

TITAN EFFECT

THE ROLE-PLAYING GAME

SAVAGE WORLDS ADVENTURE EDITION CONVERSION GUIDE





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Designed by: Christian L. Nommay & Ghislain Bonnotte

Edited by: Lynnea Taylor

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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)

Psi Phenomena (Smarts)

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 Phenomena):** is replaced by **Psi Phenomena** (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 Phenomena).

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). Armor marked with an asterisk doesn't reduce the damage from bullets by 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.

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, Battle d4, Common Knowledge d6, Fighting d6, Notice d8, Persuasion d6, Shooting d6, Stealth d6, Tradecraft d8

Languages: English d8, Arabic d6, Japanese d6, Russian d6, Spanish d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

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

Edges: Arcane Background (Super Powers), Mentalist, New Power

Gear (10 EP): Armored stealth suit (+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.

Super Powers (Telepathy):

- **Mind Control (5):** One target. Range 12". (Telepathy).
- **Mind Reading (3):** Advanced telepathy.
- **Speak Language (1):** Surface mind reading.
- **Stun (2):** Smarts roll each round to revive. (Mental surge).
- **Telepathy (4):** Switchboard. (Telepathic link).

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 d8, Common Knowledge d6, Electronics d6, Fighting d8, Notice d6, Shooting d6, Stealth d8, Thievery d6

Languages: Cantonese d8, English d6, Mandarin d6, Vietnamese d6

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

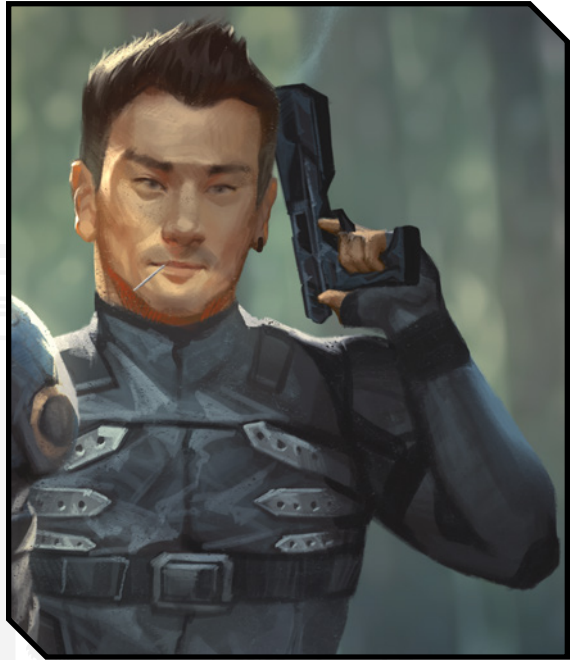
Gear (10 EP): Encrypted smartphone, FN P90 (5.7x28mm, Range 12/24/48, Damage 2d6, RoF 3, Shots 50, AP 2, 3RB, suppressor) + 2 extra ammo mags, infiltration kit, karambit (Str+d4), Maxim 9 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 12, AP 1, integrated suppressor) + 2 extra ammo mags, 3 Sleeping gas 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).

Hindrances: Enemy (Minor—Triads), Impulsive, Quirk (chews toothpicks)

Edges: Arcane Background (Super Powers), Martial Artist, Thief

Super Powers (Biokinesis):

- **Chameleon (4):** Voice. Minor Limitation (doesn't affect clothes). (Cellular alteration).
- **Extra Action (3):** One extra action per round. (Adrenaline surge).
- **Leaping (1):** Can leap 2" vertically and 4" horizontally. (Powerful legs).
- **Speed (2):** Pace 12. (Accelerated metabolism).



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. Orissa 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, Common Knowledge d6, Electronics d6, Fighting d4, Hacking d8, Notice d6, Repair d6, Shooting d6, Stealth d6, Thievery d6

Languages: Yoruba d8, English d6, French d6, Mandarin d6, Russian d6

Pace: 6; **Parry:** 4; **Toughness:** 9 (4)

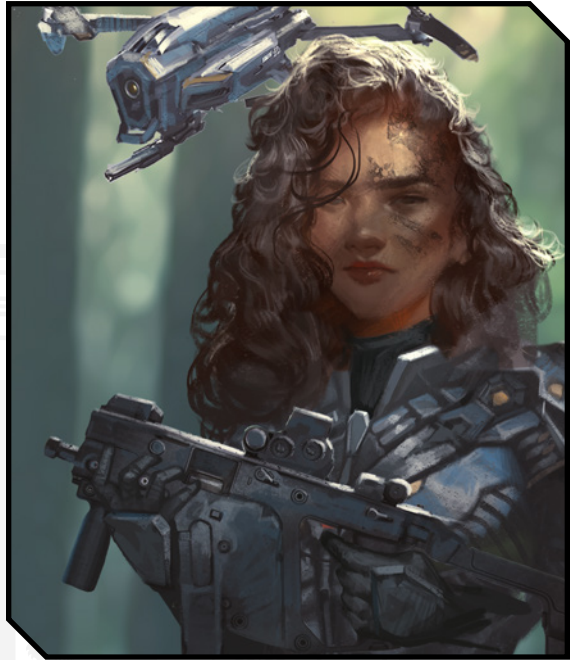
Gear (10 EP): Armored stealth suit (+4, +2 to Stealth rolls), encrypted smartphone + hacking upgrade, subvocal commlink, SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags, KRISS Vector (.45, Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1) + 2 extra ammo mags,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

Hindrances: Heroic, Loyal, Stubborn

Edges: Arcane Background (Super Powers), Hacker, Level Headed

Super Powers (ESP):

- **Danger Sense (2):** ESP.
- **Remote Viewing (5):** Extended Range +1, Subtle. (Astral projection).
- **Retrocognition (3):** Impregnation, Overwhelming. (Psychometry).



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, Common Knowledge d6, Fighting d6, Notice d8, Shooting d8, Stealth d8, Survival d6

Languages: English d8, German d6, Russian d6, Spanish d6

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

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.

Hindrances: Loyal, Overconfident, Quirk (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. (Enhanced senses).
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced danger sense).



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, Common Knowledge d6, Driving d4, Electronics d6, Fighting d6, Notice d6, Repair d8, Shooting d6, Stealth d6

Languages: English d8, French d6, German d6, Irish d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

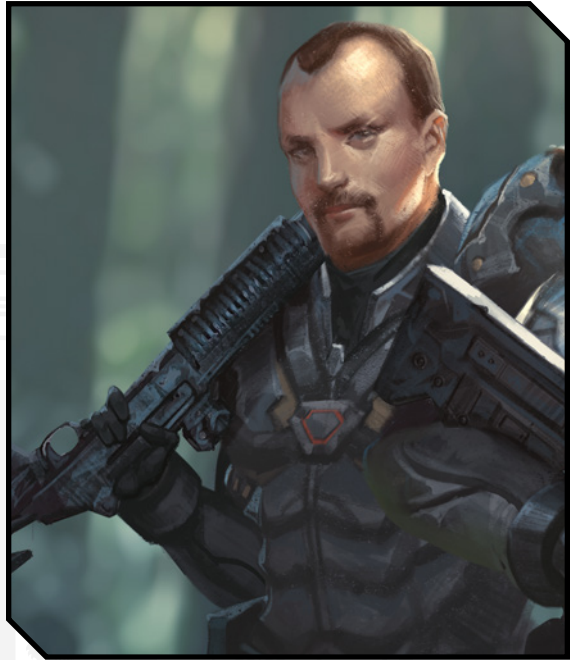
Gear (10 EP): Armored stealth suit (+4, +2 to Stealth rolls), Benelli M4 (12 gauge, Range 12/24/48, Damage 2d10, RoF 1, Shots 7, slugs) + 14 extra slugs, 2 Breaching charges (Damage 2d6, AP 10 vs doors, HW), demolition kit, encrypted smartphone, 2 HE Grenades (Range 5/10/20, Damage 3d6, MBT, HW), multi-tool,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

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

Edges: Arcane Background (Super Powers), Demolitionist, Luck

Super Powers (Psychokinesis—Kinetic):

- **Deflection (2):** -3 to hit with ranged attacks. Requires Activation. (Kinetic shield).
- **Explode (6):** Level 2, Damage 3d8, HW, LBT. Heavy Weapon, Large Template. Switchable (*telekinesis*). (Telekinetic burst).
- **Telekinesis (8):** Level 3, Strength d12+1. Switchable (Primary with *explode*).



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, Common Knowledge d4, Fighting d4, Healing d6, Notice d6, Psi Phenomena d8, Research d8, Science d8, Shooting d6, Stealth d4

Languages: Hindi d8, English d6, Bengali d6, French d6, Sindhi d6

Pace: 6; **Parry:** 4; **Toughness:** 9 (4)

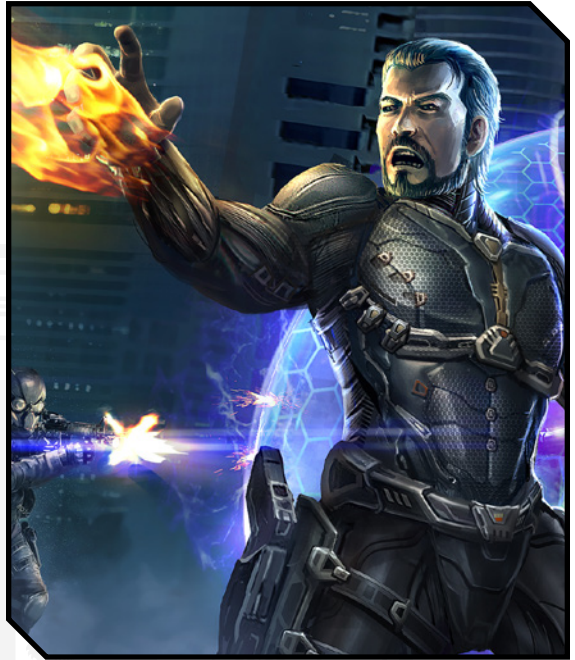
Gear (10 EP): Advanced first-aid kit (Healing +1), armored stealth suit (+4, +2 to Stealth rolls), encrypted smartphone, HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 2) + 2 extra ammo mags, HK MP5SD (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 30, AP 1, 3RB, suppressor) + 2 extra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

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

Edges: Arcane Background (Super Powers), Power Points, Scholar (Science)

Super Powers (Psychokinesis—Fire):

- **Attack, Ranged (4):** Range 12/24/48 or Cone Template, Damage 3d6, RoF 1, Lethal. (Fire bolt).
- **Heightened Senses (1):** Infravision.
- **Energy Control (5):** Fire.
- **Resistance (5):** Fire. +4 to resists effects, direct attacks cause half damage.



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, Common Knowledge d6, Driving d6, Fighting d8, Healing d4, Notice d6, Piloting d6, Shooting d8, Stealth d8, Survival d6

Languages: Japanese d8, English d6, French d6, Mandarin d6

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Gear (10 EP): Armored stealth suit (+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.

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 (Super Powers), Close-Quarters Battle

Super Powers (Biokinesis):

- **Super Skill (4):** Athletics +1, Fighting +1, Shooting +1, Stealth +1. (Reflex memory).
- **Thermal Adaptation (1):** Metabolism control.
- **Toughness +1 (1):** Reinforced bones.
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced danger sense).



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 drown 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, Common Knowledge d4, Driving d6, Electronics d6, Fighting d6, Notice d6, Shooting d8, Stealth d6, Thievery d6

Languages: Spanish d8, Arabic d6, English d6, Portuguese d6

Pace: 6; **Parry:** 5; **Toughness:** 11 (6)

Gear (10 EP): Combat knife (Str+d4), encrypted smartphone, FN Five-seveN (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 (+6, torso only), tactical sling (416).

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

Edges: Arcane Background (Super Powers), Close-Quarters Battle, Combat Reflexes

Super Powers (Psychokinesis—Electricity):

- **Attack, Ranged (5):** Range 12/24/48, Damage 3d6, RoF 1, Heavy Weapon. (Lightning strike).
- **Deflection (1):** -3 to hit by ranged attacks. Minor Limitation (only affects metallic projectiles), Requires Activation. (Electromagnetic shield).
- **Malfunction (3):** Electromagnetic pulse.
- **Resistance (1):** Electricity. +4 to resists effects.

