

# SAVAGE PLAYER TURNS

SWADE EDITION



BY DAVE RUSSO



# CONTENTS

<b>WHAT ARE PLAYER TURNS? .....</b>	<b>1</b>
Support .....	1
Long-Term Tasks & Clocks .....	1
<b>PLAYER TURN ACTIVITIES .....</b>	<b>2</b>
Carouse.....	2
Center .....	2
Craft .....	3
Earn .....	3
Influence .....	3
Investigate .....	3
Manage.....	3
Research .....	4
Rest .....	4
Train .....	4
<b>RESOLVING PLAYER TURNS .....</b>	<b>5</b>
1. Players Submit the Player Turns .....	5
2. Determine the Difficulty .....	5
3. Draw a Fate Card .....	5
4. Roll the Trait Test .....	5
5. Tell the Players What Happened .....	5
<b>PLOT HOOKS.....</b>	<b>6</b>
<b>CONSOLIDATED TABLES .....</b>	<b>7</b>

**Version 3.5**

*Updated 13 July 2024*

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at [www.penguin.com](http://www.penguin.com). Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Some material adapted from other settings, both published and home-brew. The authors of those sources are collectively acknowledged and thanked for their efforts. They retain all copyright to their intellectual property.

**This publication is intended for personal use and may not be redistributed or sold.**

## What are Player Turns?

Player characters often have time between sessions where they can spend time investigating leads, honing their skills, socializing, researching esoteric information, praying to their deities for guidance, or just relax and unwind.

Player turns are intended to reflect these off-screen downtime activities that happen between sessions, and determine the outcome and effects prior to the next session. This allows the party to focus more on specific scenes that involve the entire group when the players get together, while still allowing individual character actions to move the overall story forward. Between sessions where the group is not in the middle of an active scene there will be a number of Player Turns available to everyone as determined by the GM.

The default Savage Worlds rules expect Downtime to last around a week (5 days), but Player Turns can be variable lengths of time at the discretion of the GM to match the current game circumstances, and certain activities may be limited or unavailable if there is not enough time to complete them. The activities below have been scaled so it is easy to interpret the effects over variable durations, and an individual activity typically doesn't last more than five game days maximum.

### Support

Characters may choose to coordinate their player turns in order to work together on an activity using the Savage Worlds Support rules. One character is designated as the lead and makes the final trait test, applying all support modifiers as well as any modifier from the Fate card draw. Supporting characters may use any skills relevant to the activity and do not draw a card to modify their rolls.

A success on a support roll grants +1 to the activity, a raise adds +2, and a Critical Failure subtracts 2 from the lead's total. The maximum benefit for Support is still +4 regardless of how many characters are supporting the activity. Any negative consequences stemming from the result of the activity will also affect supporting characters.



### Long-Term Tasks & Clocks

Some tasks require longer durations than a few days or a week to complete. If a character wishes to accomplish a long-term goal the task can be broken up over a number of player turn rounds. The player should explain to the GM what the goal and expected outcome is they are working toward, and the GM will define a "clock" that indicates the total number of successes required to complete the task.

Clock durations can range from 2-4 segments for refurbishing a broken down steam wagon inherited by a Deadlands posse, to 8-10 segments to coordinate a multi-state search for the person who shot them in the back. The GM should be transparent about the clock segments and any specific requirements that are also necessary for the task (e.g. special materials, specific skills, etc.).

Clocks can also be used by the GM to determine when an in-game event occurs that is related to the characters activities or their inaction to address something that has happened or is happening. For example, if the characters have been ignoring the townsfolk's whispers about the odd sights, sounds and strange occurrences at the local ghost rock power plant in a Deadlands game, the GM might use a four-segment clock to track conditional successes or failures from player turns investigating the plant or if the players choose to not investigate the plant at all. When that clock is completed, exciting things will happen! If the characters resolve the problem before the clock is completed then the power plant doesn't explode and the gremlins are sad...



## Player Turn Activities

The primary purpose of Player Turns is twofold: to enable character development and to move the story forward. The following activities represent a range of things typically done by player characters when they have some downtime, and all support one or both of these purposes. The activities are meant to be general and flexible enough to apply in most circumstances, but if there is something a player would like their character to do that doesn't fall under one of these activities the player and GM should work together to define how to resolve the task.

Each character may choose one of the following activities to attempt on a Player Turn. Each provides a potential benefit of some sort, from financial rewards to rerolls on select Traits. Players should explain the desired outcome for the activity, state how the character is going about doing it, and optionally narrate a brief vignette of the character's actions for the rest of the party based upon the result.

Unless an activity says otherwise, its effect may only be gained once per set of Player Turns no matter how long the in-game duration is. These activities are a combination of the Savage Worlds Downtime rules and homebrew rules inspired by play experience and other sources.

Each activity includes requirements to attempt it, typical skills and Attributes used for the trait check (see *Resolving Player Turns*), and guidance on the results. This information is not absolute and should



## Carouse

The character spends their time socializing with friends, making new ones, courting a romantic interest, currying favor, satisfying social obligations, negotiating agreements or cementing relationships with their contacts. This effort involves notable cost and time spent at local restaurants, theaters, gaming, or other social activities. (Trying to convince someone to do something without spending time or funds uses the *Influence* activity.)

**Requirements:** A Novice character spends \$10 **per day** of Player Turn duration on food, drink, and entertainment (GM sets the minimum days, five days maximum). Double that for each Rank thereafter: \$20/day for Seasoned, \$40/day for Veteran, \$80/day for Heroic, and \$160/day for Legendary. (If using a variant wealth system use these values when determining modifiers to the Wealth roll.)

**Typical Skills:** Persuasion, appropriate Smarts skills.

**Results:** Success grants the character an improvement in their relationship, or a local favor they can call in at any time, or a Benny. The greater their Rank and overall standing in the community (GM's call), the greater the effect or favor. A Raise will also grant the character a Benny, or upgrades a gained Benny to a Conviction. Failures will result in a worsening of the relationship and potential additional consequences.

## Center

The character focuses on whatever brings them happiness. That might include quality time with friends, binge-watching a hot new show, going for a road trip, painting, reading, writing, performing, dancing, or another hobby. This also allows the character to reminisce about the past via a flashback. Whatever the activity, the goal is inner peace.

**Requirements:** None.

**Typical Skills:** Appropriate Attribute or Skill based on the activity.

**Results:** Success grants the character a Benny. A Raise upgrades the Benny to a Conviction. A failure results in no benefits. A Critical Failure could result in Fatigue for the next session.



## Craft

The character undertakes a task to create, upgrade or refit an object. This may be a long-term task that requires multiple Player Turns to complete (GM's call).

**Requirements:** The character is responsible for acquiring any materials, tools, etc. required to do the work. The skill(s) used to complete the task depend upon the desired result, and the GM will assign the appropriate difficulty level based on the nature of the task.

**Typical Skills:** Repair, appropriate Smarts or Arcane Background skills.

**Results:** Success results in progress toward completing the task. A Raise can grant an additional success, or enhancements to the object, or a Benny. Failures can indicate no progress or removal of previous progress. A Critical Failure could force the character to start from scratch, including sourcing all new materials.

## Earn

The character attempts to earn money via their usual job, extra side work, gambling, selling off some of the trinkets gathered in their adventures, performing at a street fair or local theater, or something similar.

**Requirements:** There needs to be a local demand for the work that the character wishes to do.

**Typical Skills:** Appropriate Skill or Attribute based on the task (e.g. Thievery for scoundrels, Fighting for Mercenaries, Gambling for games of chance, Performance for entertainers, Persuasion for negotiators, etc.)

**Results:** Success earns \$20 per day if they are Novice rank, \$40/day for Seasoned, \$60/day for Veteran, \$80/day for Heroic, and \$100/day for Legendary. (Maximum duration is five days. Earnings values may be adjusted based on the setting's economy.) A Raise doubles the reward. Failure indicates no earnings, and the possibility the character somehow embarrass themselves. A Critical Failure means the character doesn't make any money and either loses money or takes Fatigue from overwork or an accident of some kind. If the job was dangerous, they may also take d3 Wounds.

## Influence

The character is trying to convince someone to do something for them without spending any notable time or funds (use the Carouse activity for those cases). This includes haggling over the cost of goods and services.

**Requirements:** None.

**Typical Skills:** Persuasion, Intimidation.

**Results:** Success indicates that the person either agrees to the character's terms, makes them an improved final offer, or provides a way for the character to convince them. A Raise indicates the person provides the character with an extra incentive, benefit or piece of information. Failure means the person is unwilling to barter or be convinced, they either refuse to deal with the character further or their last offer (if any) is final. A Critical Failure means things go drastically awry and there could be additional consequences.

## Investigate

The character is in search of information, whether it is on a particular subject, information about the surrounding area, how to find a particular object, or extracting information from a prisoner. The GM decides how much the investigator learns based on the roll and given the topic, location, and resources at hand.

**Requirements:** Resources appropriate to the skill being used. For example, investigating using the Research skill is ineffective without source materials or a library nearby

**Typical Skills:** The appropriate skill based on the method used by the character: Notice, Networking (Persuasion or Intimidation), Research, Survival, Common Knowledge, other appropriate Smarts skills.

**Results:** Success indicates the character finds the available information about what they are searching for. A Raise indicates they get additional information typically not available, or a Benny. Failure indicates they were unable to locate what they were looking for, got inaccurate information or were interrupted in their search.

## Manage

The character actively coordinates resources or performs required duties. This could range from running a personal business to stewarding a castle to overseeing the council activities for a small kingdom.

**Requirements:** The character must be in a position of ownership or authority with resources at their disposal.

**Typical Skills:** The skill used depends upon the nature of the resource being managed and the desired outcome.

**Results:** Successes indicates an outcome aligned with the character's expectations. A Raise can grant outcomes or benefits over and above these expectations, or a Benny. Failures indicate something has gone awry.

## Research

A character can spend time developing or learning new powers. This activity is meant to reflect special research to combat a foe, gain access to a needed power or create a powerful ritual.

This doesn't permanently give the character the power, but *allows them to use a power they do not know for one entire encounter*. The GM must approve the power being researched and may limit researched powers to those available on the character's available powers list and/or by Rank requirements. It is also possible for a character to learn how to temporarily change the Trapping of a power they know for one encounter, such as turning a fireball into an ice blast.

**Requirements:** The character must possess at least d4 in the Arcane Background skill being used and any materials required to perform the research.

**Typical Skills:** Appropriate Arcane Background skill or Smarts skill.

**Results:** Success allows the character to use the power for **one entire encounter** of their choosing. The researched power is cast at a -2 penalty, but is otherwise treated just like one of the caster's regular powers. A Raise can remove the -2 penalty or provide another benefit related to the research. A failure indicates the character was unable to utilize the information to their benefit or that using the power will incur additional penalties or consequences. A Critical Failure means things have gone drastically wrong.

## Rest

Those who have suffered grievous Wounds might need to rest during Downtime to recover their health. Characters who rest may not attempt any other activities during this round of Player Turns, nor may they support other characters' activities.

(If using the Savage Worlds Expanded Fear rules, resting also allows a character to make a Smarts roll at -2 to remove a Psychosis if they've suffered any. Success removes one Psychosis and a raise removes two.)

**Requirements:** None.

**Typical Skills:** Automatic result, no skill roll or Fate card draw required.

**Results:** The character gets a +2 on their next Natural Healing roll, which may occur at the end of the Player Turn if the duration is at least five days.



## Train

A character can practice a specific skill or attribute to temporarily increase its effectiveness. A character might train Fighting by sparring with a trainer, Persuasion by public speaking, Occult by studying forbidden tomes, Strength or Vigor with vigorous exercise, and so on.

**Requirements:** The character must possess at least d4 in the skill being trained.

**Typical Skills:** The Attribute or Skill being trained.

**Results:** Success grants the character a free reroll when failing that skill or attribute **for one entire encounter**. This stacks with any other rerolls they may have from other sources. The player chooses when to activate this benefit as a free action. Subsequent training removes this benefit whether it was used or not. A Raise can grant an additional benefit or a Benny. A failure indicates the character was unable to effectively train in the skill. A Critical Failure means the character starts the next session with Fatigue or a Wound (depending upon the skill or attribute being trained).





## Resolving Player Turns

Follow these steps to determine the results of Player Turns:

### 1. Players Submit the Player Turns

Players tell the GM what their characters will do for each Player Turn that round. Players should explain the desired outcome for each turn and state how the character is going about doing it. The GM determines which activity and skill is used.

### 2. Determine the Difficulty

The GM determines how difficult accomplishing the desired outcome is based upon the current circumstances, taking things like the character's skill, resources and reputation into account. The difficulty level determines the Target Number (TN) based on the *Difficulty* table.

### 3. Draw a Fate Card

There are no guarantees in life, and fate often plays a part in the outcomes of activities undertaken by heroes. To represent this, a card is drawn for each activity from a deck that includes both Jokers. If a character is supporting another character's activity they do not draw a card for the support roll. Consult the *Fate Card Effect* table for the modifier that is applied to the activity trait test. The suit of the card can optionally be used as inspiration to explain what happened that cause the Fate modifier, as listed on the *Fate Card Suit Effects* table.

### 4. Roll the Trait Test

A Trait roll (including a Wild Die) is made for the activity, applying all modifiers from the Fate Card and any support. Compare this result to the Target Number (TN) on the *Result* table.

A conditional success should result in an outcome similar to what the character was expecting, but an additional consequence or hard choice should also occur. The GM should use the results guidance for each activity to determine what actually happens.

### 5. Tell the Players What Happened

Communicate the results of the Player Turns to the players and invite them to write and share a brief vignette of the character's actions with the rest of the party.

DIFFICULTY	
DIFFICULTY	TN
Easy	2
Moderate	4
Hard	6
Very Hard	8
Near Impossible	10

FATE CARD EFFECT	
CARD	MODIFIER / EFFECT
Red Joker	Unconditional Success + Unique Opportunity / Plot Hook
Black Joker	Success + Complications / Plot Hook
Ace	+4 to trait test
King	+3 to trait test
Queen	+2 to trait test
Jack	+1 to trait test
6—10	No modifier
5	-1 to trait test
4	-2 to trait test
3	-3 to trait test
2	-4 to trait test

RESULT	
TRAIT ROLL	RESULT
TN +4	Success + Raise
TN	Success
TN-3 through TN -1	Conditional Success
TN -7 through TN -4	Failure
TN -8 or Critical Failure	Critical Failure

FATE CARD SUIT EFFECTS		
SUIT	THEME	DETAILS
<b>Spades (♠)</b>	Enemies, Difficulty Fitting In	problems the character has working within society getting in the way of the Activity
<b>Hearts (♥)</b>	NPCs, Contact, Personal Issues	conflicts with the character's beliefs, fears, or desires interfering with their efforts
<b>Diamonds (♦)</b>	Fortune, The Golden Rule	the character's access to assets and aid enhancing their efforts
<b>Clubs (♣)</b>	Obstacle, History Catches Up	problems from the character's past interfering with their efforts

## Plot Hooks

Plot Hooks can help drive character development and move the story forward. If the GM needs a Plot Hook and nothing obvious comes to mind, draw a card and consult the *Plot Hook Suit and Rank Effect* tables for inspiration. The suit of the card determines possible influences on the draw, and the rank provides some starting details to help define it.

PLOT HOOK SUIT EFFECTS	
SUIT	INFLUENCES
<b>Spades (♠)</b>	Military or Political Influences
<b>Hearts (♥)</b>	Economic or Criminal Influences
<b>Diamonds (♦)</b>	Personal Influences
<b>Clubs (♣)</b>	Mystical or Cosmological Influences

PLOT HOOK RANK EFFECTS	
RANK	PLOT HOOK
<b>Black Joker</b>	Direct attention from the campaign's Bid Bad.
<b>Red Joker</b>	Player's Choice or an opportunity for a significant boon that would greatly help the party.
<b>Ace</b>	Draw two cards and integrate them somehow into a more complex Plot Hook.
<b>King</b>	The character comes into possession of something very valuable and highly sought after.
<b>Queen</b>	A completely chance encounter with a stranger leads to unexpected consequences.
<b>Jack</b>	The character's particular talents or gifts are needed in some way.
<b>10</b>	Obligations from the character's past or present intrude on their life in a major way.
<b>9</b>	An old enemy or rival seeks aid, but also has an opportunity.
<b>8</b>	An old friend or colleague seeks aid, but also has an opportunity.
<b>7</b>	A completely random, unexpected thing happens for no apparent reason.
<b>6</b>	Family calls upon the character for help.
<b>5</b>	A case of mistaken identity leads to trouble.
<b>4</b>	An enemy or rival takes action against the character in some way.
<b>3</b>	A personal weakness of some kind (look to Hindrances) comes into sharp focus.
<b>2</b>	A past failure or mistake comes back to haunt the character.



## Consolidated Tables

### ACTIVITY LIST

**Carouse:** spend time and money to gain favor

**Center:** relax and recharge

**Craft:** create, upgrade or refit an object

**Earn:** use skills to earn money

**Influence:** convince someone to do something for them

**Investigate:** search for information

**Manage:** coordinate resources owned or controlled

**Research:** develop or temporarily learn new powers

**Rest:** recuperate and heal wounds

**Train:** temporarily increase the effectiveness of a skill or attribute

#### DIFFICULTY

DIFFICULTY	TN
Easy	2
Moderate	4
Hard	6
Very Hard	8
Near Impossible	10

#### RESULT

TRAIT ROLL	RESULT
TN +4	Success + Raise
TN	Success
TN-3 through TN -1	Conditional Success
TN -7 through TN -4	Failure
TN -8 or Critical Failure	Critical Failure

#### FATE CARD EFFECT

CARD	MODIFIER / EFFECT
Red Joker	Unconditional Success + Unique Opportunity / Plot Hook
Black Joker	Success + Complications / Plot Hook
Ace	+4 to trait test
King	+3 to trait test
Queen	+2 to trait test
Jack	+1 to trait test
6—10	No modifier
5	-1 to trait test
4	-2 to trait test
3	-3 to trait test
2	-4 to trait test

### FATE CARD SUIT EFFECTS

SUIT	THEME	DETAILS
Spades (♠)	Enemies, Difficulty Fitting In	problems the character has working within society getting in the way of the Activity
Hearts (♥)	NPCs, Contact, Personal Issues	conflicts with the character's beliefs, fears, or desires interfering with their efforts
Diamonds (♦)	Fortune, The Golden Rule	the character's access to assets and aid enhancing their efforts
Clubs (♣)	Obstacle, History Catches Up	problems from the character's past interfering with their efforts