

TITAN EFFECT

THE ROLE-PLAYING GAME

JUMPSTART



KNIGHT ERRANT MEDIA



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**This PDF is a preview of *Titan Effect* RPG for
Savage Worlds Adventure Edition.**





INTRODUCTION



OVERVIEW

Titan Effect RPG is a science fiction/spy campaign setting, powered by *Savage Worlds* rules system, and requires the [*Savage Worlds Adventure Edition*](#) and the [*Super Powers Companion 2nd edition*](#) (both available at www.peginc.com).

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 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 to taste adventure, while some 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 calls 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 threats, 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 threats 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 destabilization attempts.
- 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 how strange and dangerous it has become, but things are about to change...

PSYCHICS

Psychics are people able to manifest with their mind powers such as telekinesis, telepathy or even the ability to alter their own biology. 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 grown mysteriously 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.

BIO-AUGMENTED

SOLDIERS

Bio-augmented soldiers or BAS 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. Bio-augmented soldiers are the next phase of warfare; unlike drones, or emergent cyber augmentation and nanite technologies, they cannot be hacked or disabled with EMP weapons and there is virtually no limit to their applications. Several governments and private organizations have developed their own BAS programs, 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 spreads in North 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 represent 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 bio-augmented soldiers. Its two biggest hits to date are the Neo-Therianthrope program (shapeshifting augmented soldiers created 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 unit, composed of powerful psychic agents, are adversaries that no SPEAR operative should ever underestimate.

TYPHON

TYPHON is a terrorist organization with a posthumanism agenda. Its members are almost all augmented (neo-therianthropes, chimeras, etc.) or scientists who rebelled against ARES and the Olympians. Hence the organization's name, which is a clear reference to the titan Typhon in the Greek mythology, and an enemy of the Olympian gods.

Its existence is pretty recent, and SPEAR operatives are instructed to only approach this group with extreme caution.

ORDER OF THE

HOLY MYSTERY

The Order of the Holy Mystery (Ordo Mysterii Sacri in Latin) is a secret organization hiding within the Roman Catholic Church with the mission to eliminate psychic threats and bio-augmented soldiers.

For centuries, its members have existed solely as lore keepers and watchmen of the occult until modern times when they were forced to take a more active role. The Order accepts religious-minded psychics in their ranks (whom they call Magi) but no therianthropes or bio-augmented soldiers. The Order is probably one of the most neutral organizations in the secret war.

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

Bio-augmented soldier or BAS: The term designates a soldier who operates beyond normal human limits or abilities. Bio-augmented soldiers are designed or enhanced through drugs, genetic engineering or any kind of biological agent.

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.

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.

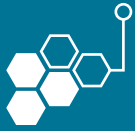
PK: Abbreviation for PsychoKinesis.

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.

Whisperer: Nickname given to telepaths.



SETTING RULES



Titan Effect uses the following setting rules:

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

**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. Fatigue suffered from Psychic Surge can eventually lead to Incapacitation or even death. Fatigue is recovered normally.

Example #1: Carolyn "Hexe" Kruger is a 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.

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*).

HACKING

Each time a character needs to hack a secure network or security system, she must make a Hacking roll modified by the appropriate penalties and bonus (see the Hacking Modifiers Table). Instead of using Thievery, the hacker can choose to use Hacking to disarm traps and lockpick electronic doors if they are connected to a computer network. She needs to have access to a computer (desktop or laptop), a tablet or a smartphone with the right apps and softwares. With a success on the roll, the

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.

hack is successful, but leaves a trace of the attempt (Hacking to detect it).

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

If the character rolls a 1 on his Hacking die, whatever the Wild die result, 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 Hacking 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 Repair roll and spend one minute. Explosives like breaching and demolition charges are designed to be used by anyone and do not require any Trait roll under normal circumstances.

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 can choose one of these three effects: +1d6 to the damage total, extend the Burst template by one level or change it for a Cone template.

To disarm a bomb or any explosive, the character makes a Repair 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.



CHARACTER CREATION

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.

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.

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.

NEW EDGES DEMOLITIONIST

Requirements: Novice, Smarts d6+, Repair d8+

Explosives have no secrets for an agent with this Edge. They add +2 to their Repair rolls when they use explosives and when they try to disarm bombs and mines.

HACKER

Requirements: Novice, Smarts d8+, Hacking d8+

These computer specialists know how to exploit weaknesses in computer systems and networks. They add +2 to their Hacking rolls to hack computers and security systems.

PSYCHIC RULES

In *Titan Effect*, every SPEAR operative starts with the *Super Powers Companion* version of Arcane Background (Super Powers). They 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 on a power (use the total after all Modifiers are accounted for).

Each psychic possesses a specific genetic marker that determines the kind of power he or she has access to.

The Arcane Background (Super Powers) is divided into four categories:

- **Biokinesis**
- **Extra-sensory perception (ESP)**
- **Psychokinesis**
- **Telepathy**

Each category determines the **Powers, Power Modifiers** and **Trappings** allowed to a character. A psychic can only be of one category.

The following powers are not allowed to psychics: *altered form, doesn't breathe*, doesn't eat*, construct, cpycat, duplication, extra limbs, growth, intangibility, invent, minions, negation, shape change, shrink, sidekick, super sorcery, teleportation, and undead.*

BIOKINESIS

This is 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 biochemicals, plants and other life forms. However, even if he can alter his biology and some of his features to imitate some animal abilities (heightened senses, aquatic respiration, etc.), a biokinetic cannot take an animal form; shapeshifting is a unique ability only mastered by a few powerful individuals, and by therianthropes.

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

ESPers have the ability to perceive things with their minds instead of their ordinary senses. Most of them can see or hear things through great distance, and see past and future events. Some of them possess enhanced senses, intuitive aptitude, or are able to project their mind out of their body. ESPers are frequently underestimated by other psychics, but with the right powers they can be a match against any biokinetic or psyche.

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

This is the aptitude to control matter and energy with his own mind. It covers abilities such as levitation, moving objects, controlling fire or electricity, etc. Psykes have more fire power and are more versatile than other psychics, but in return most of their abilities are less discrete. Psykes have to choose one **Power Type** that will define their powers and trappings. Powers must be coherent with the **Power Type**, and the Game Master has final word. For example, a psyche with the Electricity **Power Type** could generate lightning bolts (*attack, ranged*), possess an electromagnetic vision (*heightened senses: spatial sense*), connect and control electrical devices (*interface*) or create power surges (*malfunction*). They can't become invulnerable to their **Power Type**, but they can develop some resistance (*resistance power up to 5 points*).

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

Telepaths can read or control people's minds, and create mind illusions. They can also perform mental attacks or put someone into a sleep state. Telepaths are highly prized by intelligence agencies, but other psychics tend to be paranoid around them.

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).*

CAROLYN "HEXE" KRUGER

Concept: 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.

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

Skills: Athletics d6, Battle d8, Drive d4, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6

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

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

Gear: Armored stealth suit (+4, +2 to Stealth rolls), FN P90 (5.7, Range 12/24/48, Damage 2d6, RoF 3, Shots 50, AP 2), P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1, silencer), combat knife (Str+d4), night-vision goggles, subvocal commlink, encrypted smartphone, four extra ammo magazines (P90), two extra ammo magazines (P226).

Hindrances: Cautious, Code of Honor, Loyal

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

Super Powers (Telepathy):

- **Illusion (2):** Level 2, 6" radius, Targeted. Minor Limitation (doesn't affect cameras and electronic devices). (Mind illusions.)
- **Mind Reading (3):** One target. Range 12". (Telepathy).
- **Speak Language (1):** (Surface mind reading).
- **Telepathy (4):** Switchboard. (Telepathic link).



KILLIAN “JOLT” MACNAMARA

Concept: 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.

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, Research d4, Repair d6, Shooting d6, Stealth d6, Thievery d6

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

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

Gear: Armored stealth suit (+4, +2 to Stealth rolls), KRISS Vector (.45, Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1), P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1, Silencer), subvocal commlink, encrypted smartphone, packs of gum, reinforced tablet, night-vision goggles, lock picks, four extra ammo magazines (Vector), two extra ammo magazines (P226).

Hindrances: Curious, Habit (Minor—chew gum and pops bubbles), Loyal

Edges: Arcane Background (Super Powers), Hacker (+2 to Hacking rolls), Power Points

Super Powers (PK—Electrokinesis):

- **Attack, Ranged (5):** Range 12/24/48, Damage 3d6, RoF 1, Heavy Weapon. (Lightning strike)
- **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” VORONOV

Concept: 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.

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

Skills: Athletics d8, Common Knowledge d4, Drive d6, Fighting d8, Persuasion d6, Notice d6, Shooting d6, Stealth d8, Thievery d6

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

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

Gear: AKS-74U (5.45, Range 15/30/60, Damage 2d8, RoF 3, Shots 30, AP 2), P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1, Semi-Auto, Silencer), combat knives x2 (Str+d4), throwing knives x6 (Range 3/6/12, Str+d4), stealth suit (+2, +2 to Stealth rolls), subvocal commlink, encrypted smartphone, four extra ammo magazines (AKS), two extra ammo magazines (P226).

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

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

Super Powers (Biokinesis):

- **Chameleon (4):** Voice. Minor Limitation (doesn’t affect clothes). (Morphology 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

Concept: 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.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Healing d6, Notice d6, Repair d6, Shooting d8, Stealth d6

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

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

Gear: VSS Vintorez (9x39mm, Range 15/30/60, Damage 2d6, RoF 1, Shots 20, AP 4, Scope, Suppressor), Glock 18 (9mm, Range 12/24/48, Damage 2d6, RoF 3, Shots 17, AP 1), C4 explosives charges x3 (Damage 4d6, MBT, Heavy Weapon), remote detonator, subvocal commlink, encrypted smartphone, stealth suit (+2, +2 to Stealth rolls), four extra ammo magazines (VSS), two extra ammo magazines (Glock 18).

Hindrances: Arrogant, Death Wish, Quirk (cynical)

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

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

Concept: Operator

Nationality: United Kingdom

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.

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

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

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

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

Gear: Armored stealth suit* (+4, +2 to Stealth rolls), HK 416 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, Scope), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1, Silencer), combat knife (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 and get -2 parry until next round), night-vision goggles, subvocal commlink, encrypted smartphone, four extra ammo magazines (416), two extra ammo magazines (USP).

**Does not stack when armor is activated.*

Hindrances: Heroic, Quirk (superstitious), Stubborn

Edges: Arcane Background (Super Powers), Brawny, Soldier

Super Powers (PK—Telekinesis):

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





MOUNTAIN TRIP



The characters are sent in the Swiss Alps to exfiltrate a scientist, but their mission will become a fight for survival.

standard gear, their unit will give them winter clothing (the mission takes place in January) and a SUV (use Sports Utility stats in SWADE).

THE GOOD DR. ZIMMERMANN

Six months ago, Dr. Hans Zimmermann was working in one of ARES' biotech facilities in Frankfurt, Germany, as a geneticist. After he discovered that his research was used to create bio-augmented soldiers, Zimmermann, consumed by guilt, decided to leave the company. However, the SPEAR, who was already watching Zimmermann, contacted him to offer its protection in exchange for information. Zimmermann officially went on a holiday trip to Zurich, Switzerland, on the false pretext of visiting family. Zimmermann took his car and went to the Swiss Alps to hide in a chalet belonging to a distant cousin, while waiting for his escort. Before he left, Zimmermann stole a hard drive containing information about Project TITAN, ARES' bio-augmented soldier program. Zimmermann didn't know that ARES implanted a GPS tracker inside it and was able to track him with it.

EXFILTRATION

The operatives have been tasked to find Dr. Hans Zimmermann, a scientist working for ARES and escort him to a SPEAR secured facility near Geneva. Zimmermann is staying in an isolated chalet in the middle of the Swiss Alps. Nobody is supposed to know its location, but the operatives are asked to be ready for any contingency as ARES is known to be incredibly resourceful. In addition to their

The operatives drive by night on a snowy road, using the GPS on their phones to find their target. After a few hours drive, they arrive near a typical, old Swiss chalet. The house is secluded in an isolated area and surrounded by woods. The operatives can see that there are lights inside the house and smoke coming from the chimney. There's also Zimmermann's car parked at the back of the chalet. The characters can inspect the surroundings (make them do a Notice roll), but they won't find anything suspicious. Once they consider the perimeter is clear they can enter the chalet.

BESIEGED

When the operatives enter the chalet, they see Zimmermann burning wood in the chimney. He is surprised when he sees them and asks nervously who the characters are. Once the operatives announce they work for the SPEAR, Zimmermann will calm down. He will show them the hard drive, explaining that he stole it from his lab and that it contains information on the Project TITAN and a new prototype of chimera soldiers. Anybody who examines the hard drive can notice that there is a GPS tracker with an Electronics or Hacking roll at -2.

While the operatives enter the chalet, two teams of ARES operators and a chimera soldier move silently towards their position (opposed Stealth roll with Notice to detect them), coming from opposite directions to cover each entrance (at the front and the back). One of the operators at the

back entrance remotely pilots a reconnaissance drone to spy on the SPEAR operatives, while the chimera leads the team at the front. With a Notice roll at -4 (or -2 for those who stayed outside the chalet), the operatives can spot the drone. If the characters try to go directly to Zimmermann's car or theirs, the operators will open fire and shoot the car to make sure nobody escapes. If the operatives manage to spot ARES soldiers before they use their drone, they could take actions on their own, like setting up an ambush or devise an escape plan.

While ARES' men take cover behind trees and the small wall of stone surrounding the house, the chimera will call the operatives out, asking them to come outside and release Zimmermann. If the operatives refuse to comply, they will attack and make sure nobody gets out of there alive. ARES men will give them a 2 minutes to comply, which will give the operatives the opportunity to build a defense strategy or booby trap the chalet. If the operatives didn't shoot down or hack the drone (see below), their enemies may be able to observe through the windows. After that, the two teams of operators storm the chalet from both entries with the goal to corner them. The chimera will enter by the upper floor. ARES wants to recover the hard drive intact, so the operators will likely avoid using grenades and spreading bullets everywhere.

THE CHALET

- **Ground Floor/Basement:** The basement is used as a shed and workshop. A character with the McGyver Edge could easily find enough material (duct tape, metal wire, nails, propane gas tanks, etc.) to make homemade bombs or booby traps.
- **1st Floor:** This floor has two entrances (front and back) and is composed of a big lounge with a fireplace and some furniture (that could be used to barricade the doors or to slow down their opponents), the kitchen and a closet.
- **2nd Floor:** The second floor has 2 bedrooms, a bathroom, and a big study, with book shelves and an outdoor gallery.

CLIMAX AND CONCLUSION

The fight will end after all ARES soldiers and the chimera are neutralized or killed. If the characters try to escape during the fight, their attackers will pursue them on foot in the woods. The characters will then be able to flee with their SUV, if it hasn't been destroyed during the fight or by finding the ARES operators vehicle, parked a few kilometers from the chalet. If the GM wants to extend the adventure, a backup team of ARES can come after them, creating a chase scene with another SUV or snowbikes (or use Quick Encounters).

Once they manage to get rid of their opponents, they will be able to bring Zimmermann back to a safehouse and will be congratulated by their unit commander. But they won't have time to celebrate as another mission awaits them.

AFTERMATH

Here are a few ideas to continue this adventure:

- The information recovered on the hard drive allows the operatives to learn the existence of a new ARES research facility that they will have to infiltrate and destroy.
- The real Zimmermann is dead, and the person the operatives escorted back to their unit is a mole working for ARES. This can trick the operative into being lured into a trap or ARES could send a team to destroy their unit's HQ.

NPCS

DR. HANS ZIMMERMANN

Zimmermann is a frail man in his late 50's, who is completely out of his depth and who doesn't understand everything that is happening.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Academics d12, Athletics d4, Common Knowledge d8, Notice d6, Persuasion d4, Science d12, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 4

Hindrances: Bad Eyes (minor), Pacifist (minor)

Edges: —

Gear: glasses, stolen hard drive, winter coat.



ARES BLACK OPS OPERATOR

They are highly trained soldiers working for ARES clandestine division, the Phobos Unit. There are 2 ARES operators for each operative.

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

Skills: Athletics d6, Common Knowledge d6, Battle d6, Driving d6, Fighting d8, Intimidation d6, Notice d8, Piloting d6, Shooting d8, Stealth d6

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

Hindrances: Obligations (to ARES)

Edges: Combat Reflexes, Soldier

Gear: Ballistic helmet (+4), combat knife (Str+d4), commlink, HK 416 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2), HK USP (45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1, silencer), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), night-vision goggles (no penalty for Dim or Dark Illumination), snow camo suit (+2 to Stealth in snow environment), tactical body armor (+6).

DRONE

A small drone equipped with four rotors and a night vision camera (no penalty for Dim or Dark Illumination). The drone is controlled by one of the operators for reconnaissance. It can be hacked with a Hacking roll at -2.

Stats: Size -3, Handling +2, Top Speed 70 MPH, Toughness 2, Crew n/a

CHIMERA-MANTICORE (WC)

Created by ARES, Manticores are bio-augmented soldiers, also called chimeras. They are humans who have been enhanced with feline and big cat DNA, and used mostly for recon and stealth operations.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d10, Shooting d8, Stealth d10, Survival d8

Pace: 10; **Parry:** 7; **Toughness:** 13 (6)

Hindrances: Distinctive Appearance (feline face and body is covered with fur), Obligations (ARES)

Edges: Assassin, Combat Reflexes, First Strike, Quick

Gear: KRISS Vector (.45, Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+6).

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Fleet-Footed:** Manticores roll a d10 when running.
- **Keen Sense:** +2 to Notice while using scent.
- **Leap:** Jump distances are doubled.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Mind Shield:** Due to their mental conditioning, chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.



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