

Savage Worlds Rolls

Basics

Skill Checks:

- ❖ To make a check, roll the skill die plus a **wild die** (usually d6) and keep the highest result. Both dice explode (“**Ace**”).
- ❖ If you do not have a skill, you roll a d4 plus the wild die and subtract 2 from the highest result.
- ❖ The difficulty is 4 unless noted otherwise.
- ❖ Every +4 on the margin of success is a **Raise** and has a special effect (e.g., rolling an 8 against the standard difficulty is one Raise and rolling a 12 is two).

The basic attributes define soft caps for skills but are not added to skill rolls. Instead, attributes are used for:

- ❖ **Agility** is used to resist physical Tests.
- ❖ **Smarts** are used to resist Taunt and generate Power ranges.
- ❖ **Spirit** is used to resist Intimidate and remove Shaken.
- ❖ **Strength** defines encumbrance and adds to melee damage rolls.
- ❖ **Vigor** controls Toughness and is used to recover from Incapacitation (and Wounds with a Benny).
- ❖ **Pace** determines movement speed.
- ❖ **Parry** is the target number of melee attacks against you when you are armed.
- ❖ **Toughness** is the difficulty of a damage roll against you (it usually includes armour as well).

Bennies:

- ❖ A **Benny** is the game’s equivalent of a drama/hero/fate point.
- ❖ Most players start each session with three and can be awarded more for story goals and whenever any PC draws a Joker in combat.
- ❖ You can spend a Benny to:
 - Reroll of any trait test (reroll all dice) that isn’t a critical failure. You can spend multiple and keep the best result. You can also spend Bennies to reroll damage rolls.
 - Recover more quickly from Shaken or try to soak Wounds.
 - Draw a new action card after everyone has drawn (i.e., after you’ve seen when you’ll go).
 - Immediately regain 5 Power Points.
 - Narratively edit the story.

Combat

- ❖ **Rounds** are six seconds.
- ❖ **Initiative** is “rolled” every round by drawing from a deck of cards and acting in order Ace to Deuce. If you draw a Joker you can go at any time, and also gain +2 to all trait and damage rolls for your action.
- ❖ You can perform multiple actions in a round (you get a free move on top of your action). You take a -2 to all actions for each extra action you perform.

Attacks:

- **Melee:** Roll Fighting vs. a difficulty of the target's Parry.
- **Ranged:** Roll Shooting or Throwing (at a -2 penalty for each extra range increment beyond short) against difficulty 4 (may be further modified by cover, concealment, or attacking armed targets point blank).

Damage:

- One Raise on the attack roll adds +1d6 damage.
- You don't roll a wild die for damage, but the dice do Ace.
- All damage dice are added together.
- The damage total is compared to the target's Toughness/Armor total.
- If the roll is a success, the target is Shaken. If the target was already Shaken, he takes a Wound. Each Raise also deals a Wound.

Shaken and Wounds:

- Shaken characters can only take free actions (such as moving) and attempt to remove Shaken.
- On your turn, you must make a Spirit roll to remove Shaken. You may spend a Benny at any time to remove Shaken.
- When you are about to receive one or more Wounds, you can spend a Benny to attempt to **Soak** the damage. Roll Vigor: each success and Raise reduces the Wounds taken by 1.
- Wounds apply penalties to Pace and all trait tests (-1 for each Wound).
- A character with four Wounds is Incapacitated and must roll Vigor to avoid dying.

Situational Rules

- ❖ **Aim:** Take a round aiming (no movement either) to get +2 to next round's ranged attack (or ignore up to 4 points of penalties from range, cover, called shot, scale, or speed).
- ❖ **AoE:** Any AoE attack rolls one attack roll but separate damage against all affected.
- ❖ **Bound and Entangled:** Entangled characters are unable to move and Distracted. Bound characters are also Vulnerable. See page 98 for rules on breaking free.
- ❖ **Breaking Things:** Items have a Hardness rating. Damage must equal or exceed the Hardness to break that item with an attack. You can use these rules to break shields and cover. This damage does not Ace.
- ❖ **Called Shot:** Get around Armor by taking a penalty to hit unarmored locations (Limb -2, Hands/Head -4, Armor joint -6) or similarly hit a small target. Head shots deal +4 damage. Hand shots count as a Disarm.
- ❖ **Cover and Obstacles:** If a target is covered, attack rolls suffer -2 (light), -4 (medium), -6 (heavy), or -8 (near total). Your attacks might punch through certain types of Cover as if they were armor.
- ❖ **Defend:** A defense as your action (no multi-actions) increases Parry by +4. You can move but not run.
- ❖ **Disarm:** Make a called shot at -2 or -4. The defender must beat the damage with a Strength test if it hits the item. If the defender is hit instead, he must roll Strength at -2 or -4 plus Wound penalties if the attack shakes or wounds him.
- ❖ **Distracted and Vulnerable:** Both states last until the end of your next turn. Distracted makes you take a -2 penalty to all trait rolls. Vulnerable grants opponents +2 to attack you.
- ❖ **Drop, The:** If you are unaware of an opponent, she gets +4 to attack and damage against you for one action (this does not stack with Vulnerable). If you are Shaken or worse, make a Vigor roll (-2 if hit in the head) or drop unconscious.
- ❖ **Evasion:** Some slow attacks may be evaded if you succeed at an Agility roll (with a -2 penalty).
- ❖ **Fatigue:** Certain effects apply Fatigue rather than damage. You become Fatigued, then Exhausted, then Incapacitated. Each level of Fatigue applies -1 to all trait rolls.
- ❖ **Finishing Move:** You can automatically kill a helpless target with a lethal weapon as an action.
- ❖ **Firing Into Melee:** Use the innocent bystander rules.
- ❖ **Ganging Up:** Each ally adjacent to and attacking a target past the first gives +1 to all allies for the attack. Each adjacent ally *of the target* cancels a point of this bonus.
- ❖ **Grappling:** Make an Athletics roll against the target's Athletics to Entangle the target (Bound on a Raise). See page 101 for additional rules.
- ❖ **Illumination:** Attack rolls suffer -2 in dim light, -4 in darkness (and targets can't be attacked more than 10" away), and -6 in pitch darkness/target is invisible.
- ❖ **Improvised Weapons:** Take -2 to attack rolls, and deal Str+d4 for light objects, +d6 for medium, and +d8 for heavy.
- ❖ **Innocent Bystanders:** If you miss with a ranged attack and roll 1s on both dice, you hit a random victim adjacent to or otherwise in the line of fire of the original target. Shotguns and automatic weapons may have an easier time hitting bystanders (see page 102).
- ❖ **Nonlethal Damage:** You can do nonlethal damage with fists or blunt melee weapons (-1 to attack for edged melee weapons using the flat). A target Incapacitated by nonlethal damage is knocked out for 1d6 hours instead of being in danger of dying.
- ❖ **Prone:** Gain medium cover against ranged attacks from 3" or further away, but -2 Parry and Fighting rolls in melee. Standing uses 2" of movement.
- ❖ **Push:** Make an opposed Strength or Athletics test. On a success, push the target 1", or 2" on a Raise. Running, Shields, and Size affect this (see page 104).

- ❖ **Ranged Weapons in Melee:** You cannot use long guns in melee. The TN is the target's Parry instead of the normal 4. If you try to attack a non-adjacent target while opponents are threatening you in melee, you immediately become Vulnerable.
- ❖ **Recoil:** Automatic weapons can impose a -2 penalty when taking multiple shots.
- ❖ **Reloading:** Arrows and sling stones can be reloaded once per turn as a free action. Bolts, clips, magazines, or single bullets require an action to reload. Some specific weapons reload even more slowly. You must roll Agility (at a -2 penalty) to reload successfully when running.
- ❖ **Shotguns:** Shotguns are weird. See page 105 for shotgun attack rules.
- ❖ **Size and Scale:** It's easier to hit proportionately larger targets and harder to hit proportionately smaller ones. Creatures have scale from -6 to +6 (humans are 0). See page 106.
- ❖ **Stunned:** If you are stunned by a power or stun weapon, you're Distracted, Prone, can't move or take actions, don't count towards Gang Up, and are subject to the Drop. Make a Vigor roll at the start of your turn to remove Stunned (but you become Distracted and Vulnerable without a Raise).
- ❖ **Support:** Make a relevant skill roll to assist. Add +1 to the target's roll for a success, or +2 for a Raise. Support bonuses are usually limited to +4. A crit fail makes this -2.
- ❖ **Suppressive Fire:** See page 107.
- ❖ **Surprise:** Ambushers are automatically on Hold (can go whenever they want in the first round), but draw cards to check for Jokers. Roll Notice to be dealt in on the first round. Otherwise, you can't act the first round of combat.
- ❖ **Test:** Roll Athletics or Fighting opposed by Agility, Taunt opposed by Smarts, or Intimidate opposed by Spirit. Other skills can be used as long as the player can justify it. On a success, the target is your choice of Distracted or Vulnerable. On a Raise, the target is also Shaken (or other situational effects, like being tripped prone). Modifiers may apply, and repetitive tests may have less effect over time.
- ❖ **Touch Attack:** Simply attempting to touch the target (e.g., for a Power) adds +2 to your Fighting.
- ❖ **Two Weapons:** Without edges, a second melee weapon adds +1 to your Fighting rolls against opponents with one or fewer weapons and no shield (does not help against creatures with natural weapons).
- ❖ **Unarmed Defender:** If you aren't armed, melee attackers gain +2 to their Fighting rolls to hit you.
- ❖ **Wild Attack:** Add +2 to your attack and damage for the action, but you become Vulnerable.
- ❖ **Withdraw from Melee:** All non-Shaken enemies get a free attack (but you could Defend).