



GM SCREEN INSERTS

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



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YOUR SCREEN, YOUR CHOICE!

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

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

PRINTING TIPS

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

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

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COMBAT OPTIONS & SITUATIONAL RULES

Aim: Ignore up to four points of ranged attack penalties if character doesn't move or take other actions.

Area of Effect: Targets touching template suffer damage. Treat cover as Armor. Missed attack rolls may deviate.

- **Without Minis:** SBT affects 2 targets, MBT or Cone 3, LBT 4.

Bound & Entangled: Entangled characters can't move and are Distracted until free. Bound characters are also Vulnerable, and cannot take physical actions other than trying to break free.

- **Breaking Free:** Victim makes Athletics (or Str-2) roll as an action (an opposed roll if held by a foe). Success improves Bound to Entangled, or Entangled to free. A raise also frees the victim. Either may roll Str-2 instead.

Breaking Things: See **Obstacle Toughness Table**; Stationary items are Parry 2. No bonus damage or Aces are possible.

Called Shots: Limb is -2 / Hand -4 and may disarm. Head or vitals is -4 and +4 Damage.

Cover: Light -2, Medium -4, Heavy -6, Near Total -8.

- **Obstacles:** Obstacles add to Armor if attack misses by cover penalty. Sample values: heavy glass, doors (+2), sheet metal, heavy car door (+4), oak door, cinder block wall (+6), brick wall (+8), stone wall, tree (+10).

Defend: +4 Parry. Takes entire turn and character may not run.

Disarm: Called shot to limb or weapon. If weapon, roll as object and target must make a Str roll \geq than the damage or drop it. If a limb, a Shaken or Wounded defender must make a Str roll at -2 (limb) or (-4) hand or drop the item.

Distracted: -2 to all actions until the end of the character's next turn.

The Drop: +4 to attack and damage if target is defenseless. If Shaken or Wounded, victim must make a Vigor roll (at -2 versus attacks to the head) or be KO'ed.

Evasion: Characters may avoid attacks that specifically say they may be evaded, by making an Agility roll at -2.

Fatigue: -1 to all actions (-2 if Exhausted). Fatigue improves one level every hour unless the source says otherwise. Incapacitated victims fall unconscious for 2d6 hours.

Finishing Move: Instant kill to helpless foe with a lethal weapon.

Free Attacks: The character gets to make an attack with no special maneuvers or optional combat Edges such as Frenzy or Sweep.

Ganging Up: +1 Fighting per additional adjacent attacker to a maximum of +4.

Grappling: If the attacker succeeds at an opposed Athletics roll, the victim is Entangled if successful, or Bound with a raise.

Characters can't grapple creatures more than two Sizes larger than themselves.

- **Crush:** Once grappled, the attacker may take an action to make an opposed Strength roll, causing his Strength in damage if successful (those with the Bite Special Ability may bite instead).

Hold: The character "Holds" his Action Card to go later in the current or later round. She loses her Hold status if Shaken or Stunned. She may interrupt foe's actions with an opposed Athletics roll.

Illumination: Dim -2; Dark -4; Pitch Darkness -6.

Improvised Weapons: -2 to attacks.

- **Small:** Range 3/6/12, Damage Str+d4, Min Str d4;
- **Medium:** Range 2/4/8, Damage Str+d6, Min Str d6;
- **Heavy:** Range 1/2/4, Damage Str+d8, Min Str d8

Innocent Bystanders: Missed Shooting / Throwing rolls with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target

Mounted Combat: Mount and rider act on same Action Card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement.

Multi-Actions: Subtract 2 from *all* actions for each additional action attempted beyond the first (maximum of 3).

Natural Weapons: Creatures with fangs, claws, horns, etc, are considered armed. Bite can be performed while grappling, claws add +2 to Athletics (climbing), and horns add +4 damage if the creature Runs at least 5".

Nonlethal Damage: Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated.

Off Hand Attack: -2 to attack rolls with off hand.

Prone: Medium Cover from ranged attacks within 3", may crawl, -2 Fighting and -2 Parry.

Push: Attacker and defender make opposed Strength rolls (+2 if attacker moved more than 2"). Defender is knocked back 1" (2" with raise, or prone). Both add shield's Parry bonus.

Range: Short 0, Medium -2, Long -4, Extreme -8.

Ranged Attacks in Close Combat: Attacker may use no weapon larger than a pistol; Target Number is defender's Parry.

Readying Weapons: May ready up to two easily available items per turn as a free action. Additional items are actions.

Recoil: -2 Shooting if RoF is 2 or higher.

Reload: Nocking arrow or loading sling stone is a free action once per turn. Loading bolts, clips, magazine, or single bullets is an action.

Shotguns: +2 to Shooting. Damage is 3d6 at Short Range, 2d6 at Medium, and 1d6 at Long.

Size: Tiny -6, Very Small -4, Small -2, Large +2, Huge +4, Gargantuan +6. Add difference vs larger targets; Subtract difference against smaller targets.

Speed: -1 for 60 MPH+, -2 for 120 MPH+, -4 for 240 MPH+, -6 for Mach 1+, -8 for Mach 2+, -10 near light speed

Stunned: Victims are Distracted until they recover, fall prone, can't move or take actions, don't count toward the Gang Up bonus, and are subject to the Drop.

Support: Character describes using a skill in some way that helps an ally and adds +1 to his total with success and +2 with a raise. Critical Failure *subtracts* 2.

Two Weapons: +1 to Fighting if foe has a single weapon, no shield, or is unarmed.

COMBAT OPTIONS, CONTINUED

Suppressive Fire: Attacker places Medium Burst Template and makes Shooting roll. Each target hit by the attack total is Distracted, or hit for damage with a raise (up to the weapon's Rate of Fire).

Surprise: Ambushers start on Hold, victims make Notice roll or get no Action Card on first round.

Tests: Describe action and make opposed skill test versus foe's linked attribute. If successful, foe is Distracted or Vulnerable (attacker's choice), and Shaken with a raise.

Touch Attack: +2 to Fighting roll.

Unstable Platform: -2 Shooting from a moving vehicle, animal, or other unstable surface.

Wild Attack: +2 Fighting, +2 Damage, but Vulnerable until the end of the attacker's next turn.

Withdrawing from Combat: Adjacent foes get one free attack at retreating character as long as they are not Shaken or Stunned.

Vulnerable: Actions against the character are made at +2 until the end of their next turn. (Does not stack with The Drop.)

RANGE PENALTIES

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

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

ILLUMINATION PENALTIES

PENALTY	LIGHTING
-2	Dim: Twilight, light fog, night with a full moon.
-4	Dark: Typical night conditions with some ambient light from stars, a clouded or partial moon, emergency lights in an office building, a few flickering torches in a large space, etc. Targets aren't visible outside of 10".
-6	Pitch Darkness: Complete and total darkness (or the target is hidden or invisible). Powers that require sight may not be possible.

COVER PENALTIES

PENALTY	COVER
-2	Light Cover: 50% or less of the target is obscured.
-4	Medium Cover: 50-75% of the target is obscured, or target is prone.
-6	Heavy Cover: 25% or less of the target is visible.
-8	Near Total Cover: The target is in Near Total Cover (such as an arrow slit).

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

BULLETS PER RATE OF FIRE

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

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

TEMPLATES WITHOUT MINIATURES

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

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

BENNIES MAY BE USED TO...

- **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.
- **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.



CREATIVE COMBAT

2D6	RESULT
2	Second Wind: The foe's reaction gives your hero hope or allows her to catch her breath. She may remove a level of Fatigue or a Wound (her choice). If she doesn't have Fatigue or Wounds, the enemy is Shaken instead.
3	Inspiration: Fate favors the bold. The clever hero receives a Benny.
4-5	Double Whammy: The target is both Distracted <i>and</i> Vulnerable.
6-8	Shaken: The foe is Shaken.
9-10	Setback: The target suffers a setback of some sort. She might fall off a ledge, lose the confidence of her minions (who then desert her), take a rash but foolish action, or simply lose her next action as she attempts to recover from whatever situation she finds herself in.
11	Insight: The hero has new insight into the target's nature. Once during this encounter, she may add +d6 to any Trait roll made to directly attack, affect, or damage the same foe. If rolled a second time in the same encounter, the foe is Shaken instead.
12	Seize the Moment: After the hero resolves this turn, she immediately gets an entire additional turn. This includes movement as well! She may use the turn to go on Hold if she wishes.

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). 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. 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).

CASTING MODIFIERS

- **ARMOR PIERCING (+1 to +3):** Each Power Point spent grants the power AP 2, to a maximum of AP 6.
- **FATIGUE (+2):** May be attached to any power that causes 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.
- **GLOW/SHROUD (+1):** Glow creates soft light in a SBT centered on the target. 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 attack counts as a Heavy Weapon.
- **HINDER/HURRY (+1):** Hinder lowers the target's base Pace by 2 until the power expires. Hurry increases it by 2.
- **LINGERING DAMAGE (+2):** On the victim's next turn, he suffers the power's base damage minus one die type (one additional turn only). 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 point, or triple it for +2 Power Points. May not be used on powers with a Range of Touch or Cone Tempalte.
- **SELECTIVE (+1):** The caster can choose which targets in a power's area of effect are affected.

CHASE RANGE INCREMENTS

TYPE	INCREMENT
Foot, Mounted, or Vehicular	5
Airplane or Sailing Ship	25
Jets or Starships	50

INTERLUDES

SPADES

Downtime: The character spends time alone in quiet contemplation. What does she do?

Backstory: A great victory or personal triumph.

Trek: A difficult obstacle the group negotiated along the way.

HEARTS

Downtime: The hero practices a skill. What is it?

Backstory: A tale of the hero's greatest love—lost, found, present, or waiting on her back home.

Trek: How the party endured a trying hardship on the journey.

DIAMONDS

Downtime: The character studies or works on an object of some sort. What is it?

Backstory: Something your hero wants or already has. It might be a material possession, recognition, a political goal, or even a trip he wishes to take to some amazing destination.

Trek: How the group found something that helped them along the way, such as an oasis, minor treasure, ammo, food, friendly locals, etc.

CLUBS

Downtime: Your hero broods or is angry about something. What is it, and how does she misbehave?

Backstory: A tale of misfortune from your hero's past, perhaps revealing something of his Hindrances or a dark secret.

Trek: A hardship the party overcame on their trip: the tragic death of a favored Extra, spoiled or lost supplies, a mechanical breakdown, abysmal weather, and so on.

AVERAGE TRAVEL TIMES

TRANSPORT	MILES/8 HOUR DAY
Foot/Horse	24/30
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

CHASE COMPLICATIONS

SUIT	MOD	FAILURE RESULT
Spades	—	Treat as a Critical Failure on a maneuvering roll.
Hearts	—	The character or vehicle is Bumped.
Diamonds	-2	The character or vehicle is Bumped.
Clubs	-2	Treat as a Critical Failure on a maneuvering roll.
Joker	+2	The character or vehicle is Bumped up to two Chase Cards.

OUT OF CONTROL

Damage caused by an Out of Control roll doesn't trigger another Out of Control roll.

2D6	EFFECT
2	Major Collision: Everyone in the vehicle is Distracted. It takes d4 Wounds and one Critical Hit.
3-4	Minor Collision: The vehicle takes a Wound and a Critical Hit.
5-9	Distracted: Ground vehicles spin out or skid. Airplanes or spaceships stall, slide, flip, or roll unexpectedly. Everyone on board is Distracted until the end of their next turn.
10-11	Vulnerable: The vehicle and everyone on board is Vulnerable until the end of their next turn.
12	Glitch: Something is jarred loose or breaks from rough handling. The vehicle takes a Critical Hit (reroll Crew results).

VEHICLE CRITICAL HITS

2D6	EFFECT
2	Scratch and Dent: The attack just scratches the paint or passes clean through the body without hitting anyone or anything vital. There's no permanent damage.
3	Guidance/Traction: The wheels, tracks, sails, thrusters, etc. have been hit. Reduce Handling by one each time this occurs (to a maximum penalty of -4).
4-5	Locomotion: The engine, mainsails, boiler, etc., is hit. Top Speed is reduced by 10% each time this occurs (to a minimum of 60% Top Speed).
6-8	Chassis: The vehicle suffers a hit in the body with no special effects.
9-10	Crew: For direct damage, subtract the vehicle's Armor (if appropriate for the victim's position) and apply the remainder to a random crew member. Area effect weapons affect everyone in a section determined by the GM. If this is the result of a Collision , the occupants are Shaken.
11	Weapon: A random weapon is destroyed. If there is no weapon, this is a Chassis hit instead.
12	System: The vehicle loses an electronic system, its airbags, or some other system determined by the GM. If it doesn't have any special features, treat this as a Chassis hit instead.