

TITAN EFFECT

THE ROLE-PLAYING GAME

DEMO KIT



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VERSION 2.0

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INTRODUCTION



OVERVIEW

Titan Effect is a science fiction/spy campaign setting, powered by *Savage Worlds* rules system, and requires the *Savage Worlds Core Rules* and the *Super Powers Companion* (2nd edition).

Titan Effect takes place in a contemporary world where spies gifted with psychic powers clash with genetically enhanced soldiers, in a secret war in which the future of the human evolution is at stake.

Players take on the role of trained operatives gifted with psychic abilities and working for the international clandestine organization known as the SPEAR. They have the task to perform dangerous missions all over the world, and fight against dangerous creatures and organizations. Some are there to make a difference, others for the thrill or because they have no other place to go.

WELCOME TO THE SPEAR!

Welcome aboard operative! You have successfully completed your training and all the aptitude tests. You are now a full member of the Special Executive Assault and Recon or what everyone names the SPEAR. You and your fellow operatives have the onerous task to protect the world from biological and paranormal threats, but you are not alone. The purpose of this section is to reveal the many dangers that await you and to prepare you for your future missions.



WHAT IS THE SPEAR?

The SPEAR is a clandestine organization, independent and with no affiliation whatsoever. The SPEAR operates at an international level, with the purpose of preventing the world from falling into chaos. Its existence however is unknown to all, but a few individuals and organizations.

The SPEAR was created during World War II by British intelligence to counter the Nazis and their psychic research program. Composed of psychic soldiers and spies, the organization proved to be an important asset in the fight against the Axis forces, before it was disbanded after the war. Its surviving members, considering that their mission was not finished, with the arrival of the Cold War and new menaces, decided to reform the SPEAR into an international and independent task force.

The main objective of the SPEAR is to track and neutralize eugenics and psychic threats, without taking any sides. However, the world is changing at an alarming rate, and the SPEAR has to face new menaces each day, while trying to adapt.

The SPEAR's priorities are the following:

- Ensure the organization's secrecy.
- Monitor individuals and organizations suspected to use eugenics or psychic abilities for illegal activities, terrorism or intent to destabilize.
- Preempt and combat eugenics and psychic threats.
- Recruit new potential agents.
- Search and secure psychics from malicious hands.

COSMOLOGY

The world is not what it seems. Ordinary people haven't realized yet how strange and dangerous it has become, but things are about to change...

PSYCHICS

Psychics are people able to generate with their mind powers such as telekinesis, telepathy or even the ability to alter their

own DNA. They have existed since the dawn of humanity and carried many names throughout history (mystics, shamans, etc.). Likewise, psychic phenomena have always been considered to be supernatural, until the late 19th century with the appearance of parapsychology. Psychic abilities have often been in the guise of magic and miracles.

Most psychics work as soldiers or spies for companies, intelligence agencies, criminal organizations and some splinter groups. The same organizations that use them also ensure that their existence is kept from the public eye. Although individuals gifted with psychic powers have long been rare, their number has kept mysteriously growing in recent decades. Some people believe that psychics are the next step in human evolution, while others consider them a threat to the world and try by all means to control or eliminate them.

AUGMENTED SOLDIERS

Augmented soldiers are people who operate beyond limits or normal human abilities. Designed or enhanced usually by genetic engineering. Their existence is kept secret and violates all the laws of bioethics. Augmented soldiers are the next phase of warfare; unlike drones they cannot be hacked or disabled with EMP weapons and there are virtually no limits to their applications. Several governments and private organizations have developed their own programs of augmented soldiers, but the Olympians, with the help of ARES, are much more advanced in this area than anyone.

FACTIONS

THE OLYMPIANS

Formerly responsible for administering the East India Company in the 17th century, the Olympians have evolved into a secret influence group whose goal is to establish a world government. They have a stranglehold on most of the media, banks and control the military industrial complex of several countries. Their influence spread in America and Europe where they have infiltrated the highest echelons of power. Their main obstacle is the increase of psychics in the world, with the fear that one day the rest of humanity will awaken and rebel against them. They intend to eliminate them by

creating a new breed of soldiers and controlling biological evolution. The Olympians represents everything the SPEAR stands against, and the two organizations have fought each other for decades.

ARES

One of the most powerful private military companies in the world, ARES is specialized in the areas of armament, biotechnology and provides armed security services worldwide. It serves as the armed wing of the Olympians and carries out their clandestine operations. With its biotechnology division, ARES is also responsible for developing augmented soldiers. Its two biggest hits to date are the Neo-Therianthrope program (shapeshifting augmented soldiers engineered by cutting-edge genetic engineering) and its successor the Chimera program which enhances soldiers by splicing their genome with animal DNA. Both programs are only the first step for the creation of a more powerful augmented soldier breed.

THE DIRECTORATE

The Directorate is a secret organization that conspires to build a new Soviet Russia, dominated by psychics. The Directorate was created at the end of the Cold War by several intelligence and military officers, who were all psychics. They control several biotech companies and private military companies all over the world. The Directorate and its terrible Baba Yaga units, composed of powerful psychic agents, are adversaries that no SPEAR operative should ever underestimate.

OTHERS

The world of Titan Effect hides many other dangers and secrets that are challenges for the SPEAR and its agents. Do you think you have what it takes? Find out now!



GLOSSARY

Augmented soldier: The term designates a soldier who operates beyond normal human limits or abilities. Augmented soldiers are designed or enhanced, either through eugenics, genetic engineering, cybernetic implants, drugs and/or brainwashing.

Biokinetic: Refers to a psychic with biokinesis.

Black ops or clandestine operations: They are illegal operations; often run by states or by private military companies, but not claimed by them for political or diplomatic reasons. They are most often attacks, kidnappings, assassinations, rescues and commando or paramilitary operations.

Chimera soldiers: Humans genetically enhanced with animal or artificial DNA to be stronger, faster and to possess unique abilities. Exclusively developed by ARES, they are classified as augmented soldiers of third generation.

Double-agent: An agent who works for two different intelligence agencies or organizations. Usually, a double-agent is only loyal to one side, but if gets caught he can be forced to mislead his own agency.

ESP: Extrasensory perception.

ESPer: Term to designate a psychic who possesses ESP powers.

Operative: A person working for an intelligence service and who, most of the time, performs clandestine missions in the field.

Private military companies: Private military companies (or PMCs) are commercial enterprises that provide services traditionally provided by national armed forces.

Psychic: Refers to any individual possessing psychic abilities, (extrasensory perception, psychokinesis, etc.).

Psychic phenomenon: A term used to describe a set of phenomena whose causes are not part of established scientific laws.

Psychic spy: Usually refers to an individual endowed with psychic abilities who works in the intelligence community and/or who specializes in covert operations. This term was first used during World War Two and then the Cold War when the first psychic spies have emerged, mostly in the United States, Europe and Russia.

Psyke: Slang for psychics skilled in psychokinesis.

PK: Abbreviation for Psychokinesis.

Remote viewing: The psi ability of a subject to have an out-of-body view of a facility or person from an extremely remote position.

Sleeper: A psychic who hasn't manifested his powers yet.

Telepath: A psychic with the ability to access and sometimes control other people's minds.

Titan Effect: Titan Effect is a theory according to which, when evolution (natural or otherwise) produces a subspecies more powerful than its progenitors; their natural course is to overcome their parent species to become the dominant race. The term makes reference to the Greek mythology when Zeus and his brothers rebelled against their father, the titan Cronos.

Therianthropes: Person able to transform into an animal via shapeshifting. Most of them are now extinct. Therianthropes can derive their abilities from heredity or less often genetic engineering.

Neo-Therianthropes: They are genetically engineered therianthropes. They were designed to be more powerful, and more obedient than the original ones. Therianthrope soldiers are classified as second generation augmented soldiers.

Whisperer: Nickname given to telepaths. They have the ability to access and sometimes control other people's minds.





SETTING RULES



Titan Effect uses the following setting rules:

- **Blood & Guts**
- **Born A Hero**
- **Joker's Wild**
- **Multiple Languages**
- **Synergy***
- **Power Stunts***
- **Power Tricks***

*Super Powers Companion

Example #2: Dust and his companions are trapped inside a bunker resulting from an explosion. Dust tries to remove the debris blocking the entrance, but the debris weighs more than 300 pounds and his telekinesis' Strength is only d12. Dust uses his Psychic Surge to gain 1 additional level in telekinesis. With a Strength of d12+1 he can now move up to 400 pounds of debris as shown in the **Superhuman Strength Table** (Super Powers Companion).

NEW SETTING RULES

PSYCHIC SURGE

Sometimes, psychics have to push their abilities beyond their limits. A character can use Psychic Surge to increase one of his powers in one of the following methods:

The power gains +1 level (if it has any) for one round, and only once per round.

The psychic can add +2 to his Trait roll relevant to his power or impose a -2 to the Trait roll of a foe who tries to resist the power's effect.

In exchange the character gets a Fatigue level the next round. Psychic Surge is not subject to the psychic's power limit, and doesn't work on permanent powers.

Example #1: Carolyn "Hexe" Kruger is telepath. She wants to read the mind of a foe, but he is more resilient than most of her adversaries. Hexe decides to use a Psychic Surge with her mind control and add +2 to her Smarts roll. Her next round, Hexe will suffer a Fatigue level.

HACKING

Each time a character needs to hack a secure network or system, he must make a Knowledge (Computers) roll against a standard TN at 4, followed by the appropriate penalties and bonus (they can be cumulative). The hacker needs to have access to a computer (desktop or laptop), a tablet or a smartphone with the right apps and software. With a success on the roll, the hack is successful, but leaves a trace of the attempt (Knowledge (Computers) at -2 to detect it).

HACKING MODIFIERS

Modifier*	Situation
+2	Knows the login and password
+1	State of the art hardware and software, backdoor
-1	Poor quality hardware and software, altering operations (alter data, change access or add new access, etc.)
-2	Civilian security
-4	Corporate and most government security
-6	Military security

*Bonuses and penalties are cumulative.

With a raise, the hack leaves no trace. A failure means the hack doesn't work.

If the character rolls a 1 on his Knowledge (Computers) die, he activates an alarm in the system. With a critical failure, the system locates his position. This rule works for most attempts (disarming an alarm, shutting down security cameras, using a backdoor, etc.). However, if the task must be done in a certain amount of time or when the character tries to get access to a highly-secured network, the Dramatic Tasks system is used instead.

Example: *Jolt tries to hack the server of a biotechnology company named Oborot to neutralize security cameras. Oborot has a corporate level security (-4), but Jolt possesses a tablet with a state-of-the-art decryption app (+1). Jolt makes a Knowledge (Computers) roll with a penalty of -3 (-4 + 1). Jolt rolls a 12; he shuts down the cameras and manages to not leave any trace of his intrusion.*

DEMOLITION

In certain cases, the use of explosives can be crucial for a mission's success, or cause its failure or worse. Any time an operative wants to set explosives he must succeed a Knowledge (Demolition) roll and spend one minute.

A failure means the bomb doesn't explode or explodes too early or too late. A Critical Failure will immediately detonate the explosive. With a success on the roll, the explosive is successfully planted, with a raise the character adds +1d6 to the damage total.

To disarm a bomb or any explosive, the character makes a Knowledge (Demolition) roll at -2. However, if the task must be done in a certain amount of time, the GM can use the Dramatic Tasks system instead.

The operative can also make a Knowledge (Demolition) roll to determine how much explosives to use for a job or to make homemade explosives. For that, the character needs to have access to the right amount of chemicals (determined by the Game Master). With a success and one hour of job, the operative produce one pound of explosives

(uses C-4 explosive in Gear chapter for stats). With a raise, the character can use the stats of a Demolition charge. A failure indicates that nothing happens, but if the character rolls a critical failure, the explosive detonates instantly.

NEW SKILLS

Athletics (Strength): Climbing, Swimming and Throwing are combined into Athletics. This represents the operatives' military training, whether it is their former career or their training at one of the SPEAR military camps. This skill is also used for foot chase rules, parachuting and scuba diving tests as well.

Knowledge (Computers): Whenever a character wants to hack a computer or attempt to alter a network he hacked, the character must make a Knowledge (Computers) roll. See the Setting Rules chapter for more information.

Knowledge (Cryptography): This skill is used to crack or write secret codes.

Knowledge (Demolition): This skill is used to handle explosives and defuse bombs. The character can also make artisanal bombs if he has access to the right chemical components. Refer to the Setting Rules chapter for more information.

Knowledge (Psi phenomenon): The operative knows a lot about the history of psychics and everything linked to them (secret societies, ancient traditions, the secret war). He has also knowledge about psychic threats and how psychic powers work in general.

Knowledge (Tradecraft): This covers aspects of espionage tradecraft such as running surveillance, counter-surveillance, dead drops, exfiltration, interrogation techniques, etc.



PSYCHIC ABILITIES

In *Titan Effect* characters use the *Super Powers Companion* version of Arcane Background (Super Powers) to determine their powers. Psychics start at the **Street Fighters Campaign Power Level**, and use the **Rising Stars** rule.

New psychic characters start with 10 Power Points. They may take the Power Points Edge (no more than once per Rank) to add 5 additional points to their existing powers, or new ones. They can't have more than 30 Power Points, and they may not spend more than 10 points in a power (use the total after all Modifiers are accounted for).

Each psychic possess a specific genetic marker that determines the kind of power he or she has access to. The Arcane Background (Super Powers) is classified into four categories: Biokinesis, ESP, Psychokinesis and Telepathy.

Each category determines the **Powers**, **Power Modifiers** and **Trappings** allowed to a character. A psychic cannot possess more than

one category.

BIOKINESIS

Ability to alter DNA and body functions of oneself and/or others. A biokinetic can use his powers to heal, enhance temporarily his physical abilities, change his own look, or even control plants and other life forms.

Power suggestions: *Animal Control (pheromones), Aquatic (gills), Armor (dermal plating), Attack, Melee (claws, dim mak), Burrowing (...), Chameleon (facial reconstruction, Limited: doesn't affect clothes), Deflection (fast-reaction), Extra Actions (adrenaline surge), Healing, Invisibility (skin alteration), Leaping, Matter Control (plants, swarm of insects), Super Attribute ("super" strength).*

ESP

Ability to perceive things with the mind instead of ordinary senses. Most of the ESPers can see or hear things through great distance, and see past and future events, and can also enhance their senses.

PSYCHOKINESIS

A psychokinetic must choose one (and only one) **Power Type** as described in the *Super Powers Companion*. The **Power Type** should be based on real world energy or matter (Cold, Darkness, Earth/Stone, Fire/Heat, Kinetic, Water, etc.). The psychic's Power Type also helps to determine the trappings for all his powers.

Power suggestions: *Attack, Melee (exploit weakness), Awareness (ESP), Danger Sense (ESP), Deflection ("sixth sense"), Gifted (photographic memory), Heightened Senses (enhanced senses), Parry ("sixth sense"), Speak Language (enhanced awareness), Super Edge (enhanced awareness), Uncanny Reflexes (enhanced danger sense).*

PSYCHOKINESIS

Aptitude to control matter and energy with the mind. It covers abilities such as levitation, moving objects, controlling fire or electricity, etc.

Power suggestions: *Attack, Melee (kinetic), Attack - Ranged (fire), Broadcast (electricity only), Deflection (telekinetic shield), Energy Control (fire/heat), Ensnare (ice bonds), Extra Actions (electricity only), Flight (levitation/kinetic), Force Control (kinetic only), Matter Control (metal/magnetic), Negation (electricity), Stun (electricity), Telekinesis (kinetic).*

TELEPATHY

Ability to read or control people's minds, and create mind illusions. Telepaths can also perform mental attacks or put someone to sleep.

Power suggestions: *Attack, Ranged (mental blast), Chameleon (mind illusion), Deflection (mind reading), Illusion (mind illusion), Invisibility (mind illusion), Mind Control (concentration), Mind Reading (concentration), Possession (mind control mastery), Speak Language (surface mind reading), Stun (mind lash), Telepathy (psychic connection).*

The following powers are not allowed to psychics: *Altered Form, Doesn't Breathe, Doesn't Eat, Construct, Copycat, Duplication, Extra Limbs, Growth, Intangibility, Invent, Minions, Shape Change, Shrink, Sidekick, Super Sorcery, Swinging, Teleportation, and Undead.*



OPERATION: SHARASHKA



Now that you have an idea of what *Titan Effect* is about, it's time to take the plunge! We've prepared a short mission for you and your players to test our exciting setting. This adventure is designed for Novice Rank characters. You'll find a series of pre-generated characters at the end of this demo. Time to gear up!

OVERVIEW

For their first mission, a team of SPEAR operatives find themselves trapped inside a container ship, struggling with Russian mercenaries and a dangerous cargo.

BACKSTORY

Six months ago, ARES lost one of its main scientific research compounds in the Democratic Republic of the Congo due to the SPEAR's interference. Several test subjects took advantage of the situation to escape and disappear into the wild. Two weeks ago, Oborot, a Russian biotechnology company, managed to find one of these subjects, and capture him: a female leopard neo-therianthrope. The neo-therianthrope was put into an artificial coma inside a cryogenic container and brought aboard a container ship, the *Sharashka*. The container was damaged during the transport. On the way, the neo-therianthrope escaped and attacked the crew to protect herself, killing everyone aboard the ship. With nowhere to go, the creature hid herself in one of the cargo holds waiting for an opportunity to leave the ship.

GEAR UP!

The characters have recently finished their training and have been affected to the SPEAR Asia unit in New Delhi, India. Barely arrived to their HQ, they are received by the unit's commander, Padam Bahadur Advay, a former Gurkha and a legend among SPEAR operatives.

"Welcome operatives! I'm sorry I can't give you a proper reception, but a situation has occurred. Our people from the Intelligence division just intercepted a coded distress signal coming from a container ship named the Sharashka, near the Indonesian coasts. The ship belongs to Oborot, a biotech company that we've been watching from quite some time. I'm sending you in Padang, where one of our pilots will wait for you with your equipment and transport you to the Sharashka. You will pose as an Indonesia Coast Guard rescue team. Your mission is to infiltrate the ship, to discover what happened to the crew of whom there has been no news for the last six hours, and recover any useful information you can gather. Time is of the essence and you will only have a short window before the real help arrives. Usually, I would send more experienced operatives, but all our tactical response teams are deployed and can't respond in time. I heard good thing about you, and I'm sure you won't disappoint me. Now move on!"

WET WORK

The operatives land in Padang, Indonesia where they meet their contact, an American pilot named Royce. After the introductions, the operatives recover their equipment and get in a Sikorsky UH-60 disguised as an Indonesia Coast Guard helicopter. A storm is rising as they travel by night. More and more turbulence shakes them, but fortunately they soon spot the massive and dark form of the *Sharashka* despite the heavy rain. The lights are on and the ship seems to continue its route. With a Notice roll at -2 (due to the bad weather and the rain) the operatives can note that there does not seem to be a living soul anywhere on the ship. However, the lifeboats are still there.

The helicopter struggles to approach the ship due to the turbulence. Unable to land



on the ship, the helicopter's pilot informs the operatives they must abseil down. Because of the strong wind, it requires an Athletics skill to descend safely. A failure means the character hits one of the cranes or cables and takes 1d6 damage. A critical failure means the character drops the rope and fall on the deck (2d6 damage). Once everybody is on board, the pilot yells at them before leaving with the helicopter.

"I can't stay in stationary too much longer with this storm! I need to take this bird somewhere safe. Send me a signal once you're finished and I'll come back for you! Be careful down there and good luck!"

THE SHARASHKA

Apart from the raging storm, everything seems calm on the main deck. As they progress inside the ship, the characters will find traces of a fight, with blood and bullet shells scattered everywhere.

Eventually, they will start finding corpses (see **Map of the Sharashka** below). They will identify most as crew members and others that appear to be private military contractors; all carrying AKS-74U short assault rifles, a radio and a body armor with the Akulin logo inscribed on it. Operatives with a mercenary or military background can make a Common Knowledge roll at -2 to learn that the Akulin Group is a Russian private military company (PMC) and which is under contract with Oborot to ensure the safety of its personnel.

Some bodies have been dismembered while

the others have laceration and claw marks. With a Smarts roll, the characters can learn, with the trajectories of the bullet holes and the dead bodies, that whatever attacked the crew was incredibly fast, strong and didn't use conventional weapons. Finally, there's no evidence that what attacked the crew left the ship or is among the corpses. It's the characters' first real mission; they should slowly feel like they are falling inside a nightmare. Even those who have a military or mercenary background know they're not after a normal opponent.

MAP OF THE SHARASHKA

1) Armory (Deck 5): The armory has been emptied. With a Notice roll a character can determine the crew members were quite in a hurry when they took the weapons.

2) Bridge (Deck 6): Like the rest of the boat, the bridge is deserted. An operative can hack the bridge computer with a Knowledge (Computers) roll at -2, revealing the following information:

- The ship moored two weeks ago at Mombasa, Kenya, to retrieve a refrigerated container, and was headed for the port of Vladivostok.
- The refrigerated container is located inside Cargo hold No 3.
- An email exchange between the ship's captain and someone named Sergei Dragonov, explaining that a prototype of neo-therianthrope soldier was captured near ARES former research compound in the Democratic Republic of the Congo. Dragonov ordered the captain to deliver

SHARASHKA

SHARASHKA

COMPANY: OBOROT

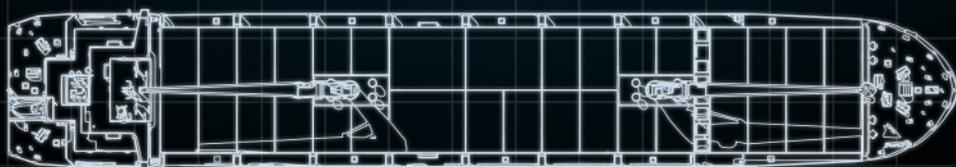
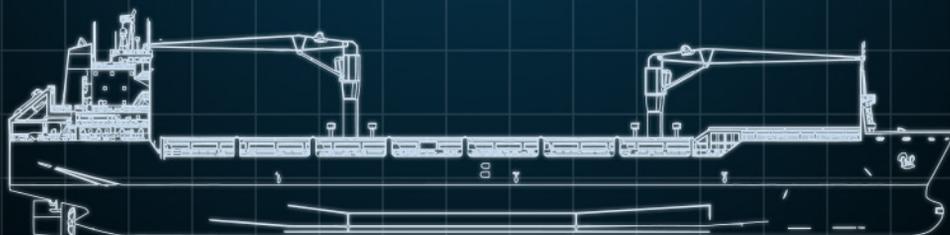
LENGTH: 820 FT

WIDTH: 100 FT

DRAUGHT: 36 FT

TEU: 3 000

CREW: 20



the neo-therianthrope to Oborot's research facility in Vladivostok.

- The distress signal was sent to one of Akulin's bases of operations in Singapore. It appears the message was received. At this point the characters should realize it's only a question of hours before they receive some company.

3) Cargo hold N° 3: The operatives will find most of the corpses in this room, including the captain's. A Smarts roll can reveal that the big fight took place here. The cargo hold is surprisingly almost empty, with scarcely twenty containers of medical material and laboratory equipment with Oborot's logo on each. By exploring the cargo hold, they will manage to find a container that doesn't match the others, fitted with a refrigerated system. The container is already open, and the door looks like it has been smashed from the inside. With a Notice roll, they can remark that the container's refrigerated system has been damaged, probably during the transport.

4) Crew's Lounge (Deck 5): An area where the crew used to relax and have fun. There is a couch, a TV and pool table.

5) Crew's Quarters (Decks 1, 2, 3 & 4): Several corpses strewn in the passageways. As for the cabins, nothing out of the ordinary.

6) Engine Room: There are traces of a recent fight and two dead mechanics. The engines seem to have miraculously avoided any serious damage.

7) Sick bay (Deck 1): A room with everything to patch up a wounded character. Strangely, nobody seemed to have visited this room recently.

8) Main Deck: There is nothing but a dozen scattered containers (perfect to play hide-and-seek). The characters can directly reach the cargo holds from there. With the wind, the rain and the poor lighting conditions, all attacks suffer -2 (-1 if the characters use night-vision goggles or other).

WE'VE GOT COMPANY!

Once the characters find the refrigerated container, they hear through the radio from

one of the contractor corpses that Akulin's reinforcements are on their way. They have a few minutes to decide what to do. If the agents are on the bridge or on the main deck, they can see a Kamov Ka-60 flying over the Sharashka with the Akulin logo on its side. Six contractors equipped with assault weapons, night vision goggles and tactical suits, abseil on the main deck. The contractors split into two groups while the Kamov is leaving. One team goes to the cargo holds, while the second team heads for the bridge. The contractors are here to retrieve the neo-therianthrope and will shoot on sight anyone that doesn't look like one of the crew members.

SHOWDOWN

Depending on where the agents are located, they will have to face one team or another. As soon as the shooting starts, the other team will immediately converge toward the operatives to assist their colleagues (a few rounds to a few minutes depending of where the contractors are). The shooting will also attract the neo-therianthrope that was hiding. Two rounds after the arrival of the second team, the neo-therianthrope will appear to attack the characters and everyone else. She has the same intelligence as an animal and feels threatened. The neo-therianthrope will go berserk and jump on one of the remaining contractors. The neo-therianthrope will then attack everyone still standing (the operatives and the contractors), starting with the closest character.

EPILOGUE

Once they neutralize all their assailants, the operatives will receive the order to recover the bridge's computer hard drive and to sink the ship with explosives. The SPEAR will ask the operatives to bring back the neo-therianthrope's corpse for study. If somehow the neo-therianthrope is still alive, they will be asked to sedate her and bring her back so she could be treated by the SPEAR Research division. The characters can put the contractors who have been knocked down inside a lifeboat and let the Coast Guard handle them.

Their pilot will come back to retrieve them just in time and escort them back to Padang where they will be able to rejoin their HQ, until their next mission.

RUSSIAN CONTRACTORS (6)

Most of Akulin's troops are former police and army personnel. Their objective is to capture the neo-therianthrope, and eliminate all witnesses.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

Hindrances: Obligation (Major — Akulin)

Edges: —

Gear: AKS-74U (5.45×39mm, Range 15/30/60, Damage 2d8, RoF 3, Shots 3x30, AP 2, Auto, Reflex sight), Makarov PM (9x18mm, Range 12/24/48, Damage 2d6, Shots 8, AP 1, Semi-Auto), combat knife (Str+d4), frag grenades x2 (Range 5/10/20, Damage 3d6, MBT), body armor (+2/+4, torso only), night-vision goggles (eliminate Dim and Dark lighting penalties).



LEOPARD

NEO-THERIANTHROPE

One of ARES failed experiments. She appears like a hybrid between a human and a leopard. She regressed to a savage state due to a defect in its design, and can't revert back to her human form anymore. She lives now with one dominant instinct: survival.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d12+1, Vigor d10

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 8

Edges: Berserk, Quick

Special Abilities:

- **Claws and fangs:** Str+d6.
- **Fast:** Rolls a d10 running die.
- **Hardy:** Does not suffer a wound from being Shaken twice
- **Keen Sense:** +2 to Notice while using scent.
- **Leap:** Jump distances are doubled.
- **Low Light vision:** Ignore penalties for Dim and Dark lighting.
- **Size +1:** Neo-therianthropes are powerful and bulky creatures.
- **Slow Regeneration:** Makes a natural Healing roll once per day.





**PRE-GENERATED
CHARACTERS**



KILLIAN “JOLT” MACNAMARA

TECH EXPERT

Nationality: USA

Background: Since he can remember, Killian always had a natural affinity with electronics and computers without being able to explain why. Wanting to make the world a better place, he joined a group of activist hackers dedicated to expose corruption and find dirty secrets. He and his friends were targeted by Olympian’s agents after they discovered sensitive files that could have exposed the organization. He was rescued in time by a team of SPEAR operatives, but his friends weren’t so lucky. The SPEAR revealed to him his psychic nature, and offered Killian the opportunity to avenge the death of his friends and to learn how to use his powers.

GAME STATISTICS

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Fighting d4, Investigation d6, Knowledge (Computers) d8, Lockpicking d6, Notice d6, Shooting d6, Stealth d6

Languages: English, Italian, Japanese, Russian, Spanish

Cha: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 7/9 (2/4)

Gear: TAR-21 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, Auto, Laser sight), P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1, Semi-Auto, Silencer), body armor (+2/+4, torso only), subvocal commlink, encrypted smartphone, reinforced tablet, lighter and cigarettes, night-vision goggles, lock picks, sneaking suit (Stealth +1), four spare ammo magazines (TAR-21), two spare ammo magazines (P226).

Hindrances: Curious (Major), Habit (Minor — Chain smoker), Loyal (Minor)

Edges: Arcane Background (Super Powers), Eidetic Memory (+2 to the character’s Common Knowledge rolls and on Smarts checks to remember something he saw or read), Hacker (+2 to Knowledge (Computers) rolls)

Super Powers (PK — Electrokinesis):

- **Deflection (3):** -4 to hit with ranged attacks. Requires activation. (Electrostatic force field.)
- **Interface (3):** Code breaker. (Electronic manipulation.)
- **Malfunction (4):** Area Effect, Minor Limitation (affects only electronic devices). (Electromagnetic pulse.)

ALEXEI "WILDCAT" VORONIN

INFILTRATION SPECIALIST

Nationality: Russian

Background: Alexei grew up as an orphan in one of Moscow's poor neighborhoods. He was sixteen when he discovered he had the ability to take anyone's appearance and enhance his physical abilities. His powers attracted the Russian mafia's attention who recruited him. He quickly became one of their best assassins. One day, he received the contract to kill an embarrassing witness, but when he discovered that his target had a little boy the same age he was when he lost his parents, Alexei refused to execute him. Hunted by his former "brothers", he had no other choice but to flee the country. The SPEAR managed to find him before the Russian mafia and proposed Alexei a chance to redeem himself. He took it without hesitation.

GAME STATISTICS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d8, Persuasion d4, Notice d6, Shooting d6, Stealth d8

Languages: Russian, English, German, Turkish

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7/9 (2/4)

Gear: TAR-21 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, Auto, Laser sight), P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1, Semi-Auto, Silencer), combat knives x2 (Damage Str+d4), throwing knives x6 (Range 3/6/12, Damage Str+d4), body armor (+2/+4, torso only), subvocal commlink, encrypted smartphone, sneaking suit (Stealth +1), four spare ammo magazines (TAR-21), two spare ammo magazines (P226).

Hindrances: Enemy (Minor — Russian mob), Overconfident (Major), Vengeful (Minor)

Edges: Arcane Background (Super Powers), Quick, Two-fisted

Super Powers (Biokinesis):

- **Chameleon (4):** Voice, Minor Limitation (doesn't affect clothes). (Cell alteration.)
- **Heightened Senses (1):** Low Light Vision. (Enhanced senses.)
- **Leaping (1):** Leaps 2" vertically, 4" horizontally. (Powerful legs.)
- **Uncanny Reflexes (4):** -2 to hit. (Amazing reflexes.)



MEI “SNAKE EYES” WONG

MARKSMAN

Nationality: Chinese

Background: Mei is a former gold medal rifle world champion. When she was a child, Mei trained to shoot with her father who was a soldier in the Chinese People’s Liberation Army. He was harsh with her and forced her to go beyond her limits. She started to manifest her ESP powers at the same time. She became obsessed with becoming the best shooter in the world, but she realized shooting clay targets wasn’t good enough; she had to prove herself among other shooters in real combat. Mei traveled around the world, working as a mercenary or contract killer. One day, she was opposed to a team of SPEAR operatives. Instead of killing her, the SPEAR offered her to use her skills for the common good. Mei didn’t really believe in the SPEAR’s mission, but she saw the opportunity to measure herself against the most dangerous shooters in the world.

GAME STATISTICS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Knowledge (Demolition) d6, Notice d6, Shooting d10, Stealth d6, Tracking d4

Languages: Mandarin, Cantonese, English, Russian

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4)

Gear: PSG1 (7.62, Range 30/60/120, Damage 2d8+1, RoF 1, Shots 5, AP 2, Semi-Auto, Scope), Glock 18 (9mm, Range 12/24/48, Damage 2d6, RoF 3, Shots 17, AP 1, Auto), C4 explosives charges x3 (Damage 4d6, MBT, Heavy Weapon), remote detonator, body armor (+2/+4, torso only), subvocal commlink, encrypted smartphone, sneaking suit (Stealth +1), four spare ammo magazines (TAR-21), two spare ammo magazines (P226).

Hindrances: Arrogant (Major), Death Wish (Minor), Quirk (Minor — Cynical)

Edges: Arcane Background (Super Powers), Alertness, Marksman

Super Powers (ESP):

- **Awareness (3):** Ignores all obscurement penalties. (ESP.)
- **Danger Sense (2):** (Sixth sense.)
- **Heightened Senses (1):** Eagle Eyes. (ESP.)
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced danger sense.)

DAMON "DUST" JONES

OPERATOR

Nationality: USA

Background: Damon is a former Navy SEAL operator. During an operation in Afghanistan, he and his comrades were ambushed by Taliban fighters. Whereas the situation seemed to be desperate for Damon and his comrades, their assailants were suddenly attacked by a sand whirlwind coming from nowhere. It allowed the SEAL operators to regain the advantage, but one of the Taliban managed to throw a grenade at them. Without hesitating, Damon jumped on the grenade to protect his comrades from the blast. Damon woke up a week later in a military hospital with no wounds except a few bruises. A SPEAR operative came into his room and revealed to him that he accidentally triggered his psychic powers back in Afghanistan, explaining why he survived the blast. Unfortunately, his exploits also attracted unwanted attention from the Olympians who had the intention to recruit him or eliminate him. Forced to disappear, Damon decided to join the SPEAR, persuaded he would be able to truly make a difference.

GAME STATISTICS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Healing d4, Notice d6, Shooting d8, Stealth d6, Survival d4

Languages: English, Dari, Russian, Spanish

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 15 (8)

Gear: TAR-21 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, Auto, Laser sight), P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1, Semi-Auto, Silencer), combat knife (Damage Str+d4), frag grenades x2 (Range 5/10/20, Damage 3d6, MBT), flashbang grenades x2 (Range 5/10/20, MBT, targets must make an Agility roll at -2 or become Shaken for 1d6 rounds), body armor (+2/+4, torso only), night-vision goggles, subvocal commlink, encrypted smartphone, sneaking suit (Stealth +1), four spare ammo magazines (TAR-21), two spare ammo magazines (P226).

**Does not stack when armor is activated.*

Hindrances: Heroic (Major), Quirk (Minor — Superstitious), Stubborn (Minor)

Edges: Arcane Background (Super Powers), Brawny

Super Powers (PK — Telekinesis):

- **Armor +8 (3):** Requires activation. (Telekinetic armor)
- **Telekinesis (5):** Strength d12. Heavy Weapon. (Telekinesis.)
- **Whirlwind (2):** (Poltergeist effect.)



CAROLYN "HEXE" KRUGER

TEAM LEADER

Nationality: German

Background: Carolyn comes from a long line of law enforcement officers. Like her father and brothers, she decided to become a police officer. Wanting to do more, she later joined the GSG 9 (a counter-terrorist police unit). Her superiors were impressed by the way she was able to guess the true intentions of criminals. Her colleagues even gave Carolyn a nickname "Hexe" (Witch in German). At that time, she didn't really understand the nature of her abilities, but slowly she learned that she could read other people's minds and more. On one of her first operations, Carolyn and her squad encountered a group of terrorist with a dangerous psychic among them able to control fire. Most of the members of her squad were killed, but she managed to lure the psychic in a trap with her powers and finish him off. A few days later, a member of the SPEAR met Carolyn and invited her to join the SPEAR and lead one of their teams. She accepted, realizing that the world was changing and needed a safeguard.

GAME STATISTICS

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Intimidation d6, Knowledge (Battle) d4, Notice d6, Persuasion d6, Shooting d6, Stealth d6

Languages: German, English, French, Russian

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4)

Gear: TAR-21 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, Auto, Laser sight), P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1, Semi-Auto, Silencer), combat knife (Damage Str+d4), body armor (+2/+4, torso only), night-vision goggles, subvocal commlink, encrypted smartphone, sneaking suit (Stealth +1), four spare ammo magazines (TAR-21), two spare ammo magazines (P226).

Hindrances: Code of Honor (Major), Cautious (Minor), Loyal (Minor)

Edges: Arcane Background (Super Powers), Command, Natural Leader

Super Powers (Telepathy):

- **Illusion (2):** Volume is 5" (10 yards). Minor Limitation (doesn't affect cameras and electronic devices), Targeted. (Mind illusions.)
- **Mind Reading (3):** One target. Range 12". (Telepathy.)
- **Speak Language (1):** (Surface mind reading.)
- **Telepathy (4):** Switchboard. (Telepathic link.)



WHAT'S NEXT?

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