

1

ACTION

+1 to all Trait Rolls generated by the character this round





 Fatigue


 Flurry
 

ATTACK / DEFEND

2

ACTION

+1 to all Trait Rolls generated by the character this round




 Flurry
 



 Fatigue

ATTACK / DEFEND

3

ACTION

+1 to all Trait Rolls generated by the character this round





 Flurry


 Fatigue
 

ATTACK / DEFEND

4

ACTION

+1 to all Trait Rolls generated by the character this round




 Fatigue
 



 Flurry


ATTACK / DEFEND

5

ACTION!

+2 to all Trait Rolls generated by the character this round




 Fatigue
 



 Fatigue

ATTACK / DEFEND

6

ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll





 Fatigue



 Inspiration



ATTACK / TAUNT



7

ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll




 Fatigue
 


 Inspiration
 

ATTACK / TAUNT

8

ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll




 Inspiration
 


 Fatigue
 

ATTACK / TAUNT

9

ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll





 Inspiration




 Fatigue



ATTACK / TRICK



10

DOUBLE CROSS

Gain a Conviction Point to any action performed that directly betrays the rest of the party. Can be played at any time, out of your hand.





 Stymied



 Flurry
 
 Confused^{PC}


ATTACK / TRICK


11

BREAKTHROUGH

Roll any unskilled attempt as if skilled at d4




 Flurry
 


 Confused^{PC}

 Stymied

DEFEND / TAUNT

12

BREAKTHROUGH

Roll any unskilled attempt as if skilled at d4





 Flurry


 Stymied


DEFEND / TAUNT

13

BREAKTHROUGH

Roll any unskilled attempt as if skilled at d4

Stymied

Flurry

DEFEND / TAUNT

14

BREAKTHROUGH!

Roll any unskilled attempt as if skilled at d6

Stymied

Inspiration

DEFEND / TAUNT

15

COMMON GROUND

Establish *common ground* with an otherwise alien/unknown being/group.

ALT: +2 to Networking attempts.

Inspiration

Breaks^{GM}

DEFEND / TAUNT

16

COMMON GROUND

Establish *common ground* with an otherwise alien/unknown being/group.

ALT: +2 to Networking attempts.

Breaks^{GM}

Down Inspiration

17

COMMON GROUND

Establish *common ground* with an otherwise alien/unknown being/group.

ALT: +2 to Networking attempts.

Down Breaks^{GM}

Inspiration

18

COMMON GROUND!

Establish *common ground* with an otherwise alien/unknown being/group.

ALT: +3 to Networking attempts.

Inspiration

Breaks^{GM} Down

19

ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll

Breaks^{GM}

Down

Flurry

DEFEND / MANEUVER

20

ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll

Breaks^{GM}

Flurry

Down

DEFEND / MANEUVER

21

ADRENALINE

+1 to any Agility, Strength, Vigor, or related Skill Trait Roll

Down

Flurry

Breaks^{GM}

DEFEND / MANEUVER

22

ADRENALINE!

+2 to any Agility, Strength, Vigor, or related Skill Trait Roll

Flurry

Up

Breaks^{GM}

DEFEND / MANEUVER

23

ALERTNESS

You notice a previously unseen item, character or clue.

ALT: +2 to a single Trait Roll in a Dramatic Task.

Flurry

Down

Trick^{GM}

DEFEND / MANEUVER

24

ALERTNESS

You notice a previously unseen item, character or clue.

ALT: +2 to a single Trait Roll in a Dramatic Task.

Flurry

Down

Trick^{GM}


DEFEND / MANEUVER

25


ALERTNESS

You notice a previously unseen item, character or clue.

ALT: +2 to a single Trait Roll in a Dramatic Task.


 Trick^{GM}

 Down




 Flurry


MANEUVER / TAUNT

26


CAMPAIGN

Play on another subplot. If the player and GM both agree, this card makes a subplot permanent – gain a Hindrance and an Edge associated to the subplot.


 Flurry

 Fatigue

TRICK / TAUNT

27


SUSPICION


Character is suspected of being guilty of an act he may or may not have performed. -2 to all Networking attempts.



 Flurry


 Fatigue


TRICK / TAUNT

28

WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.


 Flurry



 Up

 Flurry

TRICK / TAUNT

29

WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.



 Flurry


 Flurry

 Up

TRICK / TAUNT

30

WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.


 Flurry

 Up



 Flurry

TRICK / TAUNT

31

WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.

♣ Up ♥

♦ Up ♠

TRICK / TAUNT

32

WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.

♣ ♥ Up

♦ ♠ Up

TRICK / TAUNT

33

WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.

♣ Up ♥ Up

♦ ♠

TRICK / TAUNT

34

WILLPOWER

Add +1 to any Smarts Trait Roll or related Skill.

♣ ♥

♦ Up ♠ Up

TRICK / TAUNT

35

WILLPOWER!

Add +2 to any Smarts Trait Roll or related Skill.

♣ ♥ Up

♦ Down ♠ Up

TAUNT / INTIMIDATION

36

DRAMA


This card can be used as a Conviction Point at any time. This does not have to be in your Pool.

♣ Fatigue ♥


♦ ♠ Down

TAUNT / INTIMIDATION


37







PERSONAL STAKE



Character has some vested interest in the situation.





Down



Fatigue


MANEUVER / TRICK



38

RALLY

All players may draw one card into their pools in exchange for this card.




Fatigue





Down


MANEUVER / TRICK

39



RALLY

All players may draw one card into their pools in exchange for this card.





Fatigue


Down


MANEUVER / TRICK

40

SEIZE INITIATIVE

You may either keep the current cards on the action stack or flip a new one for this round




Fatigue





MANEUVER / TRICK

41

SEIZE INITIATIVE

You may either keep the current cards on the action stack or flip a new one for this round




Fatigue








MANEUVER / TRICK



42

SEIZE INITIATIVE

You may either keep the current cards on the action stack or flip a new one for this round





Setback

MANEUVER / INTIMIDATION

43

OPPONENT FAILS

This card negates an opponent's successful action against you only.

♣

Setback

♥

♦

♠

Fatigue

MANEUVER / INTIMIDATION

44

OPPONENT FAIL

This card negates an opponent's successful action against you only.

♣

Fatigue

♥

♦

♠

Confused^{PC}

MANEUVER / INTIMIDATION

45

OPPONENT FAILS

This card negates an opponent's successful action against you only.

♣

Fatigue

♥

♦

♠

Intimidate^{GM}

MANEUVER / INTIMIDATION

46

DRAMA

This card can be used as a Conviction Point at any time. This does not have to be in your Pool.

♣

♥

Flurry

♦

♠

Fatigue

DEFEND / TRICK

47

DRAMA

This card can be used as a Conviction Point at any time. This does not have to be in your Pool.

♣

♥

Flurry

♦

♠

Fatigue

DEFEND / TRICK

48

DRAMA

This card can be used as a Conviction Point at any time. This does not have to be in your Pool.

♣

Fatigue

♥

♦

Flurry

♠

DEFEND / TRICK

49


DRAMA

This card can be used as a Conviction Point at any time. This does not have to be in your Pool.



 Inspiration
 


 Fatigue

MANEUVER / TAUNT

50


DRAMA

This card can be used as a Conviction Point at any time. This does not have to be in your Pool.




 Inspiration

 Fatigue
 

MANEUVER / TAUNT

51


DRAMA

This card can be used as a Conviction Point at any time. This does not have to be in your Pool.



 Fatigue
 

 Setback
  Inspiration

MANEUVER / TAUNT

52

HASTE

You may perform one extra action this round in exchange for this card.






 Up
  Flurry

TAUNT / INTIMIDATION

53

HASTE

You may perform one extra action this round in exchange for this card.



 Up
  Flurry





TAUNT / INTIMIDATION

54

HASTE

You may perform one extra action this round in exchange for this card.




 Up

 Flurry
  Down

TAUNT / INTIMIDATION

55

HASTE

You may perform one extra action this round in exchange for this card.

Down

Trick^{GM}

Taunt^{GM}

TAUNT / INTIMIDATION

56

HASTE

You may perform one extra action this round in exchange for this card.

Taunt^{GM}

Trick^{GM}

Up

TAUNT / INTIMIDATION

57

HASTE

You may perform one extra action this round in exchange for this card.

Trick^{GM}

Down

Taunt^{GM}

TAUNT / INTIMIDATION

58

HASTE

You may perform one extra action this round in exchange for this card.

Down

Taunt^{GM}

Trick^{GM}

TAUNT / INTIMIDATION

59

CONNECTION

You know someone in the area who can aid you. Use as a temporary Connection Edge.

Trick^{GM}

Fatigue

Taunt^{GM}

MANEUVER / INTIMIDATION

60

CONNECTION

You know someone in the area who can aid you. Use as a temporary Connection Edge..

Fatigue

Taunt^{GM}

Trick^{GM}

MANEUVER / INTIMIDATION

61


CONNECTION

You know someone in the area who can aid you. Use as a temporary Connection Edge.



Fatigue



Setback

MANEUVER / INTIMIDATION

62


MARTYR


Your character sacrifices his life to perform a noble task. (GM-approved).



Flurry


Setback


MANEUVER / INTIMIDATION

63


ROMANCE


You attract a romantic interest.


-

Flurry



Stymied

MANEUVER / INTIMIDATION

64

LEADERSHIP

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.



Flurry


Taunt^{GM}

Intimidate^{GM}

TRICK / INTIMIDATION

65

LEADERSHIP

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.


Taunt^{GM}



Intimidate^{GM}
Flurry

TRICK / INTIMIDATION

66

LEADERSHIP

You may play up to two other cards into other players' pools and draw two cards into your pool in exchange for this card.


Intimidate^{GM}

Flurry


Taunt^{GM}


TRICK / INTIMIDATION

67

EFFECT

Add +2 to a single Trait Roll or Damage Roll (with GM approval) of any action.

♣

Fatigue

♥

♦

Stymied

♠

Trick^{GM}

TRICK / INTIMIDATION

68

EFFECT

Add +2 to a single Trait Roll or Damage Roll (with GM approval) of any action.

♣

Fatigue

♥

♦

♠

Setback

TRICK / MANEUVER

69

EFFECT

Add +2 to a single Trait Roll or Damage Roll (with GM approval) of any action.

♣

Fatigue

♥

♦

Setback

♠

TRICK / MANEUVER

70

CLAIM

Put the top card from the discard pile in your hand in exchange for this one from your pool

♣

Fatigue

♥

♦

Setback

♠

Trick^{GM}

TRICK / MANEUVER

71

CLAIM

Put the top card from the discard pile in your hand in exchange for this one from your pool

♣

Fatigue

♥

♦

Flurry

♠

TRICK / MANEUVER

72

CLAIM

Put the top card from the discard pile in your hand in exchange for this one from your pool

♣

♥

♦

♠

TRICK / MANEUVER

73

PRESENCE

Use this card to gain a +1 to Spirit Roll or related Skill Roll for one action.

♣

Stymied

♥

♦

Setback

♠

Taunt^{GM}

ANY

74

PRESENCE

Use this card to gain a +1 to Spirit Roll or related Skill Roll for one action.

♣

♥

♦

♠

ANY

75

PRESENCE

Use this card to gain a +1 to Spirit Roll or related Skill Roll for one action.

♣

-

♥

♦

♠

ANY

76

PRESENCE

Use this card to gain a +1 to Spirit Roll or related Skill Roll for one action.

♣

♥

Up

♦

Stymied

♠

Trick^{GM}

ANY

77

PRESENCE

Use this card to gain a +1 to Spirit Roll or related Skill Roll for one action.

♣

Stymied

♥

♦

Taunt^{GM}

♠

Up

ANY

78

PRESENCE

Use this card to gain a +1 to Spirit Roll or related Skill Roll for one action.

♣

Inspiration^{GM}

♥

Stymied

♦

Up

♠

NONE

79

PRESENCE

Use this card to gain a +1 to Spirit Roll or related Skill Roll for one action.




 Flurry
 
 Up



 Inspiration

NONE

80

PRESENCE!

Use this card to gain a +2 to Spirit Roll or related Skill Roll for one action.




 Breaks^{GM}





 Down
 
 Inspiration


ATTACK / MANEUVER



81



NEMESIS

Someone you have met or in the area has or develops a grudge or vendetta against the character or vice versa.





 Setback


 Inspiration
 

ATTACK / MANEUVER

82

MISTAKEN IDENTITY




Someone mistakes you for someone else, or you mistake someone in the area for someone you know.





 Flurry



 Setback
 


ATTACK / MANEUVER

83

IDEA

The GM will give you a hint regarding a specific unsolved problem in the adventure.




 Up
 



 Flurry

ATTACK / MANEUVER

84

IDEA

The GM will give you a hint regarding a specific unsolved problem in the adventure.





 Inspiration


 Flurry
 

ATTACK / MANEUVER

85

IDEA

The GM will give you a hint regarding a specific unsolved problem in the adventure.

Flurry

Confused^{PC}

ATTACK / MANEUVER

86

HERO 

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.

Fatigue

 Down

Flurry

ATTACK / MANEUVER

87

HERO 

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.

Flurry

Fatigue

 Down

ATTACK / MANEUVER

88

HERO 

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.

Fatigue

INTIMIDATION/ DEFEND

89

HERO 

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.

Fatigue

INTIMIDATION/ DEFEND

90

HERO 

This card can be used as a Benny and can be played at any time. This does not have to be in your Pool.

INTIMIDATION/ DEFEND

91

CLAIM

Put the top card from the discard pile in your hand in exchange for this one from your pool

♣

♥

♦

♠

INTIMIDATION/ DEFEND

92

SECOND CHANCE

Reroll an action you have just attempted from the very beginning.

♣

♥

♦

♠

INTIMIDATION/ DEFEND

93

SECOND CHANCE

Reroll an action you have just attempted from the very beginning.

♣

♥

♦ Inspiration

♠

INTIMIDATION/ DEFEND

94

SECOND CHANCE

Reroll an action you have just attempted from the very beginning

♣

♥ Inspiration

♦ Inspiration

♠

INTIMIDATION / DEFEND

95

SUPPORTER

Add +1 to the Trait Roll of another character's action by providing role-played support and playing this card.

♣ Inspiration

♥

♦

♠ Inspiration

TRICK / ATTACK

96

SUPPORTER

Add +1 to the Trait Roll of another character's action by providing role-played support and playing this card.

♣

♥

♦ Setback

♠ Flurry

TRICK / ATTACK

97

SUPPORTER

Add +1 to the Trait Roll of another character's action by providing role-played support and playing this card.

Inspiration

Up

TRICK / ATTACK

98

SUPPORTER

Add +1 to the Trait Roll of another character's action by providing role-played support and playing this card.

Up

Inspiration

TRICK / INTIMIDATION

99

SUPPORTER

Add +1 to the Trait Roll of another character's action by providing role-played support and playing this card.

Up

Inspiration

TRICK / INTIMIDATION

100

SUPPORTER!

Add +2 to the Trait Roll of another character's action by providing role-played support and playing this card.

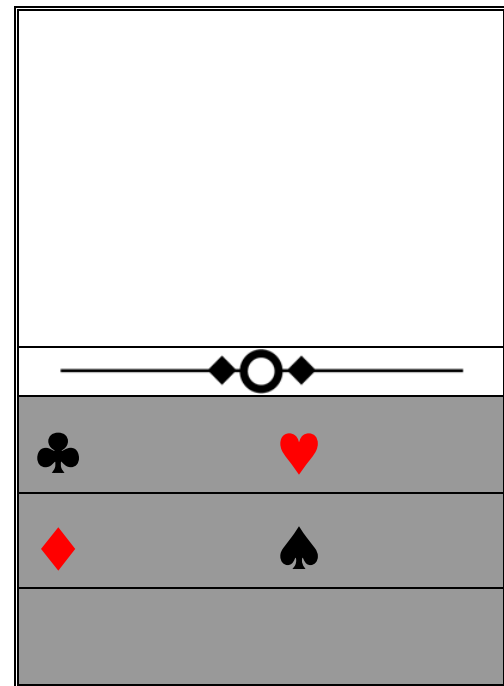
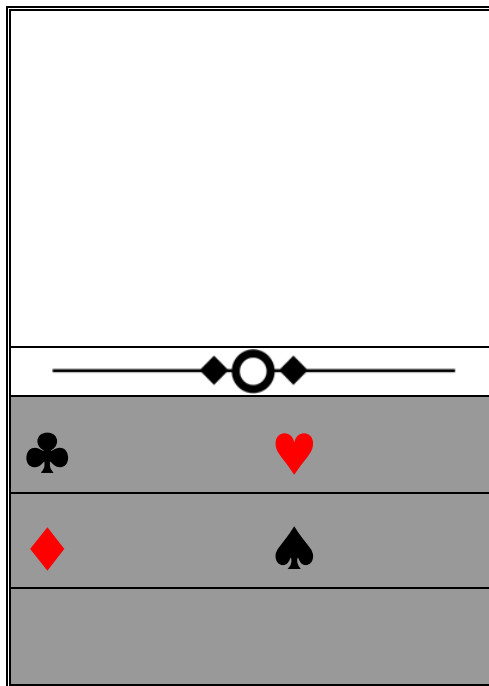
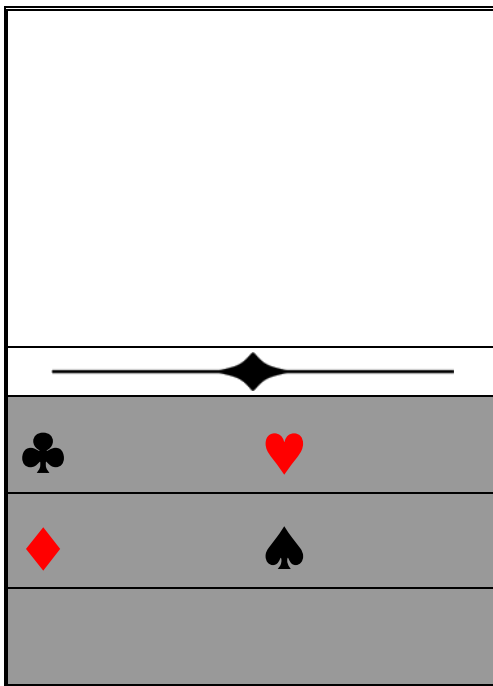
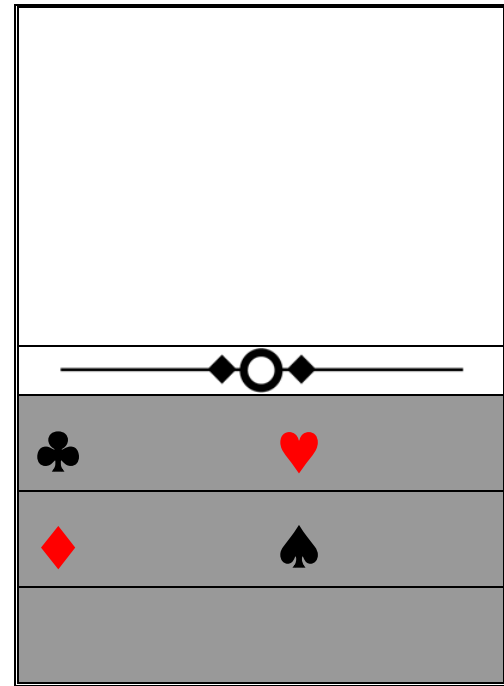
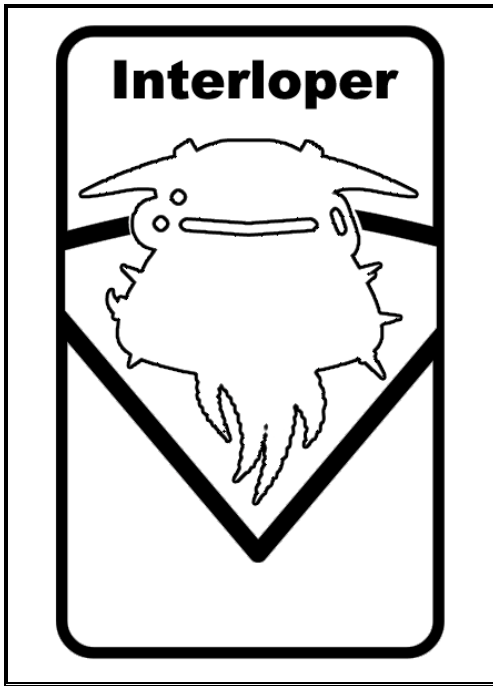
Inspiration

Up

TRICK / INTIMIDATION

UH-OH

WILD



Initiative Effects

| Effect | Side | Explanation |
|--------------------|----------|---|
| Breaks | GM only | Extras only: Must case damage or break. Wild Card Present: -1 to all GM characters |
| Confused | PCs Only | No card play this round (PCs cannot trade cards, put cards in their pools, or draw cards from the deck). PCs must make a Spirit check or take a Distracted Condition. Seize Initiative card cannot be played to remove this condition |
| Down | Any | Wild Cards (PCs & GMs) For all actions, reroll Highest roll. Take the lowest of the two. Extras: -1 penalty |
| Fatigued | Any | Take a Level of Fatigue |
| Flurry | Any | Preform one free extra action. |
| Inspiration | Any | All Fatigue conditions are removed. All Unconscious characters wake but prone. All player characters gain a card, played directly into their pool |
| Setback | Any | Lose first action or other effect determined by GM (gun jam, ammo runs out) |
| Skill Tests | GM only | Succeed at this, GM takes a random card from the player |
| Stymied | Any | Wild Cards: Loose on Wild-Die reroll during this round Extras: -1 to Extras |
| Up | Any | For all actions, reroll the lowest die in a Trait roll. Take the highest result |
| | | |



The Deck

If you have a standard Savage Masterdeck set, it is made up of 104 cards. Of these cards, 83 are Enhancement cards, 17 are Subplot cards, and 4 are picture cards. All are used differently at some point during the game. But all have some similarities as well. Both Enhancement and Subplot Cards are structured the same and are the primary focus of this section.

Enhancement Cards

Enhancement cards have a top half that is white and a bottom half that is gray. The top area of the card is the Enhancement side. When the Players have these cards in their hands, they only have to worry about the top of the card.

Subplot Cards

Subplot cards are distinctive because they have the word PLOT on them first. When a player is dealt a Plot card, he should turn it face up on the table and alert the gamemaster *immediately*. The gamemaster will then tell the player whether or not that particular subplot can be used during the adventure. If it can, then the player keeps the card in front of him for later use. Otherwise, he puts it in the discard pile and the player draws an additional card. If it's a subplot card, repeat the process. If it's an enhancement card, the player keeps the card in his hand. If the player draws a subplot card and simply has no interest in pursuing it, he may choose to discard it. No character can have more than two subplots in effect at any one time.

Subplot cards *do not* count as cards in the character's pool/ hand (see The Hand vs. The Pool). A character who receives a subplot card should draw another to put into his hand - regardless of what happens to the subplot.

The Basic Card Structure



There are 3 types of Cards - Enhancements, Subplot and Wild Cards. The Enhancement and Subplot cards have the same general structure but different effects if in the players hands. Wild Cards are also called Picture cards and have wildly different effects when in play.

1. **The Card Number** -The Card Number is at the top of the card's face. Each card has a



unique number. There are 100 Enhancement/Plot Cards and 4 Wild cards (not numbered)

2. **The Card Name** - This identifies the type of card.
3. **The Enhancement/Subplot Line** - This short paragraph outlines the effect the card has on gameplay. There are 2 types of cards in this respect: **Subplot** and **Enhancement**. Both are explained below.
4. **Initiative Effects** - Here is where the Savage Masterdeck makes its major change to Savage Worlds. After distributing the Initiative Cards as normal in Savage Worlds, a single card is then flipped and accompanies the GM's initiative cards. The Card's initiative effect that round according to the effects and the suits of each initiative card distributed. This is explained more below.
5. **Approved Actions** - The last section on the card lists the Approved Actions for that round. This shows what actions, if any, are approved during a particular combat round. This line is explained later.

1 thru 3 are explained in the Enhancement or Subplot section, while 4 and 5 are explained in the Initiative section

How Many Cards do Players Get

The number of cards given to each character is based on the number of player characters in the party.

Card Distribution Chart

| Number of Player Characters | Number of Cards for Each |
|-----------------------------|--------------------------|
| 1 | 5 |
| 2-5 | 3 |
| 6+ | 2 |

Trading Cards

Cards may be traded between players on a one-for-one basis only. No player may give or receive a card without receiving or giving an equal number of cards.



The Hand vs. The Pool

The card “hand” and the “pool” are mentioned several times. It is a major part of the Savage Masterdeck system.

In and Out of Rounds

Most of the time, characters are “out” of rounds during an adventure. A round is any time period where something very important to the adventure is happening – or, at least, something very intense. Whenever fighting breaks out in an adventure, the characters are automatically “in” rounds; sometimes, the gamemaster will put the characters “in” rounds when the tension of the adventure has grown to a peak, or when something time-critical is happening (called interaction rounds, which can cover any period of time from five seconds to representing much longer periods of time).

Out of Rounds: Whenever player characters are not in combat rounds, All the players cards are considered in their **Pool** and playable. They can be played at any time simply by placing the card into the discard pile and applying their bonuses or effects. Any number of cards may be played in this manner, as long as this does not violate any other rule. However, in Combat Rounds, it is explained below.

In Rounds: Once the action of the adventure enters a *round* sequence, the players *pick up* their cards and should hold them in their **Hand** (unplayable). At this point, players cannot play or trade any of their cards until they have been put into the player’s **Pool**. After a character performs an action during a round, he may place a card face up into his **Pool** (on the table in front of him). At this point, all the players and the gamemaster can see the card. At time after the player has placed the card into his pool, he can then play it or trade it with other players on a one-for-one basis.

There is no limit to the number of cards a player may have in his character’s **Pool** at any one time. Cards received as part of a **trade** are placed in the character’s **Pool**. Cards received from approved actions must go into the player’s **Hand** first, and can only be played into a hand at least one round later. Other means of receiving cards (use of *leadership* or *rally* cards, or the *inspiration* effect) are discussed in other areas of the text.

During rounds, there is no limit to the number of cards a player may have in his hand or pool. After rounds are over, the players pick up their cards. They may have to discard cards because cards in their hands may not exceed the total on the Card Distribution Chart. Subplot (all red) cards and most joker cards *never* count toward the player’s hand



total (the *wild* card is an exception).

The Card Piles






The Card Deck - The card deck is the remaining cards after player characters have been given their cards. It should be set out on the table where everyone can see it. This deck will be used to draw cards from to determine initiative and to replenish player character hands at different times. When this, card deck runs out, shuffle the discard pile and the initiative pile and start over again.

The Initiative Pile - The top card on the pile is always the card effecting the current initiative for the current round. The Claim card cannot remove a card from the initiative pile.

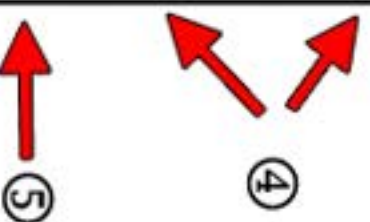
The Discard Pile - When a card is used by a player, or discarded for some reason, it ends up on top of the discard pile. This is the pile referred to in the description regarding the Claim card.

(Visited 3 times, 2 visits today)

Players Section

| | |
|---|---|
| 1 | → |
| ACTION | → |
| +1 to all skill totals generated by the character this round | → |
|  | |
|  -  Fatigued | |
|  Flurry  | |
| ATTACK/DEFEND | |

GM/Initiative Section





Updated for SWADE

This section contains the information that players will use when they play their cards. All of the Enhancements and Subplots are explained in alphabetical order below.

Action (!)

By playing an action card, the player gains +1 (or +2 for **Action!**) to **ALL** rolls for the rest of that round. This includes actions, Trait rolls, and damage rolls. The card can be played after the player has rolled the dice. The card is discarded at the end of the combat round during which it is played. Outside of combat, the action card can only be used to modify one action.

Adrenaline (!)

These cards add a bonus of +1 (or +2 for **Adrelanline!**) to the action of any one Agility, Strength or Vigor Trait roll or related skill roll. When playing the card, the player must state which Attribute or skill roll he wishes to affect.

Breakthrough (!)

Using the breakthrough card, the player may make a Skill roll to any one skill total in which the character is unskilled, at either d4 (or d6 with **Breakthrough!**) level (depending on the text of the card).

Claim

The player who throws the claim card may take the top card on the Action card discard pile in exchange for this one. The top card then goes into the player's hand.

Double Cross

A character who wishes to betray his party or one of his party members may play the double cross card to add Conviction Point to any one action in that vein. The action should be taken to the detriment of another player character, and the player using the card must state what single value, Trait Roll or action he wishes to affect when he plays the card. Unlike other



cards, the double cross card does not have to be played into the pool during combat - it can be played directly from the player's hand at any time.

Drama

A Drama card can be played as a Conviction Point. *This does not have to be in the Pool to be played.*

Effect

This card can be played to add +2 to the Trait Roll or Damage Roll of any single action. The effect in question must be declared upon playing the card. The card must be played before the results of the action have been interpreted.

Haste

When this card is played, the character may immediately perform one extra action, on the players turn. This card may not be used to interrupt an action already in progress. This card stacks with the extra action from the *Flurry* condition.

Hero

A Hero card acts as a Benny that can be played at anytime. *This does not have to be in the Pool to be played.*

Idea

When a player throws this card, he may ask a question of the GM regarding the development of the story-line, and the GM should provide related hints that help the players move the plot along. The GM has sole judgement over what hints are appropriate. The hints should be acquired in some way through the story-line, like previously unmentioned contacts, or a relation to the story previously unexplored.

Leadership

By using leadership, the player who throws this card may play up to two cards (total) into one or two other players' pools and/or draw two cards into his hand from the Action Deck. These cards can be given from the character's hand, his pool, or a combination of both.



Opponent Fails

After an opponent or enemy has completed an action against the cardholder's character, this card may be played to cancel the effects entirely. The action then fails, and play continues. This card may not be played to cancel an action that is not directed at least partially at the cardholder. The GM has sole judgement over when this card can be played and how it works into the story.

Presence (!)

These cards add +1 (or +2 for ***Presence!***) to the Trait roll involving Spirit or related skills. When playing the card, the player must state which Trait roll he wishes to affect. The card can only modify one number value per play.

Rally

When a character plays the rally card, all players (including the one who played the card) may draw one card each into their **Pools**.

Second Chance

Playing this card allows the character to attempt any action he has just tried again, from the very beginning. The character merely gets another chance, immediately following the first attempt, to perform the action again. All effects from the first attempt are negated.

Seize Initiative

In Savage Worlds, this card can be played in three ways.

1. By playing this card, the player may either flip over a new card onto the ***Savage Masterdeck initiative stack*** or keep the current card on the top of the stack for another round. The card must be played either at the beginning of the round or before the beginning of the next round respectively.
2. The card can be played at the beginning of the round after ***Savage World Initiative Cards*** are dealt, to cause a new set of cards to be dealt by the GM.
3. The card can be played at the beginning of the round after ***Savage World Initiative Cards*** are dealt, allowing the players to trade initiative cards.
4. The card can be played at the beginning of the round before ***Savage World Initiative Cards*** are dealt, allowing the players to keep their current cards.



It may not be played during a round in which the card holder's character is **Confused**. This card cannot be used outside of combat.

Supporter (!)

To play the supporter card, the character must be trying to help someone else - but no action need be attempted or used in this support. The "help" should be described in role-playing terms as the card is being thrown. It adds an automatic +1 (or +2 with the Supporter! card) to the bonus number of any other character's action during the same round - but must be thrown as the other character is performing the action. The card adds to both the skill use and the damage (if any). This card also stacks with other Support efforts, including

Willpower (!)

These cards add +1 (or +2 with Willpower!) to the action of any one Smarts trait rolls or related skills. When playing the card, the player must state which Attribute or skill total he wishes to affect. The card can only modify one number value per play.

| Type | Effect | Notes |
|-----------------|---------|--|
| Action(!) | +1/+2 | All rolls the rest of that round or one action outside of rounds |
| Adrenaline(!) | +1/+2 | Bonus to one Agility, Strength or Vigor Trait roll or related Skill roll |
| Breakthrough(!) | +d4/+d6 | Gain a previous unknown skill for a round |
| Claim | | Claim the top card from the discard pile |
| Double Cross | +d6 | Betray the character to gain die bonus to all actions. |
| Drama/Hero | | Benny |
| Effect | +2 | To all Trait Rolls or Damage Rolls |
| Haste | | Perform an extra action |
| Idea | | Ask the GM one question, gain a clue |
| Leadership | | In combat only. Play 2 cards into players pool, gain two cards. |
| Opponent Fails | | Cause Opponent to fail |
| Presence(!) | +1/+2 | Bonus to Spirit or related skills rolls |
| Rally | | All players draw a card to their pool |



| Type | Effect | Notes |
|------------------|--------|--|
| Second Chance | | Attempt a new action from the beginning |
| Seize Initiative | | Special. Effects Initiative Cards |
| Supporter(!) | +1/+2 | Add bonus to another character's Trait roll. |
| Willpower(!) | +1/+2 | Bonus to Smarts or related skills rolls |

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Alertness(!)

When this card is placed face up in front of a player's character, that person has a special *sixth sense* outside of all other rules and roleplaying situations that will help him to spot a previously unseen item, character, or clue selected by the GM. It is normally used to allow a character to spot something he missed before; something that is important to the adventure.

Alternatively, this card can be played as a bonus to a single Dramatic Task Trait roll - +2 for "ALERTNESS" and +3 for "ALERTNESS!".

Campaign

This card can be used to make another subplot a permanent aspect of the character. In doing this, it makes the Subplot a permanent Hindrance to the character. In return, the character gains an Minor Edge related to this Subplot. Below is a list of subplot cards that can be made permanent and the associated (suggested) list of Hindrances and Edges that can be chosen.

| Subplot Card | Hindrance | Edge |
|-------------------|---|--------------------------|
| Common Ground | Obligation (Minor) | Connection |
| Connection | Obligation (Minor) | Connection |
| Mistaken Identity | Wanted (Minor) or Obligation (Minor) | Connection or Streetwise |
| Nemesis | Enemy (Minor) | Connection |
| Romance | Obligation (Minor) | Connection |
| Personal Stake | Vow (Minor) or Obligation (Minor) | Common Bond or Reliable |
| Suspicion | Wanted (Minor) or Obligation (Minor) | Connection or Streetwise |

These are suggested but if the GM and the player agree, substitute Hindrances or Edges can be used.

Unlike other subplot cards, the campaign card can be held in the player's hand until an appropriate subplot comes up. It does count as a card in the character's hand until it is played. When it is played or discarded, the character receives another card.

Once played on a subplot card (after GM approval), the character gains a Benny and the



subplot card along with the Campaign card are discarded and the GM makes the subplot a permanent part of the story.

Common Ground (!)

When a character has this subplot in effect, the gamemaster uses it to establish a common relationship between that character and an otherwise alien or strange person, environment, or culture.

Alternatively, this card Can be used as a bonus to Networking attempts - +2 for "COMMON GROUND" and +3 for "COMMON GROUND!".

Connection

Played face up, this card means that, sometime during the adventure, the gamemaster will introduce a NPC(s) who will help the player character in some way. This acts like a temporary Connection Edge. The player may call on a favor from the Connection.

Martyr

A *last-ditch effort* card, the martyr card has two major uses. After every session - GM's call - that the Martyr has been face up in front of a character, the card acts a Lucky Edge for the character. However, sometime in the adventure, the character must sacrifice his life to perform some gamemaster-designated (and usually heroic/normally impossible) action.

When a player draws the Martyr card, he must immediately decides whether or not it is going to be used. If, later on, the player changes his mind, he must give up all his Bennies, and all his cards for that session. The character can gain new cards and Bennys during play, however.

The martyr card should be used selectively. It means killing off a character in a high-profile, exciting way. The player shouldn't do it if he doesn't want to, and the gamemaster should let the player know if there is likely to be some heroic/exciting way the character can die.

Mistaken Identity

According to this subplot, either the character becomes convinced that someone he meets is someone else (intentionally or unintentionally) or the character is mistaken for another person.



At the start of every session that the card is in play, the player places a d6 on the card to represent a Conviction Point he has access to once per session. If the subplot is played in an interesting manner or the subplot remains relevant in the game, he may gain it back each session.

Nemesis

Someone the character meets during the adventure (or interacts with, or who is hanging around) has or develops a grudge against the character of dangerous intensity.

At the start of every session that the card is in play, the player places a d6 on the card to represent a Conviction Point he has access to once per session. If the subplot is played in an interesting manner or the subplot remains relevant in the game, he may gain it back each session.

Personal Stake

This makes a mission, situation, or occurrence much more personal for the character. Somehow, possibly through the characters background, or even through situations arising at the moment, the character has more riding on the adventure or aspect thereof than anybody else.

At the start of every session that the card is in play, the player places a d6 on the card to represent a Conviction Point he has access to once per session. If the subplot is played in an interesting manner or the subplot remains relevant in the game, he may gain it back each session.

Romance

The character attracts a romantic interest. This does not mean the character has to *fall in love* - love might not even be the issue. But acceptance, rejection, or combination of the two may be part of the story.

At the start of every session that the card is in play, the player places a d6 on the card to represent a Conviction Point he has access to once per session. If the subplot is played in an interesting manner or the subplot remains relevant in the game, he may gain it back each session.



Suspicion

The character who plays this subplot card will be *under a cloud of suspicion* sometime during the adventure. Some NPC, or PC, will suspect that the character is not who he seems. While under suspicion, the player suffers a -2 to any Networking attempts as he is seen as a risk to all those in his Network.

At the start of every session that the card is in play, the player places a d6 on the card to represent a Conviction Point he has access to once per session. If the subplot is played in an interesting manner or the subplot remains relevant in the game, he may gain it back each session.

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Updated to SWADE

Initiative Effects

There are four Initiative effects on each card, corresponding to the four suits of the Initiative Deck - Spades (♠), Hearts (♥), Diamonds (♦), and Clubs (♣). These effects are applied to those with the player's initiative card suit. For example, if the Heart has Fatigued, all players and GM characters with a Heart card are affected by the Fatigue effect (see below) for that round.

Each round, flip a new Savage Masterdeck card. When an Savage Worlds Initiative card is flipped, so is a Savage MasterDeck card. If the card is a picture card, the picture card can either effect play or be ignored, based on the GMs judgement. Then another card must be drawn for initiative. These initiative effects simulate the dramatic, changing, and often dangerous nature of adventures; the uncontrollable contingencies that affect abilities and actions. Here are the different effects that can come up -

Breaks

Note: This effect only comes up for GM characters.

When this comes up on the initiative line, the effect depends on whether there is a Wild Card GM character or not.

No Wild Card GM character Present - the Extras have one round to either cause damage to the PC, significantly improve their situation, or severely affect their opponents negatively, else they must break off the combat or the interaction, if at all possible. If they do cause damage, etc., even if they only manage to affect one character on the player side, then play continues as normal next round. If it is not possible for them to depart, or if the player characters make it impossible, then they will resume the interaction or combat as normal, but all difficulties will be a level higher until they improve their situation significantly.

Wild Card GM character is Present - This effect simply causes a -1 to all Extras actions for one round.



Confused

Note: This effect only comes up for PCs.

The player characters are confused and their plans are disrupted. Confused has the following effects:

- No card play this round (PCs cannot trade cards, put cards in their pools, or draw cards from the deck)
- **PCs must make a Spirit check or take a Distracted Condition.**
- Seize Initiative card cannot be played to remove this condition

This card is in effect for the whole round. In addition, gamemaster characters (NPCs) acting on the players' side act confused and have difficulty following orders or making plans this round (automatic Distracted condition)

Down

Under a Down-Condition, both Wild Cards and Extras must roll an additional Trait die for all actions this round. The character then must take away the highest Trait die.

Fatigued

Due to the stress of the situation, every character with this suit takes a level of Fatigue damage.

Flurry

Every character every character with this suit gets one extra action this round with no Multi-Action penalty. Characters can receive cards for performing approved actions during either or both actions. Characters can also play cards from their **Hands** into their **Pools** twice if they perform two actions.

Inspiration

When this effect comes up, all characters with this suit can remove all Fatigued levels. Unconscious characters wake up, but are considered prone. In addition, any player character on an inspired suit **receives a card** at the beginning of the round.



Setback

Something bad happens to the characters with the suit. This can take two forms. The easiest setback to play is that everyone on the affected side loses one action this round. Second and subsequent actions can be taken, but with a multi-action penalty. The more interesting method of enforcing a setback is to figure out an appropriate “disaster” the side suffers. Combinations of disasters for some characters and missed actions for others is also appropriate (maybe one character misses an action, another’s gun jams, and a third finds the catwalk he is standing on collapsing), but no character should suffer more than one setback from this result.

Skill Tests

Note: This effect only comes up for GM characters, Extras and Wild Cards.

The GM characters may have Trait Roll such as Intimidate, Trick, or Taunt listed on the action line.

| Test | Rolls |
|-----------------------|---------------------------------|
| Intimidate | Intimidate vs. Spirit |
| Taunt | Taunt vs Spirit |
| Trick | Persuasion vs Smarts or Spirit* |
| *Which ever is higher | |

[Edit](#)

During the round, if a GM character performs one of these actions successfully on a player character, the GM can take one card from that player (either from his hand or pool – but hand cards are chosen randomly) and place it in the discard pile. This effect is valid for the entire round, so if the GM characters are enjoying the benefits of a Haste card, they could have more than one opportunity.

Stymied

The side that is *stymied* loses one Wild-Die re-roll during his next action. If they get a six on the Wild Die, they cannot re-roll. This condition lasts only for the single action and then goes away after, even if it has not come into play during that action phase. This only applies to Wild Cards. Otherwise, Extras suffer a -1 to a single action.



Up

Under a Up-Condition, both Wild Cards and Extras must roll an additional Trait die for all actions this round. The character then must take away the lowest Trait die.

| Type | Effect |
|-------------|---|
| Breaks | GM characters only. Without Wild Card, GM Extras retreat if no progress or -1 to Rolls if with Wild Card |
| Confused | No card play this round (PCs cannot trade cards, put cards in their pools, or draw cards from the deck). PCs must make a Spirit check or take a Distracted Condition. Seize Initiative card cannot be played to remove this condition |
| Down | For all actions, roll an extra Trait die. Take away the highest Trait die rolled. |
| Fatigued | Add a level of Fatigue |
| Flurry | Preform one free extra action. |
| Inspiration | All Fatigue conditions are removed. All Unconscious characters wake but prone. All player characters gain a card, played directly into their pool |
| Setback | Lose first action or other effect determined by GM (gun jam, ammo runs out) |
| Tests | GM characters only. Succeed at this, GM takes a random card from the player |
| Stymied | Lose one Wild Die Re-roll during next action (-1 to Extras) |
| Up | For all actions, roll an extra Trait die. Take away the lowest Trait die rolled. |

[Edit](#)

Approved Actions

At the bottom of the cards is a line called the Approved Actions. An approved action is a action that is randomly determined as *appropriate* for this round. Approved actions are an incentive for players to do more than just blaze away with their guns. Most of the approved actions are not directly combat-oriented, and they stress inventiveness and roleplaying.

Any player character that SUCCEEDS at an approved action during the round receives a new card off the top of the Action Deck.

In order to win a card by performing an approved action, all the character has to do is **SUCCEED**. The action may end up having little or no effect and still be a success. However, the action must move the story along. It is important to remember that approved action



means approved action. Only actions that **require skill rolls** can be approved actions – no matter how appropriate a simple action may be.

He then puts the card into his hand and may play it into his pool as per the normal rules. Characters **can only receive one card** a round in this manner unless they play a Haste card or a Flurry action is in effect. Note, however, that a multi-action does allow the player to get more than one card if they are performing two different approved actions, like Attack and Defend or Trick and Maneuver. This must be roleplayed out and make sense for the scene.

The following list explains the Approved Actions and what they mean in Savage Worlds terms

Attack

Use an offensive combat skill, such as Fighting or Shooting. The GM may even approve other skill uses if appropriate.

Defend

Defensive actions include actions like Defend, Disarm, or Evasion.

Intimidation

Make others back down or fear you. In Savage Worlds, use an *Intimidation Test* (*Intimidation vs. Spirit*) in combat to determine the result. This is considered an action.

Maneuver

A Maneuver Test (*Athletics vs Agility*) in combat attempts to put your opponent at a disadvantage by getting behind someone, ducking to take advantage of cover, and psyching someone out with fancy footwork. Maneuvering can include skill uses such as climbing, driving, riding, piloting, and swimming. Particularly dangerous uses of Agility may also fall into the maneuver approved action category as well.

Taunt

Characters who taunt intend to insult, upset and annoy a target so that he will think less clearly and will not be able to react with good judgement. In Savage Worlds, use the Taunt Test (*Taunt vs. Smarts*) rules in combat to determine the result. This is considered an



action.

Trick

The character tries to unbalance or deceive a target briefly, using misdirection, deception, and outright bluster. In Savage Worlds, use the Test (*Persuasion* vs. *Smarts*) rules in combat to determine the result. This is considered an action.

Other Ways to Get Cards

There are other ways of getting cards.

The End of a Scene or Act

When an adventure Scene or an Episode ends every player is allowed to replenish/discard cards.

Exceptional Roleplaying

Sometimes, when a player does an exceptional job of planning, roleplaying, or leadership, the gamemaster may choose to award that player with an extra card.

Buying Cards

Players can buy cards with Bennys if they so choose. They spend the Benny and draw two cards. They then pick the best of the two, shuffling the other back into the Savage Masterdeck.

(Visited 6 times, 7 visits today)



Also known as the jokers, the Picture Cards are special cards that can be used in several ways. When a character is dealt a particular picture card, it has the results described below. In Star Wars, they have specific meanings, and they are listed below.

Wild Card

When a character gets the wild card, he can look through this chapter and use the card as any card in the deck except another picture card. In addition, the character does not have to decide what card the wild card will be until he needs it. The wild card is used exactly like whatever card it becomes.



Interloper Cards (Dark & Light)

When a character is given this card, it must be played face up as if it were a subplot card. Sometime during the adventure (hopefully soon, but the timing is up to the GM), a *third party* should show up. The third party might show up to help the player characters, the GM characters, or to pursue their own interests. When they show up, the card is discarded, and they act normally. The Light and Dark aspect of the card can be interpreted by the GM.

Disaster or *Uh Oh* Card

When a character draws this card, something really bad happens - not necessarily to the character, but in general. If this card comes up outside of combat or in a situation where it is unlikely something bad would happen, then the player should put it in front of him and draw another card (as if it were a subplot card). When the gamemaster can work the disaster in, the card is discarded and something bad happens.



