

TITAN EFFECT

THE ROLE-PLAYING GAME

ALTERNATIVE RULES



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ALTERNATIVE RULES



The Alternative Rules (AR) have been created for those who don't own the *Super Powers Companion*. The AR use only the *Savage Worlds* core rules (Deluxe or Adventure Edition). Psychics are divided in four categories, each one with its own Arcane Background (see below). The AR uses the **No Power Points** setting rule from *Savage Worlds Deluxe*, but psychics don't suffer backlash if they roll a 1 on the arcane skill die. Psychics can have access to all the powers available for their respective Arcane Background, without any rank restriction.

Note: *Titan Effect RPG* has been specifically designed with the *Super Powers Companion* (Second Edition). The powers in the SPC work very differently than with *Savage Worlds'* powers. If you want to capture all the flavor of *Titan Effect RPG* and enjoy the gameplay as it was initially designed, we highly recommend using the [Super Powers Companion](#), available from Pinnacle Entertainment Group.

NEW SETTING RULE

PSYCHIC SURGE

Sometimes, psychics have to push their abilities beyond their limits. The psychic can add +2 to his Psi Abilities Skill for an entire round. In exchange, the character gets a Fatigue level the next round.

Example: Carolyn "Hexe" Kruger is a telepath. The Arcane "Skill" for the Telepath Arcane Background is Smarts. 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 Psi Abilities roll. Her next round, Hexe will suffer a Fatigue level.

ARCANE BACKGROUNDS

All Psychic Arcane Backgrounds use the same Arcane Skill, named Psi Abilities (Smarts). Player characters start with this Skill at d6, for free. Psychics have three powers at creation and can get new powers by taking New Power edge.

SWADE changes*:

- Psychics start with the Psi Abilities skill at d4 instead of d6.
- Psychics can have access to the following edges: Concentration, Mentalist and New Powers.

*[Savage Worlds Adventure Edition](#)

BIOKINETIC

Biokinetic have the 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.

Arcane Skill: Psi Abilities (Smarts)

Starting Powers: 3

Available Powers: armor (sub-dermal plating, scales), barrier (plant control), beast friend (pheromones), blind (range 1/2/4; spit of viscous/poisonous substance), boost trait (self only, physical Traits only; adrenaline boost, physical change), lower trait (range touch, physical traits only; nerve strikes), confusion (high frequency scream), damage field (self only; growing spikes, electric field, poisonous skin), darksight (self only; sonic sight, cat's eyes, thermographic senses), deflection (self only; uncanny reflexes), disguise (self only, doesn't affect clothes/gear; malleable features, cellular alteration), entangle (plant control, spider web secretion), environmental protection (self only, limited (GM's call); metabolism

control), *farsight (self only; eagle eyes)*, *greater healing (cellular regeneration)*, *healing (cellular regeneration)*, *invisibility (doesn't affect clothes; skin color adaptation)*, *puppet (victim must be at close range to inhale pheromones then stay in vocal contact; pheromone control)*, *quickness (self only; adrenaline boost, hyperactivity)*, *slow (exhaled neurotoxin or spores)*, *speed (self only; adrenaline boost, hyperactivity)*, *succor (adrenaline surge)*, *summon ally (plant construct, reanimated corpse)*, *wall walker (self only; spider web, micro-hooks on skin, claws)*, *warrior's gift (self only; kinetic memory)*.

SWADE Powers:

- add *empathy (animal control, pheromones)*
- *protection* replaces *armor*
- *relief* replaces *succor*
- *sloth/speed* replaces *quickness*
- add *mind wipe (secreted toxin)*

ESPER

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

Arcane Skill: Psi Abilities (Smarts)

Starting Powers: 3

Available Powers: *aura reading* (concentration, true sight)*, *boost/lower trait (self only, boost Smarts and Spirit and linked Skills only; concentration)*, *darksight (enhanced senses)*, *deflection (self only; analytical mind, sixth sense)*, *divination (premonitions)*, *farsight (limited remote viewing)*, *quickness (self only; analytical mind)*, *remote viewing* (astral form, closing eyes)*, *retroognition* (closing eyes, concentration, psychometry)*, *speak language (enhanced intuition)*, *warrior's gift (self only; photographic reflexes)*.

* See *New Powers*

SWADE Powers:

- add *empathy (enhanced aura reading)*
- *object reading* replaces *retroognition*

PSYCHOKINETIC

Psychokinetics or psykes have the aptitude to control matter and energy with their mind. It covers abilities such as levitation, moving objects, controlling fire or electricity, etc.

A psychokinetic must choose one (and only one) type of Trapping as described in *Savage Worlds* core rules. The Trapping should be based on real world energy or matter (Cold/Ice, Darkness, Electricity, Fire/Heat, Kinetic, Light, Sound, Water, etc.). Each trapping can have additional effects depending of the power and the situation.

Example: *If a psyke with the Electricity trapping shoots an electrical bolt at a target in contact with water, the damage can apply to all surrounded targets in the water. If the same character throws a stun attack, the electricity could also disable surrounding electrical devices.*

Arcane Skill: Psi Abilities (Smarts)

Starting Powers: 3

Available Powers: *armor (ice armor, telekinetic field)*, *barrier (ice wall, telekinetic barrier)*, *blast (fireball, ball of ice or electricity)*, *blind (bright flash)*, *bolt (electricity, fire, ice, kinetic)*, *boost/lower trait, burrow, burst (shower of flame or ice)*, *confusion (hypnotic lights)*, *damage field (electrical field)*, *deflection (telekinetic field)*, *elemental manipulation (fire, water...)*, *entangle (ice bonds)*, *environmental protection (energy type of trapping only)*, *fly (levitation)*, *havoc (air control, kinetic manipulation)*, *invisibility (light control)*, *light/obscure (if relevant to trapping)*, *pummel (air control, kinetic manipulation)*, *quickness (electricity only)*, *slow (opposed by Agility instead of Spirit)*, *smite (electrified bullets, flaming sword)*, *speed (electricity only)*, *stun (electrical shock)*, *summon ally (fire or ice construct)*, *telekinesis*.

SWADE Powers:

- *protection* replaces *armor*
- *havoc* replaces *pummel*
- *sloth/speed* replaces *quickness*

TELEPATH

Telepaths have the ability to read or control people's minds, and create mind illusions.

Telepath power can't affect cameras or electronic devices.

Arcane Skill: Psi Abilities (Smarts)

Starting Powers: 3

Available Powers: beast friend (animal telepathy), blast^m (mental blast), bolt^m (mental attack), blind (sense manipulation), boost/lower trait (mental traits only), confusion (mind illusion), deflection (against living creatures only; mental combat), disguise, entangle^m(mind paralysis), fear (emotion control), invisibility (mind illusion), mind reading (telepathy), puppet (mind control), slow (mind manipulation), slumber (mind lash), speak language (surface mind reading), stun^m (mind lash).

^m *mental attack: affects living creatures only, Psi Abilities is opposed to Spirit. Ordinary armors offer no protection.*

SWADE Powers:

- add *empathy* (surface mind reading)
- add *mind link* (telepathic link)
- add *mind wipe* (mind control)

NEW POWERS AURA READING

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Concentration.

Aura Reading is the ability to "see" the energy field (also called aura) surrounding any life form (person, animal, plants). Each success and raise allows the character to learn one piece of information about the target: know the general state of a target, like his health or emotional state (anger, joy, fear...).

A roll at -2 also tells the psychic if an observed person is talented (psychic, genetically altered, etc.), a raise on the roll indicates the nature of the "talent". The character can't use this power on more than one target at a time. Aura reading only provides general information: for example, a

character can see if someone is angry or sad, but can't know the reason.

MIND READING

The Mind Reading power now has a double usage: it can also allow a telepath to communicate mentally with friends and allies. Instead of making an opposed Smarts roll, the telepath makes a regular arcane skill roll. He can link a number of allies up to his Smarts die with a range of one mile, or 5 miles with a raise.

RETROCOGNITION

Rank: Novice

Power Points: 2

Range: Touch

Duration: Special

Trappings: Closing eyes, concentration, somatosensory imprint, sonic psychometry.

With this power, a psychic can obtain information about the past of a person or an object. He must touch the subject or the object, and each success and raise on the Arcane roll gives a piece of information about it. A prolonged contact allows for extra attempts, with a cumulative -2 penalty on the roll.

The Game Master chooses what info to disclose, but it should not go beyond a few hours in the past, maybe 1 day for info on the owner of an object.

Seasoned Rank characters can get a glimpse from the past of a specific place, after a minute of concentration in it. Veteran Rank character can explore farther in the past at the cost of an extra -2 penalty to the Arcane roll.

On a 1 on the Arcane die, the character has a flash from the past so vivid that it can cause psychosomatic damage if the event was traumatic or involved the death of someone. The character suffers 1 level of Fatigue for reliving traumatic events or if someone was badly injured. He suffers 1 Wound if the event involved the death of someone.

Normal senses don't work while using this power.

REMOTE VIEWING

Rank: Seasoned

Power Points: 2

Range: Variable

Duration: 3 (1/round)

Trappings: Astral form, closing eyes, concentration.

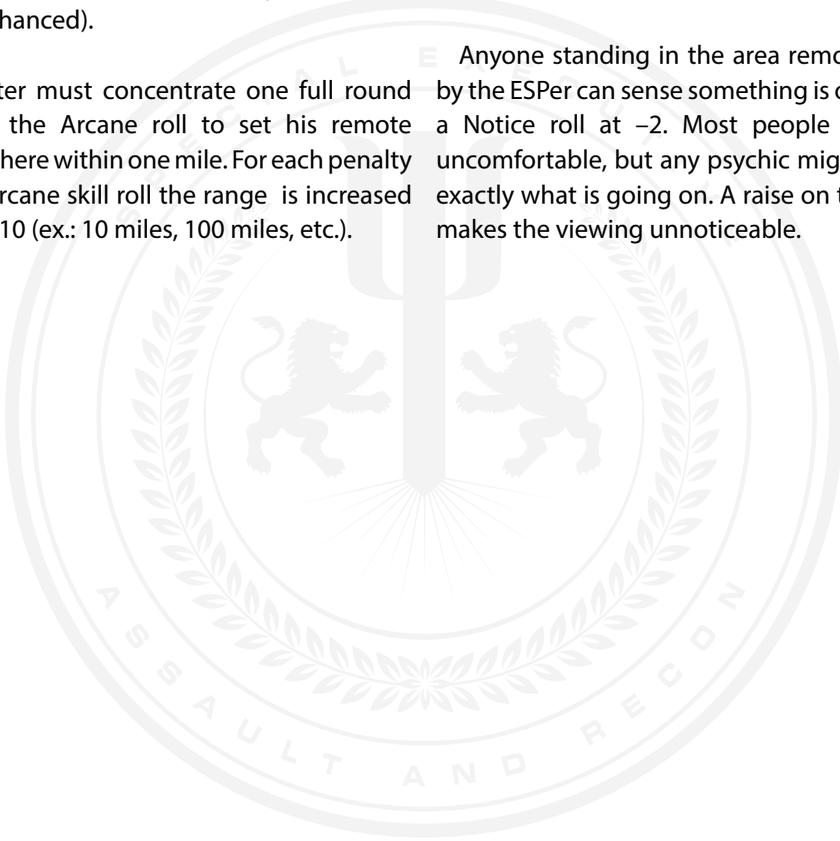
Remote viewing allows a psychic to acquire direct visual information about a location across great distances by projecting his mind. The ESPer can see the location as if he was standing there. His vision is very clear, but he can't use any other sense (normal or enhanced).

The character must concentrate one full round and succeed the Arcane roll to set his remote viewing anywhere within one mile. For each penalty of -1 to the arcane skill roll the range is increased by a factor of 10 (ex.: 10 miles, 100 miles, etc.).

The character is unaware of his surroundings while using this power. The psychic needs a line of sight to the location, or to have been to the location before. He can also use GPS coordinates but suffers a -2 to his Arcane roll, or a video or photograph of the location (-4 to the roll).

The character can move his remote sense within the chosen location at his normal Pace, as if he was physically visiting, and can use his Notice skill to observe small details. Each new location requires a new Power use.

Anyone standing in the area remotely observed by the ESPer can sense something is odd by making a Notice roll at -2. Most people will only feel uncomfortable, but any psychic might understand exactly what is going on. A raise on the Arcane roll makes the viewing unnoticeable.

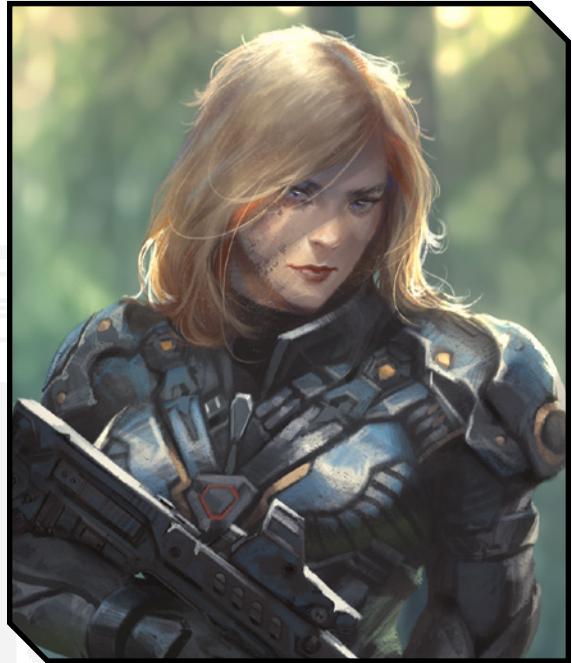


KATE "WHISPER" MACMILLAN

Concept: Team leader

Nationality: USA

Background: Kate is a former CIA Special Psychic Operations Group operative. She idealistically followed in her father's footsteps (during the 1970s, Kate's dad was a member of the late Project STARGATE, a US military program aimed at studying psychic phenomena) much to the latter's pride. Kate's destiny, however, took a turn when she started to investigate a corrupt politician. Unfortunately, this man was in league with the Olympians. They framed Kate with spying for a foreign power and had her "burned" by the CIA. She was not only blacklisted by her agency, but her father disavowed her, believing she was a traitor; that day she lost everything that mattered to her. The SPEAR, noticing the involvement of the Olympians, contacted Kate and offered her a position. Kate has been with the SPEAR since, and the only thing she wants now is to clear her name and expose the Olympians.



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

Skills: Athletics d6, Fighting d6, Knowledge (Battle) d4, Knowledge (Tradecraft) d6, Notice d6, Persuasion d6, Psi Abilities d6, Shooting d6, Stealth d6

Languages: English, Arabic, Japanese, Russian, Spanish

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

Hindrances: Curious, Death Wish (clear her name), Disgraced

Edges: Arcane Background (Telepath), Command, New Power

Powers: *mind reading (telepathy), puppet (mind control), speak language (surface mind reading), stun (mental surge).*

Gear (10 EP): Armored stealth suit (+2/+4, +2 to Stealth rolls), combat knife (Str+d4), encrypted smartphone, subvocal commlink, 3 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags, Tavor TAR-21 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 1, reflex sight, suppressor) + 2 extra ammo mags.

JOI "GHOST" LAU

Concept: Infiltration specialist

Nationality: Chinese (Hong Kong)

Background: Joi studied martial arts from an early age and developed incredible physical abilities from his training, unknowingly unlocking his biokinetic abilities. One day, his school was targeted by the Triad for racket. He soundly beat the gangsters but failed to have them arrested as he was not a police officer. He decided to join the Hong Kong Police Force in order to get the legal authority to dispense justice.

Impressed by his skills and dedication, his superiors recruited Joi for a special task force with the mission to infiltrate and disband the triads in Hong Kong. Working undercover on the Triads' activities for a couple of years, he discovered the existence of the secret war. Before he was able to learn too much, he was betrayed by a corrupt cop and forced to leave Hong Kong to save his life. His contacts arranged for him to join the SPEAR so he could pursue his mission.

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

Skills: Athletics d6, Fighting d8, Notice d6, Psi Abilities d6, Shooting d6, Stealth d8, Streetwise d4, Thievery d6

Languages: Cantonese, English, Mandarin, Vietnamese

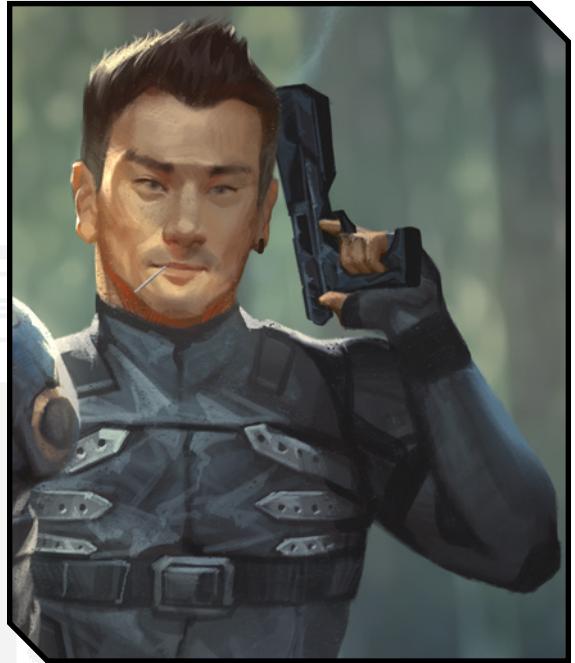
Cha: 0; **Pace:** 12; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Enemy (Major—Triads), Quirk (chews toothpicks), Trigger-Happy

Edges: Arcane Background (Biokinetic), Martial Artist, Thief

Powers: *disguise (cellular alteration)*, *quickness (adrenaline surge)*, *speed (accelerated metabolism)*.

Gear (10 EP): Encrypted smartphone, FN P90 (5.7x28mm, Range 12/24/48, Damage 2d6, RoF 3, Shots 50, AP 2, 3RB, suppressor) + 2 extra ammo mags, infiltration kit, karambit (Str+d4), Maxim 9 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 12, AP 1, integrated suppressor) + 2 extra ammo mags, 3 Sleeping gas grenades (Range 5/10/20, Vigor roll at -4 or be Knocked out for 2d6 hours), stealth suit (+2, +2 to Stealth rolls), subvocal commlink, 4 throwing blades (Range 3/6/12, Damage Str+d4).



ORISA "SOLO" ONI

Concept: Tech specialist

Nationality: Nigerian

Background: Despite being the granddaughter of a renowned marabout in her small village in Nigeria, Orisa had always been wary of superstition, being more interested in computers and technology.

Realizing her potential, her teachers arranged for her to receive a scholarship in computer engineering in Lagos, much to her grandfather's disappointment. Undeterred by his disapproval, the rebellious Orisa moved on to follow her dreams.

However, she had to interrupt her studies when Olympians' agents, who identified her grandfather's abilities as authentic, tried to kidnap him. Orisa was there, visiting her family when the Olympians arrived, throwing her into danger. The SPEAR fortunately intervened and saved both of them. During that event, Orisa discovered she actually inherited some of the old man's ESP abilities. Shocked by her own affinity with the psychic world, the young woman decided to join the SPEAR and learn how to control her abilities as a way to reconnect with her roots.

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

Skills: Athletics d4, Fighting d4, Knowledge (Computers) d8, Notice d6, Psi Abilities d6, Repair d6, Shooting d6, Stealth d6, Thievery d6

Languages: Yoruba, English, French, Mandarin

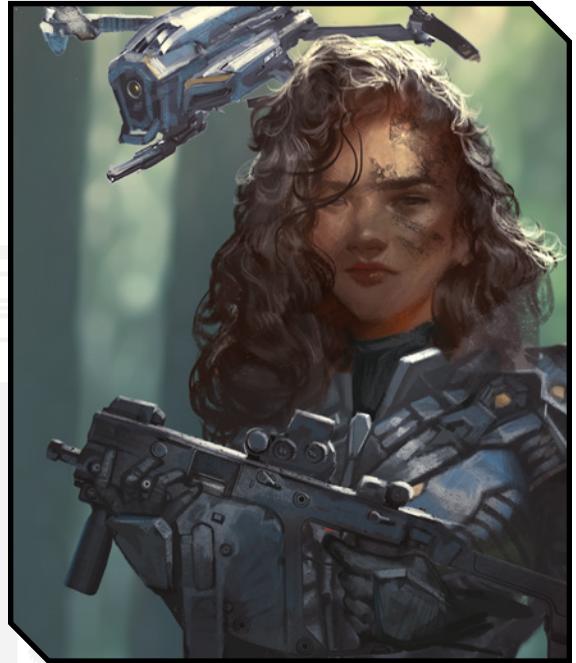
Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 7/9 (2/4)

Hindrances: Heroic, Loyal, Stubborn

Edges: Arcane Background (ESPer), Hacker, Level Headed

Powers: *boost trait (self only, boost Smarts and Spirit and linked Skills only; concentration), remote viewing (astral projection), retrocognition (psychometry).*

Gear (10 EP): Armored stealth suit (+2/+4, +2 to Stealth rolls), encrypted smartphone + hacking upgrade, subvocal commlink, SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags, KRISS Vector (.45, Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1) + 2 extra ammo mags, Sentinel.



JEFF "CYPH3R" RUIZ

Concept: Marksman

Nationality: USA

Background: Born in California, from a Cuban-American family, Jeff grew up in the mountains near Lake Tahoe. Physically gifted from a young age, Jeff quickly became one of the top biathletes of his county, and later, of the state.

Jeff wanted to use his athletic abilities to earn a scholarship but a medical test revealed some unexplained biochemical anomalies in his body, leading to the assumption that he was using steroids. Despite his denials, and much to his surprise and disbelief, Jeff was expelled from his team. Bitter and disappointed by the injustice, Jeff sank into despair and started to sell his shooting skills to some disreputable people.

Fortunately, before things went too far, the SPEAR, tracking his medical records, understood Jeff was a psychic and asked him to join the organisation. Jeff accepted more for the challenge and thrills than for real commitment.

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

Skills: Athletics d8, Fighting d6, Notice d6, Psi Abilities d6, Shooting d8, Stealth d8, Tracking d6

Languages: English, German, Russian, Spanish

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal, Overconfident, Quirk (cynical)

Edges: Arcane Background (ESPer), Alertness, Marksman

Powers: *darksight (night vision)*, *deflection (danger sense)*, *farsight (enhanced senses)*.

Gear (10 EP): Cloaking suit (+4 to Stealth rolls, invisible to infrared), combat knife (Str+d4), encrypted smartphone, 4 GPS tracker rifle rounds, HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1) + 2 extra ammo mags, M24 (7.62, Range 30/60/120, Damage 2d8+1, RoF 1, Shots 5, AP 2, scope, suppressor) + 4 extra ammo mags, smoke grenade (Range 5/10/20, LBT), subvocal commlink.



JEREMY "SEELEY ONE" SEELEY

Concept: Demolition expert

Nationality: United Kingdom

Background: Jeremy is English but born in Northern Ireland, from a loyalist Protestant family. His father was a police officer and Jeremy learned early in his life that dedication to the country, honor and duty were everything to a man. Shocked by the violence on both sides of the Irish conflict, he decided that he would try to make a difference for the common people and joined the British Army. Jeremy became an explosive disposal specialist operator for the 321 EOD squadron RLC, with the goal of protecting people. Destiny had other plans for him. His powers manifested, exactly at the right time to save him from a bomb he failed to disarm. The story of his "miraculous survival" attracted attention from the SPEAR. Wanting to make a difference, Jeremy agreed to become one of their field agents.

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

Skills: Athletics d6, Driving d4, Fighting d6, Knowledge (Demolition) d8, Notice d6, Psi Abilities d6, Repair d6, Shooting d6, Stealth d6

Languages: English, French, German, Irish

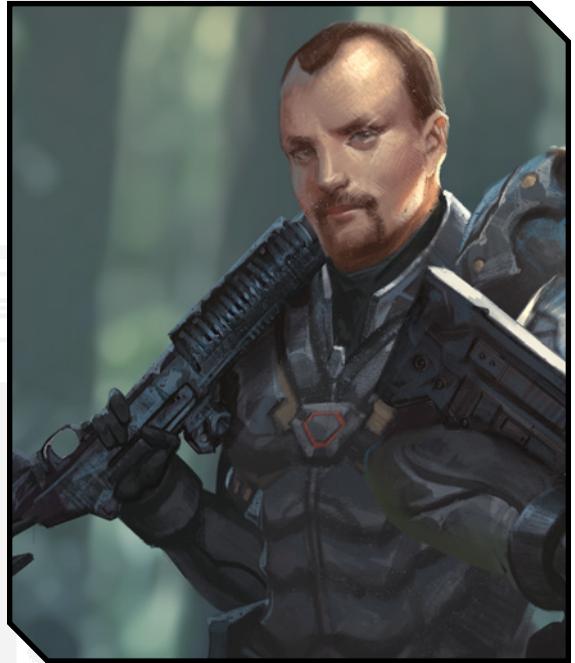
Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4)

Hindrances: Heroic, Loyal, Quirk (makes jokes all the time)

Edges: Arcane Background (Psychokinetic—Kinetic), Demolitionist, Luck

Powers: *blast (telekinetic blast)*, *deflection (kinetic field)*, *telekinesis*

Gear (10 EP): Armored stealth suit (+2/+4, +2 to Stealth rolls), Benelli M4 (12 gauge, Range 12/24/48, Damage 2d10, RoF 1, Shots 7, slugs) + 14 extra slugs, 2 Breaching charges (Damage 2d6, AP 10 vs doors, HW), demolition kit, encrypted smartphone, 2 HE Grenades (Range 5/10/20, Damage 3d6, MBT, HW), multi-tool, subvocal commlink, SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags.



KUNAL "AGNI" SINHA

Concept: Scientific specialist

Nationality: Indian

Background: Kunal is born near Chennai, India in a wealthy, influential family. Kunal grew up in a comfortable environment although, as the youngest of five sons, he would never inherit the family business. Kunal turned his interest to science instead.

Kunal discovered he had supernatural abilities in his adolescence after an incident during a yajna (a Hindu ritual involving fire) left him unharmed despite being engulfed in flames.

At first, his keen logical mind kept telling him there was a rational explanation, but a local priest managed to convince him that he was "blessed by Agni". The story fortunately caught the attention of the SPEAR before the Olympians.

The SPEAR was able to explain the nature of psychic powers to Kunal and recruited him as a science operative. Despite understanding his abilities, however, Kunal still thinks they are evidence that he is somehow "chosen"; which causes inner conflict between his reason and his faith.

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

Skills: Athletics d4, Fighting d4, Healing d6, Knowledge (Psi phenomena) d8+2, Knowledge (Science) d8+2, Notice d6, Psi Abilities d6, Shooting d6, Stealth d4

Languages: Hindi, English, Bengali, French, Sindhi

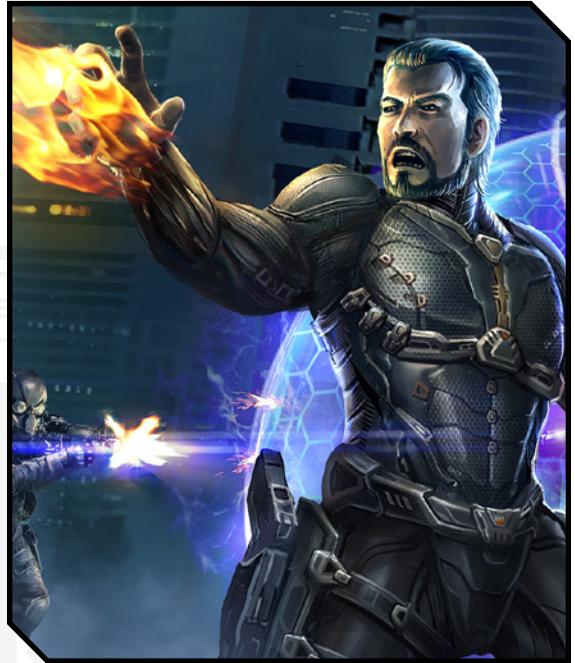
Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7/9 (2/4)

Hindrances: Delusional (Minor—believes he is chosen by Agni, the Hindu fire god), Loyal, Overconfident

Edges: Arcane Background (Psychokinetic—Fire), New Power, Scholar (Knowledge (Psi phenomena), Knowledge (Science))

Powers: *burst (fire), dark sight (infravision), damage field (fire aura), environmental protection (heat and fire).*

Gear (10 EP): Advanced first-aid kit (Healing +1), armored stealth suit (+2/+4, +2 to Stealth rolls), encrypted smartphone, HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 2) + 2 extra ammo mags, HK MP5SD (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 30, AP 1, 3RB, suppressor) + 2 extra ammo mags, restraints x10, smart binoculars, subvocal commlink.



TAKESHI "STRIKER" KUZE

Concept: Point man

Nationality: Japanese

Background: Takeshi's grandmother had just arrived in Tokyo to see her grandson when she took the metro the fateful day of the sarin gas attacks in 1994. She survived but was left crippled for life. From that day on, Takeshi grew up with guilt, feeling responsible for his grandmother's now failing health, and also a deep hatred for terrorists of any kind. He decided to dedicate his life to fighting them by becoming an operator in the Japanese Special Forces Group.

He quickly rose through the ranks due to his peak physical abilities and skills, despite his show-off attitude on the field. Soon, he was assigned to counter terrorist missions outside Japan despite the commitment of the Japanese army not to operate abroad.

He met the SPEAR (who had heard of him before) during one of these missions in southern Asia. He discovered there were things out there more dangerous than mere terrorists. So he joined the SPEAR out of sympathy for their cause.

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

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

Languages: Japanese, English, French, Mandarin

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

Hindrances: Code of Honor, Loyal, Notoriety (Kuze has made a name for himself in the field and as someone who likes to show off)

Edges: Arcane Background (Biokinetic), Close-Quarters Battle

Powers: *boost trait (reflex memory; physical traits only), deflection (enhanced reflexes), environmental protection (metabolism control).*

Gear (10 EP): Armored stealth suit (+2/+4, +2 to Stealth rolls), combat knife (Str+d4), encrypted smartphone, 3 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags, subvocal commlink, Tavor TAR-21 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 3, AP 1, reflex sight, suppressor) + 2 extra ammo mags.



ALICIA "BOLT" REYES

Concept: Operator

Nationality: Mexican

Background: Little is known of Alicia before she was found by the SPEAR in Mexico City a few years ago after a massive blackout. A special intervention team found her amnesiac in a tank, half-drowned and surrounded by charred corpses. She had apparently been abducted by the Cartels and used as some sort of bait or war spoil.

One of the team officers, a veteran named Reyes, took the girl under his wing and nurtured her back to health. The SPEAR taught "Alicia" how to control her abilities and trained her to become a skilled fighter. However, the SPEAR, despite all its technology and contacts, was unable to assess the true identity of Alicia as all biometric data from her had somehow been erased from official records.

Alicia stays with the SPEAR out of gratitude and because she still hopes they can help her find out who she really is.

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

Skills: Athletics d6, Driving d6, Fighting d6, Notice d6, Psi Abilities d6, Shooting d8, Stealth d6, Thievery d4

Languages: Spanish, Arabic, English, Portuguese

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8/11 (3/6)

Hindrances: Amnesia (Major), Loyal, Phobia (Minor—water)

Edges: Arcane Background (Psychokinetic—Electricity), Close-Quarters Battle, Combat Reflexes

Powers: *bolt (lightning strike)*, *deflect (electromagnetic shield)*, *damage field (electrical field)*.

Gear (10 EP): Combat knife (Str+d4), encrypted smartphone, FN Five-sevenN (5.7x28mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 20, AP 2) + 2 extra ammo mags, 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), HK 416 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2) + 2 extra ammo mags, subvocal commlink, tactical body armor (+3/+6, torso only), tactical sling (416).





WATCH LIST



Unless stated otherwise in below stats, add Psi Abilities d6 to all following NPCs' skill list.

BOGATYR PSYKE

Powers: armor, bolt, darksight.

BOBATYR TELEPATH

Powers: bolt, deflection, invisibility, mind reading.

COLLECTIVE AGENT

Powers: confusion, mind reading, puppet.

ESPER SPY

Powers: aura reading, remote viewing, retrocognition.

KERES BIKINETIK

Powers: boost trait, darksight, deflection, quickness, speed.

KERES ESPER

Powers: aura reading, farsight, deflection, retrocognition, warrior's gift.

DEVIANT

Skills: Psi Abilities d8

Powers: Deviants know almost every powers available to psychics and they are not limited by category.

SHADE

Powers: telekinesis.

EIKO TANAKA

Skills: Psi Abilities d10

Powers: armor, barrier, blast, bolt, elemental manipulation, environmental protection.

RONIN

Skills: Psi Abilities d10

Powers: armor, barrier, blast, bolt, elemental manipulation, environmental protection.

THE OLD LADY

Skills: Psi Abilities d12+2

Powers: The Old Lady know almost every powers available to psychics and she's not limited by category.

ARKADY VOLKOV

Skills: Psi Abilities d12

Powers: armor, bolt, burst, damage field, deflection, elemental manipulation, environmental protection, havoc, stun.

Special Ability:

- **No limit:** once per scene, Volkov can make use of Psychic surge without the Fatigue side effect.

ELENA SOKOLOVA

Skills: Psi Abilities d10

Powers: barrier, beast friend, confusion, entangle, healing, slumber, summon ally.

Special Ability:

- **No limit:** once per scene, Elena can make use of Psychic surge without the Fatigue side effect.

KOIL KADNIKOV

Skills: Psi Abilities d10

Powers: *barrier, bolt, damage field, deflection, elemental manipulation, entangle, environmental protection, havoc, pummel, slow, smite, summon ally.*

Special Ability:

- **No limit:** once per scene, Koil can make use of Psychic surge without the Fatigue side effect.

FATHER PETER

Skills: Psi Abilities d12

Powers: *aura reading, divination, remote viewing, retrocognition, speak language.*

SWORD OF ST-GEORGE

Skills: Psi Abilities d10

Powers: *boost trait, darksight, deflection, fly, healing, quickness, speed.*

AF-NOH

Skills: Psi Abilities d8

Powers: *burst, deflection, fly, pummel*

GOLDIE ARGENT

Skills: Psi Abilities d10

Powers: *confusion, mind reading, puppet, speak language.*

NDREARE

Skills: Psi Abilities d10

Edges: add Danger Sense

Powers: *aura reading, dark sight, deflection, divination, remote viewing.*

