heavy Armor, Tracked. *Weapons:* 88mm tank gun (Turret), Medium MG (Front Fixed and in Turret).						

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
MODERN MILITARY VEHICLES						
M1A1 Abrams	9 (Huge)	−1	40	57 (37)	4	4M

Notes: Heavy Armor, Night Vision, Tracked. *Weapons:* 120mm tank gun (Imp Stabilizer), Medium MG (Front Fixed and in Turret), Heavy MG (Pintle Mount on Turret).

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
M2 Bradley	7 (Large)	0	40	22 (6)	3+7	3M

Notes: Heavy Armor, Night Vision, Tracked. *Weapons:* 25mm Autocannon (Imp Stabilizer), Medium MG (In Turret), TOW Launcher.

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
T-72 MBT	9 (Huge)	−1	50	43 (25)	3	1M

Notes: Heavy Armor, Tracked. *Weapons:* 125mm tank gun, Medium MG (In Turret), Heavy MG (Pintle Mount on Turret).

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
T-80 MBT	8 (Huge)	−1	43	52 (32)	3	2.2M

Notes: Heavy Armor, Night Vision, Tracked. *Weapons:* 125mm tank gun (Improved Stabilizer), Medium MG (In Turret), Heavy MG (Pintle Mount on Turret).

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
BTR 70 APC	6 (Large)	−1	49	20 (5)	2+8	700K

Notes: Amphibious, Four-Wheel Drive, Heavy Armor. *Weapons:* Heavy MG (Turret), Medium MG (In Turret).

FUTURISTIC MILITARY VEHICLES

These vehicles reflect futuristic economies and advanced designs. The attached Gatling Lasers, for example, gain Reaction Fire due to the attached power plant and managed weapon systems.

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Hover Tank	7 (Large)	0	45	38 (22)	4	1.2M

Notes: Heavy Armor, Hover, Night Vision. *Weapons:* Heavy Laser (Turret, Improved Stabilizer), Gatling Laser (Fixed Front, Reaction Fire).

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Hover APC	7 (Large)	0	75	26 (10)	2+14	75K

Notes: Heavy Armor, Hover. *Weapons:* Gatling Laser (Fixed Front, Reaction Fire).

AIRCRAFT

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
CIVILIAN						
Biplane	4 (Large)	+1	125	12 (1)	1	150K+
Cessna Skyhawk	5 (Large)	+1	140	12 (2)	1+3	150K+
Helicopter	7 (Large)	0	130	12 (2)	1+3	500K+
Learjet	8 (Huge)	+2	540	16 (2)	2+10	20M+
Space Shuttle	13 (Gar.)	−1	17K	20 (4)	1+40	250M+
WORLD WAR II MILITARY AIRCRAFT						
B-17 Flying Fortress	10 (Huge)	−2	115	19 (2)	10	250K

Weapons: 2× Linked Heavy MG (Fixed front), 2× Linked Heavy MG (Top Turret), 2× Linked Heavy MG (Ball Turret), Heavy MG (Fixed Left), Heavy MG (Fixed Right), Bombs.

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
BF-109	6 (Large)	+1	380	13 (2)	1	35K

Weapons: 20mm Cannon (Fixed Front), 2× Linked Heavy MG (Fixed Front).

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
P-51 Mustang	7 (Large)	+1	437	14 (2)	1	50K

Weapons: 6× Heavy MG (Fixed Front)

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Japanese Zero	6 (Large)	+1	350	12 (2)	1	30K

Weapons: 2× Linked Medium MGs (Fixed Front), 2× Linked 20mm Cannons (Fixed Front)

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Spitfire Mk IIA	6 (Large)	+1	360	14 (1)	1	40K

Weapons: 8× Linked Medium MGs (Fixed Front).

*Use the **Linked Weapon** rules from page 82 to divide guns into the largest possible blocks. Roll the machine guns on a Mustang as three sets of two, for example, and a Spitfire as two sets of four.*

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
MODERN MILITARY AIRCRAFT						
AH-64 Apache	8 (Huge)	0	225	20 (4)	2	35M
Notes: Helicopter, Night Vision. *Weapons:* 30mm Cannon (Fixed Front), 16× Hellfire Missiles						
AV-8B Harrier	7 (Large)	+1	630	17 (3)	1	28M
Notes: –1 Handling when in VTOL mode. *Weapons:* 25mm Cannon (Fixed Front), 2× Sidewinder Missiles, Bombs.						
F-15 Eagle	9 (Huge)	+2	1,875	18 (4)	1	30M
Notes: Night Vision. *Weapons:* 20mm Cannon (Fixed Front), 4× Sidewinder Missiles, 4× Sparrow Missiles, Bombs.						
SU-27	9 (Large)	+1	1,550	16 (4)	1	30M
Notes: Night Vision. *Weapons:* 30mm Cannon (Fixed Front), 4× Sidewinder Missiles (Soviet equivalent).						
UH-1 (Huey)	7 (Large)	+2	120	14 (2)	4+12	25M
Notes: Helicopter. *Weapons:* Medium MG (Fixed Left or Right).						

WATERCRAFT

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Galleon	14 (Gar)	−2	9	20 (4)	20+80	300K+
Notes: Heavy Armor. *Weapons:* 16× to 46× Cannon (Fixed Left and Right).						
Galley	13 (Gar)	−1	20	20 (4)	20+100	150K
Notes: Heavy Armor. Has both oars and sails. *Weapons:* Catapult (Fixed Front).						
Hydrofoil	10 (Huge)	0	70	15 (3)	1+9	400K+
Patrol Boat, River	7 (Large)	+1	32	15 (4)	4	$700K
Notes: Heavy Armor. *Weapons:* 2× Linked Heavy MG (Front Pintle Mount), 2× Medium (Left and Right), Heavy MG (Stern).						
PT Boat (WW2)	12 (Gar)	+1	40	14 (2)	10	$250K
Notes: Heavy Armor. *Weapons:* 50 cal MG (Front Pintle Mount), Heavy MG (Rear Pintle Mount), 4× torpedo tubes (Fixed Forward).						
Rowboat	0	−2	5	8 (1)	1+3	500
Speed Boat	4 (Large)	+1	90	10 (1)	1+3	60K+
Small Yacht	8 (Huge)	0	35	14 (2)	1+9	500K+

RULES

RULES UPDATES
OPPOSED ROLLS

The acting character in an opposed roll always gets his Trait total first (including spending any **Bennies**), and must get at least a basic success (TN 4) or he fails. The defender rolls next and must *meet* or *exceed* the first character's result or the attacker wins.

CRITICAL FAILURES

Critical Failure occurs when a Wild Card rolls a 1 on both the skill die and Wild Die of a Trait roll. The attempt automatically fails and something bad happens—a weapon is dropped or gets stuck, the attack hits a friend, the vehicle crashes, spells misfire (see **Backlash**), and so on.

Critical Failures cannot be rerolled, even with **Bennies**.

Extras and Critical Failures: If an Extra rolls a 1 on a Trait check *and it's important to know if it's a Critical Failure*, such as when casting a spell, roll a d6. On a 1, it's a Critical Failure. Otherwise it's just a normal failure.

Multiple Dice: Some abilities allow characters to roll multiple Trait dice, such as the Frenzy Edge or firing a weapon with a Rate of Fire higher than 1. A Critical Failure with multiple dice occurs when more than half the die results are a natural 1. If the character is a Wild Card, the Wild Die *must* be a 1 as well.

JOKER'S WILD

- When a player character draws a Joker during combat, *all* player characters receive a Benny!
- Anytime the villains draw a Joker, the GM puts one Benny in their general pool and gives another to each enemy Wild Card.

USING BENNIES

- REROLL A TRAIT: Bennies grant a hero a reroll on *any* Trait, and best of all, you get to keep the *best* total from all your rolls. The only exception is a Critical Failure, which ends the attempt and must be accepted. Such is the price of tempting fate!
- RECOVER FROM SHAKEN: This is instant and may be done at any time, even interrupting another's actions if desired.
- SOAK ROLLS: Bennies can also be used to prevent Wounds or recover from being Shaken. See **Soak Rolls** for more information.
- DRAW A NEW ACTION CARD: When the game is in rounds, a character can spend a Benny to get a new **Action Card**. This occurs after all cards are dealt and Edges or Hindrances like Quick, Level Headed, or Hesitant are resolved. *Then* players or the GM may spend Bennies for an additional card as many times as they like and take their choice of all their draws. Edges like Quick or Level Headed *do not* apply to these additional cards drawn with Bennies. This continues until everyone (including the GM) passes. Then the round begins and no further cards may be drawn.
- REROLL DAMAGE: You may spend a Benny to reroll damage. Include any additional dice you may have gained for a raise on the attack roll.
- REGAIN POWER POINTS: A character with an Arcane Background can spend a Benny to regain 5 Power Points.
- INFLUENCE THE STORY: This one is entirely up to the Game Master, who may allow your character to spend a Benny to find an additional clue if you're stuck, come up with some mundane but needed item, or push a nonplayer character into being a bit more agreeable.

COMBAT UPDATES
MOVEMENT

- RUNNING: A hero can "run" as a free action once per turn, increasing her Pace for the round by her Running die (a d6 by default) at the cost of a −2 penalty to all other actions that turn. Running dice never Ace. (The Running die is random to account for nuances of terrain not depicted on the tabletop and for the "risk to reward" decision players must make.)
- HAZARDS: If the GM feels movement is hazardous for some reason—climbing under duress, swimming a fast-moving river, walking a tightrope—she can require an Athletics roll to move. Success means she continues on normally. With a Critical Failure the character takes Fatigue from **Bumps & Bruises**, falls if climbing or in a precarious position (see **Falling**), or drowns if swimming (see **Drowning**).
- JUMPING: Characters can jump 1″ (two yards) horizontally, or 0.5″ vertically as a free action. Double these numbers if the hero can run at least 2″ (four yards) prior to the jump. If the hero chooses, she may make an Athletics roll as an action to increase her horizontal distance by 1″ (2″ with a raise), or half that vertically. Jumping does not allow a character to exceed her total Pace for the turn.

ATTACKS

- EXTREME RANGE: Extreme Range is up to 4 × a weapon's Long Range. Firing at such a great distance requires the Aim option.

  When used in this way, Aim doesn't reduce any penalties—it simply allows the character to fire at such a great distance. The penalty is −8, or −6 with a scope.

Characters may not throw weapons at Extreme Range.

RANGE PENALTIES	
RANGE	MODIFIER
Short	—
Medium	−2
Long	−4
Extreme (see notes)	−8

- RATE OF FIRE: Rate of Fire is how many shots (Shooting dice) a ranged weapon can fire in one action. A pistol with a RoF of 1, for example, can fire one shot per action. A machine gun with a Rate of Fire of 3 can fire three shots per action (10 actual bullets, see below).

  For weapons with a Rate of Fire of 2 or higher, declare how many shots you're putting into each possible target. Then roll that number of Shooting dice and assign them in whatever order you like to the targets you declared.

  Wild Cards roll their Shooting dice plus a Wild Die, which can be assigned wherever they like after seeing the result of the roll. They still can't hit with more shots than the weapon's Rate of Fire, however.

  A Rate of Fire higher than 1 is an abstract value where each "shot" is actually a number of bullets. If you're tracking bullets, use the table below and whatever Rate of Fire the character actually fires in an action, not the weapon's maximum.

BULLETS PER RATE OF FIRE	
RATE OF FIRE	BULLETS FIRED
1	1
2	5
3	10
4	20
5	40
6	50

- RECOIL: Firing more than one shot in one action from a weapon subtracts 2 from the attacker's Shooting rolls.

DAMAGE EFFECTS

- SHAKEN: Shaken characters are nicked, bruised, or otherwise rattled. They may only take free actions, such as moving (including running). At the start of their turn, Shaken characters must attempt to recover from being Shaken by making a Spirit roll. This is a free action.
- INJURY TABLE: 2d6 results of 10-11 now target the Leg, 12 hits the Head. On the additional 1d6 roll for the Head, 1-3 Hideous Scar, 4-5 Blinded, 6 Brain Damage.

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:** The victim can no longer use his left or right arm (rolled randomly if not targeted).
5–9	**Guts:** Your hero catches one in the core. 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).
10–11	**Leg:** Gain the Slow Hindrance (Minor), or Major if already Slow or injured in either leg.
12	**Head:** A grievous injury to the head. Roll 1d6: 1–3 **Hideous Scar:** Your hero now has the Ugly (Major) Hindrance. 4–5 **Blinded:** An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). 6 **Brain Damage:** Massive trauma to the head. Smarts reduced one die type (min d4).

INCAPACITATION

Incapacitated characters may not perform actions but are still dealt Action Cards for the remainder of the encounter in case they recover or must roll for other effects such as Bleeding Out (below). Edges or Hindrances that affect card draws, such as Quick, Level Headed, or Hesitant are ignored when the hero is Incapacitated.

If Incapacitated by damage or injury, he must make an immediate Vigor roll:

- **CRITICAL FAILURE:** The character dies.
- **FAILURE:** Roll on the **Injury Table**. The Injury is permanent and the character is Bleeding Out, see below.
- **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 (whichever is sooner).

Characters cannot take actions and might be unconscious (GM's call). The victim makes a Vigor roll each day thereafter and is no longer Incapacitated (or unconscious) if successful. They may also heal Wounds during this time (see Natural Healing).

Bleeding Out: The injured character is dying and must make a Vigor roll at the start of his turn. Failure means he perishes. With success he survives but must roll again next turn (or every minute if not in combat). With a raise, he stabilizes and no further rolls are required.

Other characters may stop a victim's bleeding by making a Healing roll. This is an action, and if successful the patient is stabilized.

The *healing* power can also stabilize Wounds, as can a successful "natural" healing roll by a being with regeneration of some sort.

HEALING UPDATES

The Healing skill is used to remove Wounds. Each attempt requires **10 minutes per wound level** of the patient. **Subtract 1** from Healing rolls without a basic First Aid kit or similar supplies. The healer **no longer** subtracts the patient's wound levels from their roll.

A success removes one Wound, and a raise removes two. Failure means no Wounds are removed. A Critical Failure increases the victim's Wound level by one.

Healers are no longer required to make a separate roll to remove **Incapacitation** before attempting healing and removing at least one Wound on an Incapacitated patient removes that state.

Aftermath & Extras: If it's important to know what happens to Extras who were Incapacitated during a fight, make a Vigor roll for each. Those who succeed survive and must be cared for, taken prisoner, or released.

SITUATIONAL RULES

REMOVED:

- FULL DEFENSE
- RAPID ATTACK

- DIVING FOR COVER
- AUTOMATIC FIRE
- TRICKS AND TEST OF WILL

UPDATED:

- AIM: Note, if a character spends her entire turn Aiming a ranged weapon at a particular target and takes no other actions, she can ignore up to 4 points of Range, Cover, Called Shot, Scale, or Speed penalties; or add +2 to her roll. Her attack must be used on the first action of her next turn or the bonus is lost.

  The shooter must be "stationary" to Aim. She can't walk, run, ride a horse, or otherwise move under her own power. She could Aim from a vehicle traveling over or through a smooth surface, or one using the **Hold Steady** Chase maneuver.

- MORE ON GRENADES: Grenades in the modern era and earlier explode after mechanisms inside trigger the detonator—typically a delay of three to five seconds depending on make and model after the pin is pulled to initiate detonation.

  Hot Potato: Because of the delay in the grenade's detonation, one character (and one only) in the blast radius can attempt to pick up and throw the grenade before it goes off. This is an Athletics roll at −4 as a free action (or −2 if he was on Hold, but it consumes his held action). Failure means it goes off before he can throw it, causing damage as if thrown with a raise (if it wasn't already).

  Cooking: A character can "cook" a grenade by pulling its pin and counting off a few seconds so that it can't be thrown back. To do so, the attacker first makes a Smarts roll as a free action. With success, he times the detonation correctly and it can't be hurled back or **Evaded**. Failure means it can be thrown back or Evaded, and a Critical Failure on the Smarts roll means it detonates in the attacker's hand! Roll damage as if thrown with a raise.

  Covering Grenades: A character may also throw himself on a grenade. He takes double the normal dice of damage for his heroic act, but his total Toughness is subtracted from the damage inflicted on other characters in the blast radius.

- AREA EFFECT ATTACKS DEVIATION: If an attack with a Cone Template fails, it goes over the targets' heads, hits the ground, or simply falters for some reason. The GM may still decide the attack affects the area around it—perhaps a flamethrower sets a room on fire or a gas canister spews a cloud of gas— but there's no *game* effect on characters or other targets this time.

  If a blast template misses, it deviates 1d6″ for thrown weapons (such as grenades) and **2d6″ for fired projectiles**. Multiply by 2 if the attack was made at Medium Range, 3 if Long, and **4 for Extreme**.

  Next roll a d12 and read it like a clock facing to determine the direction the missile deviates. A weapon can never deviate more than half the distance to the original target (that keeps it from going behind the thrower).

- AREA EFFECT TEMPLATES WITHOUT MINIATURES: The GM can determine how many enemies are hit in narrative situations, modifying the results if the targets are more spread out (highly trained agents) or bunched up (a horde of zombies) based on Template size.

TEMPLATE	DIAMETER	TARGETS AFFECTED
Small	4 yards	2
Medium	8 yards	3
Large	12 yards	4
Cone	18-yard-long cone	3

- BREAKING THINGS: Object Toughness is now called Object Hardness and the table for how much damage needs to be caused to render an object broken has been expanded. Certain types of attacks can't break certain types of objects. A club can't cut a rope, and a single bullet won't destroy a door. Apply common sense.

OBJECT HARDNESS

HARDNESS	OBJECT
8	Door, Light
10	Door, Heavy
8	Lock
9	Firearm (pistol or rifle)
12	Handcuffs
10	Knife, Sword
10	Medieval Shield*
12	Modern Shield*
4	Rope

- CALLED SHOTS: Targeting a particular part of the body is a Called Shot. The modifier to the attack roll depends on the Scale of the target itself (not the creature it's part of). Use the **Scale Modifiers** table to determine any bonus or penalty for the target's Scale. These modifiers are already listed in parentheses below for Normal scale creatures, along with any specific game effects:
  - **HAND (–4):** Target may be **Disarmed**.
  - **HEAD OR VITALS (–4):** Hitting the head or vital organs of living creatures adds +4 damage to the attacker's total.
  - The penalty is −5 if attempting to target the face of someone wearing an open-faced helmet (thus bypassing the helmet's Armor).
  - **ITEM (?):** Use the dimensions on the Scale table for items. Targeting something the size of a pistol, for example, is −4; a 3′ long sword is −2.
  - **LIMBS (–2):** Hitting a limb has no additional special effect since it's already accounted for by Wound and Pace penalties (see **Wounds**).
  - **UNARMORED (?):** The attack targets the unprotected area of a target otherwise covered in Armor. The penalty depends on the Scale of the area. The eyeslit of a helmet is Tiny (−6), for example, while the flesh beneath the missing scale of a Huge dragon might be Very Small (−4).
- COVER & AREA EFFECT: Solid obstacles like trees or brick walls protect against area effect attacks if they're between the origin of the blast and the GM reasonably thinks they'd apply. Reduce the damage by the amount listed on the **Cover Bonus** table under **Cover & Obstacles.**

COVER BONUS

BONUS	OBSTACLE
+2	Heavy glass, thick leather, drywall, wooden shield, aluminum car door
+4	Sheet metal, steel car door
+6	Oak door, cinder block wall
+8	Brick wall
+10	Stone wall, bulletproof glass, tree

- COVER PENALTIES: Melee and ranged attacks suffer a penalty when attempting to hit a target behind Cover.

COVER PENALTIES	
PENALTY	**COVER**
–2	Light Cover: A quarter of the target is obscured.
–4	Medium Cover: Half the target is obscured, or target is prone.
–6	Heavy Cover: Three-quarters of the target is obscured.
–8	Near Total Cover: The target is barely visible.

- DEFEND: A character can choose to focus all her energy and skill into defense against melee attacks with the Defend maneuver. This increases her **Parry by +4** and takes her entire turn— she cannot perform Multi-Actions. She may move normally but may not run.
- DISARM: A character can try to make an opponent drop a weapon (or other object) or attempt to damage it, by making a melee or ranged attack.

  The attacker must first hit the object or the opponent's limb or hand (see Called Shots).

  If the attack hits the weapon, the attacker rolls damage normally for an item (no raise effect or Aces, see Breaking Things). The defender must make a Strength roll equal to the damage or drop the item.

  If the attack is against the wielder and Shakes or Wounds him, the defender must make a Strength roll at −2 if it hit his limb, or −4 if it hit his hand, plus any Wound penalties that result as usual. Failure means he drops whatever item is in that hand.
- THE DROP – KNOCKOUT BLOW: If a character takes enough damage to be Shaken or worse from an attacker with The Drop on him, he must make a Vigor roll (at −2 if the attack was to the head) or be knocked unconscious.

  KO'ed characters stay that way for about half an hour or until the GM decides it's dramatically appropriate to wake up. Note that Knockout Blows come from any kind of damage, not just blows to the head!
- EVASION: Some attacks are slow or require the user to "telegraph" their delivery, like flamethrowers or dragon's breath. Such attacks state they may be "evaded." If an attack *doesn't* say it can be evaded, it can't— victims are simply hit if the attack is successful and take damage.

  If an attack can be evaded and the character is aware of it, he makes an Agility roll at −2. Those who are successful manage to avoid the attack and take no damage. If this was an area effect attack, the GM should place the figure to the side or rear of the template as makes sense in the situation.
- FATIGUE RECOVERY: Unless otherwise specified by the source, Fatigue and Exhaustion improve one level per hour. Incapacitated characters are helpless and may be unconscious (GM's call) for 2d6 hours. If treatment is possible (food, water, etc., depending on the source of Fatigue), and a Healing roll is made, the character improves to Exhausted.

  Mixed Fatigue: If a hero suffers Fatigue from different sources with different recovery times, remove one level when the effect with the shortest duration expires, then another level when the longest expires.
- FREE ATTACKS: Some Edges, such as Counterattack and First Strike, or options such as **Withdrawing from Melee**, allow a character to make a free attack.

  Free attacks are a single attack unaltered by other Edges or combat options. This is usually a Fighting or grappling attack, but could include Shooting if the attacker is armed with a pistol or other ranged weapon that can fire in melee (see **Ranged Weapons in Melee**).
- GANGING UP: Each *ally* adjacent to the defender cancels out one point of Gang Up bonus from an attacker adjacent to both. This means troops in opposing lines, such as a medieval formation where each man has three adjacent foes and two adjacent allies, don't get the bonus unless actually flanked.
- GRAPPLING: Grappling is an opposed roll between the attacker and defender's Athletics. If the attacker wins, the foe is Entangled. With a raise, he's Bound. (Success on a foe who was already Entangled makes him Bound.) See **Bound & Entangled**.

  If a foe is Bound, the *grappler* is also Vulnerable while maintaining his hold.

  The Gang Up bonus applies when grappling a defender, but other maneuvers don't unless the Game Master rules otherwise in a specific situation.

Size Matters: If there's a difference in Scale between the attacker and defender, the grappler subtracts the difference from his total (the defender does not).

Creatures may not generally grapple a foe more than two Sizes larger then themselves unless they have exceptional reach or Strength for their Size (GM's call).

Crush: A grappler may harm someone he's Entangled or Bound by making an opposed Strength roll as an action on his turn. With success, his attack does his Strength in damage (gaining bonus damage for a raise as normal).

- IMPROVISED WEAPONS: Heroes often fight with objects that aren't intended for use as weapons. Torches, vases, chairs, tankards, bottles, tools, and other mundane items are frequently pressed into service in combat.

    Characters with improvised weapons count as armed but subtract 2 from attack rolls. Range, damage and Minimum Strength are determined by type:

  o **LIGHT:** Metal beer stein, fist-sized rock, pistol (as a club). Range 3/6/12, Damage Str+d4, Min Str d4.
  o **MEDIUM:** Bowling ball, submachine gun (as a club), wooden chair. Range 2/4/8, Damage Str+d6, Min. Str d6.
  o **HEAVY:** Head-size rock, metal chair, duffel bag full of guns. Range 1/2/4, Damage Str+d8, Min. Str d8.

    The GM can adjust the damage down a level or two if the item is softer than the examples above, like a duffel bag full of money.

- INNOCENT BYSTANDERS: When an attacker misses a Shooting or Athletics (throwing) roll, it may sometimes be important to see if any other targets in the line of fire were hit. The GM should only use this rule when it's dramatically appropriate—not for every missed shot in a hail of gunfire.

    Each skill die that's a 1 hits a random victim adjacent to or directly in the line of fire to the original target. Wild dice never hit innocent bystanders.

    A Wild Card must miss with his Wild Die for a RoF 1 weapon to hit an Innocent Bystander (except for shotguns, see below).

    This means it's sometimes easier to hit an adjacent victim than the original target. That may not be entirely realistic, but is simple, dramatic, and requires some care in tight tactical situations.

  o **ROF 2 + OR SHOTGUN:** Weapons that spray bullets or buckshot are much more likely to hit others. Each skill die that rolls a 1 *or* a 2 hits a bystander.

- MOUNTED COMBAT: Characters fighting from horseback (or other strange beasts) have certain advantages and disadvantages in combat, as described below. Mounts aren't dealt Action Cards—they act with their riders. Animals may attack any threat to their front during their rider's action.

    Horsemanship: Characters who wish to fight from horseback must use the lowest of their Fighting or Riding skills. This makes it important for cavalrymen to actually be able to ride well!

    Falling: If a character is Shaken, Stunned, or Wounded while mounted, or his mount is Incapacitated, he must make a Riding roll. If he fails, he falls. If the mount was running (GM's call), the rider suffers 2d4 damage (2d6 with a Critical Failure).

    Missed Ranged Attacks: Mounts and riders are affected by the **Innocent Bystander** rules. If a shot intended at a rider rolls a 1, it hits the horse instead.

    Wounded Mounts: When an animal is Shaken or Wounded, it rears or bucks. A rider must make a Riding roll to stay mounted, or falls as above.

- CHARGING: A rider on a charging horse adds +4 to his damage roll with a successful Fighting attack. To be considered charging, the rider must have moved at least 6″ or more in a relatively straight line toward his foe.

    Setting Weapons: A weapon with a Reach of 1 or greater can be "set" against a cavalry attack. To do so, the attacker must be on Hold and win an opposed Athletics roll to interrupt as usual. Whoever has the most Reach adds +2 to his roll.

    The winner attacks first. If successful, he adds the +4 charge bonus to his damage (whether he's the rider or not).

- MULTI-ACTIONS: Characters can perform up to three actions on their turn. Each additional action beyond the first inflicts a −2 penalty to all actions. Taking two actions, for example, incurs a −2 penalty to both, and three actions is a −4 penalty.

    Wild Cards get their Wild Die on each action as usual.

    All actions must be declared at the start of the turn and before any dice are rolled. Penalties remain even if a later action doesn't happen (usually because it was dependent on an earlier success).

Movement and Multiple Actions: A character may perform multiple actions at different points in his movement.

- NATURAL WEAPONS: Creatures with natural weapons such as fangs, claws, or horns may attack with any or all of them using their Fighting skill. Damage is stated for character races and beasts in their various descriptions.

  Creatures with natural weapons are always considered armed. This means they aren't **Unarmed Defenders** and foes fighting with **Two Weapons** gain no advantage against them. Here are a few additional notes for each type of attack:

  o **BITE:** The creature may bite a target it's grappled (most attackers can only crush their prey, see **Grappling**.

  o **CLAWS:** +2 to Athletics (climbing) rolls on any rough or soft surface (not sheer steel, glass, etc.).

  o **HORNS:** Add +4 damage at the end of one Fighting action in which it Runs, moves at least 5″(10 yards), and successfully hits with its horns.

- PRONE: Ranged attacks suffer a −4 penalty to hit prone characters from a range of 3″ or greater (this does not stack with Cover) and subtract four points of damage from Area Effect attacks. If a prone defender is caught in melee, his Parry is reduced by 2 and he must subtract 2 from his Fighting rolls. Standing costs a character 2″ of movement.

- PUSH: Sometimes characters may want to push a foe in hopes of knocking him out of position, prone, or even into a deadly hazard.

  Pushing a foe is an opposed roll of Strength. If the attacker is successful he pushes the foe back up to 1″ (two yards). With a raise, increase the distance to 2″ (four yards). Double either distance if the attacker's Scale is larger than the foe's.

  A character who's successfully Pushed must make an Athletics roll (at −2 if the attacker got a raise) or be knocked prone.

  o **Running:** If the attacker ran at least 2″ (four yards) before the Push, he adds +2 to his total.

  o **Size Matters:** Creatures may not generally Push a foe more than two Sizes larger then themselves unless they have exceptional Strength for their Size (GM's call).

  o **Skill:** The attacker or defender may roll Athletics instead of Strength if they choose.

  o **Shields:** Attackers and defenders add their shield's Parry bonus to their Strength (or Athletics) rolls when pushing.

- RANGED WEAPONS IN MELEE: Heroes may fire ranged weapons when engaged in melee with a few caveats:

  o The attacker may only use a power or a onehanded ranged weapon (such as a firearm no larger than a pistol) when in melee. He may not fire rifles or other "long arms." The TN is the defender's Parry instead of Short Range as he struggles, wrestles back and forth, etc.

  o If attacking a non-adjacent target with a ranged attack *while* in melee, the attacker instantly becomes Vulnerable.

- READYING WEAPONS: Characters may "ready" up to two items per turn as a free action. Readying means drawing, holstering, or otherwise moving an item into or out of a familiar and easy-to-reach location.

  Each additional item readied is an action, as is readying an item from a difficult location such as an ankle holster, off the floor after being disarmed, or other extenuating circumstances.

- RECOIL: Unless it says otherwise in its description, firing at a Rate of Fire greater than 1 in one action causes Recoil, a −2 penalty to the attacker's Shooting rolls. A submachine gun with a Rate of Fire of 3, for example, causes Recoil unless its user fires only a single shot.

  Recoil isn't cumulative between actions. If a character fires three shots (RoF 3) on one action and triggers the Recoil penalty, he ignores it on a second action if he only fires a single shot.

- RELOADING: Nocking an arrow or loading a stone in a sling are free actions that may be performed once per action. Reloading a crossbow bolt, clip, magazine, speed loader, or single bullets so that it's ready to fire (chambered, cocked, etc.) is an action.

  Some weapons are slower to reload, like heavy crossbows or black powder weapons. They require a number of actions to reload, listed as "Reload X" in their description.

  Running & Reloading: Characters who run and load must make an Agility roll (at the usual −2 penalty for running). Failure means no progress toward reloading was made that action.

- SHOTGUNS: Shotguns fire a spread of metal "shot," and so do more damage at close range where more of the shot hits the target. Because of this, shotguns add +2 to the user's Shooting rolls and cause 3d6 damage at Short Range, 2d6 at Medium, and 1d6 at Long. Shotguns may not be fired at Extreme Range.

  Double Barrels: Some shotguns have two barrels welded side-by-side. If an attacker wants to fire both barrels at the same target, roll damage once and add +4.

  Slugs: Shotguns can also fire slugs. The attacker doesn't get the +2 shotgun bonus to his Shooting roll, but the damage is 2d10 regardless of Range (and they may be fired at Extreme Range). **Innocent Bystanders** are hit only on a 1 (instead of 1 or 2).

- SCALE & SIZE: Characters and creatures have a Size ranging from −4 for very small beings up to Size 20 and higher for massive behemoths. Specific creature Sizes are listed in their statistics, and explained on the **Size Table**. The Size Table lists seven different "Scales," from Tiny to Gargantuan, and the Scale Modifier that goes with each.

  When creatures of different Scales attack each other, the smaller creature *adds* the difference between its Scale and its target to its attacks. A Tiny fairy (−6 Scale modifier), for example, adds +10 to hurl a *bolt* at a Huge dragon (+4). The larger creature *subtracts* the difference from its attacks. A Very Small eagle (−4) subtracts 2 from its Fighting totals when attacking a Tiny fairy (−6).

SCALE MODIFIERS	
MODIFIER	**SCALE & EXAMPLES**
−6	Tiny: Armor joint, baseball, mouse
−4	Very Small: Human hand or head, basketball, house cat
−2	Small: Human limb, bobcat
—	Normal: Human, motorcycle, bull, horse
+2	Large: Hippo, most vehicles
+4	Huge: Dragon, whale
+6	Gargantuan: Building, kaiju, ship

- CALLED SHOTS & TARGET SIZE: Use the Scale of the target when making called shots against creatures, not *their* Scale. If a hero wants to blast the eye of a Huge robot destroying the city, for example, use the Scale of the *eye*, not the robot. If the eye is about the size of a car, the hero adds +2 to his roll because a car is Large, a +2 bonus. Hitting the vital areas have extra effects listed under **Called Shots**.
- SNEAK ATTACK: Sneaking up close enough to make a melee attack *always* requires an opposed Stealth roll versus the target's Notice, whether the guard is actively looking for trouble or not. If successful, the victim is **Vulnerable** to the attacker, but only until the attacker's turn ends. With a raise, the attacker has **The Drop** instead.
- SPEED: Characters occasionally need to attack fast-moving targets. If the relative speed between attacker and defender is 60 Miles per Hour (MPH) or more, apply the Relative Speed Penalty:

RELATIVE SPEED PENALTY	
PENALTY	**TARGET'S RELATIVE SPEED IS...**
−1	60 MPH+
−2	120 MPH+
−4	240 MPH+
−6	Mach 1+
−8	Mach 2+
−10	Near Light Speed+

Multiply MPH by 1.5 to get Pace. Divide Pace by 1.5 to get MPH.

- SUPPORT: Sometimes characters may want to cooperate or help an ally with a task. If so, and the GM decides it's possible, supporting characters roll the relevant skill (on their action if the game is in rounds) and declare which of their ally's skills they're attempting to Support.

  Success grants the ally +1 to one skill total this round, and a raise adds +2. A Critical Failure on the support roll subtracts 2 from the lead's total—sometimes extra hands just get in the way!

  Remove all Support bonuses at the end of the recipient's turn, whether he used them or not (perhaps by taking an action different than the one he was Supported for).

  The maximum bonus from all Support rolls is +4. Strength checks are an exception and have no maximum bonus since more muscle can always manage more mass.

  Players and GMs should be creative when making Support rolls. An adventurer with Survival, for example, might make a roll to find useful herbs for an ally attempting a Healing check, or a galactic explorer with Science might calculate slingshot vectors that help a friend make a tricky Piloting roll.

  General encouragement (a Persuasion roll) such as "You can do it!" or "Check your six!" are perfectly acceptable, but at the GM's discretion lose effectiveness if repeated.
- SUPPORT VS. TEST: The Support option can be used against an opponent narratively, but the only effect it can have is as detailed above. If a character wants to "trip up" an ogre to help a friend make a Fighting roll against it, for example, she can add +1 or +2 to his roll, but she doesn't actually trip the ogre. It's not made prone, Distracted, Vulnerable, or Shaken as it might if she had used the **Test** option.

  The advantage for a player in making a Support roll over a Test is to help an ally and avoid a more difficult opposed roll for the Test (even though narratively it might seem like it should be an opposed roll).
- SUPPRESSIVE FIRE: Suppressive Fire turns a firearm or other rapid-firing weapon into an area effect attack. It trades accuracy for a hail of ammo to keep the enemies' heads down.

  A weapon must be able to fire at least as rapidly as a revolver and can't require reloading in between shots.

  Suppressive Fire uses three times the usual number of bullets for its **Rate of Fire** and always incurs Recoil regardless of the weapon's original Rate of Fire (the Rock and Roll! Edge, bipods, and tripods negate Recoil as usual).

  To make the attack, the shooter places a Medium Blast Template on the tabletop and makes a Shooting roll (a single Shooting die regardless of Rate of Fire—RoF comes into Maximum Casualties, below.) Figure Range, Illumination, Recoil, etc., as usual, to the center of the template.

  Next compare the total to each target in the template and consider any modifiers that apply to each (Cover, the Dodge Edge, the *deflection* power, etc.). Success means the target is Distracted, and a raise means he's actually hit (no bonus damage is possible from Suppressive Fire).

  Maximum Casualties: Every target under the template can be Distracted, but it can only cause damage to a number of targets equal to the weapon's Rate of Fire. The attacker chooses which targets are hit among his possible choices.
- SURPRISE: Combat often starts before everyone involved is prepared. An ambush, a sudden double-cross, or a trap might all give one side in a fight an edge over the other.

  When this happens, the ambushers are automatically on Hold. Deal them in as usual anyway in case one of them gets a Joker.

  The victims of the attack make a Notice roll (if they haven't already, perhaps from ambushers sneaking up on them). Those who make it are dealt in as usual. Those who fail get no Action Card and can't act in the first round of combat.
- TWO-WEAPONS: A character armed with two melee weapons adds +1 to his Fighting rolls if his foe has a single weapon or is unarmed, and has no shield. It adds no bonus against creatures with **Natural Weapons.** Wielding two firearms offers no special advantage other than additional ammunition. Characters who want to specialize further can take the **Two-Fisted** or **Two-Gun Kid** Edge.
- UNARMED DEFENDER: It's difficult to parry a blade with one's bare hands. An attacker armed with a melee weapon adds +2 to his Fighting attacks if his foe has no weapon or shield. (This doesn't stack with the Drop.)
- WILD ATTACK: Sometimes a desperate character may want to throw caution to the wind and attack with everything he's got. A Wild Attack adds +2 to the character's Fighting attacks and resulting damage rolls for the turn, but he is Vulnerable until the end of his *next* turn (not this one). Wild Attacks can be used with multiple attacks, such as from Multi-Actions or the Frenzy and Sweep Edges.

NEW:

- **BOUND & ENTANGLED:** Grappling and powers like *entangle* cause characters to be Bound and Entangled. Here's what each of those states means and how to break free from them.
  - **ENTANGLED:** The victim can't move and is Distracted as long as he remains so.
  - **BOUND:** The victim may not move, is Distracted and Vulnerable as long as he remains Bound, and cannot make physical actions other than trying to break free.

    Breaking free is an action. With success, an Entangled hero is free of one particular entanglement or grappler. A Bound character improves to Entangled with a success; with a raise, he's free.

    Breaking Free from a Foe: Use the **Grappling** rules in reverse to break free—the victim initiates an opposed Athletics roll with whoever's holding him (either may roll Strength at −2 instead to maintain or break free of the hold). If the victim's successful, she improves her status one level, or two with a raise.

    A Shaken grappler maintains her hold. Stunned grapplers let go immediately.

    Breaking Free from a Device: Escaping a web, net, or the entangle power is a Strength −2 roll or Athletics roll (victim's choice) minus any penalties noted for the entanglement. The sticky web of a giant spider, for example, might note that escape attempts are made at −2 or more. This is an action, and success works just like breaking free from a foe.

    Characters and allies may also destroy the entanglement. Webs, ropes, nets, and the like are generally Hardness 4 and must be cut with an edged weapon.

- **DISTRACTED & VULNERABLE:** Characters may be Distracted or made Vulnerable by Tests, powers, or creature effects. Both states last until the end of the character's next turn. If a hero becomes Distracted or Vulnerable during her current turn, it lasts until the end of her next turn.
  - **DISTRACTED:** The hero subtracts 2 from all Trait rolls until the end of his next turn.
  - **VULNERABLE:** Actions and attacks against the target are made at +2 until the end of his next turn. This doesn't stack with The Drop—use only the highest.

- **STUNNED:** Stun guns, creature abilities, the *stun* power, electrical hazards, or other shocks to the brain or nervous system make a character essentially helpless until they manage to shake it off.
  STUNNED CHARACTERS:

  - Are Distracted (and remain so as long as they're Stunned)
  - Fall prone (or to their knees, GM's call)
  - Can't move or take any actions
  - Don't count toward the Gang Up bonus
  - Are subject to the Drop

  Recovery: At the start of a Stunned character's turn, he makes a Vigor roll. Success means he's no longer Stunned but remains Distracted and is now Vulnerable (these fade at the end of his *next* turn). A raise on the Vigor roll removes all ill effects.

- **TEST:** The **Support** option allows a character to help out her allies. Test is the opposite—it lets him make things more difficult for his foes! Tests include embarrassing an opponent, throwing sand in his eyes, staring him down with a steely gaze, or anything else a clever player can think of to rattle his enemy and put him off-balance.

  To perform a Test, the player describes the action and works with the GM to determine S the most appropriate skill to roll for it. Tests are resisted instinctively, so the "attacker's" skill roll is opposed by the attribute it's linked to. Tripping someone is an Athletics roll versus Agility since that's what Athletics is linked to. Taunt is linked to Smarts, so verbally humiliating someone is resisted by that attribute. Fighting, when used as a Test instead of an actual attack, isn't compared to Parry—it's opposed by Agility.

  If the attacker wins the opposed roll, he can choose to make his foe **Distracted** or **Vulnerable**. If he wins with a raise, the target is also Shaken or there may be other subjective effects as the GM allows, such as a tripped foe being knocked prone.

  Modifiers: The GM must determine which modifiers apply to a Test. Shooting, for example, should include Range, Cover, Illumination, Recoil, etc. A hero with a bonus to his Parry does *not* add it to his Agility when challenged with a Fighting roll, however, because the defender resists with Agility— not his Parry.

  Take the details into consideration as well— using Taunt to hit a rival's ego where it hurts, for example, might be worth a +2 bonus to the attacker.

Repetition: Using the same or similar action repeatedly quickly grows less effective, so the GM should apply a steep penalty if a character's Tests become repetitive (or disallow it entirely).

Additional Dice: If characters have additional dice for a Test, such as when using a weapon with a high Rate of Fire, he may roll all the dice but takes only the highest as his Test total. He doesn't get multiple results and he can't spread them out to other targets.

ADVENTURE TOOL KIT

ALLIES

- Allied Personalities table updated:
    - Young moved to 10
    - Treacherous added
    - Dumb removed

CHASES & VEHICLES

- Maneuvering Trait is now Maneuvering Skills, and thus Foot or Bike chases are handled by Athletics instead of Agility as before. Piloting, Riding, Driving, and Boating remain the same.
- The Chase Rules in the new edition are a fresh mechanical paradigm, the details of which you can find printed in full in the free download *Return to Sleepy Hollow*.

DRAMATIC TASKS

- The number and type of skills used has been expanded, in both individual tasks and group tasks.
- A single Dramatic Task might require the use of multiple skills.
- Single tasks no longer assume -2 at least for difficulty, instead the number of Task Tokens needed and the rounds to accomplish that in are used to dial in difficulty.
    - Challenging: 4 Task Tokens in three rounds.
    - Difficult: 6 Task Tokens in four rounds.
    - Complex: 8 Task Tokens in five rounds.
- Complications: Still happen on Clubs, but players can spend Bennies to draw new actions cards now or choose not to act on a round when dealt a Club to avoid the risk of failure at the expense of the chance to succeed that round.

FEAR

- Nausea: failure results in Shaken and Fatigue, no extra Vigor roll needed, and a Critical Failure is needed to roll on the Fear Table instead of just a natural 1 on the Spirit die.
- Terror: Critical failure on the Fear check now adds +2 to the Fear Table roll.
- Fear Table: Now includes Distracted, Vulnerable, and The Mark of Fear causes the Stunned condition instead of Shaken.

HAZARDS

- **CLIMBING** New! Uses Athletics skill. Success allows normal movement, Failure results in no progress, and Critical Failure results in a fall causing **Bumps & Bruises** or worse.
- **ELECTRICITY** Vigor -2, Distracted, failure Stunned. Gripped electrical hazards require a Vigor -4 to let go. High Voltage 4d6 damage.
- **UPDATED: COLD** – Maximum penalty is now -4, Incapacitated characters die after 2d6 hours instead of after a failed hourly Vigor roll.

    DISEASE – Contracting diseases simplified in to a simple Vigor roll. Disease categories and mechanics simplified in to Chronic, Debilitating, and Lethal. Streamlined Recovery rules.
- **DROWNING** – Athletics rolls. Hold breath for 2+Vigor die, Incapacitated characters perish in a number of rounds equal to their Vigor die. Healing -2 before then to resuscitate.

- **FALLING** – Damage is now 1d6+1 per 2" (4 yards) instead of 10 feet. Falling in to reasonably deep water from heights up to 10" (20 yards) is halved by a successful Athletics roll.
- **FIRE** – Athletics roll to put a fire out. Characters Incapacitated by smoke inhalation die in a number of minutes equal to their Vigor, resuscitated by Healing -2 before then. Fire Damage has been updated:

FIRE DAMAGE	
DAMAGE	**DESCRIPTION**
1d6	Spot contact, steam
2d6	Bonfire, burning room
3d6	Flamethrower
5d6	Lava

- **HEAT** – modifiers simplified to -1/-2 for extreme heat, -1/-2 for vigorous or extreme activity. Heatstroke now reduces Vigor by a die type instead of Smarts and Strength.
- **HUNGER** – modifiers changed to -1 for insufficient calories, -2 for no food at all. Incapacitation results in death after 3d6 hours.
- **POISON** – failed Vigor roll renders the character Distracted in addition to poison-specific effects.
  Knockout: Incapacitated and unconscious for 2d6 hours on a failure, twice that on a Critical Failure.
- **Lethal:** Stunned, takes a Wound (two with Critical Failure), and perishes in 2d6 rounds.
- **Mild:** Fatigue, Exhaustion with a Critical Failure. Does not cause Incapacitation.
- **Paralyzing:** Incapacitation for 2d6 minutes (twice that on a Critical Failure).
- **RADIATION**: Recovery mechanic removed.
- **SLEEP**: Vigor penalty maxed at -4 instead of -6.
- **THIRST**: -4 penalty for Vigor checks with no water consumed. Critical Failure results in Exhausted condition.

INTERLUDES

- Interludes now include 12 different prompts for characters to guide their stories; divided by suit and Downtime, Backstory, or Trek.

MASS BATTLES

- Commanders roll their Battle skill.
- Battle Modifiers simplified to +1 to +4 for Tactical Advantage and Battle Plan.
- Battle Results simplified to Tie, Success, or Raise on the opposed Battle roll resulting in each side losing a Force token, the victor losing one while the defeated loses two, and the defeated army losing two Force Tokens.
  - Characters in Mass Battles can choose which skill to use in Support of the Commander.
  - Success grants a +1 and the hero takes Fatigue from **Bumps & Bruises**.
  - A raise deals no fatigue and the choice of a +2 or the results of the Battle Effects table.
  - Failure causes a Wound.
  - Critical Failure causes d4+1 Wounds and results of the Battle Effects table.

BATTLE EFFECTS	
2D6	**RESULT**
2	**Inspire:** The warrior battles valiantly, inspiring the troops and urging them to fight on despite their injuries. Her side immediately recovers one Force Token.
3–4	**Terrorize:** The fighter's fury terrorizes her foes. The enemy commander subtracts 2 from his Spirit roll if forced to test morale this round.
5–9	**Valor:** The warrior's Support adds +2 to the commander's Battle roll as usual.
10–11	**Slaughter:** The foe reels at the champion's onslaught. Subtract 2 from the enemy commander's Battle total.
12	**An Army of One:** Tales will be told and songs sung of the warrior's epic feats this day. The enemy army loses a Force Token immediately (this doesn't subtract from his Battle roll but does cause a morale check even if he wins).

NETWORKING

- NEW! Characters use their Persuasion or Intimidation to gather favors or information.
- Persuasion roll:
    - Success: character gets most of what they want in exchange for time, money, or a favor.
    - Raise: more so, and cheaper.
    - Failure: character fails to acquire their goal
    - Critical Failure: character is cut off from the group they were persuading for a period of time
    - Money Talks: +2 granted for bribes, gifts, or winding and dining
- Intimidation roll:
    - Success: grants the character their goal at the risk of payback.
    - Raise: saves time or removes risk of payback.
    - Failure: no useful favors or information.
    - Critical Failure: character takes **Bumps & Bruises**.
    - Busting Heads: +2 granted to Intimidation rolls at the expense of alienating their contacts for a week and more physical consequences for failure.

QUICK ENCOUNTERS

- NEW! Quick Encounters use collaborative storytelling to resolve situations like chases, combat, crisis, heist, missions, or treks in as little as a single round of dice rolling and narration.
- Dangerous Encounters can result in **Bumps & Bruises** or Wounds.
- Nonlethal Encounters can risk social stigma, loss of equipment, or incorrect information.

SETTING RULES

- **Blood & Guts, Critical Failures, Joker's Wild** are now standard.
- **BORN A HERO:** Player characters ignore Rank requirements for Edges during character creation.
- **CONVICTION: New!** Heroes gain Conviction Tokens that can be used to add a d6 to a Trait or damage roll. Conviction is awarded for triumph (overcoming a great obstacle important to that character), and tragedy (a personal setback, death of a friend or ally, etc).

- **CREATIVE COMBAT: New!** A raise on a Test allows the character to roll on a special table that grants additional effects.
- **DUMB LUCK: New!** Characters may spend a Benny after a Critical Failure, allowing another chance for success in unusual and unexpected ways.
- **DYNAMIC BACKLASH: New!** A Critical Failure on an arcane skill roll forces the player to roll on a special table with various chaotic results.
- **FANATICS:** Enemy thugs take the damage for their masters.
- **FAST HEALING: New!** Characters make natural healing rolls once per day instead of every five days, and recover a level of Fatigue from Bumps & Bruises every four hours instead of every day.
- **GRITTY DAMAGE:** When Wild Cards take a Wound, they roll on the Injury Table and apply the results.
- **HARD CHOICES: New!** The GM's characters only get Bennies when the heroes spend theirs.
- **HEROES NEVER DIE:** Heroes and named villains rarely actually die but return in some way after being defeated.
- **HIGH ADVENTURE:** Spend a Benny to gain the one-time use of a Combat Edge.
- **MORE SKILL POINTS: New!** Player characters in advanced or specialized settings start with 15 skill points.
- **MULTIPLE LANGUAGES:** Characters know half their Smarts die type in different languages at d6.
- **NO POWER POINTS:** Those with arcane backgrounds don't track Power Points but instead subtract half the listed Power Point cost (round up) from their skill roll to activate the ability. Powers may be maintained as desired at a −1 penalty to all further arcane skill rolls.
- **SKILL SPECIALIZATION:** Characters choose a specialization for each skill and subtract 2 when using other variations.
- **UNARMORED HERO: New!** Wild Cards without armor add +2 to their Soak rolls.
- **WOUND CAP: New!** Wild Cards never suffer more than four wounds from a single hit.

SOCIAL CONFLICT

- Social Conflict is handled by Persuasion vs. Spirit or Persuasion vs. Persuasion rolls.
- Each success and raise by the petitioner grants an Influence Token.
- Rivals don't gain tokens, they just oppose the petitioner.
- Social Conflict Results table has been updated:

SOCIAL CONFLICT RESULTS

TOKENS	RESULTS
0	Pleas are denied and negotiations fail. Discussions may reopen if new information is presented or favors are performed. In a trial, the defendant is acquitted.
1–3	The target isn't truly convinced, but provides the minimum amount of support possible. In a trial, the defendant receives the minimum penalty.
4–5	The arbiter is reasonably convinced or willing to help. He grants the aid requested, more or less, but only under certain conditions or in exchange for payment, tasks, favors, etc. The prosecution is successful with typical sentencing in a trial.
6+	The target is eager to help or agree. He gives more than expected in a negotiation or provides more support than requested. A defendant is convicted with the maximum penalty.

TRAVEL

- Travel Times mechanics have been simplified according to the following chart:

AVERAGE TRAVEL TIMES	
TRANSPORT	**MILES/8 HOUR DAY**
Foot	24
Horse	30
Early Car	200
Modern Car	400
Sailing Ship*	30
Steam Ship*	40
Steam Train	60
Modern Passenger Train	400
Prop Plane	1,000
Commercial Jet	4,000

*Sailing ships (and steam ships to a lesser degree) are greatly affected by currents and winds. Strong winds or currents in the right direction allow them to travel about 60 miles per day. Poor winds or going against the current reduces them to 20 miles per day or less.

WEALTH

- Players have a new statistic called Wealth that is measured in die types.
- A Wealth of d6 represents average, middle class resources for the setting.
    - Poverty: d4, Rich: d8, Very Rich: d10
    - Fame adds +1 to Wealth rolls, Famous +2
- Mundane purchases require no roll.
- Items costing more than $10 x Wealth die require a Wealth roll.
    - Success: Item purchased; Wealth die reduced one type until finances restored.
    - Failure: Forgo the purchase or buy it and go broke regardless of Wealth die.
    - Critical Failure: Can't afford the purchase.
- If a hero's Wealth die is reduced below d4, they are dead broke.
- Other characters may Support a hero's Wealth roll, but take on the same risks.
- Getting paid for a job or finding treasure increases a hero's Wealth die by one step.

POWERS

ARCANE BACKGROUNDS

All the Arcane Backgrounds received updates, with a new AB(Gifted) being added and AB(Super Powers) being removed from the core book, now to be found in the Savage Worlds Super Powers Companion. Backlash has been standardized, occurs only on a Critical Failure, and applies to all Arcane Backgrounds. Power failure only costs 1 Power Point. Shorting allows casters to attempt to invoke a power with fewer than the listed PPs at risk of treating all failures like Critical Failures. Universal and Power-specific modifiers add great flexibility to the cost and effect of powers.

ARCANE BACKGROUND (GIFTED)

- **ARCANE SKILL:** Focus (Spirit)
- **STARTING POWERS:** 1
- **POWER POINTS:** 15

The character has innate abilities that don't fit into the usual tropes of magic, miracles, or psionics. Their powers may be low-level super powers, divine gifts, or even alien abilities, and are often very unusual or unique for their setting.

ARCANE BACKGROUND (MAGIC)

- **ARCANE SKILL:** Spellcasting (Smarts)

- **STARTING POWERS:** 3
- **POWER POINTS:** 10

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ARCANE BACKGROUND (MIRACLES)
- **ARCANE SKILL:** Faith (Spirit)
- **STARTING POWERS:** 3
- **POWER POINTS:** 10

ARCANE BACKGROUND (PSIONICS)
- **ARCANE SKILL:** Psionics (Smarts)
- **STARTING POWERS:** 3
- **POWER POINTS:** 10

ARCANE BACKGROUND (WEIRD SCIENCE)
- **ARCANE SKILL:** Weird Science (Smarts)
- **STARTING POWERS:** 2
- **POWER POINTS:** 15

A weird scientist's **Trappings** must always include the item they're associated with. The *burst* power might manifest through a magical flamethrower in *Deadlands: The Weird West*, for instance, while "Dr. Gabriel's Wondrous Restorative Elixir!" is a *healing* potion.

Weird scientists must have their devices at hand to activate their powers (but see Jury Rig, below).

Other characters can't activate the inventor's creations. Creating devices for others is possible—it just requires an **Arcane Device**, see **Arcane Devices** and the **Artificer** Edge.

The inventor can use his devices on others, of course, including administering drinks from his magical elixirs or giving them injections of some miraculous super serum he's created. If Dr. Gabriel administers his elixir, for example, he rolls to activate the power normally. If he *gives* someone the bottle to use later, they'll find it's lost its potency.

Jury Rig: Weird scientists must usually activate their powers through their assigned device, but they can improvise other ways if needed at a −2 penalty. This requires a decent rationale relative to the setting and the GM's permission.

ARCANE BACKGROUND (SUPER POWERS)

True "four color" super heroes are beyond the scope of these powers. See the *Savage Worlds Super Powers Companion* for a fast, fun, and comprehensive treatment of super powers, from street-level crime fighters to cosmic champions!

TRAPPINGS

Specific trappings from *Savage Worlds Deluxe* (Acid, Cold/Ice, Darkness, Electricity, Fire/Heat, Light, Necromantic, Sound) are not reproduced in *SWADE*. Instead, Trappings align with existing strengths and weaknesses of the target and the guiding principles of **Synergy** and **Limitations** streamline how trappings work mechanically.

Trappings *do* matter when an obstacle or opponent has a particular strength or weakness. If an ice troll suffers +4 damage from fire- or heat-based attacks, for example, a *blast* a player describes as a fireball counts as a fire attack and does +4 damage. Once described, a power's Trappings don't change without the **Wizard** Edge, or an Advance—see below. A character can alter the power's *effects* as she wishes using the **Power Modifiers**.

SYNERGY

Sometimes logic dictates a power's Trapping should have some additional effect. Zapping someone with a lightning bolt while they're standing in water should cause additional damage, for example, or less if they're wearing a rubber hazmat suit. When this occurs, the GM can decide there's synergy that either increases or decreases the effect or damage (GM's call) by +2 or −2. Oppositional forces, such as fire and ice or light and darkness, *don't* have synergy against one another (though such effects are sometimes accounted for in some creatures' Special Abilities). If a fire *blast* hits ice armor (*protection*), for example, there's no synergy because they cancel each other out.

LIMITATIONS

Sometimes a power's Trapping imposes a limitation on the power. This gives the power focus at the expense of versatility, reducing the strain it causes the caster. The Limitation is permanent and always in effect unless changed with an Advance as noted below. Each limitation placed upon the power reduces its total Power Point cost by one when it's activated (this can't reduce the cost below 1).

- **RANGE:** The power's Range is reduced to Self or Touch (and its listed Range is greater).

- - **ASPECT:** The character can only access one aspect of a power with more than one choice, such as *sloth/speed* or *boost/lower Trait*.

ADDING & CHANGING TRAPPINGS

A character gets two new powers when he takes the **New Powers** Edge. He may instead add Trappings to his powers in place of one or two of the new powers. A hero who takes the New Powers Edge, for example, could choose one new power and add an ice Trapping to her *bolt*.

The GM may also allow a player to *change* the trapping of existing power when she gains an Advance. This should reflect a major change in the character in some way as determined by the player and GM.

ACTIVATION

A character activates a power by picking a target within Range and making an arcane skill roll. A roll less than 4 means the power doesn't activate. The caster spends one Power Point regardless of any Edges such as Channeling, unless the ability specifically says it reduces the minimum cost to 0.

A roll of 4 or higher means the power activates and consumes all the Power Points allocated to it, even if it misses the target (such as with *bolt*), or the defender resists. Success means the hero spends the Power Points and resolves the power's effects. A raise has additional effects noted in the particular power description.

Backlash: A Critical Failure when activating a power is called Backlash. It causes a level of Fatigue and all currently active powers instantly terminate.

Group Rolls: The GM can choose to make **Group Rolls** when large numbers of nonplayer characters are affected by a power. It's useful to roll damage against each group of like targets separately in an Area Effect attack, for example, but to roll separately for those trying to escape an *entangle* or similar power.

CASTING REQUIREMENTS

A character must be able to see his target and cannot be **Bound**.

MAINTAINING POWERS

It costs 1 Power Point to maintain a power for its base Duration.
If a power's Duration is five rounds, for example, it can be maintained for another five rounds for 1 Power Point.

Maintenance is per target but ignores other Power Modifiers, so renewing *boost Trait* on three allies costs 3 Power Points and extends the effect of each another five rounds.

Unless a power says otherwise, the caster can terminate it as a free action.

DISRUPTION

Disruption mechanics have been removed.

RECHARGING

A character recovers 5 Power Points per hour spent resting, meditating, etc. What constitutes "rest" is up to the GM, but they do not recharge while powers are maintained, or during anything more than mild physical exertion, emotional stress, or mental distraction. A hero can rest while riding a horse, for example, unless the animal is restless, the road is terribly bumpy, traffic requires frequent concentration, etc. Heroes can also regain Power Points while walking if the conditions are generally favorable and the pace is leisurely.

POWERS AS MULTI-ACTIONS

Each power activated is its own action, and the same or different powers may be cast multiple times as a **Multi-Action**. A wizard in a fantasy setting might open combat by invoking *protection* and *deflection*, for example, or a priest might attempt to *banish* a spirit while invoking *smite* on his mace.

SHORTING

A character may cast a power with *fewer* Power Points than it requires (whether she has them or not) by increasing the difficulty of her arcane skill roll.

For every Power Point a character will short, she suffers a −1 penalty to the roll. Casting a 3-point *healing* with 0 Power Points, for example, inflicts a −3 penalty.

Shorting is risky. If a character fails a shorted arcane skill roll, it's considered a Critical Failure!

POWER MODIFIERS

Power Modifiers allow characters to customize their abilities, adding a special effect that better reflects her power's Trapping. Power Modifiers are selected each time a power is activated and may be freely changed each time. An icy *bolt* might cause Armor Piercing damage in one attack and Lingering Damage in the next.

A number of common modifiers are listed below, and some powers have additional options as well. The number in parentheses is the price in additional Power Points it costs to add the effect. Casters must declare which modifiers they're using before rolling their arcane skill. Unless a modifier says otherwise, it may be applied to any power, but only once per casting.

Power Modifiers last for the Duration of the spell, or until the end of the target's next turn in the case of Instant powers.

ARMOR PIERCING (+1 TO +3)

The attack is focused to defeat armor or seeks out a foe's exposed areas. Each Power Point spent grants the power AP 2, to a maximum of AP 6.

FATIGUE (+2)

Powers that drain or tax an opponent can cause Fatigue. This modifier may be attached to any power that can cause damage or is resisted by the target. If she's affected by the power in any way, she also suffers Fatigue. This cannot cause Incapacitation, however.

GLOW SHROUD (+1)

Glow gives off soft light of an appropriate color for its Trapping (or caster's choice). This creates soft light in a Small Blast Template centered on the target, and lasts until the power expires. It subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character.

Shroud dims and slightly obscures the target so that attacks against her suffer a −1 penalty and she adds +1 to her Stealth rolls.

HEAVY WEAPON (+2)

The caster pours his energy into the attack, creating a focused blast. The attack counts as a Heavy Weapon.

HINDER HURRY (+1)

The target is slowed in some way, perhaps due to intense cold, a slippery surface, or even binding matter or energy. His base Pace is reduced by 2 until the power expires. A caster can Hurry the recipient instead. He might get increased energy, sure footing, or more powerful muscles. His Pace is increased by 2.

Effects of either modifier aren't cumulative.

LINGERING DAMAGE (+2)

The target is hit by fire, intense cold, acid, gnawing insects, or some other Trapping that continues to cause damage after the initial attack. On the victim's next turn, he suffers the power's base damage minus one die type (one additional turn only). If hit with a 2d6 *bolt*, for example, the victim takes 2d4 damage at the start of his next turn. If the base damage is already a d4 die type, it loses a die instead.

RANGE (+1/+2)

Double the power's listed Range for 1 Power Point, or triple it for +2. This modifier may not be used on powers with a Range of Touch or the Cone Template.

SELECTIVE (+1)

With intense focus, the caster can choose not to affect any or all individual targets within a power's area of effect (picking all enemies instead of allies in a *blast*, for example).

ARCANE DEVICES

A character with the Artificer Edge can focus items into devices for herself or others. The advantage is that they can be given to and used by allies. The trade-off is that devices take a little preparation to create and can be lost or destroyed.

Devices may be technological in nature, or they might be sacred, enchanted, or psychically powered objects, depending on the creator's Arcane Background.

Note: Arcane devices are relatively temporary creations player characters can create from their powers. Truly permanent "magic" items or devices are setting-specific, don't use Power Points, and are created by the Game Master as she sees fit (such as those found in the *Savage Worlds Fantasy Companion*).

The **No Power Points** Setting Rule isn't compatible with Arcane Devices.

CREATION

Creating a device takes one hour per power that can be activated through it. The player must list which powers are in the device and then allocate Power Points to it. The device can only use the powers and Power Points allocated to it.

Power Points invested in an arcane device are lost to the inventor until they're used or recovered with **Tinkering**, see below (they don't recharge).

POWER MODIFIERS: A user may spend a device's Power Points as desired, including enabling any applicable Power Modifiers.

Arcane devices may not be **Shorted**.

LIMITATIONS: Arcane devices may benefit from **Limitations**.

ACTIVATION**:** The creator uses his arcane skill as usual. Others use whatever skill is associated with the device's form—guns use Shooting, grenades use Athletics (throwing), and so on. If there is no other obvious skill, such as for a potion or worn item, the character rolls the inventor's arcane skill as if it were his own (he does *not* benefit from any of the creator's Edges or other abilities, however).

Failure to activate the device costs one Power Point as usual, and a Critical Failure causes the user Fatigue.

TINKERING: A creator can reassign up to five Power Points per action between an arcane device and her own pool. She must be in physical contact with the item to do so. Inventors should lend out their devices very carefully!

POWER UPDATES
REMOVED
- Armor, see Protection
- Greater Healing, now a Power Modifier under Healing
- Pummel, see Havoc
- Quickness
- Slow, see Sloth/Speed
- Speed, see Sloth/Speed
- Succor, see Relief

NEW POWERS
- Arcane Resistance
- Empathy
- Illusion
- Mind Link
- Mind Wipe
- Object Reading
- Relief
- Resurrection
- Sloth/Speed
- Sound/Silence

POWER SUMMARY TABLES

POWERS

POWER	RANK	POWER POINTS	RANGE	DUR	SUMMARY
Arcane Protection	N	1	Sm	5	Enemy casters subtract 2 (4 with a raise) when targeting this character; reduces damage a like amount.
Banish	V	3	Sm	I	Opposed roll vs Spirit to *banish* entities.
Barrier	S	2	Sm	5	Creates 5″ (10 yards) long, 1″ (2 yards) tall, Hardness 10 barrier.
Beast Friend	N	S	Sm	10m	Controls animals.
Blast	S	3	Sm×2	I	2d6 damage in Medium Blast Template.
Blind	N	2	Sm	I	Inflicts –2/–4 penalty to victims.
Bolt	N	1	Sm×2	I	2d6 ranged attack.
Boost/Lower Trait	N	2	Sm	5/I	Increases or decreases a skill or attribute.
Burrow	N	2	Sm	5	Target tunnels through the earth.
Burst	N	2	Cone	I	Cone-shaped attack for 2d6 damage.
Confusion	N	1	Sm	S	Makes target Distracted and Vulnerable.
Damage Field	S	4	Sm	5	Creates aura that causes 2d4 damage.
Darksight	N	1	Sm	1H	Ignore up to 4 points of illumination penalties, or 6 with a raise.
Deflection	N	3	Sm	5	–2/–4 to attack recipient.
Detect/Conceal Arcana	N	2	Sm	S	Detects magic for Duration 5 or conceals it for one hour.
Disguise	S	2	Sm	10m	Target looks like someone else.
Dispel	S	1	Sm	I	Negates magical effects.
Divination	H	5	Self	5m	Caster asks questions of entities.
Drain Power Points	V	2	Sm	I	Drains d6 Power Points from enemy with successful opposed roll of arcane skills.
Elemental Manipulation	N	1	Sm	5	Allows minor manipulation of basic elements.
Empathy	N	1	Sm	5	Opposed roll vs Spirit to add +2 to social attacks for the Duration of the power.
Entangle	N	2	Sm	I	Bind or Entangle foes.
Environmental Protection	N	2	Sm	1H	Protect target from hazardous environments.
Farsight	S	2	Sm	5	See detail at great distance; halves Range penalties with a raise.
Fear	N	2	Sm	I	Causes Fear check.
Fly	V	3	Sm	5	Target flies at Pace 12″.
Growth/Shrink	S	S	Sm	5	Increases or decreases Size.
Havoc	N	2	Sm	I	Targets in MBT or Cone are Distracted and may be hurled.
Healing	N	3	T	I	Restores Wounds less than an hour old.
Illusion	N	3	Sm	5	Creates imaginary images.

POWER	RANK	POWER POINTS	RANGE	DUR	SUMMARY
Intangibility	H	5	Sm	5	Target becomes incorporeal.
Invisibility	S	5	Sm	5	Target is invisible (–4/–6 to affect).
Light/Darkness	N	2	Sm	10m	Creates or dispels illumination.
Mind Link	N	1	Sm	30m	Mental link within one mile (5 with raise).
Mind Reading	N	2	Sm	I	Opposed roll vs Smarts to read mind.
Mind Wipe	V	3	Sm	I	Removes and alters memories.
Object Reading	S	2	T	S	Reveals last five years of an object's history (100 years with a raise).
Protection	N	1	Sm	5	Grants Armor +2/+4.
Puppet	V	3	Sm	5	Opposed roll vs Spirit to control target.
Relief	N	1	Sm	I	Removes Fatigue, Shaken; & Stun with raise.
Resurrection	H	30	T	I	Brings the dead back to life.
Shape Change	N	Special	Self	5	Caster takes on the form of various beings.
Sloth/Speed	S	2	Sm	I/5	Increases or decreases movement.
Slumber	S	2	Sm	1H	Puts victims to sleep.
Smite	N	2	Sm	5	Increase a weapon's damage by +2/+4.
Sound/Silence	N	1	Sm×5/Sm	I/5	Create or mute sound.
Speak Language	N	1	Sm	10m	Caster can speak and understand languages.
Stun	N	2	Sm	I	Target is Stunned.
Summon Ally	N	Special	Sm	5	Conjures an ally of various sorts.
Telekinesis	S	5	Sm×2	5	Moves items with Strength of d10 (d12 with a raise).
Teleport	S	2	Sm	I	Character teleports up to 12″ distant.
Wall Walker	N	2	Sm	5	Character can walk on walls at half Pace (full Pace with raise).
Warrior's Gift	S	4	Sm	5	Grant target a Combat Edge.
Zombie	V	3	Sm	1H	Raises and controls the undead.