

Savage Worlds Sunglar's House Rules (Draft 7)

Last edited: 09/13/2016

Introduction to the House Rules

These house rules were born out some of my player's complains with the Savage Worlds system. Specifically a genuine complaint that, after much consideration, I believe needs addressing. Among their problems the system was the fact that attributes and skills, while loosely related by how the former determines the cost of improvement of the later, they have little impact on one another in the game. True there are attribute checks and skill checks, but a natural aptitude in an attribute has little impact on a skill beyond the cost of learning said skill. The argument can be made that this is a conscious design choice by the creators of the game, but after some consideration, I agreed that this is contrary to how we in our group enjoy our games. So these house rules are meant to address that and adapt Savage Worlds for our particular style of play. I'm sharing them via the Stargazer's World Blog fully aware that they may not be for everyone, and I totally understand that, but I hope to get some feedback and reaction them.

While the original intent was to change as little as possible as to not affect the game in major ways, I ended up going over the rules to see how my changes cascade into other areas, as well as do some tweaking of the rules to bring them closer to our taste in gaming. This snowballed quickly into this larger document you have before you! You might also notice a slight bent towards adapting the rules for modern or sci-fi settings; these are the type of campaigns I typically run using Savage Worlds, I already have my go to system for fantasy games, so there is definitely that bias, while hopefully not abandoning fantasy altogether; there are scattered notes in that regard here and there. I hope you like it, and those if you don't you get back to me and let me know why, I genuinely desire some feedback on the proposed changes. I really enjoy the Savage Worlds system and hope that these house rules can address some of my player's concerns and make the game a possibility to some who are reluctant to play it again. We'll see how it goes...

Before I go a quick note and a thank you; I shared my notes on draft 4 of this document with my longtime friend and fellow Savage Worlds Game Master, Ramón Luis Rivera. He had some excellent feedback and ideas that I've integrated them from draft 5 onwards. Thank you Ramón Luis for your input!

One final note, I took a lot of inspiration from different sources when compiling these house rules. At first they were not meant to be shared, and were put together over months, but now that I'm putting them on the blog I'm trying to identify where a rule might have come from, especially on the Edges. I hope I didn't miss anyone, if I did I apologize; let me know so I can properly credit you!

Page references in this document

Simple page references are to specific rules in the Savage Worlds Deluxe Explorer's Edition book. Page references to other books such as the Fantasy, Horror or Science Fiction Companions follow this format; page references to rules in the Science Fiction Companion are preceded by the abbreviation SFC, to rules in the Fantasy Companion by FC, and to rules in the Horror Companion by HC.

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THE DIE TYPE SCALE

At various times in these house rules you'll read about rolling dice one die type lower than a certain Trait. While the scale may be obvious, just to reiterate the die type scale is as follows:

d4 ➤ d6 ➤ d8 ➤ d10 ➤ d12 ➤ d12+1 ➤ d12+2

Note: d4 is the lowest die type in the scale, if you are told to roll a die type lower, roll a d4 instead. A rank of d6 is the average for an adult human and a d12 is normally the maximum rank attainable by such a human. Die ranks of d12+1 or d12+2 in an attribute or skill require the Professional and Expert Legendary Edges respectively.

DERIVED STATISTICS – PAGE 16 TO 17

There is a change on how Parry is calculated and a new derived statistic is added, **Defense**.

Parry (page 16-17)

Parry is equal to 2 plus half your character's Fighting skill (or 2 plus a bonus from the attribute if a character does not have Fighting, see below), plus any bonuses from shields, certain weapons and Edges. This is the Target Number (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 (2+half of d12), whereas a d12+2 gives a Parry of 9 (2+half of d12+2)

If the character doesn't have the Fighting skill, the Agility attribute rank offers a bonus that modifies his or her Parry total. The Parry total is 2, +1 if the Agility attribute rank is d8; +2 if the Agility attribute rank is d10, d12, or d12+1; +3 if the Agility attribute rank is d12+2. Should the character at any time acquire the Fighting skill, recalculate Parry with the skill since this will be most beneficial, unless the character has a Fighting rank of d4 and a d12+2 Agility.

Character trained in the Fighting skill		Character untrained in the Fighting skill	
Fighting skill rank	Parry	Agility attribute rank	Parry
d4	4	d4	2
d6	5	d6	2
d8	6	d8	3
d10	7	d10	4
d12 or d12 +1	8	d12 or d12 +1	4
d12+2	9	d12+2	5

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Defense

Defense is equal to 2 plus half your character's Evasion skill (or 2 plus a bonus from the attribute if a character does not have Evasion, see below), plus any bonuses from shields, powers or Edges. This is the Target Number (TN) to hit your hero with ranged attacks. For stats such as d12+1, add half the fixed modifier, rounded down. For instance, a Evasion skill of d12+1 grants a Defense of 8 (2+half of d12), whereas a d12+2 gives a Defense of 9 (2+half of d12+2)

If the character doesn't have the Evasion skill (see the description in this document), the Agility attribute rank offers a bonus that modifies his or her Defense total. The Defense total is 2, +1 if the Agility attribute rank is d8; +2 if the Agility attribute rank is d10, d12 or d12+1; +3 if the Agility attribute rank is 1d12+2. Should the character at any time acquire the Evasion skill, recalculate Defense with the skill since this will be most beneficial, unless the character has an Evasion rank of d4 and a d12+2 Agility.

Character trained in the Evasion skill			
Evasion skill rank	Defense	Agility attribute rank	Defense
d4	4	d4	2
d6	5	d6	2
d8	6	d8	3
d10	7	d10	4
d12 or d12 +1	8	d12 or d12 +1	4
d12+2	9	d12+2	5

Notes on Defense

- Armor bonuses from shields (page 61) instead become bonuses to Defense. Polymer Shields included in the gear list in the Science Fiction Companion (SFC page 17), instead of adding +4 to Defense, add +2 to Defense and +2 to Armor.
- The Dodge and Improved Dodge Edges add +1 or +2 respectively to Defense, but also add the same bonus to Evasion rolls to avoid area effects as per the Edge, see page 37 in the rulebook and the Evasion skill description in this document.
- When using the Making Races rules (page 22) to create a new race for the game, granting them a +1 to Defense is considered a +2 Ability, and a -1 to Defense penalty a -2 Ability.

SKILLS - PAGES 24 TO 29

Skill List

General Notes on Skills - Most skills remain unchanged from the book. To better simulate modern or sci-fi campaign some skills are either, not available, renamed, modified, or combined. These combine skills are described following the general notes on skill changes along with a new skill, Evasion.

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Security, Sys Ops and Knowledge Skills were heavily influenced by the skill section in Marcus Burggraf's Savage Space.

General notes on changes to skills:

- Climbing (page 24) and Swimming (page 28) have been combined into the new **Athletics** skill
- Healing (page 25) is replaced by the **Medicine** skill
- Lockpicking (page 26) is replaced with the **Security** skill
- **Survival** (page 29) now includes the ability to make Knowledge (Navigation) rolls during overland travel with basic or no instrumentation, **Boating** (page 24) is used for similar rolls during aquatic travel, such as when using nautical charts and a compass, and **Sys Ops** (see below) for skill rolls related to navigation using vehicular instrumentation.

Athletics (Strength)

This skill combines Climbing (page 24), Swimming (page 28) and general athletics, see the individual skill descriptions for specific rules when climbing or swimming.

Evasion (Agility)

Characters trained in Evasion have honed their natural reflexes, hand eye coordination, and agility as to make themselves a more difficult target when attacked at a distance. This includes the ability to quickly, almost instinctively, respond to danger and move out of the way. Evasion rolls substitute Agility rolls for avoiding area effects (see page 79 diving for cover), including flamethrowers (page 57), and any Agility roll called for in a power description related to avoiding an effect by moving out of the way, such as Burst (pages 126-127).

Medicine (Smarts)

This skill encompasses everything from first aid, to surgery, to psychiatry. The healing of the body and mind through the application of medical know-how. The following applications are covered by the Medicine skill:

- General Medicine: The anatomy and physiology of the body, first aid, diagnosis and treatment.
- Pathology: The study of diseases, bacteria, viruses and how they affect the body.
- Psychology and psychiatry: The study of how the human mind functions, understanding behaviors, diagnosing and treating mental illness.
- Surgery: How to use anesthetics; perform routine and advance surgery, even organ transplants.
- The Medicine skill is used for all Healing rolls and substitutes all references to the Healing Skill in the rulebook. See the Healing rules on page 87

Training in the medicine skill doesn't necessarily confer a medical degree to the character, which is something to be determined as part of the character's background and discussed with the GM. The character could be a skilled paramedic, or a tribal

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healer, discuss with your GM how the skill fits your concept of the character. Maybe your character isn't as knowledgeable in certain applications of the skill, such as psychology or pathology, and far more skilled in first aid or surgery. Players could select specific areas of the Medicine skill to better reflect their concept of the character. Such specialization may grant the character a +2 in tasks relating to that specific application of the skill, but a -2 in others. The GM is the final arbiter in determining if such specificity is logical or even desirable for their game.

Healing would be an appropriate alternate name for the skill in a fantasy setting.

Security (Smarts)

This is the skill for opening a mechanical or electronic lock, cracking a safe, disarming a trap, bypassing an alarm, or hacking a computer. In a modern or sci-fi setting most advanced locks are electronic and controlled by a computerized system in one way or another, this skill covers everything relating to breaking into such a system. Knowledge in security also encompasses preventing a break-in from occurring, or attempting to stop such intrusion.

Players could select specific fields within the general applications of the Security skill described above to better represent a specialist in some security field, such as a hacker specializing in computer security within the skill. Such specialization may grant the character a +2 in tasks relating to that specific application of the skill, but a -2 in other areas. The GM is the final arbiter in determining if such specificity is logical or even desirable for their game.

In a fantasy or pulp setting Security may alternatively be called Lockpicking, and since advanced technology would be typically be uncommon in such campaigns, this skill would not apply to things such as hacking or electronic safecracking.

Note: This skill replaces both Lockpicking and Knowledge (Computers) as referred to in the Science Fiction Companion

Sys Ops (Smarts)

The Sys Ops, or System Operations, skill covers all the necessary abilities to operate sensors, shields, communications and other systems in a vehicle, sea vessel, walkers or starship besides piloting it. Sys Ops is required to successfully deploy shields or ECM systems, analyze damage reports and diagnostic readouts in a modern or sci-fi setting. Sys Ops is mostly used for vehicles with multiple crew members. Driving covers the use of most one man vehicles, Boating covers the use of small modern boats and sail powered ships, including simple navigation, Piloting covers the needs of fighter pilots in jets or space fighters. Most sophisticated sea vessels with advanced radar and communication systems, modern airplanes, spaceships in a sci-fi setting with their advanced systems and multiple member crews require the use of Sys Ops. The skill is useful for chases; vehicle and space combat, and such circumstances where someone

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other than the pilot can handle some of the vehicles systems or resources and influence the outcome of a challenge or conflict.

Note: This skill replaces Knowledge (Electronics) and Knowledge (Bombardier) as referred to in the Science Fiction Companion

Knowledge Skill (pages 23, 25-26)

To avoid a series of possibly endless Knowledge skills, the most common ones are listed below. This does not preclude the existence of other specific Knowledge skills, such as the Knowledge (Pleasure Techniques) possessed by Pleasure Bots (SFC, page 35); discuss your idea for a new Knowledge skill with your GM before writing it down on your character sheet. Players could certainly select specific fields within some of the general areas of expertise described below to represent a specialist, such as a Lawyer specializing in Law within the Knowledge (Social Sciences) skill. Such specialization may grant the character a +2 in tasks relating to that specific scope within the field, but a -2 in other areas. The GM is the final arbiter in determining if such specificity is logical or even desirable for their game.

The following is a breakdown of the Knowledge skills typical in most campaigns, specifically with an eye to modern or science fiction campaigns, including some notes on what areas of expertise they encompass, and how they could be modified for specific campaigns:

- Knowledge (Arcana)
 - Common in a fantasy campaign or one that includes magic in some form.
 - In a campaign where mental powers are common there could be a Knowledge (Psionics) skill, and in a superhero campaign where all powers are caused by a genetic mutation a Knowledge (Mutations) skill.
- Knowledge (Armorsmiting)
 - Common in a fantasy campaign or one including armors and weapons which require frequent repairs as an integral campaign element.
 - Alternatively the areas this skill cover could be added to scope of things covered under the Repair skill.
- Knowledge (Astrogation)
 - Specific to sci-fi settings where interplanetary or interstellar travel is a common occurrence
- Knowledge (Administration)
 - Replaces Knowledge (Business)
 - Covers concepts of business administration, economy, finances, as well as dealing with bureaucracy and red tape
- Knowledge (Demolitions)
 - The construction, preparation and placement of explosive devices for outmost efficiency, as well as their safe removal.
- Knowledge (Earth Sciences)
 - Covers concepts of geology, hydrology and meteorology

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- Knowledge (Language: **specific**)
 - Knowledge of one specific language as per the rules on page 25
 - Replace the word **specific** with the name of the language known by the character. For example, Knowledge (Language: Spanish).
- Knowledge (Life Sciences)
 - Covers concepts of biology, botany, ecology, exobiology, genetics, and zoology
- Knowledge (Location, Organization, or Region, etc.)
 - This skill may cover a particular location, region, or even a group or organization, but it can't replace another skill such as Streetwise, or an Edge such as Connections. This represents far more specific or specialized knowledge about such a location, organization or region than what could be known through a Common Knowledge roll; but grants no special connections with the location or region, or contact with members of a particular group.
- Knowledge (Material Sciences)
 - Covers concepts of chemistry, computer science, engineering, mathematics and physics.
 - *Replaces Knowledge (Engineering)*
- Knowledge (Military Tactics)
 - Covers concepts of military history, tactics, combat maneuvers, battlefield logistics
 - *Replaces Knowledge (Battle)*
- Knowledge (Occult)
 - Depending on the campaign this could represent knowledge of charlatans and hucksters, or access to dark secret knowledge mankind was not meant to possess.
- Knowledge (Social Sciences)
 - Covers concepts of law, political science and religion
 - Could be renamed Knowledge (Religion) in a fantasy campaign

Other Knowledge Skills Notes:

- Characters start knowing one language, that of their culture or region, depending on the campaign. Acquisition of additional languages can be achieved either through the Knowledge (Language: **specific**) skill, following the rules on page 26; or through the Linguist Edge.
- There is no Knowledge (Computers) in the list. In a highly technological society where computers are common, normal use of the computer can be handled with Common Knowledge. Specific research including, research online, falls under the Investigation skill. Using a computer to hack into a security system or cyber-hacking in a cyberpunk setting falls under Security.

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- There is no Knowledge (Navigation) skill; such checks are made with the Survival skill (page 29) for overland travel, Boating (page 24) for aquatic travel, and with Sys Ops (see the description in this document) in a vehicle using onboard instrumentation.
- The Security and Sys Ops skills replaced two Knowledge skills that are common in the Science Fiction Companion. The following changes apply to those skills mentioned in that book:
 - The bonus to Knowledge (Electronics) from Personal Data Devices (SFC page 16) applies to Common Knowledge rolls using the device.
 - The references to Knowledge (Electronics) and Knowledge (Astrogation) are replaced by the Sys Ops Skill in Missiles and Torpedoes (SFC, page 25), AMCM (SFC, pages 45, 53 & 60), Sensor Suite (SFC, page 46), Tractor Beam (SFC, page 47).

EDGES – PAGES 34 TO 46

Modified Edges

Linguist (page 36)

The character has an ear for languages and a rare talent for recognizing similarities between them. A character with this Edge starts with a number of languages equal to his Smarts die, with a fluency equivalent to a d8 Knowledge (Language: **specific**) skill; the character can speak the languages fluently. A player may forego one of the available language choices in order to improve their proficiency in another known language raising the skill die rating one step to d10; and even forego a second language choice to make the skill rating in an already improved language a d12 (see page 26 for details on skill levels and fluency). The character may also make a Smarts roll at -2 to make themselves understood in any language or dialect they have heard spoken for at least a week.

See Improved Linguist under New Edges later in this document to learn additional languages via the improved version of this Edge.

Block and Improved Block (page 37)

You may add the bonus from Block or Improved Block to a defender's opposed Fighting rolls against Grappling (page 82-83) and Push (page 85) maneuvers. See the Grappling and Push descriptions in this document for additional details.

Brawler and Bruiser (page 37)

In addition to the descriptions for these Edges in the rulebook, Brawler grants a +1, or Brawler a +2, to opposed Fighting or Strength checks when engaged in the Grappling (page 82-83) and Push (page 85) maneuvers, either as an attacker or a defender. Bonuses from Brawler or Bruiser to Fighting do not stack with bonuses from Block,

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Improved Block, Dodge or Improved Dodge when defending from either grappling or pushing. See the Grappling and Push descriptions in this document for additional details.

Dodge and Improved Dodge (page 37)

The requirements for Dodge are now as follows, **Requirements:** Seasoned, Evasion d8+

Instead of forcing attackers to take a penalty to their ranged attacks, Dodge grants a +1 to Defense, or alternatively +2 to Defense from Improved Dodge. This same bonus applies to Evasion rolls (see skill description in this document) to avoid area attacks. The same bonus is also added to Parry when being attacked with ranged weapons in close combat (see page 85), and to a defender's opposed Agility rolls when trying to break free from Grappling (page 82-82), see the Grappling descriptions in this document for additional details. Any of these bonuses are negated if the character suffers a surprise attack or is taken completely unaware.

Extraction (page 38)

You can use either Agility or Evasion for the roll to avoid an attack, whichever is most beneficial.

Acrobat (page 42)

The +1 to Parry as long as the character has no encumbrance penalty granted by this Edge, also gives a +1 bonus to Defense.

Jack of All Trades (page 43)

Change the last sentence on the Edge description to read as follows: Any time he makes an unskilled roll for a Smarts based skill, he may do so at a die type lower than his Smarts attribute and without the -2 penalty to the roll. See Unskilled Attempts in this document.

New Edges

Background Edges

Gear Head

Requirements: Novice, Repair d10+

You get along really well with machines, especially their tender inner bits. You get a +2 to Repair and Security rolls.

This is a reworked and simplified version of the Machine Whisperer Edge from Savage Serenity by Jacob Holcomb.

Improved Linguist

Requirements: Linguist, Seasoned

As per the Linguist Edge, Improved Linguist grants the character a number of languages equal to his Smarts die, with a fluency equivalent to a d8 Knowledge (Language: *specific*)

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skill; the character can speak the languages fluently. As per Linguist the player may forego language choices to improve the skill die for new languages or languages already known. This Edge also eliminates the -2 to Smarts rolls to make yourself understood in a language you have heard for a week.

Professional Edges

Stacking – Remember that bonuses to the same Trait from different Professional Edges do not stack. If you make a hero with both the Woodsman and the Thief Edges, for example, he gains +2 to his Stealth skill, not +4.

Bounty Hunter

Requirements: Seasoned, Smarts d6+, Tracking d6+, Streetwise d6+

Bounty Hunters gain a +2 to all Tracking, Streetwise, and Knowledge rolls when making rolls pertaining to tracking a target. The character can have a number of active investigation or targets equal to half their Smarts die, and a target can be a single individual, a small group, small organization, or combination thereof, within reason as approved by the GM. The target or targets must be clearly defined and the character must investigate and pursue them actively in order to gain these bonuses. The bonuses last until the target or targets are found or captured. If your reputation is known you receive +1 on Intimidation rolls.

This is a modified version of the Bounty Hunter Edge from Savage Space by JL Savage Space by Marcus Burggraf.

Diplomat

Requirements: Seasoned, Smarts d6+, Notice d6+, Persuasion d8+

The Diplomat is there stop conflict or better yet, prevents it from occurring out. You receive +2 to Persuasion rolls and +2 on Notice rolls to determine if someone you are talking to is worried, lying, hiding something etc. NPCs react better to you so you receive +1 on reaction table rolls.

This is the Diplomat Edge taken from Savage Space by Marcus Burggraf.

Hacker

Requirements: Novice, Smarts d8+, Investigation d6+, Security d8+

A hacker receives +2 to all Investigation rolls when using a computer and +2 on Security rolls when hacking a computer.

This is the Hacker Edge taken from Savage Space by Marcus Burggraf.

Ordained

Requirements: Novice, Spirit d8+, Knowledge (Social Science) d8+

You are a dedicated follower of a religious path, and you're probably a minister in an organized church. You can add +2 to any Spirit check, except for rolls to avoiding Suppressive Fire (page 79), and you may receive a +2 Charisma bonus from people who follow or respect your faith, or a -2 from people who are opposed to it (or who are

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opposed to religions in general). Not all priests or holy men have this Edge; you can be a priest and not take the Ordained Edge, that's a matter of character background. This Edge represents a specific advantage you receive because of your specific belief, conviction, or divine intervention, depending on the type of campaign.

This is a modified version of the Missionary Edge from Savage Serenity by Jacob Holcomb.

Scoundrel

Requirements: Novice, Gambling d8+, Security d6+, Persuasion d8+

A scoundrel lives just outside of the boundaries of the law but usually gets out of trouble with a quick tongue. If that doesn't work, shooting is always an option. You receive +2 to Charisma and +1 to Gambling, Stealth, Security, and Smarts tricks rolls.

This is slightly modified version of the Scoundrel Edge taken from Savage Space by Marcus Burggraf.

GEAR – PAGE 54 TO 69

Reloading (page 55)

In addition to the rules on reloading antique ranged weapons on page 55, these clarifications were published by Pinnacle regarding the reloading of ranged weapons.

(These clarifications apply to those weapons listed under "Ranged Weapons" specifically; reloadable "Special Weapons" are described afterwards.)

Ranged Weapons with a listed Reload time work as stated to reload a single shot; reloading a single shot of ammunition in any other weapon is a free action.

If the ammunition is particularly small (like a bullet) or the weapon a bit tricky to reload, the GM may require an Agility roll to reload the weapon though it still remains a free action. Loading a bow is generally a free action with no Agility roll (unless the character is in some awkward position).

If a character wants to reload more than one shot in a weapon (and the weapon allows it) or just take their time to reload, they may reload up to a number of shots equal to half their Agility as a normal action. If the weapon is extremely unwieldy or difficult to load, the GM may require an Agility roll to successfully load the shots. Failure means no shots are reloaded.

Some weapons use replaceable magazines for ammunition. One magazine can be fully replaced with another as a normal action. Some revolvers can make use of speed loaders that work the same way.

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Reloading Special Weapons:

Special Weapons with a listed method of reloading work as stated. Single use Special Weapons (such as grenades) require readying to use (page 74).

Rocket Launchers require one action to get a new rocket (a free action if the character has Quick Draw) and one action to reload. A second person with a rocket in hand can reload in one action. The Panzerfaust, M72 LAW, and AT-4 are all single use weapons and cannot be reloaded.

Flamethrowers use about 5 lbs. of fuel per shot. The amount held in a fuel tank varies according to the specific style (30 to 50 lbs. is common). Fuel tanks typically have to be taken off, unsealed, and resealed after fueling; each of these takes a separate action. It takes a further action per 5 lbs. of fuel refilled in the tank.

Shields (page 56)

Armor bonuses from shields (Page 61) become Defense bonuses (see the Defense derived statistic in this document). Shields provide their bonus regardless of character facing in combat, if you have a shield readied, it provides the bonus. Shields provide their normal Parry bonuses as per the armor table on page 61. Polymer Shields as they appear in the gear list in the Science Fiction Companion (SFC page 17), instead of adding +4 Armor vs. Range Attacks as per the book, add a +2 to Defense and a +2 to Armor instead. Remember that Polymer Shields work like the regular shields on page 61; they just have a different cost, weight and bonus to Defense and Armor, but provide their Parry bonuses according to their size.

Helmets (page 61)

The helmets in the Armor list include a notation which reads 50% vs. head shots. There is no clarification in the rulebook to this notation. In the Pinnacle forums the official rules answer explains that such helmets have a 50% chance of adding their Armor to a character's Toughness when hit by a head shot (see Called Shots, page 81). The helmet's armor rating is not added with other armor the character may wear, the armor applies only to the called shots to the head. Most power armors or other sealed defense systems, typically those with the **Covers entire body** notation in the notes column of the armor table, apply their Armor bonus to all Toughness rolls.

GAME RULES – PAGES 70 TO 91

Unskilled Attempts (page 70)

If a character doesn't have a skill for an action they are attempting, they roll one die type lower than that skill's related attribute, a minimum of d4, and subtract 2 from the total. Wild Card characters still get their Wild Die for these rolls, which is also subject to the -2 penalty. For example if the character, a Wild Card, is unskilled in Fighting (Agility),

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and has an Agility attribute of d6, the player would roll two dice, a d4 for the Trait Die subtracting 2 from the result, and a d6 for the Wild Die, also subtract 2 from the result. Critical failure (page 108) is a greater danger during unskilled attempts. If your attribute rank is d4; a natural 1 in the Trait Die in an unskilled attempt is a critical failure, regardless of the result of the Wild Die. If your attribute rank is a d6 and you roll a 1 in the Trait Die in an unskilled attempt, and the Wild Die is NOT a success; treat that result as a critical failure as well. With a critical failure you can't spend benny to reroll and you are stuck with the result!

If your attribute rank is...	And you're a Wild card, roll this: <i>(Trait Die and Wild Die)</i>	If not a Wild card simply roll: <i>(Trait Die)</i>
d4 ¹	1d4-2 ¹ and 1d6-2	1d4-2
d6 ²	1d4-2 ² and 1d6-2 ²	1d4-2
d8	1d6-2 and 1d6-2	1d6-2
d10	1d8-2 and 1d6-2	1d8-2
d12	1d10-2 and 1d6-2	1d10-2
d12 +1	1d10-1 and 1d6-1	1d10-1
d12+2	1d10 and 1d6	1d10

Notes:

1-If your attribute rank is d4; a natural 1 in the Trait die in an unskilled attempt is a critical failure, regardless of the result of the Wild Die.

2-If your attribute rank is a d6 and you roll a 1 in the Trait Die in an unskilled attempt, and the Wild Die is NOT a success; treat that result as a critical failure as well.

The GM may decide that a character has no chance at a particular skill if he has no training in it, such as performing surgery or flying a plane, and thus not allow an unskilled attempt under certain circumstances no matter what!

Ranged Attacks (page 75)

The Shooting skill covers everything from pistols to rocket launchers. The base TN to hit something at Short range is the character's Defense score (see the description of the Defense derived attribute in this document). Shots at Medium range subtract 2 from the Shooting roll, and shots at Long range subtract 4 from the roll.

Damage Effects: Shaken (page 77)

As a reminder, we are using the official May 2015 update from Pinnacle. A success on the Spirit roll to recover from Shaken removes the shaken condition and the character may act normally.

Area Effect Attacks (page 79)

The Target Number for a successful Shooting or Throwing roll with an area effect attack is TN 4.

Automatic Fire: Suppressive Fire (page 79-80)

The Target Number for a successful Shooting roll with suppressive fire is TN 4.

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Defend (page 81)

The defend action gives a +2 to Defense as well as Parry.

Full Defense (page 82)

Full defense is a melee option where the character doesn't move in order to increase his or her Parry. This has no effect on the Defense trait.

Grappling (page 82-83)

Grappling is an opposed Fighting roll that causes no damage. The Brawler and Bruiser Edges grant a +1 or +2 respectively to Fighting and Strength checks when grappling, but these bonuses do not stack with bonuses from Block or Improved Block when defending (see the modified Edges rules in this document), use only the better of the two in that situation.

If the attacker wins, he's entangled his foe. With a raise, his foe is also Shaken. Once entangled, the defender may attempt to break free on his next action. Both the defender and attacker pick either their Strength or Agility and make opposed rolls. The Brawler, Bruiser, Dodge and Improved Dodge grant bonuses to this roll, but the bonuses from these Edges don't stack. If successful, the defender is free but the attempt consumes his action. If he does so with a raise, he's free and may act normally. Failure means he is still entangled. Instead of breaking free the defender may attempt a different action but at a -4 penalty.

After grappling, the attacker may attempt to damage his victim on subsequent rounds by making an opposed roll as above. On a success he does his Strength in damage (gaining the extra d6 for a raise as normal).

Push (page 85)

Sometimes characters may want to push a foe in hopes of knocking him out of position, prone, or even into a deadly hazard. This is called a push.

To push a foe, the attacker and the target make opposed Strength or Fighting rolls. The Brawler and Bruiser Edges grant a +1 or +2 respectively to Fighting or Strength checks when pushing, but these bonuses do not stack with bonuses from Block or Improved Block when defending (see the modified Edges rules in this document), use only the better of the two in that situation. If successful, the attacker has three choices. He can:

- **Bash:** Push the target 1" for a success and 2" on a raise on the Strength roll. If the defender hits an obstacle, he suffers 1d6 damage for every 1" he would have moved.
- **Shield Bash:** If the attacker has a shield, he can push the attacker as above, but also causes Strength damage. Add +1 to the damage for a small shield, +2 for a medium shield, and +3 for a large shield.

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- **Knock Prone:** The defender is knocked prone.

Running: If the attacker ran at least 3" before the push, he adds +2 to his roll.

Hazards: The GM must determine results from any other obstacles or hazards, such as a cliff edge, wall of fire, etc.

Ranged Weapons in Close Combat (page 85)

No weapon larger than a pistol may be fired at an adjacent foe engaged in melee. The Shooting TN when firing a pistol in close combat is Parry not Defense, but bonuses from the Dodge and Improved Dodge Edges are added to the Parry in these circumstances.

Rapid Attack (page 85)

Both the melee and ranged version inflict a -2 penalty to Parry and Defense.

Tricks (page 86)

If the character is successful, his opponent is distracted and suffers -2 to his Parry and Defense until his next action, i.e. when his next initiative card is reached. With a raise, the foe is distracted and Shaken as well.

Wild Attack (page 87)

Wild Attack is a melee action. Performing a wild attack adds +2 to the character's Fighting attack and resulting damage roll, but his Parry and Defense are reduced by 2 until his next action.

SETTING RULES – PAGES 108 TO 110

The **Critical Failure** (page 108) and **Joker's Wild** (page 109) setting rules are standard in my campaigns. A third setting rule in use is the **Bennies** rules, taken from the **Daring Tales of the Space Lanes Space Pulp Rules**:

Bennies

Bennies are a hero's best friend. Each Wild Card player character gets a benny at the start of every combat or chase scene. This can't take a character above the number of bennies they began the session with, but it does mean the heroes can freely spend a single benny in every fight, with the certain knowledge they'll get it back before the next encounter kicks off.

VEHICLES – PAGES 113 TO 117

Vehicular Attacks (page 115)

The Target Number (TN) for attacks against vehicles is half the relevant skill dice, Boating, Driving, Piloting or Riding, plus 2. For example, hitting a car driven by a character with d8 Driving would have a TN 6 (half d8 is 4, plus 2, equals 6). If the

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character in command of the defending vehicle also has the Ace Edge, add the +2 from that Edge to the TN. Attacks against vehicles also suffer the modifiers on page 115 of the rulebook, from Unstable Platform and Fast Target, as normal.