



ERRATA TO THE SECOND PRINTING

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FIRST STRIKE

The text for the First Strike Edge on page 23 has been clarified. The new wording follows.

Once per turn the hero (if not Shaken) gets a free Fighting attack against a single foe who moves adjacent to him. This automatically interrupts the opponent's action and does not cost the hero his action if he is on Hold or has not yet acted this round.

SWEEP

The text for the Sweep Edge on page 25 has been clarified. The new wording follows.

Sweep allows a character to make a single Fighting attack and apply it against all currently adjacent targets at a -2 penalty (friends and foes alike—be careful). Resolve each damage roll separately. The attack is applied immediately when rolled and only affects targets adjacent at that time.

A character may not use Sweep in the same round she uses Frenzy, nor may she Sweep more than once per round.

CHARACTER EDGES SUMMARY

The Strong Willed entry on the Character Edges Summary Table on page 41 should have requirements of “N, Intimidation d6, Taunt d6” and effects of “+2 Intimidation and Taunt, +2 to resist Tests of Wills.”

The footer for the table should state “*Background Edges are normally chosen during character creation. See Background Edges on page 20 for more details.*”

LANCE

The Notes section for the lance on page 49 should include the phrase “only usable in mounted combat.”

ANTI-TANK MINES

The Notes section for the anti-tank mines on page 53 should read “Med Burst Template, AP 5 vs. ½ lowest Armor (round up), HW.”

RAISES

The Raises description on page 57 should have the followed sentence added as a clarification: “The winner of an Opposed roll considers his opponent's total as his TN for purposes of determining any raises.”

INCAPACITATION AND INJURY

These two sidebars on page 75 and 76 should be replaced with the sidebars presented here.

SURVIVAL

The Hunger rules on page 105 have been updated to “A successful Survival roll each day provides enough food and water for one person (enough for five people with a raise).”

REGENERATION

The Regeneration creature ability on page 143 has been clarified. The new text follows.

REGENERATION

Legend has it that trolls, vampires, and certain other types of legendary creatures can Regenerate damage caused to them.

Regeneration comes in two types: Fast and Slow.

Fast Regeneration lets a wounded creature make a Vigor roll every round to heal any damage it has sustained—even after it has been “killed.” A success heals one wound (or removes Incapacitated status), and a raise heals an additional wound. Most creatures with this ability also have a Weakness or Vulnerability,

INCAPACITATION

An Incapacitated hero must make an immediate Vigor roll. Wound penalties apply to all Incapacitation-related Trait rolls unless the character has the Hard to Kill Edge or some other means of ignoring them.

Raise: The hero is only stunned. He still has three wounds, but is not Incapacitated. Instead, the hero is Shaken and suffers a temporary impairment. Roll 2d6 on the Injury Table. The effects are short-term and go away when the combat is over or at the Game Master's discretion.

Success: The hero is unconscious. He regains consciousness and loses his Incapacitated status with a successful Healing roll, as noted under Healing, or after an hour has passed. Roll 2d6 on the Injury Table. The injury goes away when all wounds suffered from this attack are healed.

Failure: The victim is dying and must make an immediate Spirit roll. If he fails, his will breaks and he dies immediately. With a success, he continues to cling to life. At the beginning of the following round, he must make a Vigor roll. If he fails, his body gives out and the character dies. With a success, he stabilizes but remains unconscious until healed. Roll 2d6 on the Injury Table. The injury is permanent.

For nonlethal damage, treat this as a Success except the hero is unconscious for 1d6 hours.

Critical Failure: The hero dies immediately. For nonlethal damage, treat this as a Success except the hero is unconscious for 2d6 hours.

INJURY TABLE

Roll 2d6 on the table below. If the attack that caused the Injury was directed at a specific body part, use that location instead of rolling randomly.

2d6 Wound

- 2 Unmentionables:** If the injury is permanent, reproduction is out of the question without miracle surgery or magic.
- 3-4 Arm:** Roll left or right arm randomly; it's unusable like the One Arm Hindrance (though if the primary arm is affected, off-hand penalties still apply to the other).
- 5-9 Guts:** Your hero catches one somewhere between the crotch and the chin. Roll 1d6:
- 1-2 *Broken:* Agility reduced a die type (min d4).
 - 3-4 *Battered:* Vigor reduced a die type (min d4).
 - 5-6 *Busted:* Strength reduced a die type (min d4).
- 10 Leg:** Gain the Lame Hindrance (or the One Leg Hindrance if already Lame).
- 11-12 Head:** A grievous injury to the head. Roll 1d6:
- 1-2 *Hideous Scar:* Your hero now has the Ugly Hindrance.
 - 3-4 *Blinded:* An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye).
 - 5-6 *Brain Damage:* Massive trauma to the head. Smarts reduced one die type (min d4).

such as fire. Wounds from the creature's Weakness or Vulnerability do not regenerate, but may still heal naturally. Creatures with Fast Regeneration also add +2 to Spirit rolls made to recover from being Shaken.

Slow Regeneration means the creature won't be suddenly healing itself during a fight, but may recover its wounds quickly between encounters. Slow regenerators make a natural Healing roll once per day.

ELEMENTALS

The elementals (pages 147–149) have been updated. The new elemental entries are as follows.

ELEMENTALS

Elementals are living spirits of earth, fire, water, and air. These are average examples of such creatures. They may be more or less powerful in specific settings.

EARTH ELEMENTAL

Earth elementals manifest as five-foot tall, vaguely man-shaped collections of earth and stone. Though amazingly strong, they are also quite slow and ponderous.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8

Pace: 4; **Parry:** 6; **Toughness:** 11 (4)

Special Abilities:

- **Armor +4:** Rocky hide.
- **Bash:** Str+d6.
- **Burrow (10'')**: Earth elementals can meld into and out of the ground.
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.

FIRE ELEMENTAL

Fire elementals appear as man-shaped flame.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d10, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 5

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Invulnerability:** Fire Elementals are immune to all non-magical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- **Fiery Touch:** Str+d6; chance of catching fire.
- **Flame Strike:** Fire elementals can project a searing blast of flame using the Cone Template. Characters within the cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.

WATER ELEMENTAL

Water spirits are frothing, man-shaped creatures of water and sea-foam.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Shooting d8, Swimming d12+2

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Aquatic:** Pace 12
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Invulnerability:** Water elementals are immune to all non-magical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.

- **Seep:** Water elementals can squeeze through any porous gap as if it were Difficult Ground.
- **Slam:** Str+d6, nonlethal damage.
- **Waterspout:** Water spirits can project a torrent of water using the Cone Template. Those in the area may make an Agility roll opposed by the spirit's Shooting to avoid it or suffer 2d8 nonlethal damage. This puts out any normal fires or 1d6 ship-sized fires.

AIR ELEMENTAL

Air elementals manifest as sentient whirlwinds.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Notice d8, Shooting d6

Pace: —; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Ethereal:** Air Elementals can maneuver through any non-solid surface. They can seep through the cracks in doors, bubble through water, and rush through sails.
- **Flight:** Air Elementals fly at a rate of 6" with a climb rate of 4". They may not "run."
- **Invulnerability:** Immune to all non-magical attacks except fire.
- **Push:** The air elemental can use an action to push a single adjacent target 1d6" directly away with a concentrated blast of air. The victim makes a Strength roll, with each success and raise reducing the amount moved by 1" (to a minimum of 0).

- **Wind Blast:** Air Elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d6 points of nonlethal damage.
- **Whirlwind:** As long as the air elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check and if the air elemental wins then its foe is pulled into the swirling maelstrom of its body. While trapped, the target is at -2 on all rolls including damage, to hit and Strength rolls to free himself. The air elemental cannot move as long as it wants to keep foes trapped inside its form.