



Horror Companion

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Characters

Most *Savage Worlds* feature horrific elements of some sort—from a zombie apocalypse to alien-infested starships to the grim prairie tales of *Deadlands*®. This book shines a flickering lantern into the darkest recesses of those worlds, granting players and Game Masters alike more options and ideas to expand the more terrible elements of their setting.

The beginning of this book features new Edges, Hindrances, gear, and arcane lore for heroes. After that are new Setting Rules and a tome detailing the darkest fiends for the Game Master.

Let's begin our journey into the night with a look at the doomed protagonists of our *Savage Tales*—the heroes.

Heroes

Something is out there.

And it's coming for you.

But you don't have to be a victim. Whether your hunter 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 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...

New Hindrances

Angst (Major)

Dark, brooding heroes and heroines suffer from depression, loneliness, and constant fatalism. It's harder for them to see the light at the end of the tunnel, and so suffer -2 to Smarts rolls made to recover Sanity.

Bleeder (Major)

Some individuals bleed much more freely than others. Maybe it's an actual genetic condition, or maybe the victim is just unlucky and nicks a vein every time he gets stuck by some psycho with a knife.

Any time the victim suffers a wound that doesn't Incapacitate him, he begins to bleed. Each round after suffering the wound he must make a Vigor roll or suffer a level of Fatigue that can lead to death. The bleeding can be stopped with a successful Healing roll, and is recovered at the rate of one level per hour afterwards—assuming reasonable food or fluids.

Bullet Magnet (Major)

Sometimes a person just winds up in the wrong place at the wrong time. Some people seem to make a habit out of it.

This unfortunate soul is hit by accidental fire (using the Innocent Bystander rules) on a 1–2 for single-shot weapons, and a 1–3 for shotguns or full-auto fire.

Combat Shock (Minor/Major)

Some people freeze up when things get dangerous, and your hero is one of them. It could be due to fear, flashbacks, or something else; whatever the reason, in the first round of any combat, you must make a Fear check. If you have the Major version, this roll is at -2.

Cursed (Major)

Your heroine crossed some dark power and has forever after been marked by its tainted touch. Your character may never receive beneficial blessings such as those from the Arcane Background (Miracles) Edge.

This Hindrance may only be taken in a setting that allows the Arcane Background (Miracles) Edge.

Doubting Thomas (Major)

Besides the description presented in *Savage Worlds*, Doubting Thomases are just not prepared to deal with the mind-twisting realization that these horrors could actually be real. Characters with this Hindrance suffer an extra point of Sanity loss (see page 22) when failing a Fear test. On the plus side, they start with a Sanity of +2.

These changes only apply if you'll be using the mechanics introduced in the Setting Rule **Sanity** (page 22).

Jumpy (Minor)

Every little thing makes this individual nervous and scared. Any time there's a sudden noise, shock, or surprise, the Jumpy hero must make a Fear test.

Screamer (Minor)

No matter how much this investigator fights it, fear and terror elicits an ear-splitting scream. The scream might alert other enemies, and it certainly unnerves the character's nearby companions.

Any time the character fails a Fear test, she automatically screams at the top of her lungs. The worse the Fear modifier, the louder and longer the scream. Anyone within a Large Burst Template of the victim suffers a -1 to their Fear tests as well from the startling and disturbing scream!

Slow (Major)

This character has cat-like reflexes—if the cat was dead and decayed, that is. He's often



slow to act in stressful situations—but just might be the first to die.

The victim draws two cards in combat and acts on the worst. If he draws a Joker, he uses it normally and ignores his Hindrance for the round.

Slow characters cannot take the Quick Edge, but they can actually improve their reaction time by taking the Level Headed Edge (but not during character creation). For this hero, Level Headed allows them to draw one card and act normally. Improved Level Headed grants them two cards and they act on the best of the two.

Touched (Minor or Major)

Something happened to your hero. Something bad. Whatever it was robbed her of a little piece of her Sanity (see page 22).

As a Minor Hindrance, the character's base Sanity is one point less than usual. As a Major Hindrance, it's two points less.

Victim (Minor or 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 one of the "unlucky ones."

Anytime the group encounters a hostile threat and there's no clear indication another individual should be the target, this character draws the short straw.

As a Major Hindrance, she's the first target and all her Soak rolls are made at -1.

New Edges

Below are a number of new Edges appropriate for horror-themed games, but don't forget many such tropes are already covered in the *Savage Worlds* rules. If a player wants to build an occult specialist, the Investigator or Scholar Edges likely already cover it. A monster slayer might already be well-served by the Champion Edge.

Background Edges

Relentless

Requirements: Novice, Spirit d8+

Your slayer is truly driven to defeat evil. He must seek it out wherever he suspects it lies, and brooks no interference from those he thinks bar his way.

In exchange for this dogged determination and unflinching dedication to the chase, Relentless characters who get a success to recover from being Shaken may take a single action.

Leadership Edges

Fanaticism

Requirements: Seasoned, Command, Persuasion d8+

This Edge is most appropriate for members of the military, but the leader of a seasoned band of monster hunters might develop it as well.

When under this character's command, his followers gain great courage and add +2 to their Fear checks.

Professional Edges

Exorcist

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d10+

The character is a member of the clergy trained to drive demonic spirits from human bodies. Anytime he makes an opposed Spirit or Faith test versus demons or supernaturally evil forces, he adds +4 to his roll.

Necromancer

Requirements: Novice, Arcane Background (Magic or Miracles), Spirit d8+, arcane skill d8+

Necromancers are steeped in the lore and rituals of death. They are particularly adept at raising the dead and forcing them to serve their foul requests. While most heroes should avoid such vile sorcery, few can deny its efficiency.

The benefits of the Necromancer Edge are two-fold. First, the Necromancer may cast the *zombie* power at Novice level (rather than its normal Veteran Rank requirement).

Second, when casting *zombie*, the Necromancer reduces the Power Point cost to 2/corpse. Additionally, he may double the cost per corpse to increase the Duration to 2d6 hours with a success, 2d6 days with a raise, or permanent with two raises.

A Necromancer may never have more than twice his Spirit die in permanent undead servants.

Master Necromancer

Requirements: Veteran, Necromancer

Zombies raised by the Necromancer now have an extra die in Strength and one skill of his choice (usually Fighting).

Talisman Craftsman

Requirements: Novice, Smarts d8+, Spirit d8+, Arcane Background (Magic or Miracles), Knowledge (Occult) d8+, arcane skill d8+

This is a magical version of the Gadgeteer Edge. Once per game session, a character with the Talisman Edge can create a magic device and imbue it with arcane energy.

The device uses any power available to a magician or miracle worker in that setting (though this is still subject to Rank restrictions). It has half the creator's Power Points. Once these are used up, they do not recharge.

The ritual to imbue the object takes d20 minutes. Activating the device requires a Smarts (magic) or Spirit (miracles) roll.



Monster Hunter

Requirements: Seasoned, Spirit d6+

The character is completely immune to Fear checks from one broad type of creature, such as ghosts, werewolves, vampires, or constructs. If applied to spellcasters, it includes the *fear* spell as well.

The Game Master is the final arbiter of whether or not the Edge applies to a particular horror.

The Edge may be taken multiple times, each applying to a different creature type.

Social Edges

Sound Mind

Requirements: Novice, Spirit d6+

This investigator has learned to cope with the terrors he must face and the dark things that lurk in his world. Increase his Sanity by +2.

Tower of Will

Requirements: Novice, Spirit d8+, Vigor d8+

Some people know their minds better than others and have trained to keep it that way. A character with this Edge may add +2 to any attempt to resist being mentally controlled by unnatural means, whether by a creature's Special Ability, magical artifact, or magical spell. The +2 bonus also applies to resisting Tests of Wills.

Hardened

Requirements: Seasoned, Spirit d8+

This monster slayer has seen things that would make most men lose their minds. Somehow he's hardened himself to it and can live with it. If the hero makes his Smarts roll, he gains one extra point of Sanity during "down time" (see page 23). This is usually between adventures, and is entirely at the Game Master's discretion (a character who spends his time researching monsters shouldn't get the bonus, for example) and is in addition to any he might gain for other reasons.