

1) THE BASICS

This game uses a modified *Savage Worlds* rule set. The *Savage Worlds* rules are simple and follow a standard pattern. Let's dive right in and you'll see how it works.

Traits

Every character or creature has two kinds of traits—attributes and skills. Each trait is rated from a d4 to a d12, with d6 being average and d12 being world-class.

Trait Tests

When you want your character to do something, the GM tells you what trait to use and you roll that die. If it's equal to or greater than 4, plus or minus any modifiers, you're successful.

Some characters or creatures have traits higher than a d12, such as a d12+3. That means to roll the d12 and add 3.

Target Numbers (TN): The usual target number for most tasks is 4, plus or minus any modifiers. Parry and Toughness are special TNs and will be explained later on.

Untrained: If a character doesn't have a skill for an action he's attempting he rolls with a d4 in the trait but subtracts 2 from the total. Some skills can never be used untrained, such as reprogramming a rogue war AI or performing brain surgery.

Aces

Trait tests and damage rolls in these rules are "open ended." That means when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace," and you can keep rolling and adding as long as you Ace!

Opposed Rolls

Sometimes rolls are "opposed" by an opponent. If two characters are wrestling for control of an ancient artifact, for example, they both make Strength rolls. When this happens, the acting character gets his trait total first, followed by whoever is opposing him. The highest total wins.

The Wild Die

When making any sort of trait test, Wild Cards roll an extra d6 called the "Wild Die." If the result of the Wild Die is higher than the trait die, take the result of the Wild Die instead.

All modifiers apply to both the trait and Wild Die since whichever is highest is your total before the modifier.

One Wild Die Per Action: When Wild Cards roll multiple dice for a single action, such as when firing on full-auto, they roll only one Wild Die. A gunner who fires three bursts, for example, rolls three of his Shooting dice and one Wild Die—which may then replace one of his Shooting dice if it comes out higher.

Bennies

Savage Worlds gives players and GMs a little extra control over the whims of fate. Every player starts each game session with three "bennies," gaming stones or other tokens that signify a little bit of good luck or fate. (For those who don't know, "bennies" is a slang term derived from "benefits.") You can use a benny to reroll any trait test. You can even keep spending them until you get the result you want or you run out of bennies! Take the best of your rolls—spending a benny should never hurt you, only help. If your original roll is a 5, for example, and a benny gets you a 4, you keep the original 5 instead.

Bennies cannot normally be spent on damage rolls, rolls on tables, or anything besides trait rolls. (Soak rolls and certain Edges do allow other uses of bennies besides rerolling trait rolls, but these are the exception.) Bennies are not saved up between sessions, so use 'em or lose 'em!

Game Master Bennies

Game Masters get bennies for their villains too. At the start of each session, the GM gets one benny for each player character in the group. Each of the GM's Wild Cards also get two bennies of their own. They can use these or the "common" pool to save their evil skins, but they can't share their own bennies with their minions.

As with heroes, bennies are not saved between sessions.

2) RACE

In this setting, all player characters will be the equivalent of human. Though all players begin play with one free professional edge chosen from the following list. You must have all the standard requirements for the edge.

Front Line Infantry – Novice, Agility d8 + Shooting d8+ Fighting d6+

You spent your career on the front lines; you're accustomed to fighting up close and personal. Add +2 to fighting with the Assault Rifle, Shotgun, and all melee weapons.

Sniper – Novice - Agility d8+ - Shooting d10+

You took extra training to make one shot and make it count. You get +2 to rolls with the Battle Rifle and Sniper Rifle. With the sniper rifle you get a +2 to all stealth rolls.

Medic – Novice – Smarts d8+ - Healing d10+ -

First aid is your forte. You are trained enough to use field medic kits in battle. Field medic kits are described later.

Heavy Arms Expert – Novice, Agility d8+, Shooting d10+, Steady Hands

You're the man to see when you need something big brought down. You get +2 to all attacks made with a heavy weapon against a vehicle. You also may spend a benny to reroll any damage against a vehicle.

3) TRAITS & DERIVED STATISTICS

TRAITS

Characters are defined by attributes and skills, collectively called "Traits," and both work in exactly the same way. Attributes and skills are ranked by die types, from a

d4 to a d12, with d6 being the average for adult humans. Higher is better!

Attributes

Every character starts with a d4 in each attribute, and has 5 points with which to raise them. Raising a d4 to a d6, for example, costs 1 point. You're free to spend these points however you want with one exception: no attribute may be raised above a d12 at creation.

- **Agility** reflects your hero's nimbleness, quickness, and dexterity.

- **Smarts** is a measure of how well your character knows his world and culture, how well he thinks on his feet, and mental agility.

- **Spirit** reflects your hero's inner wisdom and willpower. Spirit is very important as it helps your character recover from being rattled when injured.

- **Strength** is your raw physical power and general fitness. Strength is also used to generate your warrior's damage in hand-to-hand combat.

- **Vigor** represents endurance, resistance to disease, poison, or toxins, and how much pain and physical damage a hero can shake off.

Skills

Skills are learned trades such as Shooting, Fighting, scientific knowledge, professional abilities, and so on. These are very general descriptions which cover all related aspects. Shooting, for example, covers all types of guns, bows, rocket launchers, and other ranged weapons. All heroes begin the game with 15 skill points. Each die type costs 1 point as long as the skill is equal to or less than the attribute it's linked to (listed beside the skill in parentheses). If you exceed the attribute, the cost becomes 2 points per die type.

As with attributes, no skill may be increased above d12 at creation.

Derived Statistics

Your character sheet contains a few other

statistics you need to fill in, described below.

Pace is how fast your character moves in a standard combat round. Humans walk 6" in a round and can move an additional amount equal to a flat (non-exploding) Athletics check if they run. Write "6" on your character sheet beside the word Pace. This is 6" on the table-top—every inch there represents 2 yards in the "real world."

Parry is equal to 2 plus half your character's Fighting (2 if a character does not have Fighting), plus any bonuses for shields or certain weapons. This is the TN to hit your hero in hand-to-hand combat. For stats such as $d12+1$, add half the fixed modifier, rounded down. For instance, a Fighting skill of $d12+1$ grants a Parry of 8, whereas a $d12+2$ gives a Parry of 9.

Charisma is a measure of your hero's appearance, manner, and general likability. It's 0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion, Perform, and Streetwise rolls, and is used by the GM to figure out how nonplayer characters react to your hero.

Toughness is your hero's damage threshold. Anything over this causes him to be rattled or worse. Like Parry, Toughness is 2 plus half your hero's Vigor, plus Armor (use the armor worn on his torso). Vigor over a $d12$ is calculated just like Parry.

4) COMBAT

We don't call these "Savage" Settings for nothing. Sooner or later, your hero is going to find himself hip-deep in trouble. Fortunately for you, *Savage Worlds* keeps the fighting Fast! Furious! and Fun!

Initiative

To help the Game Master keep track of who goes in what order—and add a healthy dose of excitement—we use a deck of playing cards to determine everyone's initiative. (And yes, of course we sell a

special *Savage Worlds* Action Deck!)

Deal in characters as follows: Every Wild Card is dealt a single card. Any allies that player is controlling act on his card as well.

Every type of Game Master troop, such as all zombies, all wolves, and so on, share a card. (If a type of opponent is set-up in two or more groups, such as two wolf-packs on opposite ends of the playing area, you should give each group a separate card.)

The Game Master then counts down from the Ace to the Deuce, with each group resolving its actions when its card comes up. Ties are resolved in suit order: Spades are first, then Hearts, Diamonds, and Clubs.

The Joker Is Wild!

Jokers are special. A character who is dealt a Joker gets to go whenever he wants in a round, before anyone else or at any point later, including automatically interrupting another's action if he wishes.

In addition, the hero adds +2 to all trait tests made this round, and +2 to damage! Reshuffle the deck after a Joker is dealt to any character.
Hold

A hero may choose to wait and see what happens by taking a Hold action. He may then go later in the round if he chooses, and can then take his action normally. A Held action lasts until it's used. If a character has a Held card when a new round starts, he's not dealt in.

Interrupting Actions

If a character on Hold wants to interrupt an action, he and the opponent make opposed Agility rolls. Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous.

Movement

Player characters have a Pace of 6, meaning they can move that many inches on the tabletop in a round and can move an additional amount equal to a flat (non-exploding) Athletics check if they run. Write “6” on your character sheet beside the word Pace. This is 6” on the table-top—every inch there represents 2 yards in the “real world.”

Melee Attacks

A character may make one Fighting attack per round. Roll a Fighting skill roll and compare it to the opponent’s Parry. On a success, your character makes a melee damage roll based on the weapon in hand (see Damage). With a raise, you add an additional +1d6 bonus damage for that strike as well.

Withdrawing From Close Combat

Whenever a character retreats from melee, all adjacent opponents get an immediate free attack (but only one—no extra attacks for Frenzy or wielding two weapons).

Ranged Attacks

The Shooting skill covers everything from pistols to rocket launchers. You’ll notice missile weapons on the weapons chart have a set of numbers under “Range.” This is their Short, Medium, and Long range brackets. Hitting a target at Short range is a standard Shooting roll with a TN of 4. Shooting a target at Medium range subtracts 2 from the roll, and Long range subtracts 4.

Weapon ranges, by the way, are designed for the table-top and using miniatures. For a quick conversion, every inch on the tabletop equals 2 yards in the real world. A target at 25”, for example, is actually 50 yards away from the attacker.

Cover

Subtract 2 from the attack if the defender has minor cover (half cover or full light cover such as brush), and -4 if the defender has substantial cover (about 2/3rds cover). A prone character has minor cover (-2), but standing back up costs 2” of movement. While prone, defenders subtract 2 from their Parry and Fighting rolls.

You’ll find a number of additional situational combat modifiers and some other special types of attacks in the full rulebook.

Damage

After a successful hit, the attacker rolls damage. When rolling damage, add the results of the dice together to figure your total damage. All damage rolls can Ace as well, which means that you keep rolling and adding whenever damage dice Ace. You got that right, friend. Even the lowliest goblin can put down a legendary hero with a really lucky roll.

Ranged Damage: Ranged weapon damage is fixed, such as 2d8 or 2d6+1. A Colt .45, for example, does 2d6+1, meaning you roll two six-sided dice, add them together (along with any 6 Aces), and then add +1 to the total. Heroes don’t get Wild Dice on damage rolls—those only apply to traits.

Melee Damage: Melee damage is figured by rolling the attacker’s Strength die and the weapon’s damage die and adding the results together. A hero with Strength d8 and a short sword (d6), for example, deals d8+d6 damage with the sword. As always, these dice can Ace! Don’t add Wild Dice to these rolls—heroes only get those on skill and attribute rolls.

Bonus Damage: Well-placed attacks are more likely to hit vital areas. If you get a raise on the attack roll, add +1d6 to the damage as well! (Bonus damage can also Ace!) Don’t add additional dice for more than one raise.

Dealing Damage

After hitting, your damage is compared to the opponent's Toughness. Damage rolls have successes and raises just like trait rolls. If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no game effect.

If the damage roll is a success (equal to or higher than the victim's Toughness) he's **Shaken**. Place the figure on its back or mark it with a red gaming stone to show its status. Each raise (additional 4 points) on the damage roll means the victim suffers a **Wound**. Extras only have one wound and are **Incapacitated** (simply taken off the table). They're injured badly enough to quit the fight, and may even be dead (a simple Vigor check after the fight—failure means the victim expired).

Shaken

Shaken characters are nicked, bruised, or otherwise rattled. (If you're familiar with games that use "hit points," think of being Shaken as losing a few—there's no real effect, but the character is slowly being worn down—the GM just doesn't have to track all this minor damage!) Characters can become Shaken by tests of will results, fear, and most commonly, damage. Shaken characters may only move half their Pace and can perform no other actions (including running). A Shaken character automatically attempts to recover at the beginning of each action by making a Spirit roll. A failure means he remains Shaken (though he may move half his Pace as outlined above). With a success, the recovery check consumes the hero's entire round but the character recovers and can remove his Shaken counter. With a raise, the character recovers instantly and may act normally. If a Shaken character is Shaken again by a damaging attack, the character takes a wound instead. Getting two Shaken results is an effective tactic against opponents with high Toughness scores. Try setting up these foes with a test of wills to Shake them, then follow up with something a little more lethal.

Example: A Marine shoots an grunt with a Toughness of 5 and gets a damage result of 5. The creature is Shaken, but since that's not a raise over its Toughness, it doesn't suffer a wound. A damage roll of 9 or better would cause a wound, and since it's not a Wild Card, it'd be off the table. Incapacitated doesn't always mean the target is actually dead—but it's definitely out of the fight.

Wild Cards and Wounds

Wild Cards can take multiple wounds, and every raise on the damage roll inflicts a wound. Each wound causes a -1 penalty per wound to all further trait tests. A hero with 2 wounds, for example, suffers a -2 penalty to all trait tests.

If a hero suffers a wound and wasn't already Shaken, he is Shaken as well.

Heroes can take 3 wounds before they're in real danger of dying. Damage that would cause wounds after that leaves them Incapacitated. An Incapacitated character must make an immediate Vigor roll, applying wound modifiers.

Result	Effect
Raise	<i>The hero is stunned. He still has 3 wounds, but is Shaken, not Incapacitated.</i>
Success	<i>The hero is unconscious for an hour, or until healed.</i>
Failure	<i>The victim is Bleeding Out and remains unconscious until healed. He must make another Vigor roll each round and dies on a modified roll of 1 or less.</i>

At the back of this book is a selection of gear to get you started. The full rulebook

has extensive equipment lists, including vehicles and special weapons. Below is a quick explanation of some common special abilities.

Parry: Apply the listed modifier to the user's Parry.

AP (Armor Penetration): Ignore this many points of Armor when figuring damage. A weapon with an AP of 2, for instance, ignores the first two points of armor a target might have.

Shotgun: Shotguns add +2 to the user's Shooting roll. Damage is 3d6 at Short Range, 2d6 at Medium, and 1d6 at Long.

Range: This is listed in inches for ease of use on the tabletop. Note that every inch on the tabletop equals 2 yards in the real world. A target at 25", for example, is actually 50 yards away.

Rate of Fire: A character may make as many ranged attacks per round as his weapon's Rate of Fire allows. Most submachine guns, for example, can fire 3 shots. Each shot is made at -2.

These shots can be split among all possible targets as the player desires, but must all be taken at the same time. A shooter with an Uzi couldn't fire one shot, then move and fire two more, for instance.

Each die you roll when firing full-auto represents a number of actual bullets equal to its Rate of Fire. An Uzi firing 3 dice per turn, for example, uses 9 rounds of ammunition.

Wild Cards roll all their dice and one additional Wild Die. This die can replace a lower roll, but cannot add an additional hit (and doesn't cause additional damage).

Reach: A character may attack an opponent up to this many inches distant.

Snapfire: This awkward and heavy weapon inflicts a -2 "snapfire" penalty to

Shooting if the user moves in the same round it's fired.

5) SKILLS

Athletics (Strength)

Athletics is used for running, jumping, climbing, and swimming.

When a character wants to run, he may roll his Athletics (using a non-exploding die) and add it to his Pace. A character may also use Athletics to climb walls, trees, or cliff-sides. No roll is usually needed to ascend ladders, ropes, or trees with lots of limbs unless the GM feels there's a good reason (being chased, wounded, etc). Characters about to ascend a difficult surface must make a Athletics roll every 10" (20 yards). The skill roll is modified by the conditions in the accompanying chart. During combat, characters ascend at half their Strength per round if using ropes or with decent hand- or footholds.

<i>Situation</i>	<i>Modifier</i>
<i>Climbing Equipment</i>	+2
<i>Advanced Climbing Equipment</i>	+4
<i>Scarce or Thin Handholds</i>	-2
<i>Wet Surface</i>	-2

Demolitions (Smarts)

Someone once said, "There are few problems that can't be solved by a charge of high explosives." If you believe that then demolitions is your answer. This skill covers all aspects of demolitions and the use of high explosives. It can be used to set and defuse charges, and to estimate the amount of explosives necessary to demolish buildings and structures. Below are the things you can do with the always risky Demolitions skill.

Set Charge: This covers the setting of a single charge to be detonated by fuse or handheld detonator. If a series of charges is to be set off at the same time from a single fuse or detonator, the Demolitions die roll for each charge after the first is modified by -1. Setting a charge takes a single action.

Booby Traps: The die roll modifier is the same when setting booby traps. Spotting such a trap requires an opposed Notice roll vs. Demolitions roll. Each additional minute used to set up the booby trap allows it to be more sophisticated, and adds +1 to the Demolitions roll when it's opposed by Notice (to a maximum of +3).

BOOM!: A critical failure when setting a charge indicates the explosive detonated. The character and anyone in the burst radius suffers full damage.

Defuse Charge: A character may automatically defuse his own charge as an action, unless it's so complicated the GM determines a roll is necessary. A result of 1 on the Demolitions die roll means that the charge detonates immediately. Defusing a charge set by someone else requires a Demolitions roll at a -2 penalty. If the roll succeeds, the charge is disarmed. If the roll is failed, the explosive detonates as designed.

Estimate Charge: The mark of a pro is using the right amount of explosives to get the job done. A successful roll allows a character to know how much explosive to use for a particular job.

Driving (Agility)

Driving allows your hero to drive vehicles that move on the ground. Flying vehicles are governed by the Piloting Skill.

Fighting (Agility)

Fighting covers all hand-to-hand (melee) attacks. The TN to hit an opponent is his Parry (2 plus half his Fighting). Fighting is also the skill used to throw any weapons which require specific training for proper use (a knife or a throwing star, for example, but not an improvised weapon such as a bottle or a rock). Any references to the Throwing skill in these rules also applies to this use of the Fighting skill.

Guts (Spirit; special)

Guts reflects a hero's bravery. Characters might have to make Guts checks when they encounter something particularly gruesome or horrific. In the event of failure, the GM consults the Fear table for results. Nobody spends points on the Guts skill in this setting. Instead, your Guts skill is always equal to your Spirit, with a +1 bonus per rank above Novice.

Healing (Smarts)

Healing is the art of stopping wounds and treating existing injuries. For Wild Cards, each successful healing check removes a wound with a success, and two wounds with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the healer might be suffering himself). For Extras, the GM must first determine if the ally is dead (a simple Vigor roll). If so, no healing may be attempted. If not, a successful Healing skill roll returns the ally to the game Shaken. Healing can also cure poison and disease.

Intimidation (Spirit)

Intimidation is the art of frightening an opponent with sheer force of will, veiled or overt threats, or sometimes just really big guns. This is an opposed roll between the hero's Intimidation and his opponent's Spirit. See Tests of Will for the game effects.

Investigation (Smarts)

A character skilled in Investigation can judge at a glance, that a battle took place, a struggle occurred and the type of lifeforms and perhaps their number. You notice key things, a scuffing of the floor, an errant burn mark, Oddly placed bullet holes that give you clues as to what happened.

Knowledge (Smarts)

Knowledge is a catch-all skill that must have a focus of some sort, such as Knowledge (Science). The player can choose the focus of his character's knowledge, which should reflect his background and education. The skill can be taken multiple times with different focuses to reflect different areas of expertise. General focuses such as Science are the most common and practical in the game, but if a character encounters a situation for which he has a more relevant focus, such as Knowledge (Biology), he gains a +2 bonus to his check.

Some suggested Knowledge focuses are: Archaeology, Forerunner Tech, Art, Battle (for Mass Combats), Computers, Electronics, Engineering, Factions, History, Medicine (though actually caring for someone is the Healing skill), Religion, Science.

Common Knowledge

Instead of forcing characters to have dozens of "background" skills they rarely need, we use the concept of "Common Knowledge." Your hero knows the basic history of his land, common etiquette, how to get around geographically, and who the major players in his locality are. This is called "Common Knowledge," and is covered by your hero's Smarts attribute. If a character's background suggests he should know something about a subject, add +2 or more to his roll. If the subject is foreign to a character, subtract 2 or more from the roll.

Everyone else breaks even and gets no modifier. Anytime an adventure asks for a Common Knowledge roll, the GM should ask for Smarts rolls and subjectively and on the fly grant bonuses or subtract penalties to account for each character's particular background.

If it becomes important to know how well a character performs a common task, the GM can ask for whatever roll is appropriate. Knowing how to do a dance, for example, is a Common Knowledge roll. If it becomes important to see how well a character performs the dance, the GM might ask for a Perform (Dancing) check.

Notice (Smarts)

Notice is a hero's general alertness and ability to search for items or clues. This covers hearing rolls, detecting ambushes, spotting hidden weapons and even scrutinizing other characters to see if they're lying, frightened, and so on.

Persuasion (Spirit)

Persuasion is the ability to talk or trick others into doing what you want. Nonplayer characters start at one of five different attitudes: Hostile, Uncooperative, Neutral, Friendly, or Helpful. A successful Persuasion roll improves the NPC's attitude one step, or two with a raise. Failure, on the other hand, decreases the character's attitude by a step, or two if a 1 is rolled on the Persuasion die (regardless of the Wild Die). Persuasion is always modified by a character's Charisma.

Piloting (Agility)

Piloting allows a character to fly Pelican's, Banshees, Falcons as well as every other craft that putters in the sky. Vehicles that move on the ground are covered by Driving.

Repair (Smarts)

Repair is the ability to fix gadgets, vehicles, weapons, and other machines. Characters suffer a -2 penalty to their rolls if they don't have access to basic tools.

Shooting (Agility)

Shooting covers all attempts to hit a target with a ranged weapon such as a bow, pistol, rifle, or rocket launcher. The basic Target Number to hit is 4 as usual, though there are a number of important modifiers such as range that frequently come into play.

Stealth (Agility)

Stealth is the ability to both hide and move quietly, as well as palm objects and pick pockets. Knowing exactly when your hero has been spotted and when he's not can be critical. Here are detailed rules for how to sneak up on foes and infiltrate enemy lines. Start by figuring out if the "guards" your heroes are sneaking up on are "active" or "inactive." Inactive guards aren't paying particularly close attention to their surroundings. The group need only score a standard success on their individual Stealth rolls to avoid being seen. Failing a Stealth roll in the presence of inactive guards makes them active.

Active guards make opposed Notice rolls against the sneaking characters' Stealth skills. Failing a roll against active guards means the sneaking character is spotted.

Apply the modifiers on the following chart to all Stealth rolls:

<i>Situation</i>	<i>Modifier</i>
<i>Crawling</i>	+2
<i>Running</i>	-2
<i>Dim Light</i>	+1

<i>Darkness</i>	+2
<i>Pitch Black</i>	+4
<i>Light Cover</i>	+1
<i>Medium Cover</i>	+2
<i>Heavy Cover</i>	+4

The Last Step: Sneaking to within 5" of a foe (usually to get close enough for a melee attack) requires an opposed Stealth roll versus the target's Notice, whether the guard is active or inactive.

Movement Rate: Outside of combat, each Stealth roll covers moving up to five times the character's Pace. In combat, the Stealth roll covers only a single round of movement.

Stealth for Groups: Out of combat, make only one Stealth roll for each like group of characters (a group roll). Use the lowest movement rate to determine how much ground is covered as well. The observers also make a group roll to Notice their foes. Once a combat breaks down into rounds, Stealth and Notice rolls are made on an individual basis.

Survival (Smarts)

Survival allows a character to find food, water, or shelter in hostile environments. A character may only make one roll per day. A successful roll finds sustenance for one person, a raise on the roll finds food and water for five adults. Horses and other large beasts count as two adults. Children, camels or others with small appetites count as half. Those who benefit from the roll do not have to make Fatigue rolls for the day for food, water, or shelter.

Note which climates your hero is familiar

with—such as ocean, desert, temperate, or mountain. When the character is out of his element, he typically incurs a -2 penalty on his rolls.

The Survival skill also allows a character to follow the tracks of one or more individuals in any type of terrain in the wild. Each roll generally covers following the tracks for one mile, but the GM may adjust this dramatically for more specific or small scale searches.

Apply the modifiers below to each roll.

<i>Situation</i>	<i>Modifier</i>
<i>Tracking More than 5 Individuals</i>	+2
<i>Recent Snow</i>	+4
<i>Mud</i>	+2
<i>Dusty Area</i>	+1
<i>Raining</i>	-4
<i>Tracking in poor light</i>	-2
<i>Tracks are more than one day old</i>	-2
<i>Target attempted to hide tracks</i>	-2

Taunt (Smarts)

Taunt is a test of will attack against a person's pride through ridicule, cruel jokes, or one-upmanship. This is an opposed roll against the target's Smarts. See Test of Wills for the effects of a successful Taunt.

Throwing (Agility; special)

Throwing governs grenades and all sorts of improvised thrown weapons (such as a rock or a bottle, but not a knife or a spear). Throwing works just like the Shooting skill, and uses all the same modifiers. Nobody is required to spend points on the Throwing skill in this setting. Instead, your

Throwing skill is automatically equal to your Agility (unlike for Guts, there is no bonus added for rank; however, your Throwing skill may be increased above the level of your Agility by using an Advance to increase it like any other skill).

6) EDGES AND HINDRANCES

Hindrances:

Arrogant (Major)

Your hero doesn't think he's the best—he knows he is. Whatever it is swordsmanship, kung fu, running—there is no one who can touch his skills and he flaunts it every chance he gets.

Winning just isn't enough for your hero. He must completely dominate his opponent. Anytime there is even a shadow of a doubt as to who is the better, he must humiliate his opponent and prove he can snatch victory any time he wishes.

He is the kind of man who disarms an opponent in a duel just so he can pick the sword up and hand it back with a smirk. Arrogant characters always look for the "master" in battle, attacking lesser minions only if they get in the way.

Bad Dreams (Major)

Your hero doesn't sleep well. In fact, the land of slumber is a constant nightmare for him. He tosses and turns like a demon on a rack, and likely keeps everyone within a dozen yards of him awake with his nightly torment.

The character begins each game with 1 less benny to represent his constantly tired state. This is cumulative with the effect Bad Luck.

Bad Luck (Major)

Your hero is a little less lucky than most. He gets one less benny per game session than normal. A character cannot have both Bad Luck and Good Luck.

Battle Fury (Minor/Major)

In combat situations, the character sometimes breaks into a horrible rage, often resulting in the killing or maiming of opponents. During combat, any time you roll a 1, regardless of what is rolled on the Wild Die, your character flies into a fury, and will not stop attacking an opponent until that opponent is dead, someone stops you, or you manage to snap out of the Battle Fury.

Snapping out of the Battle Fury requires a Spirit roll at -2 for the Minor version of this Hindrance. A roll at -4 is required for the Major version. Bennies may not be spent to aid in this roll.

Big Mouth (Minor)

Loose lips sink ships, the saying goes. Your hero's could drown an armada. Your character can't keep a secret very well. He reveals plans and gives away things best kept among friends, usually at the worst possible times.

Blank Stare (Minor)

Something broke inside the hero, possibly long ago and possibly more recently, and probably in response to some unspeakable personal trauma. He goes through the motions, perhaps even tries to come out of his wounded state, but just can't seem to connect to people. Maybe he doesn't want to. He takes a -2 penalty to his Charisma.

Bloodthirsty (Major)

This character (most likely a villain) never takes prisoners unless under the direct supervision of a superior. This can cause major problems in a military campaign unless his superiors condone that sort of thing. The character is -4 to his Charisma, but only if his cruel habits are known.

Brash (Minor)

Brash heroes usually do not think before they act. In game terms, during combat they can never go on Hold; they must act on whatever card they got for initiative.

Bravado (Minor)

Some heroes, and villains, just don't know when to brag and when to act. Your character suffers from this affliction. The hero's first round in any combat must be spent announcing how great he is, or pronouncing the doom of those who oppose him. If for some reason your hero must act instead, it costs him a benny. A villain with this Hindrance never delivers a finishing blow to a foe. Instead, he leaves them to die, or orders his minions to finish them while he stalks off well out of earshot. Inevitably, these foes survive their wounds, escape the minions, and so on.

Cautious (Minor)

Some folks think things through way too much; it may keep them safe, but it doesn't get much done. This character personifies over-cautiousness. He never makes rash decisions and likes to plot things out in detail long before any action is taken.

Center of Attention (Minor)

This hero always has to be in the thick of things, near or in the limelight, and absolutely loves to be the center of attention (often to the point of distraction, or worse).

Clueless (Minor/Major)

Your hero isn't as aware of his world as most others. He suffers -1 (Minor) or -2 (Major) to Common Knowledge rolls.

Code of Honor (Major)

Honor is very important to your character. He keeps his word, won't abuse or kill prisoners, and generally tries to operate within his culture's particular notion of proper gentlemanly or ladylike behavior.

Colorblind (Minor)

Color is a mystery to your hero. He sees everything in shades of gray.

Curious (Major)

It killed the cat, and it might kill your

hero as well. Curious characters are easily dragged into any adventure. They have to check out everything and always want to know what's behind a potential mystery.

Death Wish (Minor)

Having a death wish doesn't mean your hero is suicidal—but he does want to die after completing some important goal. Maybe he wants revenge for the murder of his family, or maybe he's dying from disease and wants to go out in a blaze of glory. He won't throw his life away for no reason, but when there's a chance to complete his goal, he'll do anything—and take any risk—to achieve it. This Hindrance is usually Minor unless the goal is relatively easily fulfilled (very rare).

Grim Servant of Death (Major)

Your hero's a killer. His family's probably pushing daisies, his enemies are worm food, and even a few of his friends have holes in them that are suspiciously the same caliber as his gun. Only Wild Cards can take this Hindrance, and you shouldn't do it lightly, either. The good news is your hero adds +1 to every damage roll he ever makes, whether it's from Fighting, Shooting, or even Throwing things at people. The downside is that your hero winds up in the hoosegow or on the run a lot. But there's more than that.

Any Shooting or Throwing attack roll that comes up a 1 on the skill die (regardless of the result of any Wild Die) automatically hits the nearest friendly character in sight—whether they're in the line of fire or not. Other players' characters are always first choice, but an allied Extra will do in a pinch. Even hand-to-hand attacks hit allies when a 1 comes up. This may require a little imagination, but either the weapon flies out of the hero's hand and strikes his friend, or the hero must move adjacent to his erstwhile comrade and “accidentally” whack him.

In either case, snake eyes on the attack roll adds an additional d6 to the damage (as if the hero hit with a raise).

Hard to Miss (Minor)

Your hero's reputation, appearance, voice, and/or mannerisms are truly memorable in some way, making him difficult to forget and relatively easy to spot. This makes the character easier for enemies to track down and pick out of a crowd and, depending on the nature of the distinctive feature(s), it might even cause troublesome social problems for the character. Others receive a +2 bonus on Smarts rolls to remember details about your hero and the things he's done in their presence. If he attempts to mask his identity with a disguise, others receive a +4 bonus on Notice checks to recognize him for who he is.

Hatred (Minor/Major)

The character has an incredible hatred for something, be it a person, group, object, material, or idea. When in the presence of the object of hatred, the character does his utmost to destroy or vandalize it unless a Spirit roll -2 is made. As a Major Hindrance, the Spirit roll is at -4. Examples include: members of a particular faction (such as Mongers), aliens, pornography, slavers, and so on.

Heavy Sleeper (Minor)

A thunderstorm from Hell itself won't wake this hero. Once he drops off, he must make a Notice roll (-4) to wake up. He also suffers a -4 penalty to Vigor rolls made to stay awake.

Heroic (Major)

Your hero never says no to a person in need. She doesn't have to be happy about it, but she always comes to the rescue of those she feels can't help themselves. She's the first one to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.

Honest to a Fault (Minor)

Lies just don't come easy to this character. That sounds all good and noble, but often causes problems when dealing with more nefarious types.

A hero with this Hindrance suffers a -2

penalty to all Intimidation and Persuasion rolls where lies—even little white ones must be told. What's worse, if your hero is planning to make his money playing poker, the penalty also applies to bluffing (in other words, you suffer a -2 to your Gambling rolls in a poker game as well)!

Loyal (Minor)

Your character may not be a hero, but he'd give his life for his friends. This character can never leave a man behind if there's any chance at all he could help.

One Eye (Major)

Your hero has had an eye gouged out by some nefarious villain in his past. He suffers -1 to his Charisma for the grotesque wound. He suffers -2 to any Trait rolls that require depth perception, such as Shooting or Throwing, jumping from one mast to another, and so on.

Outsider (Minor)

In a society made up of only a few types of people, your hero isn't one of them. A soldier or citizen in the anti-establishment towns of the outlying planets, for example, would be considered an Outsider. The people who "belong" are likely to raise prices on the Outsider, ignore pleas for help, and generally treat him as if he's of a lower class than the rest of their society. In addition to the roleplaying effects above, your hero's Charisma suffers a -2 modifier among all but his own people.

Overconfident (Major)

There's nothing out there your hero can't defeat. At least that's what he thinks. He believes he can do most anything and never wants to retreat from a challenge. He's not suicidal, but he certainly takes on more than common sense dictates.

Quirk (Minor)

Your hero has some minor foible that is usually humorous, but can occasionally cause him trouble. A raider may always take time to yell colorful insults before attacking

his hapless victims, a member of Liberty's Elect or True Patriots might brag constantly about his faction's merits, or a snobby debutante might not eat, drink, or socialize with those he perceives as the "lower class".

Stubborn (Minor)

Your hero always wants his way and never admits he's wrong. Even when it's painfully obvious he's made a mistake, he tries to justify it with half-truths and rationalizations.

Sucker (Minor)

You never fail to fall prey to a pretty face. You simply cannot refuse a request from an attractive member of the opposite sex (or the same one, if you are that way inclined).

Your character must make a Spirit roll with a penalty equal to that person's Charisma modifier to say "no" to anyone you might find attractive if nicely asked.

Alternatively, any character may select a particular race that they're either terrified of or idolize, in which case the gender doesn't matter. You can't refuse a request from any member of that species without making a Spirit roll with a penalty equal to their Charisma modifier. Negative modifiers do not give a bonus.

Trouble Magnet (Minor/Major)

Things never run smoothly for this hero, no matter how hard he tries. Once per session, the GM should have trouble wander across the hero's path. This might be an old flame showing up at the most inconvenient time, some enemy reinforcements joining a battle, a vital piece of equipment failing him at a crucial moment, or the like.

The intensity of the trouble depends on whether the hero has the Minor or Major version. Be warned, though, that having multiple heroes with this Hindrance will result in multiple troublesome effects.

Edges:

Background Edges:

Alertness

Requirements: Novice

Not much gets by your hero. He's very observant and perceptive, and adds +2 to his Notice rolls to hear, see, or otherwise sense the world around him.

Ambidextrous

Requirements: Novice, Agility d8+

Your hero is as deft with his left hand as he is with his right. He may ignore the -2 penalty for using his off-hand.

Attractive

Requirements: Novice, Vigor d6+

Your character is very good-looking. His Charisma is increased by +2. you may take either of these, though keep in mind, this bonus only applies while the target of your conversation can see your face.

Very Attractive

Requirements : Novice, Attractive

Your hero is absolutely drop-dead gorgeous. His Charisma is increased by +4 total.

Bench Thump

Requirements: Wild Card, Spirit d6+, Repair d6+

Some people have a special talent for getting a misbehaving mechanical device working again by giving it a little smack.

Players with this Edge must make a successful Spirit Check to return an old or dilapidated device to working condition for a short time. Successive raises increase the time (in days) that the device will continue to operate before needing repair or another "love tap".

Bench thumping will not work if the device is completely broken or blasted into parts, (there is only so much a little love tap can do!) Your GM is always the final judge on which devices can be bench thumped back into working order.

Brawny

Requirements: Novice, Strength and Vigor d6+

Your hero is very large or perhaps just very fit. Either way, his bulk resists damage better than most. Add +1 to your Toughness. In addition, your hero can carry more than most proportional to his Strength. He can carry 8 times his Strength in pounds without penalty instead of the usual 5 times his Strength (or 32 times his Strength in pounds without penalty instead of the usual 20 times his Strength if a freakazoid).

Fast Healer

Requirements: Novice, Vigor d8+

Your hero heals quickly. He may add +2 to his Vigor rolls when checking for natural healing.

Fortune's Favor

Requirements: Novice, Spirit d8+

When the going gets tough this character grits his teeth and pushes forward. When spending a benny, the hero receives a +1 bonus to the reroll.

Luck

Requirements: Novice

The player seems to be blessed by fate. He draws 1 extra benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

Great Luck

Requirements: Novice, Luck

The player draws 2 extra bennies instead of 1 for his luck at the start of each session.

Nondescript

Requirements: Novice

Folks have a hard time remembering you once you're gone. They may be able to recall everything you did or said with perfect clarity, but your name, face, and the sound of your voice consistently escape memory. Generally only your most extreme actions have a lasting impression on witnesses. In game terms, others suffer a -4 penalty on Smarts rolls to remember you.

Quick

Requirements: Novice, Agility d8+

Your character was born with lightning-fast reflexes and a cool head. Whenever you are dealt a 5 or lower in combat, you may discard and draw again until you get a card higher than 5.

Level Headed characters draw their additional card and take the best before using their Quick Edge.

Robust

Requirements: Novice, Vigor d8+

This hero receives a +2 bonus on all Vigor tests to resist the effects of disease, poison or environment.

Uncommon Aptitude

Requirements: Novice, d6+ in linked attribute

Pick a non-combat, non-arcane skill. Any time you spend a Benny to reroll that skill, you get the Benny back if the reroll makes you succeed where previously you failed.

Combat Edges:

Accurate Attack

Requirements: Heroic, Fighting, Throwing, or Shooting d10+

When making a Called Shot or your target has Cover, you ignore 2 points of penalties. This Edge either applies to Fighting, Throwing, or Shooting attacks, but may be taken up to three times, applying to each kind of attack separately.

Attack on the Run

Requirements: Veteran, Agility d8+, Fighting d8+

Attack on the Run begins with a leap, followed by the attack, and ends with the attacker running past his opponent, all in a single movement.

If the character moves at least 2" before making an attack against an adjacent foe, he may attack and "withdraw from combat" without his foe, or other adjacent opponents,

receiving a free attack. All movement after the attack must be in the same direction as the movement before the attack (the hero must move in a straight line). Note that the attacker is still subject to First Strike attacks from foes he moves adjacent to.

Backstab

Requirements: Novice, Agility d6+

The less sporting types often avoid face to face combat, instead preferring to strike the foes from behind. Whenever a backstabbing character makes a melee attack on an opponent who is unaware of the attacker (usually as the result of a successful Stealth roll), the hero gets a +2 bonus to hit. If the character successfully hits his target, he gains a +1d6 damage bonus (this is in addition to any bonus damage from a raise).

Blind Fighting

Requirements: Novice, Notice d6+, Fighting d6+

Some warriors have learned to relax their reliance on sight and instead improve their sense of hearing. This can be a lifesaver when battling some loathsome creature in the darkness. Characters with Blind Fight halve all Fighting, Shooting, Throwing, and movement penalties for bad lighting (round down).

This bonus is not cumulative with Low Light Vision or Infravision, but it does work in pitch darkness.

Since this ability is so reliant on sound, any conditions which significantly interfere with hearing negate the Edge's benefits. Being deafened or fighting beside a raging waterfall, for example, might be things that would negate the Edge.

Block

Requirements: Seasoned, Fighting d8+

Heroes who engage in frequent hand-to-hand combat are far more skilled in personal defense than most others. They've learned not only how to attack, but how to block their opponent's blows as well. A hero with this Edge adds +1 to his Parry.

Improved Block

Requirements: Veteran, Block

As above, but the hero adds +2 to his Parry.

Blood and Guts

Requirements: Veteran

This warrior has seen his fair share of gore and carnage and grown jaded to it. He automatically passes fear tests caused by gore. In addition, his savagery grants him +1 damage in bloody close combat.

Bring 'em On

Requirements: Seasoned, Fighting d8+

You are trained or experienced at defending against multiple attackers. The Gang Up bonus against you is reduced by 3. Thus, three attackers gain no bonus, and five or more attackers only gain a +1.

Dig In!

Requirements: Novice, Smarts d6+

This canny hero is good at making himself small and getting the most out of any cover he is in. While in cover, foes suffer a -1 penalty to any physical attack rolls against him. The hero also adds +1 to his Toughness against area effect damage as long as he is prone or in cover.

Improved Dig In!

Requirements: Seasoned, Dig In!

As Dig In!, but foes subtract 2 from attack rolls, and the hero gains +2 Toughness versus area effect attacks if prone or in cover.

Dirty Fighter

Requirements: Seasoned

Those with this Edge will do anything to win a fight. This scoundrel is particularly deceitful in combat and good at tricks. He adds +2 to all Trick maneuver rolls.

Really Dirty Fighter

Requirements: Seasoned, Dirty Fighter

The knave is extremely skilled in tactical deceit. He adds a total of +4 to all trick maneuver rolls.

Dodge

Requirements: Seasoned, Agility d8+

Some heroes are crafty types who know how to get out of harm's way. This Edge allows them to use cover, movement, and concealment to make them harder to hit. Unless they are the victim of a surprise attack and taken completely unaware, attackers must subtract 1 from their Shooting or Throwing rolls when targeting them.

Characters who attempt to evade area effect attacks may add +1 to their Agility roll as well (when allowed).

Improved Dodge

Requirements: Veteran, Dodge

As above but attackers subtract 2 from their attack rolls, and the character adds +2 to evade area effect weapons when allowed.

Expert Disarm

Requirements: Seasoned, Fighting d8+

You excel at disarming enemies in melee combat. Make an opposed Fighting roll against your opponent. With a success, they drop their weapon. If you get a raise, the opponent is Shaken, and their weapon flies up to 1d2" away.

Make an Agility test to choose which direction the weapon goes; if you get a raise you may even send it to yourself or an ally to catch with a free hand. If you fail, roll a d12 and read it like a clock facing to determine which direction the weapon goes.

Eye For Terrain

Requirements: Novice

If you have a good eye for terrain you can quickly figure the best places to set an ambush, or the best routes to take that will avoid likely ambush locations. Your character has a talent for picking good defensive terrain as well. This Edge gives your character a +2 on Notice rolls to spot an ambush. When setting an ambush, you and all the allies under your command have a +2 on their Stealth rolls to remain hidden.

Far Shot

Requirements: Novice, Shooting d8+ or Fighting d8+ or Throwing d8+

This character can shoot at a distance using a relevant skill at d8+ as if the target were within close range. If the character does not move in a turn, the penalty for ranged shots that turn is reduced by 1 (medium range is -1, long range is -3).

Feint and Run

Requirements: Seasoned, Fighting d8+

You are skilled at using the art of misdirection to cover your retreat. When you use the Defend maneuver, you may designate one opponent who does not get a free attack against you when you withdraw from close combat.

Fighting Specialization

Requirement: Novice, Fighting d6+

You know the great thing about melee weapons? You never have to reload them. You've taken a shine to one type of melee weapon in particular (or unarmed combat) and have practiced extensively in its use. You have a +1 to Fighting and Parry when using this weapon or form of attack.

Fighting Spirit

Requirements: Novice, Spirit d8+

Your character has a very distinctive and vigorous fighting spirit. He has confidence in his abilities and the determination to overcome all obstacles. Where others just want to get the job done, a character with the Fighting Spirit Edge goes about it with flair and passion. When a character with this Edge spends a benny on a trait roll (including a soak roll), he adds +2 to the final total.

First Strike

Requirements: Novice, Agility d8+

Once per turn the hero gets a free Fighting attack against a single foe who moves adjacent to him.

This automatically interrupts the target's action, and does not cost the hero his own action if he is on Hold or has not yet acted

this round.

Improved First Strike

Requirements: Heroic, First Strike

As above but the hero may make one free attack against each and every foe who moves adjacent to him.

Sucker Punch

Requirements: Seasoned, Agility d6+, Fighting d8+, First Strike

The character doesn't know the meaning of the words "fair fight." If he succeeds in a Test of Will against an adjacent opponent, the character receives a free Fighting attack. This attack does not incur a multi-action penalty.

Fleet-Footed

Requirements: Novice, Agility d6+

The hero's Pace is increased by +2 and all his running rolls receive a +2 bonus as well.

Giant Killer

Requirements: Veteran

The bigger they are, the harder they are to kill. At least for most. But your hero knows how to find the weak points in massive creatures.

Your hero does +1d6 damage when attacking opponents two sizes larger than himself (this includes bots, but not vehicles). A Marine (Size+0) with this ability, for example, gains the bonus only against creatures of Size +2 or more.

Grappler

Requirements: Novice, Fighting d8+

You are more skilled at getting a hold on your opponent and keeping it. You gain a +1 bonus to Fighting when making a Grappling attack and to the Strength or Agility roll to maintain the hold.

Grappling Expert

Requirements: Seasoned, Grappler

Once you have an opponent, you know how best to apply pressure.

If you succeed at the opposed roll to do damage, you do Strength+d6 damage.

Grazing Fire

Requirements: Seasoned, Rock and Roll!, Shooting d8+

This edge allows your character to use a machine gun more effectively in suppressive fire mode. Targets who roll a 1 or 2 on their Spirit checks are hit and take damage.

Hard to Kill

Requirements: Wild Card, Novice, Spirit d8+

Your hero has more lives than a truckload of cats. When forced to make Vigor rolls due to Incapacitation, he may ignore his wound modifiers. This only applies to Vigor rolls called for by these tables—he still suffers from wound modifiers for other Trait rolls normally.

Harder to Kill

Requirements: Veteran, Hard to Kill

Your hero is tougher to kill than Rasputin. If he is ever “killed,” roll a die. On an odd result, he’s dead as usual. On an even roll, he’s Incapacitated but somehow escapes death. He may be captured, stripped of all his belongings, or mistakenly left for dead, but he somehow survives.

Hose 'Em Down

Requirements: Novice, Shooting d8+

Machine-gunners with this Edge can suppress an area more effectively than the typical gunner. When using a braced medium or heavy machinegun, this killer can suppress an area equal to two Medium Burst templates. The second template must be adjacent to the first (in any direction), and the weapon burns through double its usual amount of ammunition.

Improved Hose 'em Down

Requirements: Seasoned, Hose 'em Down

This edge allows a machine-

gunner to suppress an area equal to three Medium Burst templates, at triple the usual amount of ammo spent. Each additional template must be adjacent to the first

Quick Draw

Requirements: Novice, Agility d8+

This Edge allows a hero to draw a weapon and ignore the usual -2 to his attack that round. If the character must make an Agility roll to draw a weapon (see the combat section for details), he adds +2 to the roll.

Speed Load

Requirements: Seasoned, Agility d8+, Shooting d6+

Your character has mastered the fine art of reloading in a hurry. Your hero can reload one weapon on his action, ignoring the usual -2 penalty to Shooting rolls in the same round. If your hero is using a weapon that requires a full round or more to reload, the time required is reduced by 1 round.

Steady Hands

Requirements: Novice, Agility d8+

Your hero ignores the “unstable platform” penalty for firing from the backs of animals or while riding in moving vehicles.

Two-Fisted

Requirements: Novice, Agility d8+

A Two-Fisted hero isn't ambidextrous—he's simply learned to fight with two weapons (or both fists) at once. When attacking with a weapon in each hand, he rolls each attack separately but ignores the multi-action penalty.

Weapon Trap

Requirements: Seasoned, Fighting d8+

Weapon Trap is a mix of a disarm and a grapple that leaves the foe disadvantaged but allows the attacker to continue fighting.

The character makes a Disarm attack, but if he succeeds he has entangled his foe's weapon arm rather than disarming him. He may have wrapped the arm in a cloak, or simply locked his opponent's elbow against

his body using his arm.

The foe counts as an Unarmed Defender (unless he has two weapons) and cannot withdraw from combat. The attacking hero may continue to use unarmed attacks or a one-handed weapon against his foe.

On his action, the foe may try to escape the entanglement as per breaking a grapple.

Leadership Edges:

Art of War

Requirements: Novice, Smarts d8+, Knowledge (Battle) d8+

Some commanders have an intuitive grasp of strategy and tactics. They also have a keen insight into the minds of their enemies and can easily outmaneuver and outfight more mediocre opponents. Characters with the Art of War Edge are the ones whose quotations end up in the history books. Your character adds +2 to all Knowledge (Battle) rolls in Mass Battles.

Command

Requirements: Novice, Smarts d6+

Command is the ability to give clear instructions to surrounding allies and enforce your hero's will upon them. This makes your character's compatriots more willing to fight on despite their wounds, and so adds +1 to their Spirit rolls to recover from being Shaken.

Hold the Line!

Requirements: Seasoned, Smarts d8+, Command

This Edge strengthens the will of the men under the hero's command. The troops add +1 to their Toughness.

Inspire

Requirements: Seasoned, Command

Leaders with exceptional reputations and experience in battle inspire the soldiers around them. They add +2 to the Spirit rolls when recovering from being Shaken (this already includes the original +1 bonus for the Command Edge). This greatly improves the

chances of men recovering from light wounds or poor morale that might normally take them out of the action.

Natural Leader

Requirements: Novice, Spirit d8+, Command

This Edge signifies a special link between a leader and his men. With it, he may share his bennies with any troops under his command.

Tactician

Requirements: Novice, Smarts d6+, Knowledge (Battle) d6

The hero has a natural grasp of small unit tactics and can instantly size up a situation. At the beginning of any combat encounter in which the hero is in charge, he can make an opposed Knowledge (Battle) roll against the leader of the opposite force. With success, every allied Wild Card within his command radius draws an extra card for initiative (and uses the best) for the first round of combat.

In situations where multiple characters have this Edge, only the highest ranking character gets to roll.

Professional Edges:

Professional Edges are meant to almost define the character, while technically if you had the attribute points and the requirements you could buy any you want. For this campaign I'm going to restrict these, your character can only have one Professional edge aside from your one free.

Ace

Requirements: Novice, Agility d8+

Aces are exceptional pilots and drivers who feel more comfortable behind the wheel, throttle, or flightstick than on their own two feet. Aces add +2 to Boating, Driving, and Piloting rolls. In addition, they may also spend bennies to make soak rolls for any vehicle or vessel they control. This is a Boating, Driving, or Piloting roll at -2 (cancelling their usual +2). Each success and raise negates a wound and any critical hit that would have resulted from it.

Commando

Requirements: Novice, Agility d6+, Smarts d6+, Spirit d6+, Strength d8+, Vigor d8+, Fighting d6+, Shooting d6+, Stealth d8+

Commandos tackle the toughest missions on the front, but often operate behind enemy lines with little chance of coming home. They are almost always outnumbered and outgunned so they need to be mentally sharp to stay ahead of the enemy.

Commandos add +2 to all Fatigue rolls made against environmental hazards (including cold and heat), sleep deprivation, foot marches, and +2 to all Survival rolls. As much of their work involves getting close to their targets for a silent takedown, they receive a +1 to Stealth rolls. All of these bonuses are cumulative with those derived from other Edges.

Demo Man

Requirements: Novice, Demolitions d6+

This maniac is intimately familiar with all sorts of explosives, detonators, and booby-traps. He adds +2 to all rolls made to set, disarm, or improvise explosives and booby-traps (but not Notice them). This can cover a range of abilities and skills determined by your GM (for example ordnance disposal, bomb making, or structural demolition).

Jack-of-All-Trades

Requirements: Novice, Smarts d10+

Through the guidance of a skilled mentor, liberal book-learning, rote memory, or just amazing intuitive perception, your hero has a talent for picking up skills on the fly. There is little he can't figure out given a little time and a dash of luck.

Any time he makes an unskilled roll for a Smarts-based skill, he may do so at d4 instead of the usual d4-2.

McGyver

Requirements: Novice, Smarts d6+, Repair d6+, Notice d8+

This character can improvise something when the need for a tool arises.

He suffers no negative penalties on Trait rolls for lack of equipment in most situations.

In addition, given a few simple tools, props, or devices, he can generally rig devices to help escape from death-traps, weapons to match some bizarre need, or otherwise create something that's needed when such a thing isn't actually present. The extent of this is completely up to the Game Master, but creativity should be rewarded, particularly in dire situations where few other answers are possible.

Mr. Fix it

Requirements: Novice, Smarts d8+, Repair d8+

The character adds +2 to his Repair rolls. With a raise, he halves the time normally required to fix something. This means that if a particular Repair job already states that a raise repairs it in half the time, a Mr. Fix It could finish the job in one-quarter the time with a raise.

In addition, his knowledge allows him to make emergency repairs.

Social Edges:

Though most of the social edges will be fairly irrelevant for the purposes of this game, there are several that struck me as perfect for this specific setting.

Band of Brothers

Requirements: Wild Card, Veteran, Common Bond

This group of Soldiers has been to Hell and back together. That kind of bond hardens men, and makes them able to better withstand wounds that might otherwise have put them out of action. Gain +1 Toughness for each other "brother" with this ability within 6", to a maximum of +4. If four heroes with the Band of Brothers Edge fight together, for instance, they each gain +3 Toughness.

Common Bond

Requirements: Wild Card, Novice, Spirit d8+ This Edge signifies a special link between close companions—such as a typical party. It doesn't matter whether or not the characters get along perfectly or not, they've just formed

a close and common bond during their epic adventures.

A character with this Edge may freely give his bennies to any other Wild Card he can communicate with. This represents the character giving his verbal or spiritual support to the ally. The player should say what his character is doing to give the support. The gesture could be as complex as a rousing speech, or as simple as a knowing nod.

Intimidating Reputation

Requirements: Veteran

Whether the character is branded a hero or villain, he has earned an intimidating reputation throughout the Universe. He may add his Charisma to Intimidation rolls. A negative score is treated as if it were positive for this purpose (and the character has an appropriately bad rep).

Strong Willed

Requirements: Novice, Intimidate d6+, Taunt d6+

Characters with strong willpower use their voice, steely stares, or quick wits to unnerve their opponents. Strong Willed adds +2 to a character's Intimidate and Taunt rolls, as well as his Spirit and Smarts rolls when resisting Tests of Will attacks.

Hindrances

If you are wondering why several hindrances are missing from this list, I had decided that they would significantly hinder you in this setting, so much so that I am banning the use of them. These Edges and Hindrances Cannot be taken.

All Thumbs
Anemic
Bad Eyes

Blind
Delusional
Doubting Thomas
Elderly
Greedy
Habit
Hard of Hearing
Illiterate
Lame
Obese
One Arm
One Leg
Pacifist
Phobia
Poverty
Small
Vow
Wanted
Young

Edges

These are the edges that don't fit in this setting.

Arcane Background
Arcane Resistance
Berserk
Noble
Rich
Filthy Rich
All power edges
Acrobat
Champion
Investigator
Holy/Unholy warrior
Mentalist
Scholar
Wizard
Woodsman
Charismatic
Connections
Weird Edges