

Savage Worlds Explorer's Edition F.A.Q.

Did "X" rule get clarified?

Hopefully! We tried to clarify anything that seemed to be a stumbling block to players... and yes, that includes a new description (and example) of how a Shaken Wild Card is affected by damage.

Has melee damage changed?

Yep. With this edition, fixed melee damage becomes the baseline rule. Damage is figured from the Strength die (and a die based on a weapon if used), but it is now a damage roll and not a Trait roll with a Wild Die.

Does the new melee damage affect other aspects of the rules?

Since Bennies can't normally be spent to reroll damage, there is a new version of the Edge, No Mercy, in this edition that provides that option. The Full Defense maneuver is also included, allowing a potentially better defense against melee attacks.

Undead and Constructs no longer list "half damage from piercing attacks;" is that on purpose?

Yep. That ability was just too powerful, and it was already kind of covered by taking no extra damage from Called Shots.

What's up with Incapacitation?

Easy, the old rule was just a bit confusing to some people, and there didn't seem to be anyway to make it clearer. So we went with something that is hopefully simpler but still familiar to old players. Instead of the number of wounds taken determining what level of Incapacitation the Wild Card suffers, the Wild Card simply makes a Vigor roll when Incapacitated, and the result of that roll determines how he is affected by the Incapacitation.

This version also opens up the Injury Table more, allowing for "minor injuries" that only apply during the current combat. It also allows nonlethal Incapacitation to use the same list of effects with only a couple of alterations.

What happened to the Chase Rules?

The old rules are gone. As above, some people got them and some didn't, so we went with an entirely new system that we think will be fast and fun, but easier for everyone to understand. That said, the old rules still work with the system, so fans of that system can still use it. The Chase Rules have always been an optional alternative to the normal vehicle rules anyway, so now there is a new alternative.

Is the rule for bonus XPs from leftover Bennies in there?

Nope. It's been dropped.

So, I can spend a Benny after I roll to recover and still get an action that round?

Yep!

Healing can be attempted multiple times regardless of failure as long as it is within the Golden Hour?

Yes, it can.

Multiple Shaken results from Backlash on AB: Magic now causes a wound?

Yep. This really only affects the Bolt power in the core rulebook as it's the only power where multiple Spellcasting dice can be rolled in one action.