



# House Rules

The *Savage Worlds* rules are pretty straightforward and don't need many house rules, but here are the few I employ.

## SHAKEN ASSIST

A character can spend an action to attempt to help another character out of Shaken status, using an appropriate skill. Any bonuses or penalties the recipient would normally get to his own recovery roll apply to this (e.g., Wound penalties, or a bonus due to Combat Reflexes or a Leadership Edge). The assisting character might need to be adjacent, depending on the skill used. Success removes the Shaken status. It is the GM's call as to what constitutes an "appropriate" skill.

## ACTION SURGE

You may spend a Benny to immediately take a single action. Actions that are normally free count as actions for the purposes of an Action Surge. If you have the Joker initiative card the bonuses from the Joker do not apply during your Action Surge. You may only take one Action Surge per round of combat. If you use your surge after a shooting or fighting roll hits you but before damage is rolled, you take the damage after your Action Surge is resolved.

## RAPID RECOVERY\*

Every Wild Card hero recovers one wound automatically at the start of each new Act. Unconscious heroes wake up with 2 wounds just before the Act begins. No one is ever left out of a new Act or carrying around crippling wound penalties from the beginning of the adventure.

\* Rule "borrowed" from Triple Ace Games' free Pulp rules. Used without permission.

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