

TITAN EFFECT

THE ROLE-PLAYING GAME

SAVAGE WORLDS ADVENTURE EDITION CONVERSION GUIDE



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LEGAL INFORMATION

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This guide contains rules conversion for *Titan Effect RPG* to *Savage Worlds Adventure Edition* (SWADE), available from Pinnacle Entertainment Group.

BACKGROUND

The background of a character grants her now a +1 to Common Knowledge in area of expertise or interests.

Example: *An operative with the Law Enforcer background will get +1 to Common Knowledge when it comes to knowing police or FBI procedures during a hostage situation.*

HINDRANCES

The following hindrances are not used in *Titan Effect* or suitable for a SPEAR operative: Alien Form*, Allergy*, Blind, Can't Swim, Dependency*, Dependent*, Distinctive*, Doubting Thomas, Hard of Hearing, Monologuer*, One Arm, Outsider, Poverty, Power Negation*, Slow, Yellow, Young.

**Super Powers Companion*

Changes:

- **Disgraced (Minor):** The character subtracts 1 from Persuasion rolls (instead of -2 to Charisma) involving people from the same background (intelligence, law enforcement, military, etc.).
- **Trigger-Happy (Minor):** is now replaced by Impulsive (Major). See Hindrances in SWADE for more information.

SKILLS

To reflect their military training, characters in *Titan Effect* start with the following core skills at d4, instead of those mentioned in SWADE: **Athletics, Common Knowledge, Fighting, Notice, Shooting, Stealth.**

Once the core skills are assigned, the characters have 14 additional points to buy or raise new skills (including core skills).

The following skills are not allowed: Faith, Focus, Occult (see below), Psionics, Spellcasting and Weird Science.

TITAN EFFECT SKILLS

Academics (Smarts)

Athletics (Agility)

Battle (Smarts)

Boating (Agility)

Common Knowledge (Smarts)

Driving (Agility)

Electronics (Smarts)

Fighting (Agility)

Gambling (Smarts)

Hacking (Smarts)

Healing (Smarts)

Intimidation (Spirit)

Language (Smarts)*

Notice (Smarts)

Performance (Spirit)

Persuasion (Spirit)

Piloting (Agility)

Repair (Smarts)

Research (Smarts)

Riding (Agility)

Science (Smarts)

Shooting (Agility)

Stealth (Agility)

Survival (Smarts)

Taunt (Smarts)

Thievery (Agility)

Tradecraft (Smarts)

**Every character starts with his native language skill at d8 and a number of languages equal to half his Smart die for free at d6. A character can later learn more languages by spending a progression for each new language or by taking the Linguist Edge.*

Changes:

- **Knowledge (Battle):** is replaced by **Battle**.
- **Knowledge (Computers):** is replaced by **Hacking**.
- **Knowledge (Demolition):** is replaced by **Repair**, that covers now the use of explosives.
- **Knowledge (Psi Phenomenon):** is replaced by **Psi Phenomenon** (see below).
- **Knowledge (Tradecraft):** is replaced by **Tradecraft** (see below).

NEW SKILLS

PSI PHENOMENA

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

This skill replaces Occult and Knowledge (Psi Phenomenon).

TRADECRAFT

Tradecraft is a series of methods and techniques used in modern espionage such as: document forging, coded message creation, counter-surveillance, use of dead drops, interrogation techniques, etc.

EDGES

The following Edges are not used in *Titan Effect*: Arcane Resistance, Brave, Fame, Followers, Giant Killer, Power Edges (except Mentalist and Power Points—See the **Rising Stars** rule in the *Super Powers Companion*), Sidekick, Weird Edges (except Danger Sense and Scavenger).

Changes:

- **Alternate Identity:** Requires Persuasion instead of Streetwise.
- **Demolitionist:** Doesn't require Knowledge (Demolition) anymore. Bonus applies to Repair instead and requires Repair at d8.
- **Hacker:** Knowledge (Computers) is replaced by Hacking.
- **Improved CQB:** In addition to the other benefits, the operative doesn't become

Vulnerable when attacking a non-adjacent target with a ranged attack while in melee (see Ranged Weapons In Melee in SWADE).

GEAR

For the Sentinel use the following stats: Size -3, Handling +2, Top Speed 70 MPH, Toughness 2. To fly the drone, use the highest skill between Electronics, Hacking or Piloting.

The Tech Kit gives a bonus to Electronics and Hacking.

For armors, keep only the highest value (example: Body Armor +2/+4 becomes just +4)

Semi-Auto and Auto don't exist anymore, use Rate of Fire (RoF) instead.

SETTING RULES

Titan Effect uses the following setting rules:

- Born A Hero
- Creative Combat (optional)
- Demolition**
- Hacking**
- More Skill Points
- Multiple Languages
- Psychic Surge**
- Power Stunts*
- Power Tricks*
- Synergy*

**Super Powers Companion*

***Titan Effect RPG*

Changes:

- A few skills have been changed for Titan Effect SWADE. If a Setting Rule requires one of the deleted skills, use the replacement instead.
- **Demolition:** The operative cannot make homemade explosives anymore. Instead use the McGyver edge.

OLD-TIMER TABLE

The following card results have changed:

- **Seven (Damaged):** Lame is replaced by Slow.
- **Jack (Burned):** Replace -4 to Charisma by -2 to Persuasion rolls.