

SAVAGE PULP CTHULHU

SWADE EDITION



WRITTEN AND COMPILED BY DAVE RUSSO



CONTENTS

CHAPTER ONE: INTRODUCTION 1

Base Rules & Sources 1

CHAPTER TWO: SETTING RULES 2

Dynamic Backlash 3

Expanded Fear Effects 3

Multiple Languages 3

No Power Points 3

Signs and Portents 4

Wards and Binds 5

CHAPTER THREE: CHARACTER CREATION 7

Pulp Cthulhu Archetypes 7

Creating Characters 10

Skills 11

Hindrances 12

Edges 14

CHAPTER FOUR: PULP GEAR 19

Common Items 19

Melee Weapons & Explosives 20

Firearms 21

CHAPTER FIVE: ARCANE BACKGROUNDS & POWERS 22

Dynamic Backlash 22

No Power Points 22

Blessed 24

Inventor 25

Occultist 26

Preternatural 27

Psionicist 28

Ritual Magic 29

Dramatic Tasks 30

New & Updated Powers 33

CHAPTER SIX: ADDITIONAL RULES 40

Expanded Fear Effects 40

Revised Wealth 42

Downtime & Player Turns 43

Version 1.0

Updated 08 June 2025

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.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.

CHAPTER ONE:

INTRODUCTION

"Something is out there. And it's coming for you. But you don't have to be a victim. Whether the threat is a thing from beyond the stars or a psychopath with a chainsaw, these are Savage Worlds. You are a hero. You will fight and struggle and survive.

And with courage, brains, and a little luck, you might be able to triumph over the things that lurk in the darkness. Maybe you'll save your life. Maybe you'll save your friends' lives. Maybe you'll even save the world.

And if the darkness overwhelms you, at least you'll go down swinging..."

► Savage Worlds Horror Companion

"Pulp Cthulhu is a game of two-fisted adventure, weird science, dark deeds, and brave heroes. Tired of your investigators dying in quick succession when jaunting around the world in a desperate bid to save humanity? Wishing that sometimes your investigator could make a stand instead of hiding and waiting for the eldritch horror to pass?

Pulp Cthulhu ups the ante and provides you with tougher, more capable heroes — ready to take on the villainous machinations of the Cthulhu Mythos!"

► Pulp Cthulhu



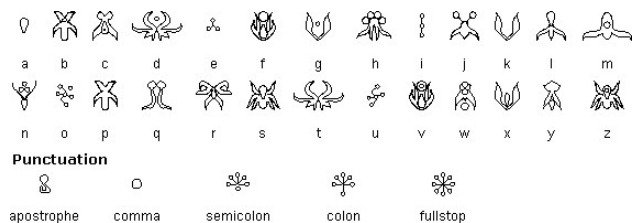
These rules are an attempt to strike a balance between classic pulp and cosmic horror, reflecting the tone, themes and feel of Chaosium's Pulp Cthulhu using Savage Worlds rules. The decision to include, exclude or change any Setting Rules is intended to maintain this balance and not stray too close to either of these genres.

Base Rules & Sources

This campaign setting uses Savage Worlds Adventure Edition (abbreviated hereafter as SWADE) as the default rule set. Any explicit additions, clarifications, or changes to the core rules are detailed in this document.

These rules have been compiled from many sources as well as from extensive personal play experience. To give credit where it is due, the following sources were key in putting together this compendium:

- Savage Worlds Adventure Edition, *Pinnacle Entertainment Group*
- SWADE Horror Companion, *Pinnacle Entertainment Group*
- Pulp Cthulhu, *Chaosium Inc.*
- Pulp Fantastic, *Battlefield Press*
- Ravaged Earth Revised Second Edition, *Reality Blurs LLC*



CHAPTER TWO:

SETTING RULES

This chapter explains the Setting Rules to help reflect the tone, themes and feel of Pulp Cthulhu.

Conviction

Conviction is a special award granted when a character experiences a great victory or catastrophic misfortune. Conviction can be spent to add a d6 to all a character's Trait and damage totals ***until the beginning of their next turn***. This die can Ace, and its result is added to the final total.

Conviction tokens aren't Bennies and can't be used as such, but each Wild Card can keep one unused Conviction between game sessions. Once a Conviction is spent, a character may maintain the Conviction effects from round to round by spending a Benny at the start of their turn. Once Conviction lapses the effect ends.

Conviction is granted for both personal triumph and tragedy, drawing on a character's entire background, including, but not limited to, their Edges and Hindrances.

Conviction works like any other static modifier to a Trait roll, it just happens to be randomly determined. Like how Wild Attack adds +2 to Fighting and +2 to damage, Conviction would add +1d6 to Fighting and +1d6 to damage.

Villainous Conviction

The central villain(s) gain Conviction any time they succeed at a major goal or the heroes fail in some significant task related to their scheme. This makes villains much more powerful and provides incentive for the heroes to act quickly and decisively when thwarting their plans. Villains may keep multiple Conviction between sessions.

Defining Interests

Defining Interests are additional focused areas of knowledge that round out the character's background, interests, and hobbies. They can be as specific as the player wishes but are NOT replacements for skills.

Examples include: American History, Greek Mythology, Formula One Racing, Japanese Culture, Shakespeare.

If a character is making a Trait test related to one of their Defining Interests they should inform the GM and get a bonus on the roll (typically +1/+2). The more specific the applicable Defining Interest the higher the bonus.

All characters start with Defining Interests equal to half of their Smarts die, with any permanent increase in Smarts resulting in a new Defining Interest. Defining Interests can also be acquired via certain Edges. Once a Defining Interest is selected it is permanent. (With GM permission, Defining Interests can be saved when acquired and introduced later during play.)

Difficult Healing

A healer has only one chance to heal a particular Wound. A healer can attempt to heal any new Wounds as they occur, but further attempts don't affect any Wounds they already failed to improve. This applies to both the skill and any magical healing ability. [HC 39]



Downtime & Player Turns

Player Turns are off-screen activities, tasks and events that the characters do during breaks between adventures, which allows the party to focus more on specific scenes that involve the entire group when the players get together.

The GM will determine when Downtime activities can be used either in-session or between sessions where the group is not in the middle of an active scene. See the ***Downtime & Player Turns*** section for details.

Dynamic Backlash

A Critical Failure on an arcane skill check rolls on the **Dynamic Backlash** table and causes all other active powers to terminate. See the ***Arcane Backgrounds & Powers*** section for details.

Environmental Phenomena

Horror tales are rife with environmental or chronological phenomena that dramatically affect the story. A ritual might only be cast on profane ground at the Blood Moon, for example, or a spirit haunting a particular site might be far more powerful on the anniversary of its death.

Expanded Fear Effects

To better represent the kind of mental trauma seen in horror movies and the fiction of authors like H.P. Lovecraft, the Expanded Fear Effects rules will be used instead of the basic Fear Checks in Savage Worlds Core. See the ***Expanded Fear Effects*** section for details.

Fanatics

When an enemy Wild Card is hit by a successful attack and the GM thinks it's appropriate, one of his henchmen, goons, or other allies jumps in front of their master and takes the attack instead.

Minions (aka Wild Extras)

Certain NPCs are somewhere between an Extra and a Wild Card. Tough Minions take wounds like a Wild Card, but don't get a wild die on their rolls. Competent Minions get a wild die on their rolls but take wounds like a normal extra.

Multiple Languages

All Wild Cards can fluently speak and read their native language as well as speak English with the appropriate accent. All Wild Cards begin play with the Linguist Edge for free, which makes them fluent in a total number of languages equal to half of their Smarts die (excluding Ancient and Exotic languages). If the character permanently increases their Smarts they learn a new language as well.

Characters may take the Linguistics skill as well as the Expert Linguist and Master Linguist Edges to increase their linguistic proficiency (see the ***Skills*** and ***Edges*** sections).



No Power Points

Instead of using Power Points, characters with Arcane Backgrounds simply choose the power they want to activate and make an arcane skill roll. The penalty to the roll is the power's total cost in Power Points (base cost plus all Modifiers), divided by 2 (round up).

Success means the power activates as usual. A raise grants any additional bonuses stated in its description. Failure means all current powers terminate and the caster is Shaken. Critical Failure results in Backlash.

Maintaining Powers

Powers with a Duration longer than Instant may be maintained as long as desired, but maintenance begins immediately and each active power inflicts a cumulative -1 modifier to all further arcane skill rolls.

Power Preparation

A caster may prepare powers by concentrating for an entire round (no movement or other actions and must not be Shaken or Stunned). If successful, they ignore 2 points of penalties on all powers cast on their next turn. If they do not enact any powers on their next turn, the preparation is lost.

Playing to the Tropes

Players can decide to have their characters play to typical horror tropes (e.g. split up to “cover more ground,” read aloud from the clearly evil book covered in human skin, or partake in various vices that mark them for grisly ends) and deliberately put them in risky situations. To encourage this, characters who deliberately play to a risky trope should occasionally get a Benny. (The GM decides what is truly risky and when the reward is appropriate.)

Signs and Portents

Horror tales often feature signs, portents, prophecies, or mysterious fortune tellers with cryptic advice and dire warnings. Most are fakes and swindlers looking to prey off the desperate, but sometimes these portents are very real. Use these rules when the party seeks out a fortune teller, psychic, or other magical or spiritual source of information.

The Source

Granting foreknowledge is almost always be a strange and unsettling affair. The first step is determining who can provide the information.

Sources can range from mysterious fortune tellers in Eastern Europe in remote forests protected by burley hunters, to a city-dwelling seer who gathers the information from gothic nightmares.

The Price

Fortune tellers often require a price for their services and the great risks they take for engaging with supernatural forces. That price largely depends on the subject of the request and the darkness of the setting, but it should be something significant. A fortune teller might ask for the gold tooth of a dead man—or revenge on her bloodsworn enemy. A voodoo priestess might require a personal artifact of some local notable—and the hero must decide if he will expose that victim to her possible curse.

The GM should determine the fee based on the situation, leveraging the **Exotic Ritual Components** table in the *Ritual Magic* section for ideas.

The Revelation

Once the price is paid (or incurred), the source reveals its warning or information. The greater the price, the greater the information provided.

Revised Wealth

Pulp is about action, not tracking every sawbuck in your hero's moth-ridden wallet. The Revised Wealth system is a way to quickly deal with financial transactions without tracking actual currency. See the *Revised Wealth* section for details.

Ritual Magic

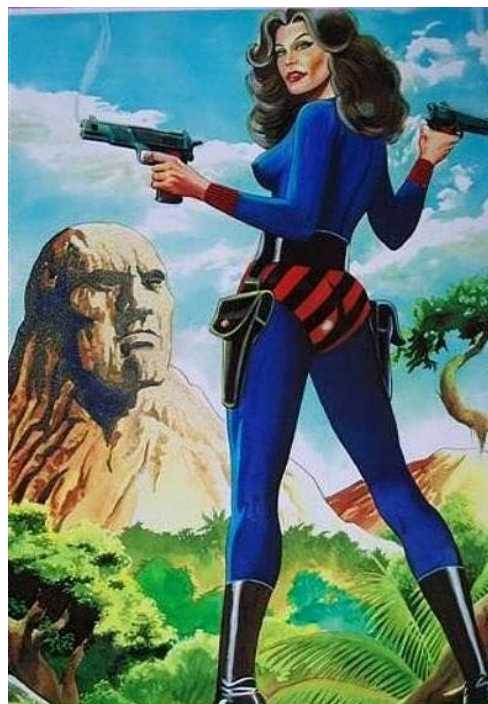
Magic in horror settings is rare and powerful and often designed to have a very specific effect, such as sealing an interdimensional rift or forcing some terrible abomination back through it. Such spells are almost always activated by ritual. Rituals are usually discovered by investigators in musty tomes or crumbling grimoires. Rituals require preparation, and are activated with the Occult skill (or an applicable arcane skill) via a single-person Difficult Dramatic Task. See the *Ritual Magic* section for details.

Unarmed Defender

In pulp stories, heroes frequently battle armed opponents using only their fists. Wild Cards do not suffer the Unarmed Defender penalty.

Unarmored Hero

Pulp action tales often feature heroes with little or no armor defeating far more heavily armored adversaries. If a Wild Card chooses not to wear any armor (ignoring shields), they add a +2 bonus to their Soak rolls.



Wards and Binds

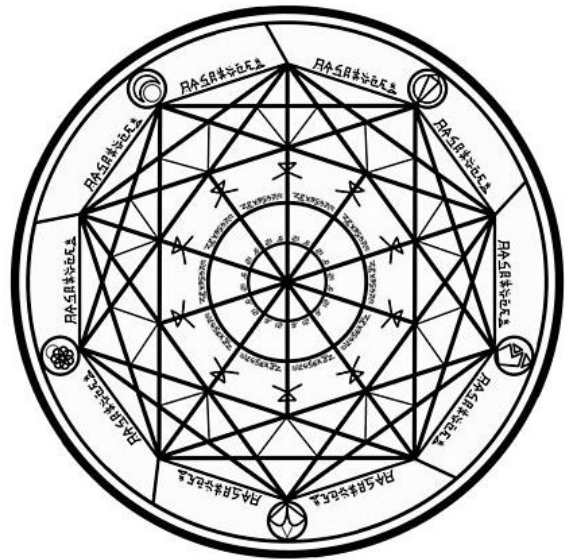
Certain types of supernatural creatures are invulnerable under normal circumstances, meaning heroes can merely ward off their attacks. Vampires care little for crosses and garlic, for example, werewolves detest wolfsbane, and in some settings ghosts and other haunts withdraw from the presence of salt. Such entities might also be temporarily bound by sigils, pentagrams, or a simple ring of some despised material or energy.

Wards

Wards are signs, substances, or energies that keep certain kinds of supernatural entities at bay. Those with Occult can roll to recall the wards of relatively common creatures in the setting, but must adventure or perform Research to discover more obscure information.

Once the proper ward is discovered, it must be presented or visible to work. A horror that wishes to attack a character holding or wearing an appropriate ward must make a Spirit roll at -4 to do so (-2 if the ward is rotten, decayed, or otherwise imperfect). This is a limited free action.

If the creature wishes to cross a barrier protected by an appropriate ward, it must make a Spirit roll at -4, and cannot try again this encounter if it fails (about a day or until some aspect of the situation changes). It takes a Wound on a Critical Failure that cannot be Regenerated if it has that power (but may heal or be healed normally).



Binds

A character with Occult can make a “binding circle” to trap and hold infernal and divine beings (demons, devils, angels, etc.).

The longer an occultist takes to prepare a binding circle, the stronger it becomes. Hasty circles may be nothing more than quickly painted lines. More elaborate circles contain complex sigils and runes that take some time to prepare and perhaps even charge with magical energy.

Hasty and Standard circles may be no larger than a Medium Blast Template. Elaborate and Custom circles may be the size of a Large Blast Template.

Creating the circle is relatively easy — maneuvering a hostile entity into it is the difficult part as they must be tricked, forced, coerced, or driven into them. Binding circles must be visible to work, but can be hidden to lure the being into them then revealed (be wary of breaking the circle when revealing the trap, however).

When any part of the creature is within the binding circle, the hero makes an opposed roll of their Occult versus the being’s Spirit, plus the modifiers listed on the **Binding Circles** table .

The Occult roll is a limited action. If successful, the entity is bound until the circle is broken, it’s released, or the being is destroyed.

BINDING CIRCLES		
TYPE OF BINDING CIRCLE	TIME TO CREATE	OCCULT MODIFIER
Hasty: A simple circle, hastily drawn with chalk, paint, salt, etc.	1 round	-2
Standard: A circle with a few sigils and runes to enhance its power.	1 minute	—
Elaborate: A circle with numerous and complex glyphs, sigils, and signs that greatly enhance its power.	10 minutes	+2
Custom: A binding circle tailored to a particular being. This requires Research, roleplaying, or investigation to find or decipher its “true name” or incorporate some magical artifact or a relic from its past. Such creatures guard this information fiercely and seek great retribution on those who seek, share, or use it.	1 hour or more	+4

Breaking Free

Bound entities may not attack out of the binding circle or affect the physical world with their own form, powers, or abilities. They can speak and perform mundane actions, including Tests, or use mundane objects from within their circle. A demon can Taunt someone outside the circle, for example, but couldn't cast *bolt* or *puppet*. It could throw a rock it found inside the circle out or even fire a gun it had on its person, but it couldn't strike someone on the other side with its claws or a sword, or cast a spell or even use a magic item.

What exactly the entity can do is up to the GM, but generally the creature is trapped unless it finds a particularly clever way to escape. A demon trapped in a chalk circle, for example, could throw a rock to break a window to let in rain and wash away the binding circle.

Wound Cap

Characters can never suffer more than four Wounds in a single hit and therefore never have to Soak more than four wounds at one time.

Large Creatures

The Wound Cap applies even to creatures with more than three Wounds (due to their Scale or the Resilient and Very Resilient Special Abilities). For example, a Huge creature that can take five Wounds can't take more than four from a single attack, so it can't normally be killed with a single attack. The GM can always overrule this in specific and obvious situations, of course, such as massive blasts, falling from towering cliffs or mountains, etc.



CHAPTER THREE:

CHARACTER CREATION

Pulp Cthulhu Archetypes

Pulp heroes come in all shapes and sizes, although there are typical tropes found in most examples of the genre. This list is far from exhaustive but should provide ideas and inspiration on what type of character best suits your sensibilities, play style, and is complementary to the rest of the group.

Remember, these are only starting points. While Skills, Edges, and Attributes ultimately make your character uniquely your own, this decision will likely directly define your character's background and Common Knowledge.

Academic: A university professor who lives a comfortable existence with their nose in books or research, this egghead possesses great intelligence and reasoning skills. An expert in fields ranging from science, history, languages, mythology or more esoteric subjects, this academic yearns to learn and garner more wisdom.

Archaeologist: This individual is skilled at unearthing evidence and artifacts from antiquity and ancient civilizations. A recent surge in archeological digs has prompted a renewed interest in the past, and a rising demand for these scholars. A stout-hearted adventurer with a working knowledge of ancient cultures and artifacts proves invaluable to any group.



Ace Reporter: A journalist who researches, interviews, and writes articles for major metropolitan newspapers, the ace reporter's investigative articles help nab criminals and expose corruption. Unfortunately, this tends to put them at odds with the targets of his headlines.



Avenger: The Avenger is dedicated to fighting crime wherever he finds it. Most adopt a secret identity, both to protect their families and friends, as well as to put fear into the hearts of their enemies. These secretive individuals often attain cult status among the common man.

Bounty Hunter: Around the world, criminals have plenty of places to hole up and hide out – places ordinary law enforcement can't or won't go. Bounty hunters track these convicts down and bring them back dead or alive, usually for a tidy sum.

Brawler: Sinewy muscles and a short temper define this palooka. They might be a boxer, wrestler, or street fighter determined to prove their mettle with fists and steely resolve. Physically fit and full of bravado, they never back down from a confrontation.

Dilettante: Wealthy and privileged, the dilettante seeks adventure and travel. Whether a rich playboy or a debauched debutante, such a lifestyle affords the time and luxury to learn a variety of skills, such as piloting, fencing, horseback riding or boxing. They eagerly thirst for excitement, thrills, and whatever comes around the corner, and typically has a bank account enabling them to pursue adventure.

Explorer: Born with an insatiable wanderlust and a desire to explore the world, this person is called to the unknown. Whether they're probing the depths of a sweltering jungle, braving bitter Arctic winters or broiling deserts, mapping uncharted territories, or delving into unknown mysteries, this stalwart hero is always searching for the next big discovery, traveling to the ends of the Earth to be the first to find it.

Entertainer: Singers, songwriters, musicians, dancers, and poets exist in all cultures, both primitive and advanced. Creators and performers are sought to educate, entertain, and in some cases, pacify the masses through music, tale-telling, and choreography. They typically also possess some useful personal skills should they find themselves in dangerous surroundings.

Flying Ace: Air travel is a novelty, the cutting-edge in transportation, and a thrilling pastime. Brave pilots take to the air and manipulate their aeroplanes with great skill. Some learned their craft flying over the battlefields of Europe during the Great War; others just enjoy the adrenaline rush. Whatever their reasons make no bones about it — these guys (and gals) were born to fly.

G-Man: This tough and dedicated federal agent belongs to one of the U.S. government's many agencies such as the Treasury Department or Federal Bureau of Investigation. Each has one thing in common: an overriding sense of duty and loyalty to the United States of America. G-Men enforce the ongoing Prohibition, break up smuggling and counterfeiting rings, fight organized crime, and hunt down wanted federal criminals.

Grease Monkey: Born with a wrench for a rattle and oil in their veins, they can fix just about any machine with a well-placed kick and a twist of the wrench. More often than not, they are better able to relate to machines than other people.



Hardboiled Gumshoe: Stealthy, tenacious, dedicated, and able to dig up dirt on anybody, the hardboiled gumshoe usually works with the police (even though they're not exactly considered to be "on the job"). They have a penchant for getting roughed up by thugs, betrayed by femme fatales, and drinking a shot or two of whiskey when the chips are down.

Heroine: The heroine is tougher than she might appear. A devious femme fatale, spoiled princess, or everyday Jane Doe, the heroine is one-part charm, one-part wit, and one hundred percent adventurer.



Hunter: The hunter pits himself against the most dangerous and ferocious beasts known to man! An amazing outdoorsman, they often go native and adopts the language, customs, and religion of the native people who befriend and respect them. This will undoubtedly earn them scorn from their original culture, but they don't care and only live for the thrill of the hunt.

Investigator: The lure of forgotten or forbidden knowledge drives some to scour the world in search of scrolls and dusty tomes hidden away in libraries, museums, or worse. Searching for the unknown and diving head-first into what they find is irresistible to an investigator. The dangers that come with the quest for such knowledge is almost an afterthought—for how will we prepare for what is to come if we do not truly understand what has already passed?

Magician: This curious hero learned their skills from a mentor or a special academy, and adheres (more or less) to the tenets of the Magician's Code. They have an innate flair for the dramatic and tend to affect the dress and mannerisms of a stage magician: top hat, tuxedo, black cape, and (for the more fashionable) - white spats. This dramatic sense extends to the impressive names they give their spells and the stage names they adopt to protect their true identity.

Mentalist: This individual taps into the raw power of mental energy and harnesses it in order to affect the world around them. Learning to manipulate the world with your mind takes years of grueling study and opens one's eyes to the power within their grasp.

Mystic: Questing for the divine and spiritual truths to put them on a pathway to enlightenment, this hero practices techniques from certain schools of Buddhism, Hinduism, or other beliefs, including meditation, contemplation, and heightened wisdom. Their customs might be odd to Westerners, but they are compelled to right wrongs and protect the powerless.

Noble Criminal: This antihero dwells in the shadows and operates as a bootlegger, master thief, grifter or even a former mobster. They have abandoned their prior associates but still can't shake the commitment to their own moral code. In a black and white world, they're comfortable being grey and ambiguous.



Police Officer: A member of a metropolitan or small-town police department, the police officer enforces the laws of a community. Whether a cop walking a beat, or a detective assigned to investigations, the police officer is respected by the people they serve. An uncorrupt and competent police officer invariably makes a few enemies in the criminal underworld.

Priest: A functionary of an organized religion, the priest is granted the powers to officiate over worship services and enact rituals for the glory of their god. Whatever divine power or powers exist, the priest channels it with prayers, offerings, and rituals. Playing this character means knowing the central dogma and beliefs of a chosen religion.

Sailor: A member of a national navy or a privateer with their own boat, sailors are skilled at navigating the world's seas. Tough and resilient, they can weather any calamity, including typhoons or pirates, and has contacts in ports throughout the globe.

Scrappy Kid: Young, but clever and independent, this rascal can be an orphan or runaway, or just a plain ordinary kid thirsting for adventure. This young scamp is sneaky and usually tuned-in to the rhythm of the streets. They be a small fry, but when the chips are down, this pint-sized hero is all heart and gumption.

Soldier of Fortune: This grim soul sells their life for cold cash. An expert soldier and survivalist, this individual offers their talents to the highest bidder. Whether it's fighting in Spain as a member of the International Brigade or skirmishing in the Bush Wars of colonial Africa, if there's a fight to be found, the Soldier of Fortune will be sure to get involved and turn a profit.



Scientist: This hero excels at scientific theory and knowledge and has the ability to apply it in the field to solve problems and discover the truth of any situation. Scientists are the prophets of the coming age, with the vision that will shape the world of the future and bring that world into the present and are driven by curiosity and the need to know.

Swami: The swami begins his training as a yogi (or guru) before attaining enlightenment and self-awareness. He gains his powers by studying and mastering the universe around him. Alcohol and the pleasures of the flesh are forbidden, as is gluttony and greed. The swami dresses the part, wearing turbans and robes and carrying around a book or two filled with Eastern wisdom.

Wandering Monk: Trained in martial arts in a Tibetan monastery or academy in the Far East, this hero is a pacifist, not seeking trouble, but it usually finds them. When it does, they unleash a flurry of melee attacks to protect the innocent. To them, life is not a destination, but a journey, one involving contemplation, performing good deeds and the occasional fight.

Creating Characters

Step One: Concept

Start with a general idea of the type of character you would like to play, whether from an archetype or an original concept.

Figure out where your hero was born, where they were raised, and what they have been doing up to the point that they begin their career as a hero in the story to come.

Step Two: Choose Race

Pulp Cthulhu heroes are human (at least to start with).

Step Three: Hindrances

Hindrances are flaws, drawbacks, or dark secrets drawn from a character's backstory.

You can take up to 4 points of Hindrances. A Major Hindrance is worth 2 points, and a Minor Hindrance is worth 1 point. A hero can take two Major Hindrances, four Minor, or any combination that adds up to 4 points. (You can take more Hindrances if you want but the maximum benefit is 4 points!)

- For 2 Hindrance points you can raise an attribute one die type or choose an Edge.
- For 1 Hindrance point you can gain another skill point or gain additional starting funds equal to twice the setting's starting amount.

See the **Hindrances** section for details on new or modified Hindrances available in this setting.

Step Three: Attributes

Every character starts with a d4 in each of five attributes: Agility, Smarts, Spirit, Strength, and Vigor.

You have 5 points to distribute among them, each die step increase costs 1 point. Attributes may not be raised beyond d12 unless an Edge states otherwise.

Step Four: Skills

See the **Skills** section for details about available skills and changes to the default SWADE skills.

Core Skills: Athletics, Common Knowledge, Notice, Persuasion, and Stealth all start at d4 for free.

You have 12 additional points to put into these or any other skills. Each die type costs 1 point per step up to and equal to the linked attribute; then 2 points per step after that.

Skills may not be raised beyond d12 unless an Edge states otherwise.

Step Five: Derived Statistics

The base **Pace** for a character is 6, unless modified by an Edge or Hindrance.

Parry is calculated as half of Fighting plus 2.

Toughness equals 2 plus half your hero's Vigor, plus Armor worn on their torso.

Wealth is a die value representing how much money and barter-worthy stuff a character has available above and beyond what they require for living. Wealth typically starts at d6 but can be affected by starting Edges and Hindrances. (See the **Revised Wealth** section for details.)

Step Six: Edges

Humans start play with an Edge of their choice for which they must meet the requirements. Select additional Edges for the character using any leftover Hindrance points.

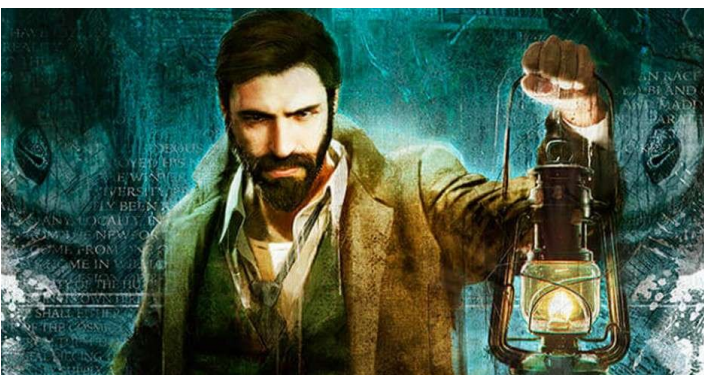
Background Edges must be taken at character creation.

See the **Edges** section for details on changes to core Edges and additional Edges available in this setting.

Step Seven: Defining Interests

Defining Interests are additional focused areas of knowledge that round out the character's background, interests and hobbies. They can provide bonuses on related Trait tests.

All characters start with Defining Interests equal to half of their Smarts die. Defining Interests can also be acquired via certain Edges. Once a Defining Interest is selected it is permanent. (With GM permission, Defining Interests can be saved when acquired and introduced later during play.)



Step Seven: Languages

All Wild Cards can fluently speak and read their native language as well as speak English with the appropriate accent. All Wild Cards begin play with the Linguist Edge for free, which makes them fluent in a total number of languages equal to half of their Smarts die (excluding Ancient and Exotic languages). If the character permanently increases their Smarts they learn a new language as well.

For example, a character from Italy with a Smarts of d8 can speak Italian (their native tongue), accented English and two additional languages.

Characters may take the Linguistics skill as well as the Expert Linguist and Master Linguist Edges to increase their linguistic proficiency.

Step Eight: Gear

Characters begin play with gear valued at up to **\$250** (adjusted for any Edges and Hindrances). Heroes should be equipped with what makes sense for them at the time the story begins, which should be derived from the character's background. The **Gear** section in this document supersedes the SWADE Core rules. The Revised Wealth system will be used for purchases after play begins.

Skills

Skills are learned abilities such as firing weapons, hand-to-hand combat, scientific knowledge, professional aptitudes, and so on. The skills available in this setting along with their linked attributes are listed to the left.

Unused Skills

The following SWADE skills are not used in this setting: **Electronics, Hacking, Language**

New Skill

LINGUISTICS (SMARTS)

This skill is used to decipher or translate unknown languages or symbiology. Ancient or Exotic languages impose a -4 penalty to the skill check.

In addition, each die level of this skill that is gained grants a character literacy in another language of their choice. (Learning Ancient or Exotic languages requires the Master Linguist Edge.)

MASTER SKILL LIST

Academics (Smarts)

Athletics (Agility)

Battle (Smarts)

Boating (Agility)

Common Knowledge (Smarts)

Driving (Agility)

Faith (Spirit)

Fighting (Agility)

Focus (Spirit)

Gambling (Smarts)

Healing (Smarts)

Intimidation (Spirit)

Linguistics (Smarts)

Notice (Smarts)

Occult (Smarts)

Performance (Spirit)

Persuasion (Spirit)

Piloting (Agility)

Psionics (Smarts)

Repair (Smarts)

Research (Smarts)

Riding (Agility)

Science (Smarts)

Shooting (Agility)

Spellcasting (Smarts)

Stealth (Agility)

Survival (Smarts)

Taunt (Smarts)

Thievery (Agility)

Weird Science (Smarts)

Core skills are displayed in red.

Arcane Background Skills are displayed in blue.

New Skills are displayed in green.

Additional Uses for Skills

- **Boating:** includes Navigation on the seas
- **Common Knowledge:** includes Area Knowledge, current events, and current political conditions
- **Piloting:** includes Navigation in the air
- **Repair:** includes Crafting and Electronics
- **Survival:** includes Geography and Navigation on land

Hindrances

Hindrances are character flaws and physical handicaps that occasionally make life a little tougher for your hero.

Unavailable Hindrances

The following Edges are not used in this setting:
Doubting Thomas.

Modified Hindrances

ALL THUMBS

The All Thumbs Hindrance applies only to complex technology, not simple technology as might be found in more primitive regions.

New Hindrances

AMNESIA (MAJOR)

Pulp stories often begin with the hero waking up and not knowing who he is or where he's been. You have suffered the same fate. You can't remember events before a specific point in your life. The details are left to the GM, but commonly include Hindrances (such as Wanted or Obligations) of which you are unaware.

BRAVADO (MINOR)

Some heroes and villains just don't know when to brag and when to act. The character's first round in any combat must be spent announcing how great he is or pronouncing the doom of those who oppose him. If they choose to act instead, it costs them a Benny.

A villain with this Hindrance never delivers a finishing blow to a foe. Instead, he leaves them to die, or orders his minions to finish them while he stalks off well out of earshot. Inevitably, these foes survive their wounds, escape the minions, and so on.

AMOROUS (MINOR)

Due to lust or true admiration for form, this individual is easily enamored with a pretty face. Amorous characters suffer a -2 penalty to resist Tests by any character with the Attractive or Very Attractive Edge.

BULLY (MINOR/MAJOR)

Nothing entertains this miscreant more than making others' lives miserable, especially if they're "different." As a Minor Hindrance the Bully frequently belittles anyone she doesn't like, threatens her, or she feels doesn't belong. As a Major Hindrance, the Bully is willing and able to turn confrontations physical.

CORRUPTION (MAJOR)

NOTE: This Hindrance may only be taken by a character with an Arcane Background.

The caster's magic draws on some foul, evil, or tainted source. Whenever they roll a Critical Failure on an arcane skill roll, they either gain a new Minor Hindrance or trade or upgrade a Minor Hindrance gained by Corruption to a Major Hindrance that reflects their degrading mind and body.

A wizard might become Jealous (Minor), for example, as he realizes how difficult it is to gather his power. Then Bloodthirsty (Major) as his rage turns to violent thoughts.

These Hindrances last until the spell-user's next Advance, at which time in addition to their regular Advance they may remove one Minor Hindrance gained by Corruption, or reduce or trade a Major Hindrance gained by Corruption for a Minor Hindrance.

COWARDLY (MINOR)

The hero might face dangerous situations with bravado, but they are constantly afraid. Before rolling on the Fear Table, they must immediately move their full Pace plus running die away from the subject of their fear. Once this movement is complete, resolve the Fear Table roll.

CURSED (MAJOR)

NOTE: This Hindrance may only be taken by a character with the Arcane Background (Miracles) Edge.

Your hero crossed some dark power and has forever after been marked by its tainted touch. Beneficial magical powers and effects intended to aid them, including those cast by allies or even themselves, suffer a -2 penalty to the arcane skill roll. Worse, if the roll is a Critical Failure, the caster is Stunned!

The penalty applies if the Cursed character is within an area effect power or targeted by the Additional Recipients modifier. (No effect on hostile powers.)

DOOMED (MAJOR)

Death is eager for your hero. Perhaps they cheated it at some point in their path or was brought back from the dead and owes the Ferryman a fee. Whatever the reason, they subtract 2 from Soak rolls. (This Hindrance has the same effect as Glass Jaw, and the penalties stack if a character has both.)

DREAD (MINOR)

The investigator is the pessimistic type who believes the light at the end of the tunnel is a freight train with his name on it. They add +2 to the results of failed Fear checks.

GLASS JAW (MAJOR)

You don't handle physical pain and injury well and thus suffer a -2 penalty on all Soak rolls. (This Hindrance has the same effect as Doomed, and the penalties stack if a character has both.)

HAUNTED PAST (MINOR/MAJOR)

The character suffers from some sort of tragic past. Whatever happened, it scarred them deeply and sometimes affects their performance when under stress. Whenever the character is dealt a Clubs suit Action Card these memories flood back, and all rolls that round suffer a -1 penalty as Minor Hindrance or a -2 penalty as a Major Hindrance.

HEAVY SLEEPER (MINOR)

A thunderstorm from Hell itself doesn't wake this character. Once they drop off they must make a Notice roll (-4) to wake up. They also suffer a -4 penalty to Vigor rolls made to stay awake.

IMPATIENT (MAJOR)

The hero loves leaping into battle at the earliest opportunity, and it frustrates them to wait for others to act. Your hero can't go on Hold, and if they are the last of their allies to act in a round of combat they suffer a -1 penalty on all Trait rolls that turn.

LYING EYES (MINOR)

Lies do not come easy to this character, which might be noble but often causes problems when dealing with the more nefarious element. The hero suffers a -1 penalty to all Intimidation and Persuasion rolls where lies — even little ones — must be told. The penalty also applies to bluffing, and all their Gambling rolls suffer a -1 penalty as well.

MATERIAL COMPONENTS (MAJOR)

NOTE: This Hindrance may only be taken by a character with an Arcane Background.

The spellcaster's powers consume material items. Maybe a medium must burn sage to cast *banish* or a priest needs sacramental bread to confer the *smite* power to his allies. Such items are assumed to be at hand — usually in a pocket, bag, or convenient pouch.

If the caster is ever stripped of their possessions and can't get the materials they need, they reduce all arcane skill rolls by 4 until they're restored (\$50 × the caster's Rank at a shop or a day's worth of gathering or foraging in an appropriate environment with a Survival roll per Rank). The caster also runs out of material components if they roll a Critical Failure, and must replenish as above.

MILQUETOAST (MINOR)

You believe firmly in the sanctity of mind and body, starting with your own. Your hero is inexperienced in combat and recovers slowly from shock and trauma. You suffer a -2 penalty to Spirit rolls to recover from being Shaken. The character may expend an Advance to eliminate this Hindrance at Seasoned rank or any time thereafter.

NIGHT TERRORS (MAJOR)

Your hero suffers horrible nightmares, tossing and turning all night and likely keeping everyone within earshot of them awake with his nightly torment. The repeated barrage on their psyche weakens their resolve and they suffer a -1 penalty to all Spirit rolls.

Anyone who sleeps nearby likely has a long night ahead of them as well (see Sleep in Savage Worlds for possible consequences).

PALOOKA (MINOR/MAJOR)

Some people know how to throw a punch, while others don't. Through inexperience or physical ineptitude, you're just no good at fighting and suffer a -1 or -2 to Fighting rolls, depending upon whether you take this as a Minor or Major Hindrance.

You can't have both this Hindrance and Edges awarding bonuses to Fighting. This Hindrance can be bought off through rigorous training. The character may expend an Advance to reduce or eliminate this Hindrance at Seasoned rank or any time thereafter.

STAND OUT (MINOR)

You don't look like normal folks. Whether your skin is bronze-colored, your head is shaped like a flat-iron, or your muscles bulge out of any clothing you happen to be wearing, you stand out in a crowd and are easily remembered and recognized, regardless of how you dress. Any attempts to disguise your features are at -4.

SCREAMER (MINOR/MAJOR)

No matter how much your investigator fights it, fear and terror elicit an ear-splitting scream. Any time the character fails a Fear check, she automatically screams at the top of her lungs.

As a Major Hindrance, she continues to scream and is Distracted until she makes a Smarts roll as a limited free action. Allies (who can hear) within a Large Blast Template centered on the Screamer are also Distracted until the screaming ends, or they move out of the template.

SUPERSTITIOUS (MINOR)

The victim finds something that helps him deal with the terrors he faces. Pick a simple routine or object to be the focus of this disorder. As long as the focus is undisturbed, this character is fine. If the focus is lost or disturbed all Trait rolls are made at -1.

VICTIM (MAJOR)

We've all seen the movies. Some lone hero or heroine is destined to survive while her friends are slowly picked off one by one. Your hero is rarely the final guy or girl of the story.

Anytime the Game Master decides to choose a target randomly, she should usually choose the Victim instead. Any extra adversaries "left over" when piling onto the party should also go to the Victim as well.

XENOPHOBIC (MINOR/MAJOR)

Whether because of simple racial intolerance or past dealings, the character has a dislike of all cultures other than his own and finds dealing with them unpleasant at best.

They suffer a -2 penalty on all social interactions when dealing with foreign cultures with the Minor version and -4 with the Major Hindrance. Openly voicing their xenophobic beliefs (something they finds hard to control) may lead to confrontation or ostracism.

Edges

Background Edges

Background Edges are typically only allowed to be taken at character creation.

Unavailable Edges

The following Edges are not used in this setting: **Channeling**, **Extra Effort**, **Holy/Unholy Warrior**, **Power Points**, **Power Surge**, **Rapid Recharge**, **Improved Rapid Recharge**, **Soul Drain**.

Modified Edges

GADGETEER (POWER EDGE)

Each device created using this Edge applies a cumulative -1 modifier to all arcane skill rolls while it is in use. Devices created use the Duration of the power and cannot be maintained longer.

New Background Edges

ARCANE BACKGROUND (BLESSED)

Requirements: Novice, Spirit d8+, Faith d4+

Blessed have been granted powers from their Creator to protect humanity and the world. They use Faith (Spirit) as their arcane skill. See the **Arcane Backgrounds** chapter for more information.

ARCANE BACKGROUND (INVENTOR)

Requirements: Novice, Smarts d8+, Science d6+, Weird Science d4+

Either through education or innate ingenuity, the Inventor has an uncanny knack for creating cutting-edge devices. They use Weird Science (Smarts) as their arcane skill. See the **Arcane Backgrounds** chapter for more information.

ARCANE BACKGROUND (OCCULTIST)

Requirements: Novice, Smarts d6+, Research d6+, Spellcasting d4+

Occultists delve into all types of arcane lore and are able to shape and direct mystic energies through a using this secret knowledge. They use Spellcasting (Smarts) as their arcane skill. See the **Arcane Backgrounds** chapter for more information.

ARCANE BACKGROUND (PRETURNATURAL)

Requirements: Novice, Spirit d6+, Focus d6+

A Preternatural's physiology has been drastically altered in some way, granting them tremendous innate power. They use Focus (Spirit) as their arcane skill. See the **Arcane Backgrounds** chapter for more information.

ARCANE BACKGROUND (PSIONICIST)

Requirements: *Novice, Smarts d6+, Psionics d4+*

A Psionicist possesses extraordinary mental abilities, allowing them to interact with supernatural phenomena and affect the minds of others. They use Psionics (Smarts) as their arcane skill. See the **Arcane Backgrounds** chapter for more information.

COSMOPOLITAN

Requirements: *Novice*

“Been there, seen that” is a phrase uttered by your hero on more than one occasion. During your youth you traveled the world and experienced many of its cultures. Your character adds +2 to Common Knowledge rolls dealing with cultures or social etiquette and gains two additional Defining Interests reflective of their experiences.

INHERITED VEHICLE

Requirements: *Novice, Repair d6+, Boating or Driving or Piloting d6+*

You start play with a vehicle. Perhaps it’s something that’s been in your family for generations; perhaps it’s something you’ve been tinkering with for a few years. It might even be something you won in a game of cards. However you got it, you’ve got it, but it certainly isn’t the best.

If your GM allows you to take the Inherited Vehicle Edge, you can have a horse and buggy, automobile, aeroplane, zeppelin, speedboat, or other conveyance. Work out the specific details with your GM. Should your vehicle be destroyed, you get it repaired or replaced between adventures/sessions as appropriate.

JOHNNY-ON-THE-SPOT

Requirements: *Novice, Agility d6+*

It pays to be quick! Once per session you may ignore your initiative card and go first even if someone has a Joker! (You do not get the +2 bonus drawing an actual Joker gets.)

RUGGED

Requirements: *Novice, Spirit or Vigor d8+*

Whether in the jungles of the Amazon or in the snow-covered steppes of Russia, you have become used to tough environmental conditions and receive a +2 bonus on any Fatigue roll resulting from environmental effects such as cold, heat, hunger, sleep deprivation, or thirst. In addition, you may ignore one Fatigue level, regardless of its source.

SAVVY

Requirements: *Novice, Smarts d10+*

Whether you’re highly educated, well-read, or simply in touch with your surroundings, you seem to know at least a little bit about everything. When you take this Edge you gain a free reroll on all Common Knowledge rolls and gain an additional Defining Interest.

VIGOROUS

Requirements: *Novice, Vigor d8+*

By virtue of your amazing constitution, you gain a +2 bonus on all Vigor rolls made to resist the effects of alcohol, drugs, disease, poison, knockout gas, and similar substances. If you fail, you are affected normally (e.g., you suffer extra damage from a poisoned blade or fall asleep when hit with a cloud of sleep gas). This bonus is not applied to Soak rolls.

New Combat Edges

BACK ALLEY SCRAPPER

Requirements: *Novice, Fighting d6+*

You are skilled at grappling and street fighting and gain a +2 bonus on all Athletics and Strength rolls for Grappling checks.

BRING IT ON!

Requirements: *Seasoned, Fighting d10+*

You are a master of defending against multiple attackers, and any Gang Up bonus against you is reduced by two.

DRAGON’S GRACE

Requirements: *Heroic, Chi, Spirit d10+*

Due to intensive training and discipline, opponents attacking you with ranged weapons use your Parry when resolving attacks as long as you’re aware of the attack and are able to move freely.

JUST A SCRATCH

Requirements: *Novice, Vigor d8+*

You can take a beating and it hardly shows. Once per session you may spend a Benny to automatically ignore all damage resulting from a single attack.

MASTER MARKSMAN

Requirements: *Heroic, Marksman, Athletics or Shooting d10+*

If the hero doesn’t move in a turn and fires no more than a Rate of Fire of 1 as her first action, they may add +2 to an Athletics (throwing) or Shooting roll, or ignore up to 4 points of penalties from Called Shots, Cover, Range, Scale, or Speed. This does not stack with Aim and doesn’t apply to additional attacks after the first.

PEDAL TO THE METAL

Requirements: *Seasoned, Boating or Driving or Piloting d8+*

You know how to squeeze a little more juice out of a vehicle to escape a tight spot. When involved in a vehicular chase or dogfight (see the SWADE Chases & Vehicles rules), you get one free reroll on all maneuver rolls.

TAKEDOWN

Requirements: *Fighting d8+*

You are trained in how to throw or trip an opponent. Make an opposed Athletics or Fighting roll versus the target's Strength or Agility (their choice), subtracting the difference in Scale (if any). With a success, the target is placed prone in any square adjacent to you. With a raise, the target is also Shaken.

New Professional Edges

AQUANAUT

Requirements: *Novice, Athletics d8+*

You are as at home in the water as you are on land and receive +2 to all Athletics (Swimming) rolls. Your swimming Pace is equal to your normal Pace or half your Athletics skill (whichever is greater), and you may push yourself to swim faster (add a d6 to swimming Pace) as a limited free action with no multi-action penalty.

EXPERT LINGUIST

Requirements: *Seasoned, Linguist, Smarts d8+*

The Multiple Languages setting rule is in play, so all Wild Cards start with the Linguist Edge for free (see the **Setting Rules** chapter for details).

Taking Expert Linguist immediately grants an additional number of languages equal to half your Smarts die and a free reroll when using the Linguistics skill to decipher or translate (see the **Skills** section for details).

MASTER LINGUIST

Requirements: *Veteran, Expert Linguist*

Immediately gain an additional number of languages equal to half your Smarts die, and you may now choose Ancient or Exotic languages when selecting new languages, provided you have the means to learn them.

When encountering a spoken language with which you are not fluent, you are allowed either a Smarts or Linguistics check in order to successfully communicate. The penalty to decipher or translate Ancient or Exotic languages is reduced to -2.

HOT-SHOT

Requirements: *Novice, Ace*

The effects of this Edge apply to a single vehicle you possess (chosen when this Edge is taken). You gain +2 to your Boating, Driving or Piloting roll to avoid going Out of Control when your vehicle takes damage.

You may also apply a +2 bonus when you Repair your vehicle. If “your baby” is lost or destroyed, you must spend a few weeks getting to know its replacement before the effects of this Edge kick in.

MASTER OF DISGUISE

Requirements: *Novice, Performance d6+, Persuasion d6+*

You are adept at both concealing your identity and impersonating others. You get one free reroll on checks to disguise your true identity or impersonate others.

MOUNTAINEER

Requirements: *Novice, Strength d6+, Athletics d6+*

You are a skilled climber receiving +2 to all Athletics (Climbing) rolls. Your climbing Pace is equal to your normal Pace or one half your Athletics skill (whichever is greater), and you may push yourself to climb faster (add a d6 to climbing Pace) as a limited free action with no multi-action penalty.

OKLAHOMA THUNDERBOLT

Requirements: *Novice, Agility d8+, Riding d6+*

You ride like you were born in the saddle and have a natural affinity with your mount. You ignore two points of penalties to any Riding roll and may spend Bennies to Soak damage for any mount you control or command, using the Riding skill instead of Vigor. Each success and raise negates a Wound. You may also mount or dismount as a limited free action.



ONE HAND ON THE WHEEL

Requirements: *Novice, Ace or Oklahoma Thunderbolt*

While commanding a vehicle or mount (using Boating, Driving, Piloting, or Riding) you may make one additional action without invoking the normal multi-action penalty (subject to GM approval, and up to the maximum of three actions per turn).

For example, you could fire your pistol while driving your automobile, rush by and sweep someone off their feet riding your horse or drop a bomb while piloting your trusty aeroplane.

New Social Edges

ALTERNATE IDENTITIES

Requirements: *Novice*

You have several alternate identities equal to half your Smarts die type (e.g., identity cards, travel passes, and passports) which, to all but the most intense scrutiny, appear to be legally established and beyond reproach.

Anyone attempting to identify you has an equal chance of pulling up any of these identities. Given enough time and effort your true identity will eventually be revealed (i.e., when you run out of alternate identities).

Identities revealed during a given session are not available for the remainder of the session; however, they are replaced by new ones at the start of the next session.

ASSOCIATE

Requirements: *Novice, Smarts d8+, Persuasion d6+*

Your character has an associate who travels with him and acts as his helpful counterpart. The associate is an Extra under your control (although the GM role-plays the Associate in social situations). The associate is considered a Competent Minion (see Setting Rules) and gets a Wild die for Trait checks but does not have any wounds nor get any Bennies, although you may use your Bennies for them.

Should your associate perish or depart, you may recruit another. The associate needs to have a backstory and a reason to be sharing the hero's exploits. Depending upon who your hero is, he might have a soldier bodyguard or use the Irregular stats (adding 5 skill points, an Attribute increase, and an Edge) to build other types of Associates such as a Fleet-Footed servant, a knowledgeable academic or a sneaky henchman.

AUTHORITY

Requirements: *Requirements: Novice, Obligation Hindrance*

You are a member of some sort of authoritative organization or governing body. This could be the League of Nations, the FBI, a police force, or any other powerful entity with political clout.

Whenever you flash your badge or other symbol of authority you gain one free reroll when making an appropriate Intimidation, Persuasion or Connections roll.

BUREAUCRAT

Requirements: *Novice, Persuasion d8+*

You know the ins and outs of maneuvering in a bureaucratic situation, whether in the halls of a government office or cutting through the red tape in a police department.

Your character gains a free reroll on Research and Networking rolls when dealing with a large organization of authority, such as a government office, police force, or academic institution

CATCHPHRASE

Requirements: *Novice*

When you take this Edge, you must also come up with a catchphrase (e.g., "Evil begets only evil" or "Don't forget to tell them Ace sent you"). Once per scene you may utter the Catchphrase and spend a Benny to gain a +2 bonus on your next Trait roll.

New Weird Edges

CONTORTIONIST

Requirements: *Novice, Agility d8+*

Through studying Eastern yoga or conditioning your muscles, you are extremely flexible and are able to fit into or through small spaces.

You get a +2 to Athletics rolls to crawl through or under narrow areas such as air ducts, chimneys or cramped passageways as well as wiggling out of ropes and other bindings.

FINGERS CROSSED

Requirements: *Wild Card, Novice, Luck*

When the chips are down, all you can do is close your eyes and cross your fingers. And for your character, this actually means something more than just dumb blind luck.

Once per session, when you spend a Benny to reroll a Trait test, you gain a bonus d6 to the second roll (and this die may Ace).

New Legendary Edges

AWE-INSPIRING PRESENCE

Requirements: Wild Card, Legendary, Command, Strong Willed

When you arrive, all eyes immediately turn to you. You double your command radius and get a free reroll when making social Tests using Intimidation, Persuasion, or Taunt.

EMPTY THE CLIP

Requirements: Legendary, Rock and Roll

You can spend a Benny to fire all the remaining bullets in your automatic weapon as an area effect attack using a Shooting roll. You must have at least half a clip remaining to use this Edge.

Choose whether you're firing in a Small Burst or Cone Template before you roll. All targets under the template must make an Agility roll at -2 to evade or they suffer damage. Roll damage separately for each target affected.

LAST MAN STANDING

Requirements: Wild Card, Legendary, Spirit or Vigor d10+

You can shake off injuries which leave lesser men incapacitated. You may spend a Benny to ignore all wound and Fatigue penalties for the remainder of the scene.

ROCK OF GIBRALTAR

Requirements: Wild Card, Legendary, Spirit d10+, Vigor d10+

You are physically tough and mentally resilient, and can only be taken out by a truly decisive blow. If you are Shaken, further Shaken results do not inflict wounds.

CHAPTER FOUR:

PULP GEAR

Pulp stories prioritize action and adventure, and material wealth should generally be background detail. For instance, a hero who is "Filthy Rich" can access luxuries like a Boeing Clipper or a chauffeur without needing to track expenses for crew, maintenance, or fuel. Assume these are covered by their wealth. As long as a hero doesn't exploit these perks, the GM should consider them part of the game.

The Revised Wealth system is a way to quickly deal with financial transactions without tracking actual currency. See the **Revised Wealth** section for details.

The gear listed in this section supersedes what is listed in the SWADE Core rules. If an item is not listed in this document the SWADE rules or companions can be used for guidance on the availability and cost.

Limited Availability

The gear listed in this chapter includes items that have limited availability because they historically become available after certain dates, or are futuristic technology. These items are marked with an **asterisk (*)** and require additional effort to procure that must be coordinated with the GM.



COMMON GEAR		
ITEM	COST	WT
Aviator's Gear (cap, goggles, scarf, fur lined boots, and jacket)	25	3
Backpack	5	2
Binoculars	15	2
Camera (Kodak Brownie; requires film)	5	4
Candle (illuminates SBT)	0.05	—
Cartridge Belt (holds 50 bullets or 8 mags)	1	1
Clothing, Formal	30+	—
Cold Weather Gear (parka, boots, gloves, and snow goggles)	15	4
First Aid Kit (required for Healing skill)	5	1
Flashlight (illuminates Cone)	2	1
Gas Mask	4	1
Lamp, Carbide (clips to headgear, generator on waist; illuminates Cone)	4	3
Lantern (illuminates LBT)	3	2
Lockpicks (required for Thievery skill)	20	1
Movie Camera, 8mm (requires film)	30	4
Rope (60' hemp)	2	10
Safari Gear (a pith helmet, khakis, and boots)	5	3
Steamer Trunk (200 lbs. capacity)	5	8
Suitcase (40 lbs. capacity)	2	3
Tent, Canvas (sleeps 2 persons)	5	12
Telescope	25	4
Toolkit (various types, required for skills)	10	6
Torch (illuminates MBT)	0.5	0.5
Portable Typewriter (includes case)	25	5

ARMOR						
ITEM	ARMOR	MIN STR	WT	COST	NOTES	
Bulletproof Vest* (torso)	+2	d6	10	35	Reduces bullet damage by 2	
Leather Jacket, Thick Coat (torso, arms)	+1	d4	5	12	—	
Motorcycle Helmet (head)	+1	d4	2	5	50% chance of protecting head	
Steel Pot Helmet (head)	+1	d4	3	5	50% chance of protecting head	
MELEE WEAPONS						
ITEM	DAMAGE	MIN STR	WT	COST	NOTES	
Axe, Hand	Str+d6	d6	2	10	—	
Baseball Bat	Str+d6	d6	3	3	A wooden bat breaks on a 1 on the Fighting die, regardless of Wild Die	
Bayonet	Str+d4	d4	1	3	When attached to a rifle: Reach 1, Str+d6, Parry +1, requires two hands	
Billy Club / Baton	Str+d4	d4	1	1	—	
Brass Knuckles	Str+d4	d4	1	2	Does not count as a weapon for Unarmed Defender	
Dagger / Knife	Str+d4	d4	1	3	May be thrown using Athletics; Range 3/6/12	
Garrote	Str+d4	d4	—	2	Used as part of a Grapple, victim is Entangled; Called Shot Neck (-4) does +4 damage	
Nunchaku	Str+d4	d4	1	3	Reach 1; Parry +1 if used two-handed	
Rapier	Str+d4	d4	2	15	Parry +1	
Sap	Str+d4	d4	1	1	—	
Shuriken	Str+d4	d4	1	5	May be thrown using Athletics; Range 3/6/12	
Stake	Str+d4	d4	2	1	May be thrown using Athletics; Range 2/4/8	
Sword Cane	Str+d4	d4	3	30	Parry +1; -2 Notice to be detected	
Sword, Long	Str+d8	d8	3	30	—	
Sword, Short / Machete	Str+d6	d6	2	10	—	
Trench Knife	Str+d4	d4	1	5	Combines brass knuckles and a combat dagger, a metal bulb on the hilt, called a “skull crusher,” deals an additional +2 damage on Called Shot Head	
Whip	Str+d4	d4	2	10	Parry -1, Reach 2; target entangled on a raise instead of bonus damage	
EXPLOSIVES						
ITEM	RANGE	DAMAGE	AP	MIN STR	WT	NOTES
US Mk II Grenade*	4/8/16	3d6	—	d4	1	MBT
Stielhandgranate “Potato Masher” *	5/10/20	3d6-2	—	d4	2	MBT
Dynamite: 1-2 sticks	4/8/16	2d6	—	d4	0.5 / 1	MBT, +2 damage for 2 sticks
Dynamite: 3-4 sticks	3/6/12	3d6	—	d4	1.5 / 2	LBT, +2 damage for 4 sticks
Dynamite: 5-6 sticks	2/4/8	4d6	—	d6	2.5 / 3	6” Radius, +2 damage for 6 sticks
Dynamite: each additional	—	+2	—	—	+ 0.5	+0.5” Radius per stick

FIREARMS									
ITEM	RANGE	DMG	AP	ROF	SHOTS	MIN STR	WT	COST	NOTES
Holdout Pistols									
Double Derringer	3/6/12	2d4	—	1	2	d4	1	20	-2 to be Noticed
Pocket Revolver	5/10/20	2d4	—	1	6	d4	2	25	—
Pistols									
Revolver, Small Caliber	10/20/40	2d6	—	1	6	d4	2	30	<i>Colt Detective (.38)</i>
Revolver, Med Caliber	12/24/48	2d6	1	1	6	d4	3	40	<i>Nagant Model 1895 (7.62mm)</i>
Revolver, Large Caliber	12/24/48	2d6+1	1	1	6	d4	4	60	<i>Colt Peacemaker (.45)</i>
Semi-Auto, Small Caliber	10/20/40	2d6	—	1	7	d4	3	40	<i>Luger (.22)</i>
Semi-Auto, Med Caliber	12/24/48	2d6	1	1	7	d4	4	50	<i>Beretta 1934 (9mm)</i>
Semi-Auto, Large Caliber	12/24/48	2d6+1	1	1	7	d4	5	80	<i>Colt M1911 (.45)</i>
Shotguns									
Double-Barrel	12/24/48	1-3d6	—	1	2	d6	11	30	—
Pump Action	12/24/48	1-3d6	—	1	6	d4	8	30	—
Sawed-Off Double-Barrel	5/10/20	1-3d6	—	1	2	d4	6	30	—
Rifles									
Bolt Action, Small Caliber	24/48/96	2d6=1	1	1	5	d6	8	40	<i>Arisaka Type 44 (6.5mm)</i>
Bolt Action, Med Caliber	24/48/96	2d8	2	1	5	d6	9	80	<i>Springfield M1903 (.30)</i>
Bolt Action, Large Caliber	30/60/120	2d10	2	1	5	d8	11	120	<i>Snapfire; Sharps Big 50</i>
Semi-Auto Med Caliber*	24/48/96	2d8	2	1	8	d6	10	60	<i>M1 Garand (.30-06)</i>
Submachine Guns									
Thompson M1921 (.45)	12/24/48	2d6	1	3	30/50	d6	13	200	50 round drum (+2 lbs)
Beretta M1938A (9x19mm)*	175/250/500	2d6+1	1	3	30	d6	9	250	—
Machine Guns									
Browning M1919A4*	50/100/200	2d8+1	4	3	250	d8	104	3,000	Requires bipod / tripod
Browning M2HB*	75/150/300	2d8+1	6	3	100	d8	83	2,800	Requires bipod / tripod
Gatling (.45)*	24/48/96	2d8	2	3	100	n/a	170	500	Requires hard mount
Futuristic Weapons									
Tesla Pistol*	12/24/48	special	1	1	10	d6	4	n/a	Specialized power source
Tesla Rifle*	25/50/100	special	1	1	20	d8	10	n/a	Specialized power source
Ray Gun Pistol*	12/24/48	2d6+2	2	1	50	d6	4	n/a	Specialized power source
Ray Gun Rifle*	24/48/96	2d8	3	1	50	d8	10	n/a	Specialized power source



Telsa weapons are non-lethal, and produce a vivid blue flash of electricity and a loud crackle when fired. When a target is hit they must make a Vigor -2 roll or suffer a level of Fatigue, and become immediately Incapacitated on a critical failure.

CHAPTER FIVE:

ARCANE BACKGROUNDS & POWERS

The Arcane Backgrounds available in the Pulp Cthulhu setting are outlined in this chapter. Each provides the requirements, the Arcane Skill used, starting powers, available powers, additional abilities or detriments, and any available Edges specific to the background.

Additional powers may be learned with the New Powers Edge, and the Arcane Backgrounds have been adjusted for use with the No Power Points setting rule, which is repeated here for clarity.

Trappings and Power Modifiers from SWADE are available as written. Arcane Devices (SWADE 153) are not available. Characters with multiple Arcane Backgrounds are also not permitted.

To better follow the tropes of the setting, powers can also be invoked by those without Arcane Backgrounds using Rituals. See the ***Ritual Magic*** section for details.

Dynamic Backlash

A Critical Failure on an arcane skill check rolls on the **Dynamic Backlash** table and causes all other active powers to terminate.



No Power Points

Instead of using Power Points, characters with Arcane Backgrounds simply choose the power they want to activate and make an arcane skill roll. The penalty to the roll is the power's total cost in Power Points (base cost plus all Modifiers), divided by 2 (round up).

Success means the power activates as usual. A raise grants any additional bonuses stated in its description. Failure means all current powers terminate and the caster is Shaken. Critical Failure results in Backlash.

Maintaining Powers

Powers with a Duration longer than Instant may be maintained as long as desired, but maintenance begins immediately and each active power inflicts a cumulative -1 modifier to all further arcane skill rolls.

Power Preparation

A caster may prepare powers by concentrating for an entire round (no movement or other actions and must not be Shaken or Stunned). If successful, they ignore 2 points of penalties on all powers cast on their next turn. If they do not enact any powers on their next turn, the preparation is lost.

DYNAMIC BACKLASH

2d6	EFFECT
2	Catastrophe: Something goes terribly wrong. The GM must decide what, but some ideas are: a new and permanent Minor Hindrance, the inability to use powers for several days, or an explosion of some sort. The backlash should be thematic if possible. If the hero tampers with dark forces for his abilities, for example, he might become corrupted or summon something sinister into the world. If he's a weird scientist the device might explode for 3d6 damage in a Medium Blast Template, or he might develop a Quirk, Phobia, or other "madness."
3	Backfire: The power succeeds as with a raise but affects a different target with the worst possible results. A <i>bolt</i> hits a random friend, <i>boost trait</i> increases an enemy's skill or attribute, etc. If there's no likely target, the caster is Stunned instead. If the power has a Duration other than Instant, it lasts its full base term and can only be negated by <i>dispel</i> (the caster can't voluntarily end it herself).
4 - 5	Short Circuit: The power begins to get away from the caster, who desperately tries to control it. The caster is Distracted for the rest of the encounter. If the caster is already Distracted they become Vulnerable for the rest of the encounter.
6 - 8	Stunned: The caster is Stunned. She subtracts 2 from arcane skill rolls for the rest of the encounter (the penalty remains -2 even if she gets this result again).
9 - 10	Overload: The character's synapses crackle and overload with power. He takes 2d6 damage plus the cost of the power in Power Points, including any Power Modifiers the player declared.
11	Fatigue: The character suffers Fatigue.
12	Overcharge: The power draws ambient energy from the air, automatically succeeding against the target with a raise!



BLESSED

The Blessed are typically preachers, imams, rabbis, or other holy men and women ordained by their religion. They are protectors of humanity and the world made by their Creator. Most follow at least the core tenets of their church, but some shun organized religion for their own particular brand of service.

- ♦ **REQUIREMENTS:** Spirit d8+, Faith d4+
- ♦ **ARCANE SKILL:** Faith (Spirit)
- ♦ **STARTING POWERS:** *Relief, sanctuary*, and three other powers from the list below.
- ♦ **AVAILABLE POWERS:** *Arcane protection, banish, barrier, beast friend, boost/lower Trait, confusion, consecrate ground, darksight, deflection, detect/conceal arcana, dispel, divination, empathy, entangle, environmental protection, exorcism, farsight, havoc, healing, light (not darkness), protection, relief, resurrection, sanctuary, scrying, sloth/speed, slumber, smite, sound/silence, speak language, stun, warrior's gift.*
- ♦ **MIRACLES:** Blessed may take Edges that require Arcane Background (Miracles).
- ♦ **VOW:** Blessed gain a Vow (Major) to serve their religion and its people. This is in addition to their starting Hindrances. If they fail to uphold their religion's values, they subtract 2 from Faith rolls for a week. Truly sacrilegious acts might rob them of their powers entirely until they atone in some way.



Blessed Edges

AURA OF COURAGE

Requirements: Novice, AB (Blessed), Spirit d8+

When activated as an action, a field of holy energy encircles this noble being. Allies within 10" (20 yards) add +1 to Fear checks and subtract 1 from **Fear Effects** table results. While active the aura acts as a maintained power and applies a penalty to Faith rolls.

HOLY SYMBOL

Requirements: Novice, Spirit d10+, AB (Blessed), Faith d6+

Blessed who prominently display the symbol of their religion get a free reroll on all Faith rolls.



INVENTOR

Either through education or innate ingenuity, Inventors have an uncanny knack for creating cutting edge devices. Inventors operate equal to or above the brightest minds of the day, and are able to build amazing cutting-edge devices that sometimes seem to defy the accepted laws of nature.

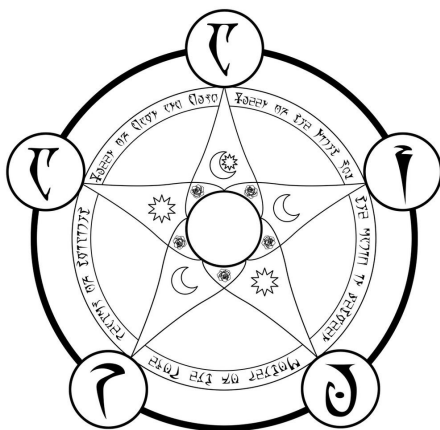
- ◆ **REQUIREMENTS:** Smarts d8+, Science d6+, Weird Science d4+
- ◆ **ARCANE SKILL:** Weird Science (Smarts)
- ◆ **STARTING POWERS:** Any three chosen from the list below.
- ◆ **AVAILABLE POWERS:** *Arcane protection, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, corpse sense, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, illusion, intangibility, invisibility, light/darkness, locate, mind wipe, protection, puppet, relief, scrying, sloth/speed, slumber, smite, sound/silence, speak language, stun, telekinesis, teleport, wall walker, warrior's gift, zombie.*
- ◆ **WEIRD SCIENCE:** Inventors may take Edges that require Arcane Background (Weird Science).
- ◆ **CRITICAL FAILURE:** An Inventor who rolls the Overload or Fatigue Backlash results on a Critical Failure when activating a device doesn't suffer the listed result, but can't use that power again until the device is repaired (an hour's work and a successful Repair roll). All other Backlash results apply as normal.
- ◆ **POWERS ARE DEVICES:** An Inventor's powers are expressed entirely through devices, such as a jetpack for the *fly* power, goggles for *darksight* or *farsight*, or a repulsor belt for *deflection*. Other characters can't activate the Inventor's creations. They might not understand the strange mechanisms required to make it work, the device might not be "calibrated" or portioned for other users, or it might just "fritz out" for anyone but the creator.
- ◆ **NO POWER POINTS:** All active devices count as maintained powers when activating another device, and apply the penalty.
- ◆ **TOOLS:** Inventors can't use Power Modifiers without their tool kit—a satchel, belt, or bag of spanners, screwdrivers, hammers, and other tools they use to tweak their inventions.
- ◆ **LOST DEVICES:** If an enemy takes away an Inventor's device, any powers associated with it can't be used until it's recovered or remade (d6 hours × the power's Rank).
- ◆ **JURY RIG:** Inventors must usually activate their powers through their assigned device, but they can improvise other ways if needed at a -2 penalty. This requires a decent rationale relative to the setting and the GM's permission.



OCCULTIST

Knowledge is power, and occasionally the path to madness. Occultists delve into all types of arcane lore: from numerology to demon summoning to ancient incantations. They study accounts of monsters, geists, spirits, and horrors of every culture on earth— and some beyond!

- ◆ **REQUIREMENTS:** Smarts d6+, Research d6+, Spellcasting d4+
- ◆ **ARCANE SKILL:** Spellcasting (Smarts)
- ◆ **STARTING POWERS:** *Detect/conceal arcana, dispel, lock/unlock*, and two other powers chosen from the list below.
- ◆ **AVAILABLE POWERS:** *Arcane protection, banish, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burst, confusion, corpse sense, curse, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, elemental manipulation, empathy, entangle, environmental protection, exorcism, farsight, fear, grave shroud, havoc, illusion, invisibility, intangibility, light/darkness, locate, lock/unlock, nightmares, object reading, protection, puppet, sanctuary, scrying, seance, sloth/speed, slumber, smite, sound/silence, speak language, spite, stun, summon ally, summon demon, suppress transformation, telekinesis, teleport, wall walker, warrior's gift, zombie.*
- ◆ **MAGIC:** Occultists may take Edges that require Arcane Background (Magic).
- ◆ **CORRUPTION:** Occultists dabble with dark forces. They gain the Corruption Hindrance (see the **Hindrances** section). This is in addition to their starting Hindrances.



Occultist Edges

ELDRITCH INSPIRATION

Requirements: Heroic, AB (Occultist)

Occultists are curious by nature, gathering information from any and all sources— ancient tomes, the internet, or even the whispers of preternatural entities. They keep this knowledge in “spellbooks,” though they may be electronic in nature in the modern age. As long as the occultist has access to his spellbooks, he may spend a Benny to cast any power of his Rank or lower. The power may be maintained normally but afterwards is forgotten (the occultist doesn’t add it to his list of powers).

An occultist may not use this ability if his spellbook is taken away.

UNIVERSAL WARD

Requirements: Seasoned, AB (Occultist)

Occultists peer into the darkest dimensions, read the most profane secrets, and investigate the blackest arts. Those with this Edge have created their own personal warding symbol that works against all supernatural creatures—good or evil! See the **Setting Rules** chapter for information on Wards.

The ward is usually worn as a necklace, ring, or bracelet— something that can be easily presented to protect against the creatures of the night.

PRETERNATURAL

A Preternatural's physiology has been drastically altered in some way, granting them tremendous innate power. They might themselves be children of some obscene or incredible scientific experiment, the blasphemous union of mortal and supernatural being, or an offshoot of some bizarre evolutionary line.

- ◆ **REQUIREMENTS:** Spirit d6+, Focus d6+
- ◆ **ARCANE SKILL:** Focus (Spirit)
- ◆ **STARTING POWERS:** Any three from the list below.
- ◆ **AVAILABLE POWERS:** *Arcane protection, boost/lower Trait, burrow, curse, damage field, darksight, deflection, detect arcana (not conceal), disguise, elemental manipulation, empathy, environmental protection, farsight, growth/shrink, healing, intangibility, protection, relief, sloth/speed, smite (hands and feet count as weapons for this power), wall walker, warrior's gift.*
- ◆ **GIFTED:** Preternatural characters may take Edges that require Arcane Background (Gifted).
- ◆ **INTERNAL FOCUS:** Preternatural characters focus power from within their bodies. Beneficial powers have a Range of Self (instead of the listed Range) and can't be cast on others. Detrimental powers (such as *lower trait* or *sloth*) can affect others but the Range is Touch. Unwilling targets must be contacted via a Touch attack, then the power may be cast on them as a Multi-Action. Neither Range reduction grants the Limitation bonus for Self or Touch.



PSIONICIST

A Psionicist possesses extraordinary mental abilities, allowing them to interact with supernatural phenomena and affect the minds of others. Whether anyone believes their readings depends on the nature of the world they live in, but such is the price one pays for such intrusive power.

- ◆ **REQUIREMENTS:** Smarts d6+, Psionics d4+
- ◆ **ARCANE SKILL:** Psionics (Smarts)
- ◆ **STARTING POWERS:** Any three chosen from the list below,
- ◆ **AVAILABLE POWERS:** *Arcane protection, barrier, beast friend, blind, bolt, boost/lower Trait, confusion, curse, detect arcana (not conceal), disguise, dispel, divination, empathy, fear, illusion, illusionary horrors, invisibility, mind link, mind reading, mind wipe, locate, object reading, puppet, scrying, slumber, sound/silence, speak language, stun, suppress transformation, telekinesis.*
- ◆ **PSIONICS:** Psychic investigators may take Edges that require Arcane Background (Psionics).



Psionicist Edges

SCAN

Requirements: Novice, AB (Psionicist), Psionics d8+

The investigator may sense all sapient minds within 10" (20 yards), whether she can see them or not. She cannot read those minds but detects the direction and distance to each and any particularly strong emotions—anger, fear, joy, etc.

This can be a handy tool if trying to identify a hidden enemy, detect the location of a bound or hapless victim, pick out the leader of a mob, or even quickly navigate the best route through a crowd.

Scan requires concentration, so it's a limited action and the psychic is Distracted while it's active.

TOWER OF WILL

Requirements: Seasoned, AB (Psionicist), Smarts d8+

The investigator has trained her mind to resist mental intrusions. She adds +4 to any roll made to oppose, resist, or recover from mental intrusions such as *mind reading, mind wipe, puppet*, or similar monstrous abilities. This stacks with all other bonuses and penalties to resist such effects.

Ritual Magic

Magic in horror settings is rare and powerful, and often designed to have a very specific effect, such as sealing an interdimensional rift or forcing some terrible abomination back through it. Such spells are almost always activated by ritual.

Rituals are usually discovered by investigators in musty tomes or crumbling grimoires, though in modern campaigns they might also be found on the internet!

Follow the steps below when the party needs to use ritual magic.

- ◆ **SELECT POWER:** The caster chooses any power he knows or gains access to via tomes, scrolls, grimoires, and the like (he doesn't have to know it himself). Then add up its total Power Points, including modifiers, Limitations, and any enhancements from the **Ritual Spell Enhancements** table. Ritual magic doesn't actually cost Power Points, but the total is used to determine the cost in components (see below).

RITUAL SPELL ENHANCEMENTS	
COST	EFFECT
3/5	Increase the Duration of a power expressed in rounds to minutes for 3 points, or an hour for 5.
3/5	If a power has an area of effect, it may be increased to a radius of 50 yards for +3 points, or 100 yards for +5. Either enhancement may also conform to a building, ship, or other irregular space of roughly the same size (GM's call).
5	Targets of the power resist its effects at an additional -2 modifier, in addition to any Power Modifiers such

- ◆ **COMPONENTS:** Ritual magic requires a number of components determined by the spell's total Power Points. The Game Master can choose these components or roll them randomly on the **Exotic Ritual Components** table. Gathering the components is usually a large part of an adventure, and sometimes adventures in and of themselves.

COMPONENT & PENALTIES			
PP COST	COMMON	EXOTIC	MODIFIER
1 - 2	2	—	-2
3 - 4	2	1	-2
5 - 6	3	1	-2
7 - 8	3	2	-3
9 - 10	4	2	-3
11 - 12	4	3	-3
13 - 14	5	3	-4
15 - 16	5	4	-4
17 - 18	6	4	-4
... and so on.			

- ◆ **PREPARATION:** Once the components are gathered, the mage spends ten minutes per Rank of the spell in stationary preparation, drawing lines on the floor, preparing, burning, or destroying the components, or simply concentrating. A Novice Rank spell takes 10 minutes to prepare, while a Veteran Rank power requires a half-hour.
- ◆ **CAST:** The spell is activated with the Occult skill via a single-person, Difficult Dramatic Task. The penalty to cast depends on the Power Points required (see the **Component & Penalties** table above). The caster uses his Occult or arcane skill if that spell is available to his Arcane Background.

The power is cast immediately with the successful completion of the Dramatic Task. Use the final roll of the task as the casting total. Spellcasters may not spend Power Points to maintain the power. If the Dramatic Task fails, the ritual fails and the components are consumed. That caster can't attempt that ritual again for one week (but others may).

A Critical Failure on the final roll of the ritual has an additional effect besides the consequences of failure itself. This might include an arcane explosion in a Large Blast Template for 3d6 damage, allowing a supernatural entity to enter the world, swapping the bodies of participants, or whatever the Game Master feels makes sense for the particular setting, power, and circumstances.

Dramatic Tasks

For convenience, the Dramatic Task rules from the SWADE core rules are repeated here.

Single Person Tasks

- ♦ **CHALLENGING:** Collect four Task Tokens in four rounds.
- ♦ **DIFFICULT:** Collect six Task Tokens in four rounds.
- ♦ **COMPLEX:** Collect eight Task Tokens in five rounds.

Multiple Person Tasks

If more than one person can attempt the task at once, such as crewing different stations in a falling starship, the GM must set the number of rounds and tokens required for victory herself. Here are some guidelines.

Assume each player will average one success per turn. Use that as a guideline if you want the task to be “fair,” and set the number of rounds from three to five as you feel appropriate. A party of five given three rounds to save a starship, for example, needs to accumulate 15 Task Tokens in three rounds. Increase or decrease the number of tokens to make it more or less challenging.

If the number of tokens achieved is a measure of success rather than a straight win/fail condition, such as rescuing victims from a fire or taking bags of gold from a bank before the automated vault closes, simply set the possible number of tokens that may be gathered in the time allowed. Each token gathered represents a person saved, a bag recovered, etc. It’s up to you whether it’s possible to save them all (using the guide above) or not.

Don’t be afraid to let the party choose how many will attempt the task either, especially if there’s something else going on at the same time. Deciding how many heroes will hack a large computer system while they’re being attacked by security drones allows them to choose their tactics.

Performing the Task

Characters are dealt Action Cards as usual during a Dramatic Task. Those attempting the task make relevant skill checks and get a Task Token for each success and raise. Failure means no progress and a Critical Failure reduces progress by one (if there are any).

The skills that can be used to accumulate tokens depends on the situation. They might be defined, such as Repair to defuse a bomb, or they might be open—a police officer might use Athletics to carry people from a burning building while a mage uses telekinesis (Spellcasting).

Multiple Skills

The GM can break tasks down into steps if she likes, each of which might require different skills. In defusing a bomb, for example, the heroes might first have to get two tokens to crack open the casing using Repair, then three more tokens using Electronics to rewire the timer.

Requiring multiple skills throughout the task makes it more difficult since raises from one type of skill check don’t carry over to the other. In the bomb example above, for example, cracking open the case requires two Repair successes. Additional successes don’t carry over to the Electronics rolls needed afterward.

Complications

If a character’s Action Card is a Club, something has gone wrong. Attempts to resolve the task (or Support it!) are made at an additional -2.

Worse, if a roll is failed during a Complication, the Dramatic Task fails—the bomb explodes, the computer locks the hacker out, a victim cannot be saved, and so on. The character may choose not to attempt a roll on a turn he has a Complication—it just costs him precious time.

Support: Characters assisting with the Support option suffer the Complication penalty, and an additional -2 if their Action Card is a Club! Critical Failure on their part just subtracts from the lead’s roll as usual, however, it doesn’t cause the entire task to fail.



COMMON RITUAL COMPONENTS

- 1 **Animal Part:** Usually from a smaller creature used as food or a pet. *Examples: Chicken foot, turtle meat, rat's tail.*
- 2 **Animal Fetish:** Doesn't require the death of the animal, but the creature itself is usually large, rare, or aggressive. *Examples: Bull's tail, ostrich feather, snakeskin.*
- 3 **Dangerous Totem:** Usually the most dangerous part of an aggressive animal. *Examples: Rattlesnake rattle, bear claw, skunk's tail.*
- 4 **Unlucky Omen:** Easy to procure but considered bad luck. *Example: A shard from a broken mirror, spilled salt, a gifted clock.*
- 5 **Human Refuse:** Unpleasant waste produced by a human being. *Examples: Vomit, human blood, fingernail clippings.*
- 6 **Venomous Extremity:** A part of a poisonous creature, or the poison itself. *Examples: Scorpion tail, snake venom.*
- 7 **Powder Compound:** A powdered mixture of several chemicals. *Examples: Gunpowder, saltpeter.*
- 8 **Meaningful Object:** Something with an emotional or spiritual investment. *Examples: A child's toy, a believer's cross.*
- 9 **Specialized Liquid:** A bottle of something specially brewed or blessed. *Examples: A bottle of specific alcohol, holy water, freshly gathered milk (unpasteurized).*
- 10 **Invasive Souvenir:** An object that requires violating privacy or taboo to collect. *Examples: Air from a sealed crypt, a brick from an occupied home.*
- 11 **Toxic Substance:** Potentially harmful chemicals or compounds. *Examples: Arsenic, asbestos, nitrous oxide (laughing gas).*
- 12 **Regional Token:** An object that represents a certain kind of land or climate. *Examples: Beach sand, a pinecone.*
- 13 **Ceremonial Edibles:** Food items to please or feed the spirits. *Examples: Specially-baked bread, a bag of sugar.*
- 14 **Reptile Part:** Components from various reptilian creatures. *Examples: A lizard's eye, chameleon's skin, snake scales.*
- 15 **Vermin Part:** Components from one or more insects. *Examples: A cricket's legs, a spider web, four fly wings.*
- 16 **Animal Teeth:** One or more teeth from a specific kind of creature. *Examples: A kitten's tooth, a shark's tooth.*
- 17 **Animal Offal:** Internal organs or blood from a single creature or multiple smaller creatures. *Examples: A bucket of fish guts, a cow's heart.*
- 18 **Specific Glass:** Shards or powder ground from a certain kind of glass. *Examples: Crushed red glass, a piece of glass from a broken church window.*
- 19 **Symbol of Death:** An object that represents death or the grave. *Examples: Cemetery dirt, a chip from a 100 year old gravestone.*
- 20 **Symbol of Entropy:** An object that represents aging or decay. *Examples: A rusted hinge, timbers from a collapsed house.*

EXOTIC RITUAL COMPONENTS

- 1 **Rare Hair:** A small number of hair follicles from a specific type of donor. *Examples: Hair strands from a 100 year old woman, hair from a lion's mane.*
- 2 **Venomous Animal:** A live and potentially dangerous specimen sacrificed as part of the preparations. *Examples: A cobra, live rattlesnake.*
- 3 **Radioactive Material:** Naturally occurring or waste products that are dangerously radioactive unless shielded. *Examples: 12 oz of radium, 2 oz of uranium.*
- 4 **Atypical Parts:** Organic components harvested from a diseased or unusual subject. *Examples: The brain of a rabid animal, fur from an albino cat.*
- 5 **Rare Powder:** The crushed remains of something expensive or unusual. *Examples: Ashes from a forest fire, rhino tusk powder.*
- 6 **Cursed Totem:** An object touched by dark magic. *Examples: A bound evil spirit, a cursed object.*
- 7 **Human Remains:** Parts of a deceased human body. *Examples: Ground human bones, a gallon of blood from one person, an eye or severed finger.*
- 8 **Natural Constructs:** Something created in nature must be found and recovered. *Examples: A hawk nest, a triton shell.*
- 9 **Precious Metal:** An expensive amount of pure, precious metal. *Examples: 12 oz of pure silver, 2 oz of solid gold.*
- 10 **Large Animal:** A live specimen needs to be sacrificed as part of the preparations. *Examples: A cow, a deer.*
- 11 **Large Trophies:** The bones, tusks, or horn of a very large animal. *Examples: An elephant tusk, a whale bone.*
- 12 **Occult Token:** Remains from a macabre being. *Examples: Demon blood, dust from decomposed undead.*
- 13 **Symbol of Emotion:** An object that represents an extreme emotion. *Examples: A child's tear, a returned engagement ring.*
- 14 **Murder Relic:** An item involved in a vicious murder. *Examples: The wedding ring of a murdered bride, a serial killer's murder weapon.*
- 15 **Rare Stones:** Naturally occurring stones in an unworked state. *Examples: Unpolished jade, a deep river stone.*
- 16 **Ancient Liquids:** Any bottled substance more than 100 years old. *Examples: Ancient wine, water stored for more than a century.*
- 17 **Rare Botanicals:** Hard to find or specialized plants. *Examples: Night-blooming flowers, carnivorous plants.*
- 18 **Crystalized Objects:** Any naturally forming crystal or similar substance. *Examples: Fossilized tree resin (amber), a ruby gemstone.*
- 19 **Lurid Taxidermy:** Ghastly preserved body parts from animals or humans. *Examples: A gorilla paw, a shrunk head.*
- 20 **Holy or Unholy Relics:** Items worshipped by true believers. *Examples: The shroud of a saint, the blade of a famous sinner.*

New & Updated Powers

On the following pages are a number of powers found in many horror settings—such as the summoning and exorcising of entities or speaking with corpses.

✂ **Updated Powers:** Powers marked with this symbol have been updated from early printings of the Savage Worlds Adventure Edition.

★ **Epic Modifiers:** Power Modifiers marked with a star may only be used by a caster of Veteran Rank or higher.

CONSECRATE GROUND

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: One hour

Trappings: *Circle of holy water or salt, energy barrier, pentagram.*

This spell turns a patch of ground equal to a Large Blast Template into consecrated ground (as described in Environmental Phenomena). It takes one full minute of preparation and some sort of material (salt, chalk, etc., per its Trapping) to activate, lasts one hour, and may be maintained thereafter.

Supernaturally good beings draw strength from consecrated ground—they gain +2 Toughness while upon it. Supernaturally evil creatures are Distracted and Vulnerable while contacting the consecrated area. With a raise on the spell, evil entities in contact with the template take 2d4 damage at the end of their turn as well.

Note: Evil casters may invoke this power to create profane ground.

MODIFIERS

- ♦ **Duration (+5):** Must be cast as a ritual. The Duration is extended until the next sunset.

CORPSE SENSE

Rank: Novice

Power Points: 2

Range: Self

Duration: 30 minutes

Trappings: *Chanting, staring into a mirror.*

This incantation allows the caster to detect all Tiny or larger corpses (including undead) within one mile (five with a raise). Once detected, the caster may also see and hear through their skulls if they have one.

Sentient undead may make a Spirit roll as a limited action each turn to eject the mage from their mind.

MODIFIERS

- ♦ **Speech (+1):** The caster can speak through any or all non-animated skulls or mindless undead.

CURSE

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: Instant

Trappings: *Voodoo dolls, strange marks on the victim's skin, the evil eye, a victim's personal belongings or locks of their hair, secreted hex bags.*

Some practitioners of the arcane arts heal their allies. Others inflict sickness, maladies, or other curses upon their enemies. To use this particularly nasty spell, the caster makes an arcane skill roll opposed by the victim's Spirit roll. Failure means the victim suffers a level of Fatigue immediately and at sunset each day thereafter (further castings of curse have no additional effect).

Once the accursed becomes Incapacitated, he makes a Vigor roll each day to avoid death. A caster may not attempt to curse an individual more than once per day.

Breaking a Curse: The curse can be lifted by the original caster at will, and ends automatically if she's slain. *Dispel* also removes a curse, though each individual may only try once—if failed it's beyond her abilities.

MODIFIERS

- ♦ **Alternate Effect (+2):** Instead of becoming Fatigued, the caster might give the victim a Minor Hindrance instead (or a Major Hindrance with a raise on the casting roll). She might make the character Ugly, for example, or unable to swim (Can't Swim), or Clumsy. Physical curses, such as One Arm, may simply mean the victim's arm is sore, strained, or otherwise useless rather than actually missing.

EXORCISM

Rank: Veteran

Power Points: Special

Range: Smarts

Duration: Permanent

Trappings: *Holy items, arcane symbols, handful of salt, other trappings specific to the creature being expelled.*

Banish temporarily rids the mortal world of troublesome spirits, but permanently exiling such entities requires more powerful magic.

Exorcism may only be cast as a ritual, and only affects spirits such as demons, ghosts, or similar types of otherworldly beings (GM's call). This includes entities that have possessed a mortal host.

Each round of the ritual is an opposed roll of the caster's arcane skill versus the creature's Spirit. If the entity is trapped in a binding circle, the caster may add the circle's bonus to her arcane skill rolls. Obviously it's wise to prepare when exorcising powerful beings—an elaborate binding circle and a few allies for Support are critical when tangling with powerful creatures of the netherworld!

If the ritual fails, the caster's components are destroyed but she may try again once new components are gathered. If she's successful, the entity is permanently sent back to its native plane (or destroyed, GM's call). Certain clever or powerful beings may eventually find their way back to the mortal world, but this should be a rare and difficult process.

The Power Point cost is 3 plus the target entity's Spirit die type if it's a Wild Card, or 3 plus half its Spirit die type if it's an Extra. Exorcising a Wild Card demon with a d8 Spirit, for example, costs 11 Power Points.

MODIFIERS

- ♦ **Unseen Foe (+4):** A character may exorcise a spirit she can't see as long as she knows its general location (a small house, floor of a large house, etc.) or has contact with an object or person it's attached to. This is handy when a house is haunted but the spirit senses danger and hides from ghost hunters, for example, or a demon hides in the nether realm, tormenting some unfortunate soul through powers or other manipulations rather than direct manifestation.

GRAVE SHROUD

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: 10 minutes

Trappings: *Blood, rotten meat, garbage.*

Grave shroud transforms the target's appearance and "aura" to that of a zombie. It is very similar to *disguise* but the illusion is restricted to shambling undead and it also covers the smell and general "aura" of such creatures.

Unwilling victims may be targeted with an opposed arcane skill roll versus their Spirit. Those affected look and smell like a walking corpse. Near-mindless undead (such as zombies and skeletons) treat the target as one of their own. Intelligent undead (such as vampires) are likely to see the character as a mindless minion unless given some reason to look more closely. Then a Notice roll at -2 (-4 if cast with a raise) detects the reality and dispels the illusion.

In either case, creatures attacked by the "undead" defend themselves and fight back as fits the situation.

MODIFIERS

- ♦ **Additional Recipients (+1):** The power may affect more than one target for 1 additional Power Point each.

ILLUSIONARY HORRORS

Rank: Seasoned

Power Points: 5

Range: Smarts

Duration: One day

Trappings: *The evil eye, spit, stealing a personal possession of the accursed, tricking someone into taking a cursed object.*

The curse twists the target's mind so that she sees horrors everywhere she looks. The effects may be subtle: the eyes of a painting move to watch her, a passing crow squawks her name, or some weapon or tool in the victim's hand appears covered with blood or ichor.

The effects might also be dramatic: the victim sees a terrifying hag in the shadows, a flock of birds descends to peck at her, a video of the hero dying appears on a television screen.

The power's effects activate at the Game Master's whim, or anytime the game is in rounds and the

victim's Action Card isn't a face card. This causes her to be Distracted for that round, but more importantly influences her behavior. The vision might "chase" the victim into a trap, cause her to act hysterically in front of others, make her drop something, and so on.

MODIFIERS

- ♦ **Additional Recipients (+2):** The power may affect more than one target for 2 additional Power Points each.

LOCATE

Rank: Novice

Power Points: 3

Range: Self

Duration: 10 minutes

Trappings: *A floating crystal over a map, message in the clouds, a ray of light.*

Sometimes it's literally impossible to find something via mundane means. Locate allows the caster to find these hidden things. When casters use this power, they choose an object, creature, or location. If the caster has never seen the target, the roll is at -2.

Success gives a sense of the general direction and distance of the target. A raise also gives an impression of the target (e.g., the creature is asleep, the object is in a strongbox, the secret door is behind a bookshelf).

MODIFIERS

- ♦ **Find the Path (+1):** In addition to the direction and distance to a target, the caster also has a supernatural sense of the best or fastest way to navigate to its general area.

LOCK/UNLOCK

Rank: Novice

Power Points: 1

Range: Smarts

Duration: Permanent (*lock*); Instant (*unlock*)

Trappings: *A skeleton key, miming opening or locking a lock.*

Lock magically seals a door, window, container, envelope, drawer, box, or other closeable item. Any attempt to open a magically locked container, door, or portal suffers a -4 penalty. Any further attempts by a character automatically fail until he increases his skill, at which point he may try again. A raise when magically locking the container means it can only be unlocked via the unlock version of this power (at the -4 penalty listed above) or by dispelling the magical

lock then picking the lock as usual.

The caster may set a passphrase when the lock is created; the portal opens for anyone who speaks the phrase and remains open until the phrase is repeated.

Unlock may be used in place of Repair or Thievery (but not Strength) when attempting to unlock a container, door, or portal. It ignores up to 4 points of penalties to the task, and with a raise disarms any traps or alarms on the portal as well.

Neither spell has any effect on barriers, barricades, or blockages—only distinct objects which can be opened or shut.

MODIFIERS

- ♦ **Alert (+1):** *Lock* only. If the magically locked object is opened, the caster instantly knows this happened (and which object was unlocked if multiple instances of this power are in effect). A being who speaks the password (determined at the time of casting) doesn't set off the alert. This warning lasts one day.

NIGHTMARES

Rank: Novice

Power Points: 2

Range: Unlimited

Duration: One week

This insidious spell causes the victim to suffer terrible nightmares. The caster must know the name of the victim and possess something which belonged to him (like a lock of hair or item of clothing), but need not know his exact location.

If successful, the victim has the Night Terrors Hindrance (see the **Hindrances** section) until it's dispelled or expires, the caster terminates it, or the caster is slain.

MODIFIERS

- ♦ **Specific Time (+1):** For 1 Power Point the caster may implant specific scenes or themes into the victim's nightmares, perhaps urging him to specific beliefs or action.



SANCTUARY

Rank: Novice

Power Points: 2

Range: Touch

Duration: 5

Trappings: Words of power, holy symbol, glowing light.

Sanctuary protects the righteous from the vile clutches of malignant entities. Any supernaturally evil creature attempting a damaging attack that affects the recipient must make a Spirit roll (at -2 if cast with a raise). If the roll fails, the creature loses that action. (The GM should use group rolls for identical Extras.)

If anyone under the effects of *sanctuary* attempts to harm another creature (evil or otherwise), he loses the benefit of *sanctuary* instantly.

Sanctuary trumps any ward the caster may be holding or protected by (see **Wards and Bonds**). If the creature overcomes the *sanctuary* spell, it ignores any wards that turn as well.

MODIFIERS

- ♦ **Area Effect (+2/+3):** For +2 points the power affects all allies within a Medium Blast Template centered on the recipient. For +3 points the area of effect is increased to a Large Blast Template.
- ♦ **★ Strong (+2):** Spirit rolls by the creature are made at an additional -2.

SCRYING

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 5

Trappings: Images on a reflected surface, glowing eyes, a crystal ball.

Scrying allows the caster to spy on a distant target. Preparing the spell takes one uninterrupted minute while the caster focuses on a target item, creature, or location. This makes her Vulnerable and unable to take any other actions. If she's Shaken or Stunned during this time, the spell fails.

If the caster has never seen the target herself, she makes her arcane skill roll at -2. *Scrying* on a target in a different plane of existence also imposes a -2 penalty.

Scrying is opposed by the subject's Spirit. If the target wins, he knows he's being spied on. If the caster wins, he can see and hear the target and the area around it but cannot move his perspective. With a raise, he can shift perspective and follow the target at a Pace 24. A *scrying* "eye" may be seen with *detect arcana*. It may also be dispelled (at -2 if suspected but not revealed).

MODIFIERS

- ♦ **Group Sight (+1):** The caster may share her perception with allies within a Range of Smarts for the power's Duration.

SEANCE

Rank: Seasoned

Power Points: 5

Range: Self

Duration: Special

Trappings: Ouija boards, personal items of the spirit, seances.

Seance allows a caster to speak to departed spirits. The spell must be directed toward a particular soul, so the caster must either know the name of the deceased or possess a personal item that belonged to them to attempt the seance.

Ghosts, haunts, poltergeists, and the like have a very limited view of the physical world, and an even lesser understanding of the ethereal realm. They spend most of their time drifting in a state of semi-consciousness, only glimpsing occasional visions of the real world.

"Good" spirits find this peaceful and only interact with the mortal realm if forcibly called to it. Restless entities have a very different take. They peer into the world of the living far more often, seeking resolution for their terrible lives, and are driven to madness and violence. They actively attempt to reenter the physical domain and take out their fury on the living beings they find there.

If the ritual is successful, the entity manifests long enough to answer three questions to the best of its ability (the answers are more specific with a raise). Then it fades back into the void.

A Critical Failure when casting *seance* has an additional consequence—the entity (or some other being pretending to be the entity!) manifests nearby! What it does next depends on its personality, but the being must be bound and exorcised to return it to the spirit realm.

MODIFIERS

- ♦ **Demonic Presence (+2):** The caster can speak to other entities of the spirit realm, including demons and devils.
- ♦ **Task (+2):** Spirits are not demons—they have no compunction to bargain. But sometimes a summoner can convince an entity to carry out a minor task. The being is summoned as described above, but rather than being asked questions may be asked to perform one relatively simple task it can complete in less than an hour.

SPITE

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 5

Trappings: *A protective entity, protective runes inked on the skin, a slight red aura.*

Violence begets violence, especially with this vengeful evocation. Anytime the caster takes one or more Wounds from a direct attack, the attacker takes 1d6 damage per Wound inflicted. If an occultist blasts a witch with spite for three Wounds, for example, he then takes 3d6 damage.

Spite triggers anytime someone causes the caster injury. This includes area effect spells, for example, but wouldn't include stabbing oneself with an opponent's blade.

✦ SUMMON ALLY

Rank: Novice

Power Points: Special

Range: Smarts

Duration: 5

Trappings: *Clay figure that grows into a servant, a tattoo that comes to life.*

This power allows the character to summon a magical servant from nothing. The ally typically takes the form of a basic humanoid of the appropriate Size but can appear differently based on the caster's Trappings. It materializes anywhere in Range, and with a raise on the arcane skill roll, it's Resilient as well.

The ally acts on its creator's Action Card and follows her commands to the best of its ability. It has no personality, creativity, or emotions. When the power ends or the ally is Incapacitated, it fades into

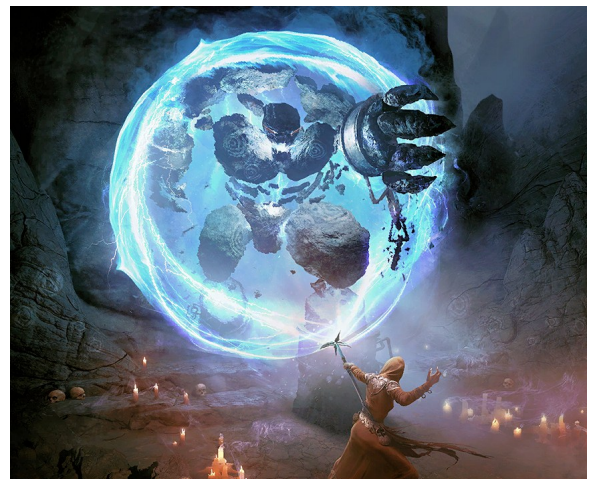
nothingness, leaving no trace behind.

The type of servant that can be summoned depends on the caster's Rank. With the GM's approval, the player may swap abilities. If a hero wants an attendant in the form of a wolf, for example, the caster might exchange the Shooting skill for Survival so that the "animal" can track its foes.

MODIFIERS

- ♦ **★ Additional Allies (Varies):** Additional allies of the same type may be summoned at the same time for half the Power Points cost of the original summons (total cost including modifiers, rounded up).
- ♦ **Combat Edge (+1):** The ally has a Combat Edge (it must meet the Requirements as usual). You may take this modifier up to three times per ally.
- ♦ **Flight (+1):** The ally can fly at its base Pace.
- ♦ **Increased Trait (+1):** The caster can increase a Trait one die type for 1 Power Point. She may do this for as many Traits as she likes, but only once per Trait.
- ♦ **Mind Rider (+1):** The caster can communicate and sense through any of the allies summoned in this casting.

SUMMON ALLY		
SERVANT	RANK	COST
Attendant	Novice	1
Bodyguard	Seasoned	3
Sentinel	Veteran	5
Mirror Self	Heroic	7



ATTENDANT

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

Skills: Athletics d4, Fighting d4, Notice d4, Shooting d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 4

Special Abilities:

- **Claws:** Str+d4
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.

Fearless: Immune to Fear and Intimidation.

MIRROR SELF

The ally is a clone of the caster except: it's an Extra; it has the same number of current Power Points as the caster after subtracting for this casting; it cannot use the summon ally power; its skills (but not attributes) are one die type less (minimum d4) than the original; it has identical mundane equipment (no magical qualities, disappears when the power expires); has the Construct and Fearless abilities.

BODYGUARD

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Edges: First Strike

Gear: Melee attack (Str+d6).

Special Abilities:

- **Armor +2:** Hardened skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to Fear and Intimidation.

SENTINEL

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d6, Fighting d10, Intimidation d10, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 13 (4)

Edges: Arcane Resistance, Sweep (Imp).

Gear: Melee attack (Str+d8).

Special Abilities:

- **Armor +4:** Stone skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to Fear and Intimidation.
- **Size 2:** Sentinels are 8' tall and very dense.



SUMMON DEMON

Rank: Veteran

Power Points: Special

Range: Smarts

Duration: No more than one week

Trappings: *Pentagrams, black candles, animal sacrifices.*

Most heroes would never seek to consort with the denizens of Hell, but occasionally, such a feat may be required in pursuit of some more noble aim.

Demons may only be summoned by ritual magic (see **Ritual Magic** section), and must be conjured inside a binding circle (prepared prior to starting the ritual, see **Wards and Binds**).

Each round of the ritual is an opposed roll of the caster's arcane skill versus the creature's Spirit. The binding circle's modifier applies to the arcane roll each round of the ritual as well.

The Power Point cost is 3 plus the target entity's Spirit die type if it's a Wild Card, or 3 plus half its Spirit die type if it's an Extra. Summoning a Wild Card demon with a d8 Spirit, for example, costs 11 Power Points.

Failing the ritual means no demon is summoned. A Critical Failure on any round of the ritual means the demon appears but is not bound, usually going on a bloody assault on those who summoned it!

If the ritual is successful, the demon appears inside the binding circle and is bound. If the caster got a raise on the final round of the ritual, the demon is more powerful in some way—it has an extra Wound, Edge, important Trait bump, or other ability the GM feels is appropriate.

Tasks: A bound demon can be offered its freedom in exchange for some task. The demon must be able to reasonably perform the task even if it's likely to result in its "death" (which usually just returns it to wherever it came from).

Once the demon agrees to the bargain, the summoner must break the binding circle and set it free. The demon is now bound to the caster—it cannot directly harm the summoner and must attempt to perform its task to the best of its ability (though it may create additional mischief if it can!).

Communication: Demons are not (generally) telepathic. If the summoner plans on sending the evil entity out of sight, he'd best give it very specific instructions. Intelligent demons may be given physical equipment (such as cell phones or transmitters in modern settings), but whether or not they actually use these tools is entirely up to them.

Specialized Demons: Some demons might require special offerings or knowledge (such as their true name), can only agree to specific requests, or have different terms such as Duration or how they're controlled. A demon of vengeance, for example, may only be tasked with exacting vengeance of some sort (the Black Coachman monster is an example of this). This is entirely up to the Game Master, the setting, and the description of the creature.

SUPPRESS TRANSFORMATION

Rank: Veteran

Power Points: 3

Range: Touch

Duration: One night

Trappings: *Potion, runes drawn on body, circle of wolfsbane, silver coins over eyes.*

Few curses are as terrible as those that transform the victim into something else—something hideous. Most monster hunters know lycanthropes change into their animal form at the full moon, but other horrors may transform as well. One unfortunate soul may find himself becoming a gurgling fish-man while another slowly becomes an abominable fly-like being.

This rare spell gives these miserable souls an opportunity to recover their humanity and suppress the beast within.

Once cast, a victim inflicted with lycanthropy or some other transformative malady resists the change or halts its progress for the next 24 hours.

MODIFIERS

- ♦ **Permanent (+4):** If cast as a ritual (see **Ritual Magic** section) the victim is permanently cured of whatever affliction besets him. This requires the heart or other vital organ of a greater creature of the same type in addition to the usual number of components, which is consumed whether the ritual is successful or not.

CHAPTER SIX:

ADDITIONAL RULES

Expanded Fear Effects

The conditions described in this section are meant to represent the kind of mental trauma seen in horror movies, other roleplaying games, and the fiction of authors like H.P. Lovecraft. These rules replace the Fear rules in SWADE core.

Fear Checks

Characters make a Fear check (a Spirit roll as a free action) when confronted by terrifying monsters or situations (ignore the rules for Nausea in SWADE when using these rules). Success means the hero withstands the situation and carries on. Failure means he must roll on the **Fear Effects** table (the GM may simply have Extras Panic if desired).

Modifiers: Add any negative modifiers to the Fear check as a positive modifier on the **Fear Effects** table (and vice-versa). Add +2 to the final roll if the character Critically Failed the Fear check.

Example: A character comes across a particularly gory scene (-2) and Critically Fails his Fear check. He adds +4 to his roll on the Fear Effects table.

Becoming Jaded

Characters shouldn't make Fear checks every time they see a particular type of creature or come across a grisly scene. If the party battles their way through a city overrun by zombies, for example, they should only roll the first time they encounter them, or if they're surprised, trapped, or otherwise confronted by the zombies in a different situation.

Breakdown

A character may not have more than three Psychoses caused by the **Fear Effects** table on the following page. If a further Psychosis would occur, see the Psychotic Break entry on the 22+ result row instead. Don't include Hindrances gained in other ways, such as character creation.

Treating Fear Effects

Psychoses gained from failed Fear checks can be removed in two ways:

- ♦ **Rest / Therapy:** See the *Downtime & Player Turns* section.
- ♦ **Triumphing Over Evil:** Investigators who participate in the defeat of a terrible threat (GM's call) may remove any one Phobia or Psychosis (Minor or Major) inflicted by Fear. This usually means defeating the villain of a tale (or powerful minion), but might also include saving a village, ruining some cataclysmic scheme, or any other significant accomplishment the GM feels might restore the party's will to fight.

Note: Hindrances chosen at character creation can only be removed by Advances— those are too deeply ingrained in a hero's psyche. The options above may be the narrative reason for the improvement.



FEAR EFFECTS

D20*	RESULTS
1 - 3	Adrenaline Surge: The hero's "fight" response takes over. He acts as if he had a Joker this round! Out of combat, the hero gains resolve instead. He accepts some terrible truth and may either remove any one Psychosis or gain a point of Conviction.
4 - 6	Distracted: The hero is Distracted until the end of her next turn. Out of combat, she also gains a level of Fatigue for the remainder of the scene.
7 - 9	Vulnerable: The target is Vulnerable until the end of his next turn. Out of combat, he also gains a level of Fatigue for the remainder of the scene.
10 - 12	Shaken: The character is Shaken. Out of combat, she also gains a level of Fatigue for the remainder of the session.
13	The Mark of Fear: The hero is Stunned and suffers some cosmetic physical alteration—a white streak forms in his hair, his eyes twitch constantly, or some other minor physical alteration manifests.
14 - 15	Frightened: The character gains the Hesitant Hindrance for the remainder of the encounter (or session if not in combat). If she already has it, she's Panicked instead.
16 - 17	Panicked: The victim immediately moves his full Pace plus running die away from the danger and is Shaken. Out of combat, the investigator also gains a Minor Psychosis for the remainder of the session (see below).
18 - 19	Minor Psychosis: The victim gains a Minor Hindrance. Choose or roll on the Minor Hindrances section of the Random Psychoses table below.
20 - 21	Major Psychosis: As Minor Psychosis but choose or roll on the Major Hindrances section of the Random Psychoses table below.
22+	<p>The hero is so overwhelmed by terror that her heart seizes or her mind snaps. The Game Master may choose either of the results below randomly or decide which makes more sense based on the nature of the threat, the setting, and the character.</p> <p>Heart Attack: The hero must make an immediate Vigor roll at -2. If successful, she's Stunned. If she fails, she's Incapacitated and dies in 2d6 rounds. In the latter case, a Healing roll at -4 saves her life, but she remains Incapacitated. She may be treated normally thereafter (see Incapacitation under Healing in Savage Worlds).</p> <p>Psychotic Break: If the hero has fewer than three Psychoses, she immediately chooses or rolls on the Major Hindrances section of the Random Psychoses table below. The unfortunate soul becomes a nonplayer character under the GM's control until she can be captured and rehabilitated. During this time she might be catatonic, violent, murderous, etc., depending on the trigger, her nature, the setting, and the circumstances of her madness.</p>

* Add the creature's Fear penalty as a positive number to this roll.

RANDOM PSYCHOSES

Minor Hindrances (d12)				Major Hindrances (d12)			
1	Cautious	7	Quirk	1	Bloodthirsty	7	Night Terrors
2	Delusional	8	Screamer	2	Cursed	8	Phobia
3	Dread	9	Stubborn	3	Delusional	9	Ruthless
4	Habit	10	Superstitious	4	Doomed	10	Screamer
5	Hesitant	11	Suspicious	5	Habit	11	Suspicious
6	Phobia	12	Thin Skinned	6	Mute	12	Yellow

Revised Wealth

These rules were derived from the SWADE Wealth Rules and the Expanded Wealth Rules by Donavon Bailey.

Pulp is about action, not tracking every sawbuck in your hero's moth-ridden wallet. The Revised Wealth system is a way to quickly deal with financial transactions without tracking actual currency.

Availability

If an item is not commonly available, finding it on the black market or from a private dealer requires the Research skill or Networking (SWADE 133). The GM can also simply decide the item isn't available or can assign a modifier to the hero's roll as they see fit.

Character Wealth

Wealth isn't a Trait, but acts like one, and players get their Wild die and may spend Bennies when checking it and can also benefit from allies' Support (see below). Most characters start with a d6 in Wealth, which represents average, middle class resources for the setting. Poverty, Rich and Filthy Rich will permanently adjust a character's Wealth, and it will naturally move toward this base value over time (see the **Wealth Status** table).

WEALTH STATUS			
LEVEL	BASE WEALTH	MUNDANE SPENDING	IGNORE UP TO ...
Poverty	d4	Up to \$10	n/a
Normal	d6	Up to \$25	n/a
Rich	d8	Up to \$75	2 points of Value
Filthy Rich	d10	Up to \$250	4 points of Value
Billionaire	d12	Up to \$750	6 points of Value

When a hero wants to buy something mundane up to their spending limit (see the **Wealth Status** table), they simply do so no roll is required. If the item costs more than their spending limit they must make a Wealth check. If the purchase is more than half the setting's starting funds a penalty is applied to the Wealth roll as shown in the **Value Penalty** table.

These charts are based on \$250 starting funds.

VALUE PENALTY			
PENALTY	COST UP TO	PENALTY	COST UP TO
0	\$125	-7	\$25,000
-1	\$250	-8	\$50,000
-2	\$500	-9	\$100,000
-3	\$1,000	-10	\$250,000
-4	\$2,500	-11	\$500,000
-5	\$5,000	-12	\$1 million
-6	\$10,000		

Out of Your Price Range

Sometimes an item is just too expensive to buy. For a quick way to establish an "upper limit" on purchases, assume that characters cannot attempt to purchase an item whose cost inflicts a Value penalty greater than their Wealth die. For example, a character with a d6 Wealth generally cannot attempt a purchase with a penalty of -7. Using savings, making Support rolls, and other bonuses to Wealth can sometimes push a character over this limit (GM's call).

Support Rolls

Other characters may Support a hero's Wealth roll using their Wealth but assume the same risks as the buyer (losing a die type in Wealth with success, for example). Using this system already takes negotiation into account, so other skills typically cannot be used for Supporting Wealth checks.

Wealth Check Results

Success on a Wealth check means the character makes the purchase, but their Wealth is reduced a die type until the GM feels their finances are restored by time or Rewards. A raise means they make the purchase without reducing their Wealth die. With a regular failure, the buyer can choose to make the purchase but goes broke regardless of their Wealth die (see below). A Critical Failure means the buyer can't scrape up the needed funds at the moment but may try again the next week, or after they obtain one or more Rewards.

Going Broke

If a hero's Wealth would be reduced below d4, she's dead broke. She has basic food, water, and shelter (unless the GM and the situation dictate otherwise), but otherwise can't buy luxury foods, transportation, or even ammo.

Rewards

Getting paid for a job or finding treasure can be considered Rewards, which increase the characters' Wealth one or more die types. Use the **Value Penalty** table to determine how hefty of a Reward it is: if the value of the payoff would inflict a penalty equal to or greater than a quarter of the character's Wealth die (-2 for a d6 Wealth, -1 for a d4 Wealth) then it is considered one Reward. If the value of the payoff inflicts a penalty at least equal to half of the character's Wealth die (-3 for d6 Wealth), it's probably worth two Rewards. If the Value Penalty is greater than the character's Wealth die, it's probably worth three.

Rewards and cost of living are relative, so the increase lasts only for a month of game time or until the GM thinks the party's lifestyle, carousing, or general living expenses restores it to its base value.

Savings

Characters may want to save their funds for a rainy day or a big purchase. Whenever a character receives Rewards, they may choose to change each increase in Wealth beyond their base into a point of Savings instead (to a max of 4).

Before making a Wealth roll, the character may choose to spend their Savings. Every point of Savings spent grants a +1 bonus to the roll and reduces Savings accordingly.

Famous Characters

Heroes with the Fame Edge add +1 to their Wealth rolls or +2 if they're Famous. Not only do they tend to have more money, but people love to give discounts to celebrities.



Downtime & Player Turns

Investigators often have time between mysteries where they tend to their jobs or families, practice the strange skills their adventures have exposed them to, research the horrors they suspect lurk in the darkness, or pray to their deities for guidance.

Downtime activities can occur during a gaming session to reflect time passing in the game. Player Turns are off-screen activities, tasks and events that the characters do during a break from adventuring between gaming sessions, which allows the party to focus more on specific scenes that involve the entire group when the players get together. Between sessions where the group is not in the middle of an active scenario there will be a number of Player Turns available to everyone as determined by the GM.

Downtime and Player Turns usually last around a week, but 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.

A character may choose to Support another hero by choosing the same activity and using their time spent to add to the other's roll using the Support rules. Any negative consequences will also affect the Supporting character.

Long-Term Projects

Some Downtime goals take extended periods of time, possibly involving multiple heroes and requiring several different steps to complete. These activities are tracked using a Clock to represent its progress.

Depending on the nature of the project the GM will assign a number of segments required to complete it. Typically, every success and raise on a skill check related to the project fills a segment of the clock. Critical failures can reset completed segments or cause complications that affect the remainder or outcome of the project. Once all segments have been filled the project is successfully completed.



Downtime Activities

During Downtime or Player Turns, a character can choose one of the following activities. Each provides a benefit of some sort, from financial rewards to rerolls on select Traits. Explain the desired outcome for the activity and describe how the character is approaching it.

Unless an option says otherwise, an effect may only be gained once per Downtime interval no matter how long the characters have away from adventuring.

CAROUSE

Carousing characters spend their time socializing with friends, making new ones, satisfying social obligation or cementing relationships with their contacts. This usually involves considerable cost and time spent at local restaurants, theaters, gaming, or other social activities.

During their Downtime, a Novice character spends \$50 in food, drink, and entertainment. Double that for each Rank thereafter: \$100 for Seasoned, \$200 for Veteran, \$400 for Heroic, and \$800 at Legendary. (Use these values when determining modifiers to the Wealth roll (see the **Revised Wealth** section).

In exchange, the hero gains their choice of either a local favor they can call in at any time or a Benny. The greater their Rank and their overall standing in the community (GM's call), the greater the favor.

CENTER

The hero 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 courting a romantic interest. This also allows the character to reminisce about the past via a flashback. Whatever the activity, the goal is inner peace. Taking time to enjoy the fruits of one's labors grants them a Benny.

CRAFT

The character is undertaking a long-term project of some sort to create an object. Working on this project during Downtime allows the hero to complete a portion of the work. The hero is responsible for acquiring any materials, tools, etc. required to do the work. The skill(s) used to complete the project depend upon the desired result, and the GM should repurpose the Dramatic Task rules and/or use a Clock to apply modifiers and track the project's overall progress.

EARN

The hero earns money. Maybe they go about their usual job, leverage a talent or skill, sell off some of the unlisted artifacts gathered in their adventures, or performs at a street fair or local theater.

The hero must make a relevant skill roll to earn their reward: Thievery for scoundrels, Fighting for Mercenaries, Gambling for games of chance, Performance for entertainers, Persuasion for negotiators, etc. Use an appropriate attribute for more mundane jobs.

A Critical Failure means the character doesn't make any money and takes Fatigue from overwork or an accident of some kind. If the job was dangerous, she also takes d3 Wounds or reduces their Wealth die. Failure means they don't make any money and somehow embarrass themselves. In a modern economy, success grants the campaign's Starting Funds, or twice that with a raise. This could result in an increase of the hero's Wealth die (see the **Revised Wealth** section).

INVESTIGATE

The character is in search of information, whether it is knowledge from books and scrolls, information about the surrounding area, how to find a particular object, extracting information from a prisoner, or negotiating an agreement with colleagues or foes. The GM decides just how much the investigator learns based on the roll and given the topic, location, and resources at hand. The hero must make a relevant skill roll to achieve their desired result, similar to the Earn activity, and the Networking rules should be used when appropriate.

A character can also spend their Downtime researching powers to use as a ritual (see the **Rituals** section), or even learning or modifying a power available to them. This doesn't permanently give them a new power, but allows them to use any power from her Arcane Background's Available Powers list of their Rank or lower for one entire encounter. It is also possible for a character to learn how to temporarily change the Trapping of a power she knows for one encounter, such as turning a fireball into an ice blast.

The spell is cast at a -2 penalty, but is otherwise treated just like one of the caster's regular powers. This can be particularly useful if the mage or priest must prepare to face a threat with a particular weakness.

MANAGE

The character actively coordinates resources or performs required duties. This could range from running a personal business to organizing an archeological dig site to stewarding a castle to overseeing the council activities for a small kingdom. The skill used depends upon the nature of the resource being managed and the desired outcome.

REST

Those who have suffered grievous Wounds might need to rest during Downtime to recover their health. Use the Natural Healing rules during the downtime. Any healers in the group can provide Support, as can other allies or hired professionals such as priests at a temple or physicians in a nobleman's employ.

Rest also allows a character to make a Smarts roll at -2 to remove a Psychosis if they have suffered any (see the **Expanded Fear Effect** section). Success removes a Minor Psychosis or replaces a Major one with a Minor one, and a raise removes a Major Psychosis. No more than one Psychosis can be affected during one Downtime interval.

Regardless of the outcome, the character gains a Benny.

TRAIN

An investigator 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.

The character must possess at least d4 in any skill chosen for training. Afterwards, they get a free reroll when failing a Trait roll using 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 her rerolls as a free action. The benefits of training are usually lost after one session, but the GM may determine they remain for a longer period due to circumstances. If the hero Trains again, the previous training is lost.



