



Charles Corrêa &lt;charlescorreaweb@gmail.com&gt;

## Re: Inquiry Regarding Savage Worlds Licensing and International Publication ( Consulta sobre Licenciamento de Savage Worlds e Publicação Internacional ) (#13611)

2 mensagens

**GitLab Support Bot (@support-bot)** <noreply@gitlab.sigil-services.com>

24 de fevereiro de 2026 às 09:51

Responder a: Customer Support / Pinnacle Entertainment Group &lt;incoming+2-26xf3sq86tdnpdk49ak4rlnec@gitlab.sigil-services.com&gt;

Para: charlescorreaweb@gmail.com

Hi Charles,

thank you for reaching out to us for clarification. I'll attempt to answer your questions and I've added a couple of team members in case they have anything to add, or if they wish to clarify my answers.

*Are the licensing terms currently described on your official licensing page (<https://peginc.com/licensing/>) still valid for SWADE products intended for global commercial distribution?*

The licensing terms are indeed intended for global commercial distribution.

*Does Pinnacle differentiate between a license for global distribution and one restricted to a specific territory, such as Brazil?*

There is no meaningful difference between one territory and another regarding the license(s). This *may* have complications due to certain real world events outside of our control, such as countries where our partners at drivethrurg who host our SWAG content cannot use that platform. I currently don't see an issue in Brazil, however if there's a further specific questions please feel free to follow up.

*In order to commercially publish an original setting using Savage Worlds outside of any community content program, is it mandatory for the licensee to be a legally registered company (publisher/developer), or can an individual operate under a formal licensing agreement?*

The only license we offer outside the community content program (SWAG) is our Ace license. Once an Ace license is agreed upon, it is up to the individual(s) holding the license to adhere to all regional publishing laws. The onus for adhering to the regional publishing laws rests solely with the license holder.

*Regarding Brazil specifically, does Retropunk hold any form of exclusivity over Savage Worlds licensing within the Brazilian market, or is their agreement limited to official translations and publications of core materials?*

Retropunk is our translation partner. As with all translation partners we sometimes ask their opinion on a potential Ace applicant if their work is not in English as they fully understand the writing quality that we expect. We ourselves will review the artwork and tradename. The Brazilian market does not have to use Retropunk to translate into English, however it may be an idea to speak with them to see if they can be of assistance, especially if one is having difficulties.

Additionally, we highly recommend that all potential Aces first look into the SWAG program if drivethrurg is available in your country. It's a good gateway to get a feel of the market for your product and doesn't require additional checks from Pinnacle. Please check <https://peginc.com/licensing/> for more information.

*If a Brazilian publisher intends to translate and commercially publish a previously approved Savage Worlds setting (originally published in another country), must that publisher obtain formal approval from Pinnacle in addition to securing an agreement with the original setting's rights holder?*

Firstly the Brazilian publisher must have an Ace license for this. Secondly, they must contact the owners of the setting's IP.

In some cases this may be complicated if someone wants to translate a previously approved Savage Worlds setting that has been released under license between two or more companies already. If in doubt reach out to the person who released the setting under license. If they agree that you may translate it and you hold an Ace license, you don't need to reach out to Pinnacle too\*. However, any agreement between you and the rights holder is solely between you both and is outside of Pinnacle's purview. It would be reasonable to let Pinnacle's licensing team know that an agreement has been made solely so they can update their internal notes on their Aces.

\*If it is a Pinnacle setting, the first step is to reach out to Retropunk. Feel free to cc: in Pinnacle's licensing team.

I hope that answers your questions. If you have any follow up questions please don't hesitate to ask.

Kind regards

Danny James Walsh Licensee Manager Pinnacle Entertainment Group [peginc.com](http://peginc.com)

On Mon, Feb 23, 2026 at 6:34 PM Charles Corrêa [charlescorreaweb@gmail.com](mailto:charlescorreaweb@gmail.com) wrote:

Dear Pinnacle Entertainment Group Licensing Team,

My name is Charles Corrêa, and I am currently preparing an editorial article aimed at clarifying common licensing questions for Brazilian and international creators interested in publishing original content for Savage Worlds.

Before publishing the article, I would like to confirm a few points to ensure the information presented is accurate and aligned with Pinnacle's current licensing policies.

1.

Are the licensing terms currently described on your official licensing page (<https://peginc.com/licensing/>) still valid for SWADE products intended for global commercial distribution? 2.

Does Pinnacle differentiate between a license for global distribution and one restricted to a specific territory, such as Brazil? 3.

In order to commercially publish an original setting using Savage Worlds outside of any community content program, is it mandatory for the licensee to be a legally registered company (publisher/developer), or can an individual operate under a formal licensing agreement? 4.

Regarding Brazil specifically, does Retropunk hold any form of exclusivity over Savage Worlds licensing within the Brazilian market, or is their agreement limited to official translations and publications of core materials? 5.

If a Brazilian publisher intends to translate and commercially publish a previously approved Savage Worlds setting (originally published in another country), must that publisher obtain formal approval from Pinnacle in addition to securing an agreement with the original setting's rights holder?

My goal is to accurately explain the licensing process and reduce misconceptions within the Brazilian RPG community.

Thank you in advance for your time and clarification.

Best regards, Charles Corrêa

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*Prezada equipe de Licenciamento da Pinnacle Entertainment Group,*

Meu nome é *Charles Corrêa* e estou preparando um artigo editorial com o objetivo de esclarecer dúvidas recorrentes de criadores brasileiros e estrangeiros interessados em publicar conteúdo original para Savage Worlds.

Antes da publicação do artigo, gostaria de confirmar alguns pontos para garantir que as informações estejam corretas e alinhadas com as políticas atuais da Pinnacle.

1.

Os termos de licenciamento descritos atualmente na página oficial ( <https://peginc.com/licensing/>) continuam válidos para produtos SWADE destinados à distribuição comercial global? 2.

A Pinnacle diferencia licenças para distribuição global de licenças restritas a territórios específicos, como o Brasil? 3.

Para publicar comercialmente um cenário original utilizando Savage Worlds fora de qualquer programa comunitário, é obrigatório que o licenciado seja uma empresa formalmente registrada (editora/desenvolvedora), ou um indivíduo pode firmar contrato diretamente? 4.

No caso do Brasil, a Retropunk possui algum tipo de exclusividade sobre licenciamentos de Savage Worlds no território nacional, ou seu contrato é limitado apenas às traduções e publicações oficiais do material base? 5.

Caso uma editora brasileira deseje traduzir e publicar comercialmente um cenário já aprovado para Savage Worlds em outro país, é necessário obter aprovação formal adicional da Pinnacle além do contrato com o detentor original dos direitos do cenário?

O objetivo é apresentar o processo de licenciamento de forma clara e reduzir equívocos comuns na comunidade brasileira de RPG.

Agradeço desde já pela atenção e esclarecimentos.

Atenciosamente, Charles Corrêa

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**Charles Corrêa** <charlescorreaweb@gmail.com>

25 de fevereiro de 2026 às 11:55

Para: Customer Support / Pinnacle Entertainment Group <incoming+2-26xf3sq86tdnpgk49ak4rlnec@gitlab.sigil-services.com>

Dear Danny,

I truly appreciate your attention and dedication in responding to my request. I am honored and happy with the speed of your reply.

I will soon be posting about the licensing and will send you the URL shortly, along with the translated texts for your review.

Kind regards, Charles Corrêa

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Caro Danny

Agradeço mesmo a atenção e dedicação para responder à minha solicitação, fico honrado e feliz pela rapidez na resposta.

Bom vou em breve realizar a postagem sobre as licenciamentos e em breve lhe mando a url mas com os textos traduzidos para sua apreciação.

Cordiais Saudações  
Charles Corrêa

[Texto das mensagens anteriores oculto]