

Savage Aspects



A quick and simple guide for adding FATE-style Aspects to Savage Worlds, brought to you by Fever Dreams - www.pyresofvam.com/feverdreams.

- **Remove all hindrances and edges** or use the same names, but treat them as aspects.^[1]
- During character creation, every character receives **5-10 Aspects**.
- Each session, players start with **5 Bennies**, no matter how many they ended last session with.
- Bennies can *only* be used in the following ways:
 - **Gain a Bonus** – A benny can be spent to add 1 to any roll of the dice (except damage)
 - **Invoke an Aspect** – If appropriate, an aspect can be invoked, allowing the player to:
 - **Re-roll** *all* the dice just rolled, using the new result, or
 - **Add 2** to the final die roll (after any re-rolls have been done).
 - **Tag an Aspect** – A benny can be spent to invoke an aspect other than the characters' (this could be an aspect on another character, the environment, a weapon, or other things of dramatic importance)
 - **Make a Declaration** – A benny can be spent to declare a fact. If the GM accepts it, it will be true.
- Bennies can *only* be earned through accepting **compels**. The GM can compel one of the character's aspects by offering the player a choice: the player can act in accordance with the aspect to gain a benny, or the player can spend a benny to ignore the aspect. The only other way to gain bennies is through the refresh to 5 bennies at the start of each session.
- **Persistent Aspects** are aspects that “free-tagable”, are considered “always on” and cover such things as deep darkness and taking cover. Aspects like these impact so heavily on a situation that they are considered always in effect and bennies do not need to be spent to invoke such aspects.^[2]

Notes:

[1] Alternatively, remove all hindrances and edges that do not give a mechanical benefit or penalty, and those that only give +2 or -2. If you wish to use such hindrances or edges, treat them as aspects. Also treat those hindrances and edges that remain as aspects. For example, someone who is Filthy Rich receives extra funds, but also has Filthy Rich as an aspect. The Lucky aspect should not grant an extra benny.

[2] Persistent aspects in Savage Worlds may add more or less than +2 to a roll depending on the situation. For instance, invoking Dim Light gives a +1 to Stealth checks, while invoking Pitch Darkness gives a +4 to Stealth Checks. Persistent aspects can also be invoked by the GM. For instance, if a PC is attempting stealth while running, the Running persistent aspect should be invoked by the GM to grant +2 to opposing Notice checks (mechanically equal to granting a -2 penalty to the PC's Stealth checks).

