

# SAVAGE WORLDS!

Welcome to *Savage Worlds*—a merger of the best ideas in roleplaying and miniature battles!

*Savage Worlds* was designed to be easy for the Game Master to write adventures, create new villains and monsters, track NPCs in combat, and run epic tales, while still giving players all the character development and advancement they're used to from more system-heavy games.

Because combat requires little bookkeeping, you can fight out your heroes' most epic battles to save the world right on the table-top with *dozens* of allies and foes!

Finally, *Savage Worlds* was designed to be used with any genre—from swashbuckling pirates to superheroes and sci-fi. It's easy to create your own world or play in one of our *Savage Settings* (information on our current settings can be found at the end of this book).

There's lots more to tell you about, so let's get to it!

## GETTING STARTED

Here's what you need to get started!

### DICE

*Savage Worlds* uses all 6 traditional gaming dice: 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and occasionally 20-sided dice. All of these are available from your favorite local gaming store, or online directly from Pinnacle.

Like most roleplaying games, we abbreviate the different dice as d4, d6, d8, d10, d12, and d20. If you see something like 2d6, that means to roll two six-sided dice and add them up.

Players need only one set of these dice. The Game Master might want a couple of sets so she can roll attacks for several villains at once.

### CARDS

*Savage Worlds* uses a standard deck of playing cards with the Jokers left in. Cards are used for initiative in combat and to help keep things moving fast and furious. You'll even find an official set of *Savage Worlds* oversized cards where you found this book!

### A SETTING

Will you and your friends explore post-apocalyptic ruins? Lead a rugged warband in your favorite fantasy world? Take on the role of vampire lords? Or perhaps fight evil in the many theatres of *Weird Wars*?

Pick up the book for your favorite game setting at your local game store, or create your own. Official *Savage Settings* include new Edges and Hindrances, Setting Rules, spells, weapons, gear, monsters, and more!

### FIGURES AND BATTLE MATS

Figures of some sort are very useful for running *Savage Worlds* games. Metal miniatures are available from several manufacturers, and cheaper full-color cardstock heroes and monsters can be found as well. In these rules, we assume you're using 28mm figures—the standard “large size” hobby gaming miniature. Ranges for weapons, movement, and everything else is figured for this size figure on the table-top. If you're using larger or smaller figures, you may want to adjust your ranges to make things look a little more realistic.

It's essential to have some kind of gaming surface as well, either a terrain board or a Chessex Battle Mat™. We recommend the latter. That way the GM can draw out the tactical situation with water-soluble markers so that everyone can see what's going on and make the most of their surroundings. Mapping out a battle can really help everyone understand where their characters are, where their allies are, and what terrain features they might be able to make use of for cover or clever tricks and maneuvers.





# CHAPTER ONE: CHARACTER CREATION

Creating awesome heroes couldn't be easier. The only thing you need is a copy of the character sheet found at our website [WWW.PEGINC.COM](http://WWW.PEGINC.COM). This section assumes you're starting as a "Novice." We'll explain what that means in more detail later in this book.

## 1) RACE

Humans are the most common characters, but some Savage Settings may feature bizarre aliens, graceful elves, or other exotic races. You can choose to play any race available in your particular setting.

Humans are the standard race in *Savage Worlds*, and start play with one free Edge (see Step 3).

## 2) 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.

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

- **Strength** is 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.

You have 15 points to distribute among your skills. 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.

***Example:** Fighting is linked to Agility. A character with a d8 Agility can buy Fighting for one point per die type to d8. Buying a d10 costs 2 points, and a d12 costs another 2 points.*

### 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 1d6" if they run. Write "6" on your character sheet beside the word Pace. This is 6" on the tabletop—every inch there represents 2 yards in the "real world."