

# DARK STATES

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## SETTING RULES

### Setting

This setting and all contained within is done so within the Savage Worlds core ruleset.

### Published Setting Rules

Critical Failure setting rule applies.

### Unpublished Setting Rules

*Bennies:* As the sessions are relatively short (2-2.5 hours) I didn't want to refresh bennies at the beginning of every session so they are refreshed at natural break points in the game.

*Gritty Damage:* I am using hit locations at all times (but not gritty damage), effect of hit on location as per called shot.

*Encumbrance:* Simplified Encumbrance are taken from [Zadmar's Simplified Encumbrance rules](#) as provided by Richard Woolcock:

LOAD LIMIT IS DEFINED IN SIGNIFICANT ITEMS RATHER THAN IN POUNDS, BUT OTHERWISE FOLLOWS THE NORMAL ENCUMBRANCE RULES. A SIGNIFICANT ITEM IS ONE THAT WEIGHS ROUGHLY 5-14 POUNDS, AND YOU CAN CARRY A NUMBER OF SUCH ITEMS EQUAL TO HALF YOUR STRENGTH WITHOUT PENALTY (I.E., 2 SIGNIFICANT ITEMS WITH STRENGTH D4, 3 SIGNIFICANT ITEMS WITH STRENGTH D6, ETC). THE BRAWNY EDGE INCREASES YOUR LOAD LIMIT IN SIGNIFICANT ITEMS BY 1½ TIMES (ROUNDED UP).

PARTICULARLY HEAVY ITEMS MAY COUNT AS TWO OR MORE SIGNIFICANT ITEMS; DIVIDE THEIR WEIGHT (IN LB) BY 10 AND ROUND TO THE NEAREST WHOLE NUMBER TO DETERMINE HOW MANY ITEMS THEY COUNT AS. AT THE GM'S DISCRETION, MULTIPLE SMALL ITEMS CAN BE COLLECTIVELY CLASSIFIED AS A SIGNIFICANT ITEM.

NOTE THAT THIS RULE WAS TAKEN FROM SAVAGE ARMOURY, WHERE IS IT USED IN THE WEAPON AND ARMOUR CREATION GUIDELINES.

**GOAL:** THIS RULE MAKES ENCUMBRANCE FAR EASIER TO TRACK, AS MOST CHARACTERS WILL BE ABLE TO CARRY ONLY 2-4 SIGNIFICANT ITEMS WITHOUT INCURRING A PENALTY.

**RAW:** ENCUMBRANCE IS TRACKED IN POUNDS, WHICH CAN ADD SIGNIFICANT BOOKKEEPING IF YOU USE IT, AND NERFS THE STRENGTH ATTRIBUTE IF YOU DON'T.

**IMPACT:** THIS GREATLY REDUCES THE BOOKKEEPING FOR TRACKING ENCUMBRANCE.

*Lifestyle:* Lifestyle rules are taken from Interface Zero

### Edges & Hindrances

Most Edges & Hindrances are taken from the core rules, however a number are taken from other locations such as published settings and Savagepedia.

### Character Rank

All characters started at Seasoned level