

SAVAGE WORLDS COMBAT

v1.0.1

ACTION CARDS

- Combat happens in **rounds**.
- On each round, each character gets one **turn**.
- Turn order goes by Action Cards. **Jokers wild!**
- You can spend Chips to re-draw your Action Card. Make sure you do this before anyone takes actions!

SUIT ORDER



YOUR TURN

- Choose one **action** and, if desired, a couple **free actions**. Actions can be performed at any point during your movement with no penalty, but you must describe the full sequence before you begin!
- Things getting busy? Take up to three **multi-actions**. Two actions on one turn each get a -2 penalty, and three each get -4. *Free actions don't incur or take penalties.*
- Choosing the perfect moment? Go **on hold**. Interrupt any future turn before your next one. Interrupting an enemy requires winning an opposed Athletics roll!

FREE ACTIONS



Move up to your Pace in inches, up to once per turn.



Run up to once per turn, up to the result of your Running die. **Other actions this turn get -2.**



Speak one or two short sentences.



Go prone to become harder to hit at range. **Standing** costs 2 points of Pace for that turn.



Drop an item. *Throwing usually requires an attack.*



Not sure if an unusual action is free? Ask the GM.



Aim at a specific target. If you do nothing else this turn, you can ignore up to -4 of penalties, or get a +2 to hit that target, next turn.



Reload your weapon. Weapons with Reload X require X actions to reload.

ACTIONS



Attack a target. See Attack Rolls on the next page.



Call your shot. Target a body part or weapon, at a penalty to hit. The GM will tell you how difficult your shot will be.



Push an enemy in melee range up to 1", or 2" on a raise. Get a run up to push farther!



Grapple an enemy in melee range to make them Entangled, or Bound on a raise (see Conditions). You can make Strength rolls to crush them on future turns.



Defend yourself. Increase your Parry by +4 until your next turn. Cannot be a Multi-Action.



Test one enemy you can reasonably taunt, trip, or harass. Win an opposed roll to make them Distracted or Vulnerable (see Conditions).



Support one ally you can reasonably help. Declare which Skill you are using to help, and which of the ally's Traits you are trying to raise.

believe you're safe
out as soon as you can
Raise Beat the target number by 4
Ace Roll the highest number on the die
(you get to roll again and add that to your total)
Wild Die Special d6 for PCs and important NPCs



MELEE ATTACKS

- Range:** Your weapon's Reach (if any)
- Roll:** Fighting Die and your Wild Die, then take the highest!
- Target Number:** Enemy's Parry
 - Wild:* +2 to attack and damage rolls. You are **Vulnerable** until the end of your *next* turn.
 - Desperate:* Choose +2 or +4, but reduce damage by the same amount! Can't be combined with Wild.
 - Prone:* A prone target's Parry is reduced by 2. They have a -2 on their Fighting Die.



Roll your Strength die plus your weapon's damage.

If you got a Raise on your attack roll, add an extra 1d6!

DAMAGE

- If the total **damage** for this attack meets or beats the target's **Toughness**, the target is **Shaken**. *If they were already Shaken, they take a Wound instead!*
- For each Raise on the damage roll, the target also suffers one **Wound**.
- Most NPCs are **Incapacitated** if they take one Wound. Wild Cards (including PCs) can take **three Wounds**. Any damage that would Wound after that makes them **Incapacitated** instead.
- Want to avoid taking a Wound? Spend a Chip and roll a **Vigor** check. For each success and each raise, prevent one Wound you would take from that attack.

CONDITIONS



Distracted: Subtract 2 from all of your Trait rolls until end of your next turn.

Vulnerable: Actions and attacks against you get +2 until end of your next turn.



Shaken: Can only take free actions, or **Run**. At the start of your turn, succeed on a Spirit roll to recover – or spend a Chip at any time to do the same.



Entangled: Immobile and **Vulnerable**. To escape, make an Athletics, or Strength at -2, check. If Grappled, it's an opposed roll. **Bound:** Entangled, and you are **Distracted**. The only action you can take is to escape, which (on success) makes you just Entangled.



Fatigued: Each level subtracts 1 from all of your Trait rolls. Recover one level per hour of rest, or if its source is removed. At 3 levels, you are **Incapacitated**.



Wounded: Each wound causes -1 to Pace and all Trait rolls. Wounds can only be removed by Healing checks within one hour, or by natural or magical means after that.



Incapacitated: You are unconscious. The GM checks the very long rules section for this and tells you what to roll. Good luck.

NUMBER CRUNCHIN'

RANGED ATTACKS

- Range:** Your weapon's Range
- Roll:** Shooting Die and your Wild Die, then take the highest!
- Target Number:** 4
 - Cover:* -2 for light cover, up to -8 for near-total cover (ask the GM).
 - Prone:* -4 from 3" or more away (does not stack with Cover).
 - Range:* -2 at your weapon's Medium range and -4 at Long range.



Roll your weapon's damage. If you got a Raise on your attack roll, add an extra 1d6!

POWERS THAT BE

ACTIVATING A POWER

Pick a target within Range and declare any modifiers or **Shorting**. Then, roll your arcane skill and your Wild Die and take the best result!

4 OR BETTER: SUCCESS!



The Power activates.
Mark off the Power Points to use it.

The Power's effect occurs in full. If you got a Raise, check the Power description for any bonus effects!

LESS THAN 4: FAILURE



The Power fails.
Lose one Power Point.

ALL 1S: BACKLASH!



The Power fails.
Lose one Power Point.

Instantly gain a level of **Fatigue** (see Conditions). All currently active Powers terminate.

USIN' AND ABUSIN'



To **Maintain** a Power for its base duration, pay 1 Power Point per target.

You can repeat this to extend the Power as long as you have enough Power Points.

Terminating a Power is a free action, unless the Power says otherwise.



Don't want to pay the full cost? Declare how many Points you're going to **short** (up to all of them!) Then, make your activation roll with -1 for each. Any **failure** when Shorting is a **Backlash**!



For every hour dedicated to resting, **recover** 5 Power Points – up to your maximum. Spend a Chip at any time to do the same.

MODIFIERS



Armor Piercing (+1)
Add AP 2, up to AP 6 max.

Fatigue (+2)

Add a level of **Fatigue** to any Power that causes damage or can be resisted.

Selective (+1)

Within the spell's area, affect only the targets you want to affect.



Heavy Weapon (+2)
Allows the spell to affect vehicles or other targets with Heavy Armor.



Hinder/Hurry (+1)
Hinder (-2 to Pace) or *hurry* (+2 to Pace) the target.



Range (+1/+2)
Double the Power's range, or (+2) triple it.



Linger (+2)

Spend +2 points to recur damage once on the target's next turn. This recurring damage is one die type less (or one die less, if already d4).



Glow/Shroud (+1)
Illuminate (-2 to Stealth) or *shroud* (+1 to Stealth, -1 to attacks against) a small area around the target.