SAVAGE WORLDS RULES (1 OF 2)

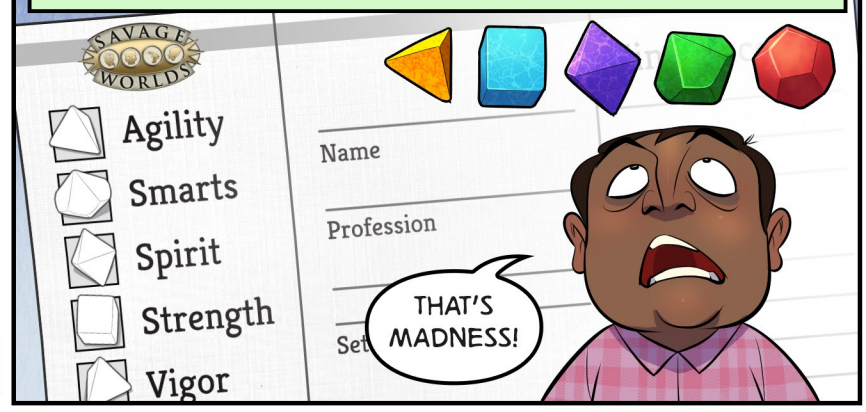
PRESENTED BY UP TO 4 Players

IT'S TIME TO PLAY ***SAVAGE WORLDS!***

IT'S SIMPLE TO LEARN AND EASY TO USE, KNOWN FOR BEING ***FAST, FURIOUS AND FUN.***

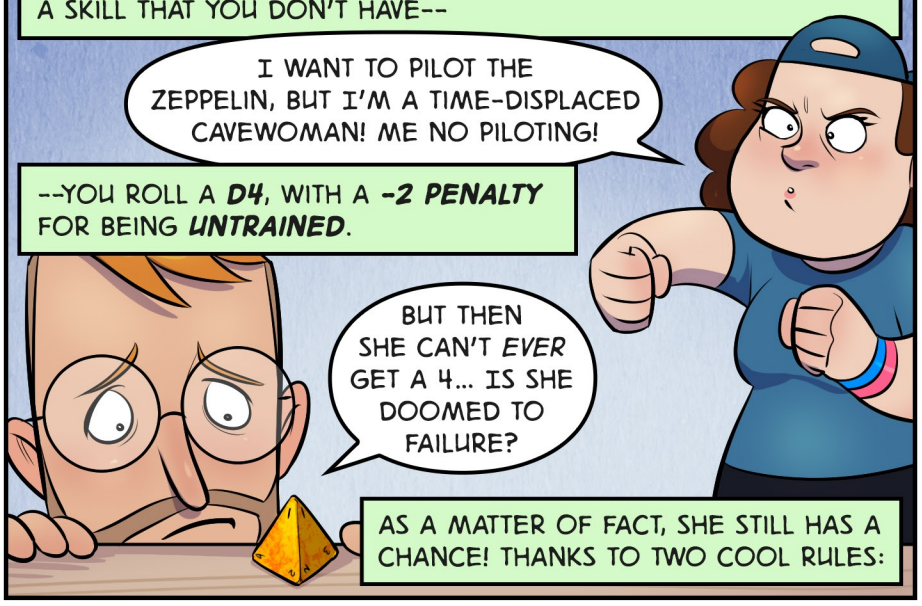
YOU CAN PLAY ANYTHING WITH SAVAGE WORLDS, BUT IT'S ESPECIALLY SUITED FOR HIGH ADVENTURE, HIGH ENERGY GAMES, WITH A BIT OF PULP AND FANTASY.

YOUR CHARACTERS EACH HAVE 5 ***ATTRIBUTES***: AGILITY, SMARTS, STRENGTH, SPIRIT AND VIGOR, AND SEVERAL ***SKILLS***. AND THEY'RE ALL REPRESENTED BY ***DICE***.



WHENEVER YOU ATTEMPT AN ACTION THAT'S RISKY OR INTERESTING, YOU ROLL THE RELEVANT ATTRIBUTE OR SKILL DIE AND TRY TO GET THE ***TARGET NUMBER***, WHICH IS USUALLY ***4***.

IF AN ACTION IS HARDER FOR SOME REASON, YOU'LL GET PENALTIES ON YOUR ROLL. FOR EXAMPLE, IF YOU TRY TO USE A SKILL THAT YOU DON'T HAVE--



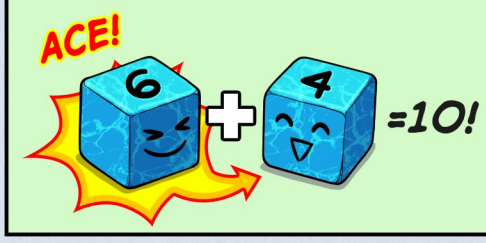
FIRST, BECAUSE YOU ARE THE HEROES OF THIS GAME, YOU ALL GET A SPECIAL ***WILD DIE***: AN EXTRA D6 THAT YOU ROLL ***ALONGSIDE ANY TRAIT TEST***.

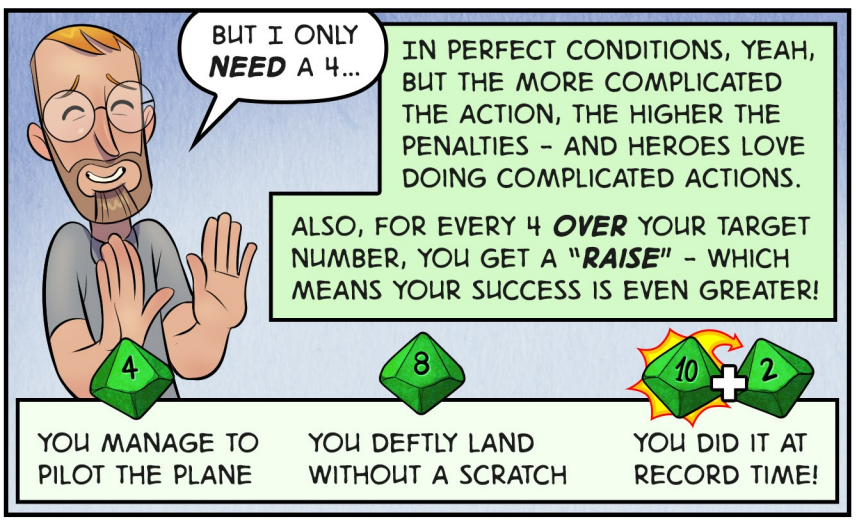
THE TWO DICE ARE EACH CHECKED ***SEPARATELY*** TO SEE IF THEY GOT 4 OR MORE. YOU DON'T ADD THEM UP!

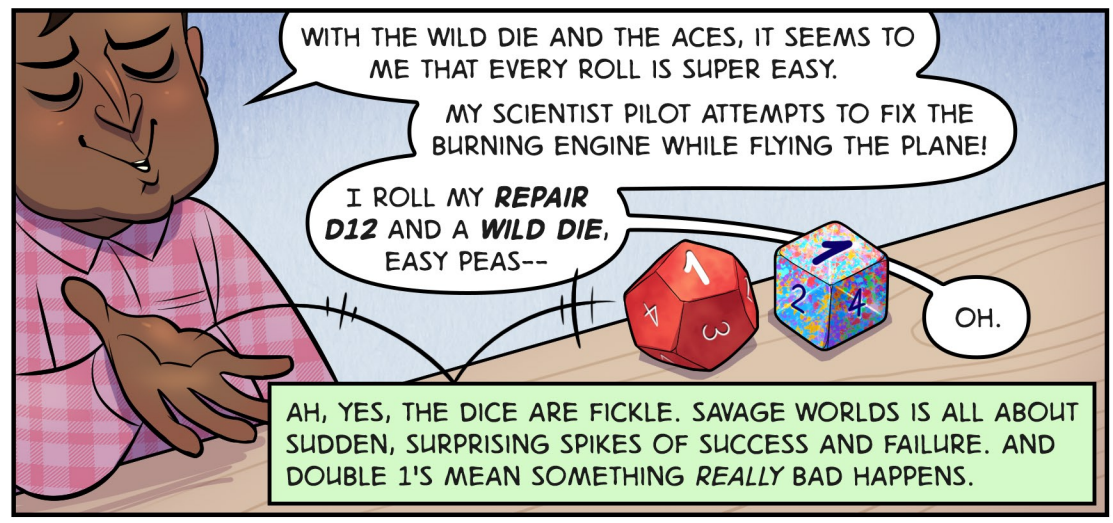
THINK OF IT THIS WAY: YOU'LL SUCCEED EITHER BECAUSE YOU'RE GOOD AT WHAT YOU'RE DOING, OR BECAUSE YOU'RE THE HERO OF THE STORY. TWO DIFFERENT WAYS, AND NOT CUMULATIVE.

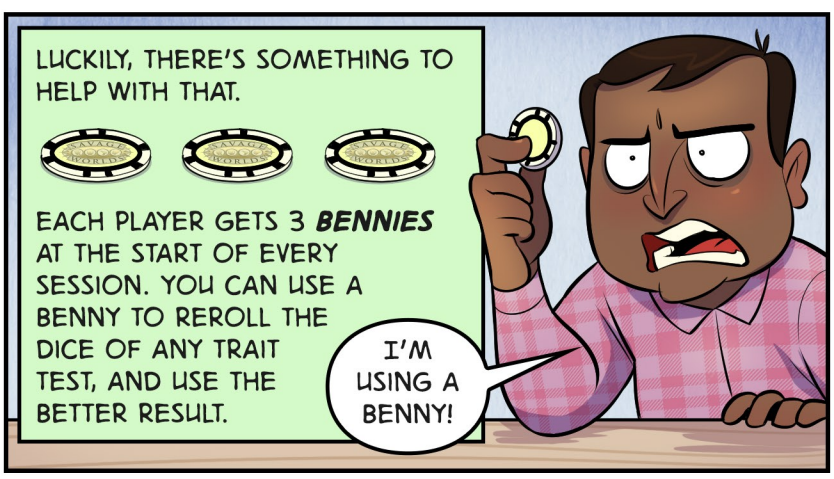
IF THAT'S NOT ENOUGH, THE DICE ALSO ***EXPLODE***!

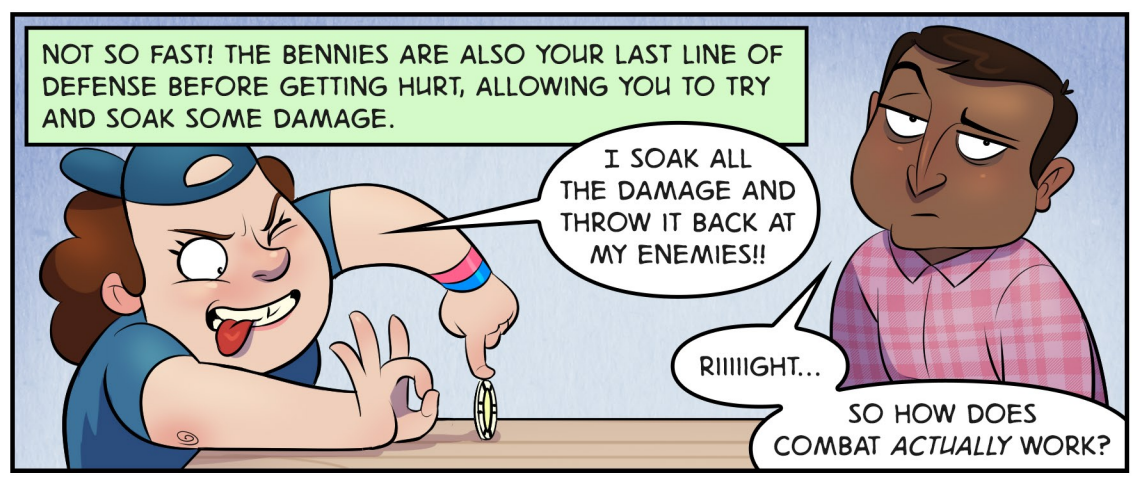
WHEN A DIE GETS THE HIGHEST RESULT, IT ***ACES***, OR ***"EXPLODES"***, MEANING YOU ROLL IT AGAIN AND ***ADD THE RESULTS*** TOGETHER. THIS CAN HAPPEN AGAIN AND AGAIN.











FOR MORE TABLETOP GAMING COMICS, CHECK ***WWW.UPTOFOURPLAYERS.COM***

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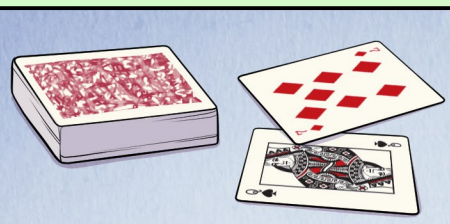
SAVAGE WORLDS RULES (2 OF 2)

PRESENTED BY UP TO 4 Players

WHEN COMBAT BEGINS, EVERY PLAYER GETS A ***CARD***. WE SIMPLY COUNT DOWN FROM ACES TO DEUCES, AND WHEN YOUR CARD'S UP, YOU ACT.



BUT... THAT MEANS IT'S ALL RANDOM!

IF YOUR CHARACTER IS SUPPOSED TO BE ESPECIALLY QUICK, YOU CAN TAKE SOME ***EDGES*** - WHICH ARE SPECIAL ABILITIES THAT LET YOU CUSTOMISE YOUR CHARACTER - TO ALLOW YOU TO DRAW MORE CARDS AND PICK ONE, FOR EXAMPLE.

OR YOU MIGHT INSTEAD HAVE A ***HINDRANCE*** THAT MAKES YOU SLOWER, FORCING YOU TO REDRAW IF YOU GET ANYTHING HIGHER THAN A 10...

(THERE ARE SOME REALLY COOL EDGES AND HINDRANCES THAT GIVE EACH CHARACTER THEIR OWN FLAVOUR, BOTH MECHANICALLY AND IN ROLEPLAY!)

DURING YOUR TURN YOU CAN DO ONE ***ACTION***, AND ALSO ***MOVE YOUR PACE***, WHICH IS USUALLY 6 (INCHES ON THE MAP; 12 YARDS IN "REALITY").

YOU CAN TRY TO DO ***SEVERAL ACTIONS*** IN ONE TURN, BUT EACH ADDITIONAL ONE INFLICTS A CUMULATIVE -2 PENALTY ON *ALL* OF THEM.

WHEN EVERYONE'S HAD THEIR TURN, ANOTHER COMBAT ROUND STARTS AND WE DRAW CARDS AGAIN.

WAIT, CAN I GET A JOKER?!

YES! AND THEN YOU CAN ACT ***WHENEVER*** YOU WANT, WITH ***+2*** TO YOUR ROLLS!

THE LASER GORILLA DREW THE KING OF SPADES! IT ATTACKS YOU!

WITH LASERS?!

ACTUALLY, AN *AXE*!

WHAT AN UN-AXE-PECTED TWIST!

IT ROLLS ITS ***FIGHTING*** SKILL, BUT *NOT* AGAINST A 4, INSTEAD USING YOUR ***PARRY*** AS THE TARGET NUMBER.

YOUR PARRY IS BASED ON HOW GOOD YOU ARE AT FIGHTING (HALF YOUR FIGHTING DIE +2, TO BE PRECISE).

ANOTHER ONE SHOOTS YOU WITH LASERS--

CLEVER GIRL!

--USING ITS ***SHOOTING*** SKILL AGAINST A FLAT 4.

IN ***RANGED COMBAT***, YOUR PARRY IS IRRELEVANT, AND DISTANCE AND COVER MATTER INSTEAD.

ONE OF THE GORILLAS HIT! IT NOW ROLLS ITS ***DAMAGE*** AGAINST YOUR ***TOUGHNESS***, WHICH IS BASED ON YOUR VIGOR ATTRIBUTE AND ARMOR.

IF IT SUCCEEDS, YOU BECOME ***SHAKEN***, UNABLE TO ACT UNTIL YOU OVERCOME IT WITH A ***SPIRIT*** ROLL.

ONCE YOU ARE SHAKEN, EVERY ADDITIONAL HIT AUTOMATICALLY BECOMES A ***WOUND.***

IT ROLLED 12 AGAINST MY TOUGHNESS 7!

THAT'S A SUCCESS WITH A ***RAISE***! YOU'RE SHAKEN *AND* TAKE ONE WOUND.

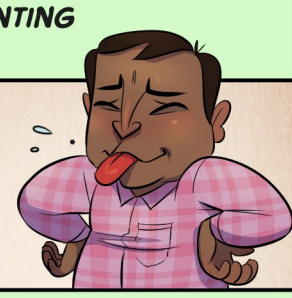
I ONLY HAVE 3 WOUND LEVELS!

-1	-2	-3	Incapacitated

AND EACH IS ALSO A PENALTY ON ALL OF YOUR ACTIONS, -1 THEN -2 THEN -3... GETTING HIT *HURTS*. YOU CAN MAKE A ***SOAK*** ROLL WITH VIGOR TO TRY TO NEGATE SOME DAMAGE, BUT IT COSTS A ***BENNY***.

COMBAT IS ALSO FULL OF VARIOUS ***SPECIAL ACTIONS*** YOU CAN USE.

FOR EXAMPLE, YOU CAN TRY MAKING YOUR FOE SHAKEN BY ***TAUNTING*** THEM!



OR SNEAK UP ON THEM AND GET ***THE DROP***: +4 TO YOUR ATTACK *AND* DAMAGE!

AND COMBAT'S NOT ALL. THERE ARE SIMPLE RULES FOR CHASES, VEHICLES, HAZARDS, MASS BATTLES...

ALL FAST, FURIOUS, AND FUN.

SAVAGE WORLDS HAS DOZENS OF PUBLISHED SETTINGS, WITH EVERYTHING FROM HORROR WEIRD WEST, THROUGH PSYCHIC SPACE OPERA, TO FANTASY PIRATE ACTION, AND EVEN THE LIGHT-HEARTED ADVENTURES OF HEROES WITH CHANGEABLE SUPER-POWERS!

OH, DO YOU MEAN ***CRYSTAL HEART***, WHICH CAN BE FOUND AT UPTOFOURPLAYERS.COM?

INDEED!

EACH WORLD HAS ITS OWN UNIQUE SETTING RULES TO GIVE IT FLAVOUR.

LET'S TRY THEM ALL!

ONWARD, TO ADVENTURE!

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