

THE CUSTOMIZEABLE GAME MASTER'S SCREEN!



Thanks for picking up our customizeable Game Master's Screen! This awesome, black, three-panel, tri-fold, screen has been designed so that you can use it for ANY game you play—

including our own—such as **Savage Worlds**,™ the **Deadlands**™ line (both the classic and D20 versions), and **Weird Wars!**™

Inside this document you'll find two choices of front cover art, two panels for the players, and three for the Game Master. You'll also find a blank sheet you can use to create your own customized sheet!



Look for free inserts for Savage Worlds at www.greatwhitegames.com!

More inserts are available at RPGNOW.COM for

Deadlands, Hell on Earth, Lost Colony, and Weird Wars!

Printing Tips

The image in this file are in medium resolution—150 dpi—and will come out best if printed on glossy paper. You'll also find it much easier to insert your sheets if you have them printed on cardstock.

We recommend trying a color laserjet at your local copy center. Home inkjet-style printers tend to make the paper very wet and flimsy, and you'll have a hard time getting the paper inside your screen's transparent pockets.

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EVERNIGHT





NEW EDGE SUMMARY

Avatar of Solace: Flaming weapon grants +2 damage and light in a 10" diameter.

Double Shot: Allows an elf to fire two shots at the same target at -2.

Improved Double Shot: The elf may ignore the -2 penalty.

Musketeer: The character may reload a musket in one round.

Red Knight: Character gains Arcane Background (Miracles) Edge and +2 Charisma, but must serve Solace.

Scamper: Opponents of man-size or larger subtract 1 when attacking the half-folk.

Sun Priest: Character gains Arcane Background (Miracles) Edge and +2 Charisma, but must serve Solace.

Sunder: Dwarves add AP 1 to attacks.

Improved Sunder: Dwarves add AP 2 to attacks.

War Cry: Intimidation attack against all targets in Large Burst Template.

Whirlwind: Running character attacks every target adjacent to his path at -4.

Improved Whirlwind: The penalty is reduced to -2.

RAGE!!!

EDGES AND HINDRANCES: PHASE II

NEW EDGE SUMMARY

- Avatar of Solace:** Flaming weapon grants +2 damage and light in a 10" diameter.
- Dark Fighting:** Half penalties due to poor lighting.
- Double Shot:** Allows an elf to fire two shots at the same target at -2.
- Improved Double Shot:** The elf may ignore the -2 penalty.
- Musketeer:** The character may reload a musket in one round.
- Red Knight:** Character gains Arcane Background (Miracles) Edge and +2 Charisma, but must serve Solace.
- Scamper:** Opponents of man-size or larger subtract 1 when attacking the half-folk.
- Scrounger:** Character adds +1 to the number of items found in King's Landing, and reduces price by 25%.
- Slayer:** +2 damage per raise when attacking spiders.
- Sun Priest:** Character gains Arcane Background (Miracles) Edge and +2 Charisma, but must serve Solace.
- Sunder:** Dwarves add AP 1 to attacks.
- Improved Sunder:** Dwarves add AP to attacks.
- Tunnel Fighting:** While underground: +2 to acrobatic tricks; +1 Parry; -1 to be shot.
- War Cry:** Intimidation attack against all targets in Large Burst Template.
- Whirlwind:** Running character attacks every target adjacent to his path at -4.
- Improved Whirlwind:** The penalty is reduced to -2.

NEW HINDRANCE SUMMARY

- Light Sensitive (Major):** Character suffers -1 to all trait rolls in torchlight or brighter; ignores Dim penalties, and suffers -1 penalty from Darkness. Blind in Pitch Darkness.
- Moon Skin (Minor):** -1 to all trait tests when wearing anything heavier than cloth. Make Vigor roll at beginning of each session to avoid it becoming a Major Hindrance (see below).
- Moon Skin (Major):** Armor may not be worn at all; any clothing but silk inflicts -1 penalty to all trait tests.

The darkness
LIVES!!!

ARMOR

Type	Armor	Str	Notes
Leather	+1	—	Covers torso, arms, legs
Chain hauberk (long coat)	+2	d6	Covers torso, arms, legs
Plate corselet	+3	d8	Covers torso
Plate grieves	+3	d6	Covers arms
Plate leggings	+3	d8	Covers legs
Pot helm	+3	d6	50% chance of protecting against head shot
Steel Helmet (enclosed)	+3	d6	Covers head
Barding			
Kep hound barding	+1	—	Covers body and head
Shields*			
Small Shield (Buckler)	—	d6	+1 Parry
Medium Shield	—	d8	+1 Parry; +2 Armor to ranged shots that hit
Large Shield (Kite, Pavise)	—	d8	+2 Parry; +2 Armor to ranged shots that hit
Blessed Armor			
Mantle of Solace	+1	—	Sold only to Sun Priests
Armor of Solace	+3	d6	Covers torso, arms, and legs; sold only to Red Knights

**Shields protect only against attacks from the front and left (assuming a right-handed character).*

They're coming...

HAND WEAPONS

Type	Damage	Min. Str	Notes
Blades			
Dagger	Str+1	—	
Great sword	Str+4	d10	Parry -1; 2 hands
Long sword	Str+3	d6	
Rapier	Str+1	—	Parry +1
Short sword	Str+2	—	
Thieves claws	Str+1	—	Worn on both hands; adds +1 to Climbing rolls as well
Axes			
Axe	Str+2	d6	
Battle Axe	Str+3	d8	
Great Axe	Str+4	d10	AP 1; Parry -1; 2 hands
Hammers & Maces			
Mace	Str+1	—	
Maul	Str+3	d10	AP 2 vs rigid armor (plate mail); Parry -1; requires 2 hands
Warhammer	Str+2	d8	AP 1 vs rigid armor (plate mail)
Pole Arms			
Halberd	Str+3	d8	Reach 1; 2 hands
Pike	Str+3	d8	Reach 2; 2 hands
Staff	Str+1	d6	Parry +1; Reach 1; 2 hands
Spear	Str+2	—	Parry +1; Reach 1; 2 hands
Lance	Str+4	d8	AP 1; Reach 2
Blessed Weapons			
Sun Mace	Str+3	—	Sold only to Sun Priests

RANGED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Axe, throwing	3/6/12	Str+2	1	75	2	—	—	
Bow	12/24/48	2d6	1	250	3	—	d6	
Crossbow	15/30/60	2d6	1	500	10	—	d6	AP 2; Requires 1 action to reload
Sling	4/8/16	Str	1	10	1	—	—	
Spear	3/6/12	Str+3	1	250	5	—	d6	
Throwing knife	3/6/12	Str+1	1	50	1	—	—	Balanced to add +1 to Throwing

BLACK POWDER

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Musket	10/20/40	2d8+2	1	400	10	—	d6	Reload 2
Blunderbuss	10/20/40	1-3d6*	1	400	15	—	d6	Reload 2
Bayonet	—	Str+2	—	20	1	—	—	Attaches to musket or blunderbuss; Str+1 when used as a knife
Pistol	5/10/20	2d6+1	1	250	3	—	—	Reload 2
Cannon**	24/48/96	3d10	1	25	—	—	—	Reload 1 with 4 crew; Reload 2 with less than 4 crew

*A blunderbuss does 1d6 damage at Long range, 2d6 at Medium range, and 3d6 at Short range.

**This is a very early, crude cannon. It fires only solid shot.

NEW POWERS SUMMARY

Power	Rank	Cost	Range	Duration	Element/Effects
Fireburst	N	2	Flame Temp.	Instant	(Fire) Victims in template must make Agility roll vs. Spellcasting or suffer 2d10 damage. Victims may catch fire as well.
Pawn of Mizridoor	N	3	Smarts	3 (1/r)	Creates a statue to serve the caster.
Solar Storm	S	5	Faithx2	Instant	Everything in a Large Burst Template suffers 2d10 damage.
Wall Walker	N	2	Touch	3 (1/r)	The character may move along horizontal and vertical surfaces at his full Pace.

I hear something...

