

TITAN EFFECT

THE ROLE-PLAYING GAME

SAVAGE WORLDS ADVENTURE EDITION CONVERSION GUIDE



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Version 1.3

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LEGAL INFORMATION

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This guide contains rules conversion for *Titan Effect* RPG to *Savage Worlds Adventure Edition* (SWADE), available from Pinnacle Entertainment Group. **Note:** If you see something we missed, please inform us at info@knighterrantmedia.com!

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*, Dependency*, Dependent*, Distinctive*, Monologuer*, Outsider, Poverty, Power Negation*, 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, 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, see new **Armors Table**, page 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.

ARMORS

ITEM	ARMOR	MIN STR.	WT	EP
Armored stealth suit (torso, arms, legs)* <i>Notes: +2 to Stealth rolls involving visual and sound.</i>	+4	d6	15	4
Ballistic helmet (head)	+4	d4	3	1
Concealable body armor (torso)* <i>Notes: -2 to Notice rolls to see if the character is wearing a body armor while wearing clothes.</i>	+4	d6	4	2
Cloaking suit (torso, head, arms, legs) <i>Notes: +4 to Stealth rolls versus visual detection, invisible to infrared detection.</i>	—	d4	5	3
Kevlar Vest (torso)*	+4	d6	5	1
Stealth suit (torso, arms, legs) <i>Notes: +2 to Stealth rolls involving visual and sound.</i>	+2	d4	8	2
Tactical body armor (torso)* <i>Notes: +25% load limit and can hold 30 pounds of equipment.</i>	+6	d8	12	4

* **Ballistic Protection:** In Titan Effect, armors marked with an asterisk have their Armor value halved for damages that are not caused by bullets (such as melee weapons, fire or explosives).

ARCHETYPES

COMBAT TELEPATH

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

Skills: Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d6, Psi Phenomena d8, Notice d6, Persuasion d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: One Major, two Minor

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

Super Powers (Telepathy):

- **Attack, Ranged (4):** Range 12/24/48, Damage 3d6, RoF 1, Mental Attack. (Mind blast).
- **Deflection (2):** -2 to hit with ranged attacks. (Surface mind reading).
- **Parry (2):** +2 Parry. (Surface mind reading).
- **Telepathy (2):** Telepathic connection.

DEMOLITION EXPERT

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

Skills: Athletics d6, Common Knowledge d6,

Electronics d8, Fighting d6, Notice d6, Repair d8, Shooting d6, Stealth d6, Thievery d6

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

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Demolitionist

Super Powers (Psychokinesis—Fire):

- **Attack, Ranged (4):** Range 12/24/48, Damage 3d6, RoF 1. (Fire blast).
- **Energy Control (5):** Fire manipulation. (Fire manipulation).
- **Resistance (1):** Fire. +4 to resist fire based powers.

FIELD INVESTIGATOR

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

Skills: Athletics d4, Common Knowledge d8, Fighting d6, Notice d8, Persuasion d6, Research d8, Shooting d6, Stealth d6, Tradecraft d6

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

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Investigator, Streetwise

Super Powers (ESP):

- **Aura Reading (1):** ESP.
- **Gifted (2):** Photographic memory.
- **Psychometry (3):** ESP.
- **Remote Viewing (4):** Clairaudience. (Astral projection).

INFILTRATION SPECIALIST

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

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

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

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Assassin, Thief

Super Powers (Biokinesis):

- **Chameleon (4):** Voice. Minor Limitation (doesn't affect clothes). (Physiology alteration).
- **Extra Actions (3):** One extra action. (Accelerated reflexes).
- **Heightened Senses (1):** Low Light Vision. (Enhanced senses).
- **Stasis (2):** Metabolism control.

INTELLIGENCE SPECIALIST

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

Skills: Athletics d4, Common Knowledge d8, Fighting d4, Intimidation d6, Notice d6, Persuasion d6, Research d6, Shooting d6, Stealth d6, Tradecraft d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Connections

Super Powers (Telepathy):

- **Illusion (2):** Level 1, 4" radius. (Mind illusions).
- **Mind Reading (6):** Mind Rider. (Telepathy).
- **Telepathy (2):** Telepathic communication.

MARKSMAN

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

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Notice d6, Shooting d10,

Stealth d8, Taunt d6

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

Hindrances: One Major, two Minor

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

Super Powers (ESP):

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

OPERATOR

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

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

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

Hindrances: One Major, two Minor

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

Super Powers (Psychokinesis—Cold):

- **Attack, Ranged (5):** Range 12/24/48, Damage 3d6, RoF 1, Heavy Weapon. (Ice projectile).
- **Ensnare (3):** Ice trap.
- **Matter Control (2):** Ice. Level 1, Strength d10.

PILOT

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

Skills: Athletics d6, Common Knowledge d6, Driving d10, Fighting d6, Notice d6, Piloting d10, Repair d6, Shooting d6, Stealth d6

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

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Ace, Level Headed *, Quick

Super Powers (ESP):

- **Danger Sense (2):** Sixth sense.
- **Super Edge (2):** Level Headed. (ESP training).
- **Super Skill (2):** Driving +1, Piloting +1. (Ability learning).
- **Uncanny Reflexes (4):** -2 to hit. Blinding Reflexes. (Extra-sensory perception).

POINT MAN

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

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

Pace: 6; **Parry:** 7; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Block

Super Powers (Biokinesis):

- **Attack, Melee (3):** Str+1d6, AP 2, Lethal. (Retractable claws).
- **Heightened Senses (2):** Low Light Vision, Tracking (smell). (Animal senses).
- **Leaping (1):** Leap 2" vertically and 4" horizontally. (Enhanced strength).
- **Uncanny Reflexes (4):** -2 to hit. (Accelerated reflexes).

TECH EXPERT

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

Skills: Athletics d4, Common Knowledge d6, Electronics d6, Fighting d6, Hacking d8, Notice d6, Shooting d6, Repair d6, Stealth d6, Thievery d6

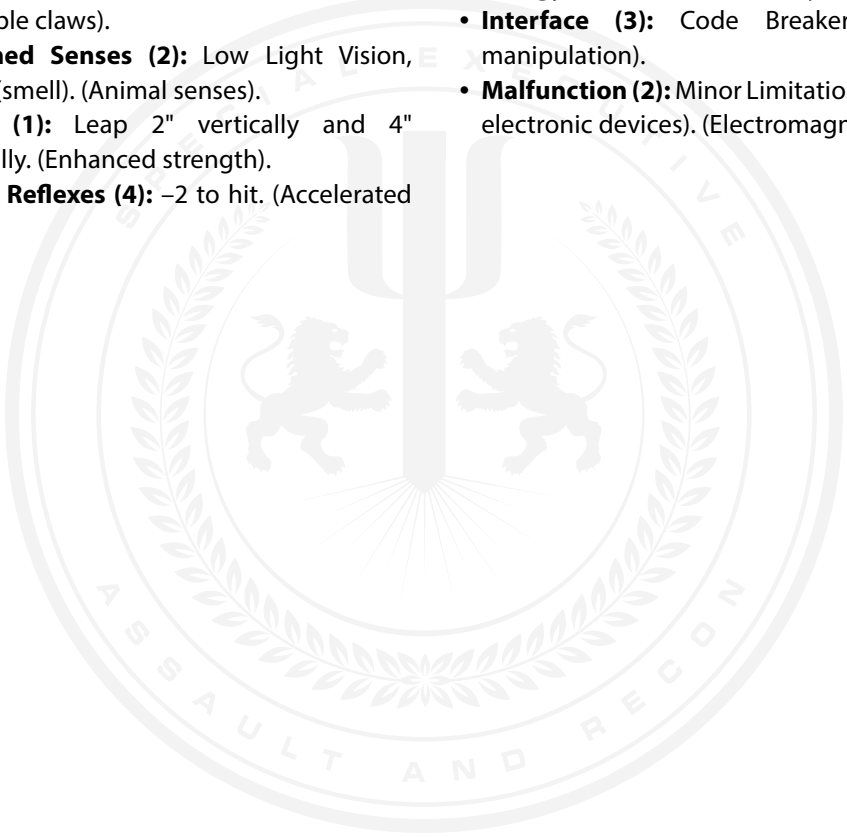
Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

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

Super Powers (Psychokinesis—Electricity):

- **Energy Control (5):** Electricity.
- **Interface (3):** Code Breaker. (Electronic manipulation).
- **Malfunction (2):** Minor Limitation (affects only electronic devices). (Electromagnetic pulse).

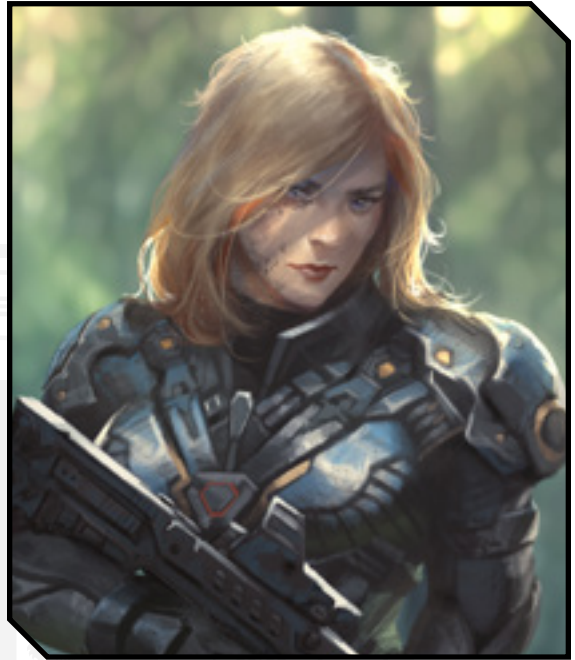


KATE "WHISPER" MACMILLAN

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, Power Points

Gear (10 EP): Armored stealth suit (+4, torso, arms and legs, non-bullet damages are halved, +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, torso, arms and legs, +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. 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, 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)

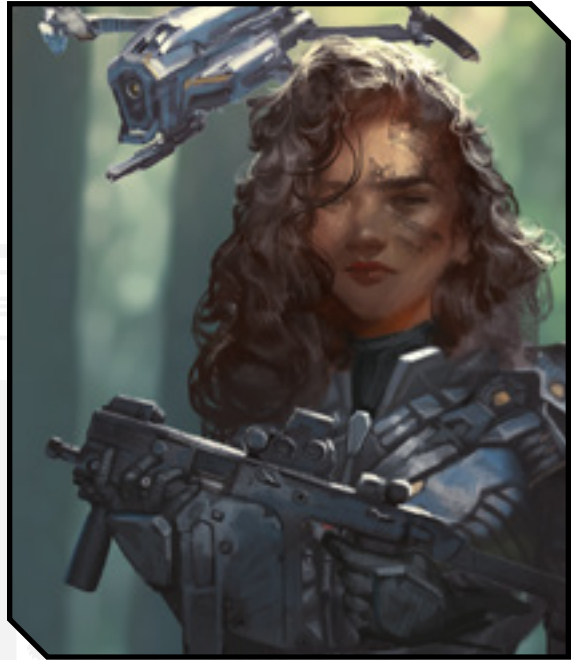
Gear (10 EP): Armored stealth suit (+4, torso, arms and legs, non-bullet damages are halved, +2 to Stealth rolls), encrypted smartphone + hacking upgrade, subvocal commlink, SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags, KRISS Vector (.45, Range 12/24/48, Damage 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).

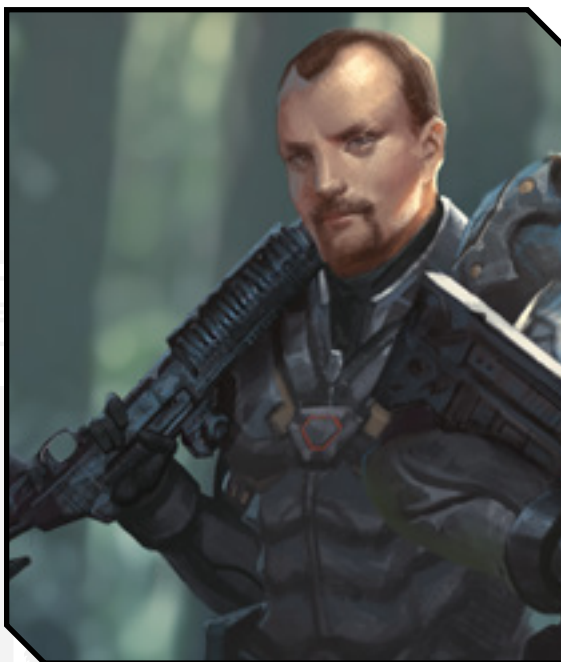


JEREMY "SEELEY ONE" SEELEY

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, torso, arms and legs, non-bullet damages are halved, +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, torso, arms and legs, non-bullet damages are halved, +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)

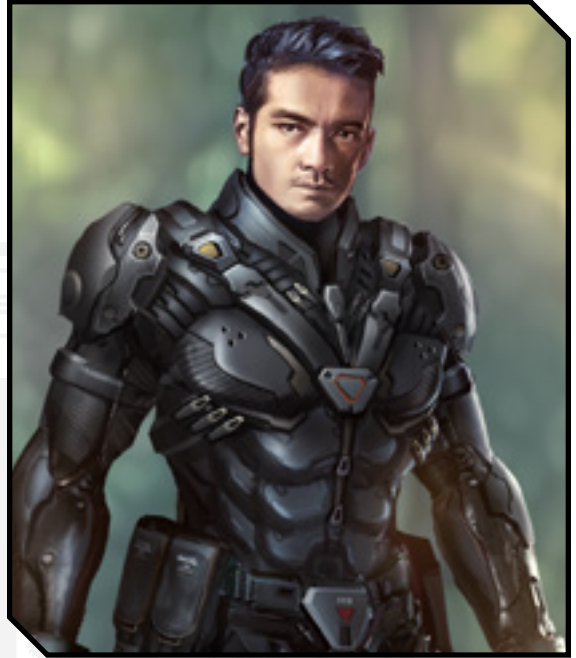
Gear (10 EP): Armored stealth suit (+4, torso, arms and legs, non-bullet damages are halved, +2 to Stealth rolls), combat knife (Str+d4), encrypted smartphone, 3 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags, subvocal 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.



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, 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, non-bullet damages are halved), 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 resist effects.





WARNING!



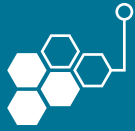
SECRET

AUTHORIZATION REQUIRED

USERNAME

Agent Kilgore

PASSWORD



WATCH LIST



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

MUNDANE

CRIMINAL, BOSS

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

Skills: Common Knowledge d8, Driving d6, Fighting d6, Intimidation d8, Notice d6, Persuasion d8, Shooting d6

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

Hindrances: Cautious, Greedy

Edges: Charismatic, Command, Connections, Streetwise

Gear: Walther PPK (Range 10/20/40, Damage 2d6, RoF 1, Shots 7, AP 1).

CRIMINAL, SOLDIER

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

Skills: Athletics d4, Common Knowledge d6, Driving d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4

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

Hindrances: Greedy, Obligations (to their criminal organization)

Edges: Streetwise

Gear: Glock 17 (Range 12/24/48, Damage 2d6, RoF 1, Shots 17, AP 1), knife (Str+d4). Criminals can also carry submachine-guns and shotguns.

FIGHTER

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

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

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

Hindrances: —

Edges: —

Gear: AK-47 or FN FAL (Range 24/48/96, Damage 2d8+1, RoF 3, Shots 30, AP 2), 2 Mk67 grenades (Range 5/10/20, Damage 3d6, MBT). Fighters can also carry explosives, machine guns, sniper rifles or launchers.

OPERATOR

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

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

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

Hindrances: Obligations (to their country/PMC)

Edges: Combat Reflexes, Improved CQB, Level Headed, Soldier

Gear: Ballistic helmet (+4, head), combat knife (Str+d4), commlink, HK 416 (Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, reflex sight with magnifier), HK USP (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 (eliminate Dim and Dark lighting penalties), tactical body armor (+6, torso, non-bullet damages are halved).

PILOT

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

Skills: Common Knowledge d6, Driving d8, Fighting d4, Notice d8, Repair d8, Shooting d6, Piloting d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Ace, Alertness

Gear: Vehicle. Army pilots and smugglers

usually carry a pistol or a submachine-gun.

PRIVATE MILITARY CONTRACTOR

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

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

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

Hindrances: Obligations (to their company/employer)

Edges: Combat Reflexes, Soldier

Gear: Body armor (+4, torso, non-bullet damages are halved), combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW) HK 416 (Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, reflex sight), radio, Sig P226 (Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1).

SPOOK

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

Skills: Athletics d6, Common Knowledge d8, Driving d6, Fighting d6, Hacking d6, Notice d6, Persuasion d6, Shooting d6, Stealth d8, Thievery d6, Tradecraft d8

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

Hindrances: Cautious, Obligations (to their agency/country)

Edges: Connections (Agency), Streetwise, Thief

Gear: Concealable body armor (+4, torso, non-bullet damages are halved), folding knife (Str+d4, concealable), Sig P226 (Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1, silencer).

PSYCHICS

BOGATYR BOGATYR PSYKE

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

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

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

Hindrances: Loyal (Bogatyri), Vow (Major—the Directorate)

Edges: Arcane Background (Super Power), Combat Reflexes, Improved CQB, Marksman, Nerves of Steel

Gear: AKS-74U (Range 15/30/60, Damage 2d8, RoF 3, Shots 30, AP 2, reflex sight), PSS-2 silent pistol (Range 10/20/40, Damage 2d6, RoF 1, Shots 6, suppressed), NSR-2 knife (Range 3/6/12, Damage 2d6/Str+d4, Shot 1, suppressed), tactical body armor (+6, torso, non-bullet damages are halved).

Super Powers (Psychokinesis—Pyrokinesis):

- **Attack, Ranged (4):** Range 12/24/48, Damage 3d6, RoF 1. (Fire bolt).
- **Energy Control (7):** Fire. Range.
- **Heightened Senses (1):** Infravision.
- **Resistance (5):** Fire. +4 to resist effects, direct attacks cause half damage.

BOBATYR TELEPATH

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

Skills: Athletics d6, Common Knowledge d8, Driving d6, Fighting d8, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Tradecraft d8

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

Hindrances: Loyal (Bogatyri), Vow (Major—the Directorate)

Edges: Arcane Background (Super Power), Combat Reflexes, Improved CQB, Marksman, Nerves of Steel, Power Points

Gear: See Bogatyr Psyke.

Super Powers (Telepathy):

- **Attack, Ranged (3):** Range 12/24/48, Damage 2d6, RoF 1, Mental Attack. (Mental blast).
- **Illusion (5):** Level 2, 6" radius. Minor Limitation (only affects living creatures), System Shock.
- **Mind Reading (3):** Telepathy.
- **Telepathy (3):** Switchboard. (Mind link).
- **Uncanny Reflexes (4):** -2 to hit. (Telepathic combat).

COLLECTIVE AGENT

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Common Knowledge d8, Fighting d6, Notice d10, Persuasion d10, Psi Phenomena d8,

Shooting d6, Stealth d8, Tradecraft d10

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

Hindrances: Loyal (Collective), Vow (Major—the Directorate)

Edges: Arcane Background (Super Power), Dynamic Duo, Mentalist

Gear: Concealable holster, Makarov pistol (Range 10/20/40, Damage 2d6, RoF 1, Shots 8, AP 1, concealable, silencer), various belongings.

Special Abilities:

- **Cluster:** Telepathy works with no range limitation among each member of the same Collective cluster.

Super Powers (Telepathy):

- **Mind Control (9):** Memory Alteration, Multiple Minds x2. (Telepathy).
- **Mind Reading (9):** Memory Mastery, Mind Rider. (Telepathy).
- **Telepathy (10):** Broadcast, Mind Rider, Switchboard. (Telepathic link).

🔑 ESPER SPY

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

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

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

Hindrances: Obligations (to their agency/organization)

Edges: Arcane Background (Super Power), Eidetic Memory, Streetwise

Gear: Walther PPK (Range 10/20/40, Damage 2d6, RoF 1, Shots 7, AP 1, Semi-Auto, silencer).

Super Powers (ESP):

- **Aura Reading (1):** ESP.
- **Danger Sense (2):** ESP.
- **Retrocognition (5):** Impregnation, Extended Reach. (Psychometry).
- **Remote Viewing (4):** Extended Range. (Astral projection).

🔑 KERES

KERES BOKINETIK

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

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

Pace: 6; **Parry:** 7; **Toughness:** 10 (4)

Hindrances: Obligations (the Olympians)

Edges: Arcane Background (Super Power), Assassin, Combat Reflexes, Martial Artist, Nerves of Steel, Quick, Thief

Gear: Armored cloaking suit (+4, torso, arms and legs, non-bullet damages are halved, +4 to Stealth rolls involving visual, invisible to thermal vision), combat knife (Str+d4), HK MK23 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1, laser sight, silencer).

Super Powers (Biokinesis):

- **Awareness (5):** Ignores obscurement penalties and Gang Up Bonus. (Enhanced senses).
- **Extra Actions (3):** One extra action. (Adrenaline surge).
- **Gifted (1):** Minor Limitation: physical skills only. (Memory reflexes).
- **Leaping (2):** Leaps 4" vertically, 8" horizontally. (Powerful legs).
- **Super Attribute (4):** Agility +1, Strength +1. (Enhanced physical attributes).
- **Thermal Adaptation (1):** Metabolism control.
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced reflexes).

KERES ESPER

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

Skills: Athletics d8, Common Knowledge d8, Fighting d10, Notice d8, Persuasion d6, Shooting d10, Stealth d10, Thievery d8

Pace: 6; **Parry:** 7; **Toughness:** 10 (4)

Hindrances: Obligations (the Olympians)

Edges: Arcane Background (Super Power), Assassin, Combat Reflexes, First Strike, Level Headed, Thief

Gear: See Keres Biokinetic.

Super Powers (ESP):

- **Attack, Melee (6):** Str+d6, AP 4. (Dim Mak).
- **Aura Reading (2):** True sight.
- **Danger Sense (2):** ESP.
- **Deflection (4):** -4 to hit with ranged attacks. (Sixth sense).

- **Heightened Senses (2):** Eagle Eyes, Perception. (Enhanced senses).
- **Retrocognition (4):** Extended Reach. (Concentration).

EUGENICS THREATS

PHOBOS OPERATOR

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

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

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

Hindrances: Loyal (Phobos operators), Obligations (ARES)

Edges: Combat Reflexes, Improved CQB, Level Headed, Soldier

Gear: Ballistic helmet (+4, commlink, gas mask, night-vision goggles), combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), HK USP (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), KRISS Vector (Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1, 3RB, reflex sight, silencer), tactical body armor (+6, torso, non-bullet damages are halved).

Special Abilities:

- **Enhanced senses:** Due to their gene therapy, Phobos operators add +2 to their Notice rolls to hear and see.
- **Mind Shield:** +2 to any roll to resist mind based powers.
- **Quick Reflexes:** -1 to hit.

CHIMERA SOLDIERS AKHEILOS SERIES

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

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d12, Repair d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 9

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Alertness, Combat Reflexes, Frenzy, Quick, Soldier

Gear: Combat knife (Str+d4), HK USP (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), KRISS Vector (Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1, 3RB, reflex sight, silencer).

Special Abilities:

- **Aquatic:** Pace 8 under water. Akheilios can breath water and air equally.
- **Bite:** Str+d6.
- **Dependency (Water):** Akheilios must immerse themselves in seawater at least one hour every 24 hours or suffer Fatigue each day until Incapacitated. If they don't immerse after that they die.
- **Low Light Vision:** Ignore Dim and Dark lighting penalties.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.
- **Toughness:** Akheilios's skin is composed of reinforced placoid scales and adds +2 to Toughness.

CERCOPES SERIES

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d12, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8

Pace: 8; **Parry:** 8; **Toughness:** 13 (6)

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Acrobat, Combat Reflexes, Block, Dodge, Quick, Steady Hands, Soldier

Gear: Auto Assault-12 (Range 12/24/48, Damage 2d10, RoF 3, Shots 20, reflex sight), combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), HK USP (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+6, torso, non-bullet damages are halved).

Special Abilities:

- **Bite:** Str+d4.
- **Climb:** Cercopes move at their full Pace in trees or any gripping surface.
- **Fleet-Footed:** Cercopes roll a d8 when running.

- **Leap:** Jump distances are doubled.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.
- **Pummel:** Str+d6.
- **Prehensile feet:** Cercopes can use their feet to grab objects or perform an extra Fighting attack without any penalty.

GORGON SERIES

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

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

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

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Combat Reflexes, Level-Headed, Soldier

Gear: Combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), HK 416 (Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, reflex sight), HK USP (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+6, torso, non-bullet damages are halved).

Special Abilities:

- **Constrict:** When succeeding a Fighting attack, instead of rolling damage, the gorgon can ensnare its victim in his powerful arms and deal Str+d6 damage, and each round thereafter. The victim can attempt to escape on his action by succeeding an opposed Strength roll.
- **Environmental Weakness:** Gorgons are susceptible to cold. They suffer a -4 penalty to resist cold environments and suffer +2 damage from cold or ice-based attacks.
- **Infravision:** Can detect and see heat signatures. Halves penalties (rounded down) for bad lighting when attacking heat producing targets.
- **Keen Sense:** +2 to Notice while using scent.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.
- **Spit Venom:** With a successful melee attack,

the gorgon can spit a paralyzing venom in the eyes of its adversary. Anyone not wearing protection goggles or a gas mask, must make a Vigor roll. If the roll is a failure, the victim is paralyzed for 2d6 rounds, with a success he is only shaken, and with a raise the venom has no effect.

MEDUSA SERIES

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

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Notice d8, Shooting d8, Stealth d12, Thievery d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Assassin, Combat Reflexes, Improved Dodge, Quick, Soldier

Gear: Combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW) KRIS Vector (Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1, reflex sight), HK USP (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical webbing.

Special Abilities:

- **Chameleon:** The medusa can change her skin colour and texture and blend with her surroundings. If she moves at half her Pace or less, she gains +4 to Stealth rolls, or +2 if she moves up to their Pace.
- **Claws:** Str+d4.
- **Environmental Weakness:** Medusas are susceptible to cold. They suffer a -4 penalty to resist cold environments and suffer +2 damage from cold or ice-based attacks.
- **Infravision:** Can detect and see heat signatures. Halves penalties for bad lighting when attacking heat-producing targets.
- **Keen Sense:** +2 to Notice while using scent.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.
- **Regeneration:** Makes a natural Healing roll once per hour. Medusas can even regrow lost limbs. To prevent any regeneration, the head

must be removed or the body destroyed.

- **Wall Walker:** Medusas can adhere and move at their full Pace on any surface.

MANTICORE SERIES

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

Skills: Athletics d10, Common Knowledge d6, Fighting d12, Intimidation d8, Notice d10, Shooting d8, Stealth d10, Survival d8

Pace: 10; **Parry:** 8; **Toughness:** 13 (6)

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Assassin, Combat Reflexes, First Strike, Quick, Soldier

Gear: Combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), KRISS Vector (Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1, reflex sight), HK USP (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+6, torso, non-bullet damages are halved).

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 Dim and Dark lighting penalties.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.

STRIGA SERIES

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d12, Shooting d10, Stealth d8, Survival d8

Pace: 8; **Parry:** 7; **Toughness:** 13 (6)

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Alertness, Danger Sense, Combat Reflexes, Level Headed, Marksman

Gear: Cloaking suit (+4 to Stealth rolls versus

visual detection, invisible to infrared), combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW) HK PSG1 (.7.62, Range 30/60/120, Damage 2d8+1, RoF 1, Shots 20, AP 2, scope), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+6, torso, non-bullet damages are halved).

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Echolocation:** Striga suffer no penalties in bad lighting, even in pitch black. They are not affected by smoke either. If its target is not moving the Striga suffer -2 for his attack.
- **Keen Sense:** +2 to Notice while using scent.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.

NEO-THERIANTHROPE

Note: the first set of stats is for the neo-therianthrope's human form; the second is for its hybrid form.

All neo-therianthropes have the following Special Abilities in their hybrid form.

Special Abilities:

- **All Thumbs:** In their hybrid form, neo-therianthropes have a difficult time manipulating modern devices and firearms, they suffer a -2 penalty when trying to use them.
- **Bite/Claws:** Str+d6.
- **Fearless:** Neo-therianthropes are immune to fear and Intimidation.
- **Improved frenzy:** Two Fighting attacks per round at no penalty.
- **Shape Change:** A neo-therianthrope needs one full action to transform into a hybrid. If she is knocked unconscious or killed she reverts to her human form.
- **Regeneration:** Neo-therianthropes have a very fast metabolism and make a natural Healing roll once per hour.

NEO-THERIANTHROPE, URSINE

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10/d12+4, Vigor d10/d12

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d8, Shooting d8, Stealth d6, Survival d4

Pace: 6/8; **Parry:** 6; **Toughness:** 7/12 (2)

Hindrances: Obligations (ARES)

Edges: Berserk, Brawny, Combat Reflexes, Nerves of Steel, Soldier

Gear: As Phobos operators when they are in human form.

Special Abilities (hybrid form):

- **Armor +2:** Ursine neo-therianthropes have a thick skin acting like an armor.
- **Hardy:** Neo-therianthropes does not suffer a wound from being Shaken twice.
- **Keen Sense:** +2 to Notice while using scent.
- **Size +2:** Ursine are powerful and bulky creatures.

NEO-THERIANTHROPE, LEOPARD

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

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

Pace: 6/12; **Parry:** 7; **Toughness:** 6/9

Hindrances: Obligations (ARES)

Edges: Alertness, Quick, Soldier, Woodsman

Gear: As Phobos operators when they are in human form.

Special Abilities (hybrid form):

- **Fleet-Footed:** Rolls d12 when running.
- **Keen Sense:** +2 to Notice while using scent.
- **Leap:** Jump distances are doubled.
- **Low Light vision:** Ignore penalties for Dim and Dark lighting.
- **Size +2:** Neo-therianthropes are powerful and bulky creatures.

NEO-THERIANTHROPE, WOLF

Attributes: Agility d8/d10, Smarts d8, Spirit d10, Strength d8/d12+1, Vigor d8/d10

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

Pace: 6/10; **Parry:** 7; **Toughness:** 6/8

Hindrances: Obligation (ARES)

Edges: Alertness, Berserk, Danger Sense, Level-Headed, Soldier, Woodsman

Gear: As Phobos operators when they are in human form.

Special Abilities (hybrid form):

- **Fleet-Footed:** Rolls d10 when running.
- **Keen Sense:** +2 to Notice and Tracking while using scent.
- **Leap:** Jump distances are doubled.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Size +1:** Neo-therianthropes are powerful and bulky creatures.

LAMIA

No changes.

PSYCHIC THREATS

DEVARIANT

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Athletics d4, Common Knowledge d10, Driving d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d10, Shooting d8, Stealth d6

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

Hindrances: —

Edges: Arcane Background (Super Power)

Gear: Various items.

Special Abilities:

- **Drone Creation:** Any person completely drained by a deviant becomes a drone. The deviant has a telepathic link with his drones and can control them with no range limitation. A deviant can control as many drones as his Spirit die type.
- **Fearless:** Deviants are immune to Fear and Intimidation.
- **Psychic Drain:** To survive, a deviant needs to drain people's psychic energy on a regular basis. He uses an action to make an opposed Spirit roll with his victim. If the deviant wins, its victim loses 1 Spirit die. If the victim's Spirit drops below d4, his mind is completely wiped, and he becomes a drone. Otherwise

he regains 1 Spirit die per day. The deviant must be in close contact with its victim.

Super Powers:

Deviants can have access to any categories of psychic powers and authorized powers. Each deviant is unique and has different ways to hunt or kill.

- **Attack, Ranged (5):** Range 12/24/48, Damage 3d6, RoF 1, Heavy Weapon. (Fire bolt).
- **Aura Reading (1):** ESP.
- **Danger Sense (2):** ESP.
- **Heightened Senses (1):** Low Light Vision. (Mutation—biokinesis).
- **Invisibility (7):** -4 to Notice roll. Minor Limitation (doesn't affect cameras and electronic devices). (Mind illusion).
- **Mind Control (7):** Multiple Minds. (Telepathy).
- **Regeneration (2):** Healing roll every day. (Mutation—biokinesis).
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced danger sense).

DRONE

No changes.

SHADE

No changes.

🗡️ THERIANTHROPE WOLF THERIAN

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

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

Pace: 6/10; **Parry:** 6; **Toughness:** 6/7

Hindrances: —

Edges: Danger Sense

Gear: Various items in human form.

Special Abilities (animal form):

- **Bite:** Str+d6.
- **Fleet-Footed:** Rolls d10 when running.
- **Go for the Throat:** Wolf therianthropes instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Keen Sense:** +2 to Notice and Tracking while using scent.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Shape Change:** A therianthrope needs one full action to transform into an animal. If he is knocked unconscious or killed he reverts to his human form.
- **Slow Regeneration:** Makes a natural Healing roll once per day.

ALLIES AND MOST WANTED

ALLIES

🔑 EIKO TANAKA

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

Skills: Athletics d6, Battle d10+2, Common Knowledge d10, Electronics d6, Fighting d8, Hacking d8, Notice d8, Persuasion d10, Research d8, Shooting d8, Stealth d6, Thievery d6, Tradecraft d12+2

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

Hindrances: Cautious, Loyal

Edges: Arcane Background (Super Power), Alertness, Charismatic, Connections, Command, Eidetic Memory, Inspire, Jack-Of-All-Trades, Level Headed, Linguist, Mind Shield, Scholar (Battle and Tradecraft), Tactician

Gear: Encrypted smartphone, SIG P226 (Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1).

Super Powers (Psychokinesis – Fire):

- **Absorption (6):** Fire. Reflection.
- **Attack, Ranged (10):** Range 12/24/48, Damage 5d6, RoF 1, Area Effect (MBT), Heavy Weapon, Lethal. (Fireball).
- **Energy Control (7):** Selective. (Fire control).
- **Resistance (5):** Fire. +4 to resist fire based powers.

🔑 RONIN

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

Skills: Athletics d10, Battle d12, Common Knowledge d10, Driving d6, Electronics d6, Fighting d12, Persuasion d8, Notice d8, Repair d6, Shooting d12, Stealth d10, Thievery d6, Tradecraft d8

Pace: 6; **Parry:** 10; **Toughness:** 11 (4)

Hindrances: Code of Honor, Enemy (Minor—Radan Savić), Heroic, Loyal

Edges: Arcane Background (Super Powers), Blind Fighting, Improved Block, Combat Reflexes, Command, Connections, Improved Counterattack,

First Strike, Improved CQB, Level Headed, Martial Artist, Natural Leader, Nerves of Steel, Soldier, Tactician, Team Leader, The Best There Is (*force control*)

Gear: Armored stealth suit (+4, torso, arms and legs, non-bullet damages are halved, +2 to Stealth rolls), combat knife (Str+d4), FN SCAR-H (Range 24/48/96, Damage 2d8+1, RoF 1, Shots 20, AP 2, 3RB, reflex sight), HK MK23 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1, silencer).

Super Powers (Psychokinesis-Telekinesis):

- **Attack, Ranged (8):** Range 12/24/48 or Cone Template, Damage 4d6, RoF 1, Focus. (Telekinetic bolt).
- **Force Control (15):** Level 6, Strength d12+4, Force Field. (Telekinesis).
- **Leaping (2):** Leaps 4" vertically, and 8" horizontally. (Telekinetic jump).
- **Malfunction (3):** Telekinetic manipulation.

🔑 LETHO

Attributes: Agility d8/d10, Smarts d8, Spirit d10, Strength d8/d12+1, Vigor d8/d12

Skills: Athletics d12, Common Knowledge d6, Electronics d8, Fighting d12+2, Intimidation d8, Notice d10, Shooting d8, Stealth d12+2, Survival d10, Thievery d10

Pace: 6/10; **Parry:** 10/8; **Toughness:** 8 (2)/9

Hindrances: Enemi (Major—ARES), Heroic, Loyal, Impulsive, Overconfident, Vow (Major—destroy ARES)

Edges: Acrobat, Alertness, Ambidextrous, Berserk, Block, Combat Reflexes, Counterattack, Danger Sense, Expert (Fighting, Stealth), First Strike, Florentine, Improved Dodge, Improved Extraction, Level-Headed, Nerves of Steel, Quick, Quick Draw, Soldier, Sweep, Tough as Nails, Two-Fisted, Woodsman

Gear: Change of clothes, encrypted smartphone, 2 karambit (Str+d4), SIG P226 (Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1), stealth suit (+2,

torso, arms and legs, +2 to Stealth rolls), subvocal commlink, 6 throwing blades (Range 3/6/12, Damage Str+d4).

Special Abilities (hybrid form):

- **All Thumbs:** In their hybrid form, neo-therianthropes have a difficult time manipulating modern devices and firearms, they suffer a -2 penalty when trying to use them.
- **Bite/Claws:** Str+d6.
- **Fearless:** Neo-therianthropes are immune to fear and Intimidation.
- **Fleet-Footed:** Rolls d10 when running.
- **Improved frenzy:** Two Fighting attacks per round at no penalty.
- **Keen Sense:** +2 to Notice and Tracking while using scent.
- **Leap:** Jump distances are doubled.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Regeneration:** Neo-therianthropes have a very fast metabolism and make a natural Healing roll once per hour.
- **Shape Change:** A neo-therianthrope needs one full action to transform into a hybrid. If she is knocked unconscious or killed she reverts to her human form.
- **Size +1:** Neo-therianthropes are powerful and bulky creatures.

🔦 DR. ELIZABETH CONNORS

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

Skills: Athletics d4, Common Knowledge d10, Healing d12+2, Notice d10, Persuasion d6, Psi Phenomena d10, Research d12, Science d12+2

Languages: English, French, German, Japanese, Spanish

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

Hindrances: Bad Eyes (Minor), Pacifist (Major), Slow (Major)

Edges: Expert (Healing), Luck, Scholar (Science)

Gear: Glasses, encrypted smartphone, tablet, white coat.

ARES

🔦 RICHARD DESMOND

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Academics d10, Athletics d6, Battle d12+2, Common Knowledge d10, Fighting d8, Intimidation d8, Notice d10, Persuasion d10, Research d8, Shooting d8, Stealth d6, Tradecraft d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Hindrances: Arrogant, Obligations (the Olympians), Vow (Major—replace the Olympians)

Edges: Block, Charismatic, Combat Reflexes, Command, Connections, Expert (Battle), Filthy Rich, Hard to Kill, Level Headed, Strong Willed, Tactician, Tough as Nails

Gear: Colt 1911 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7, AP 1).

Special Abilities:

- **ATBC:** Desmond has been implanted with an anti-telepathic bioneural chip. +4 to resist mind-based powers.

🔦 STAVROS

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12+2, Vigor d12+1

Skills: Athletics d10, Battle d12+2, Common Knowledge d10, Driving d6, Fighting d12+2, Intimidation d12, Notice d10, Piloting d6, Repair d8, Shooting d12, Stealth d10, Survival d10, Thievery d6, Tradecraft d12

Pace: 6; **Parry:** 11; **Toughness:** 13 (+4)

Hindrances: Loyal (bio-augmented soldiers), Obligations (ARES/the Olympians), One Eye

Edges: Block, Combat Reflexes, Command, Command Presence, Connections, Counterattack, Expert (Fighting, Battle), Harder to Kill, Improved CQB, Improved First Strike, Improved Nerves of Steel, Improved Level Headed, Jack-Of-All-Trades, Leader of Men, Martial Artist, Streetwise, Strong Willed, Tactician, Improved Tough as Nails, Weapon Master

Gear: Combat knife (Str+d4), concealable body armor (+4, torso, non-bullet damages are halved), Colt 1911 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7, AP 1).

Special Abilities:

- **Enhanced Attributes:** Stavros' Strength and Vigor have been enhanced due to a genetic process.
- **Immunity:** Stavros is immune to disease and poison.
- **Mental Shield:** +4 to any roll to resist mind based powers.
- **Quick:** Stavros can't draw any card lower than 5.
- **Slow Regeneration:** Makes a natural Healing roll once per day.
- **Slow Aging:** Stavros ages twice slower than ordinary humans.
- **Toughness +1:** Reinforced bone structure.
- **Uncanny Reflexes:** -2 to hit.

THE DIRECTORATE

📁 THE OLD LADY

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

Skills: Battle d10, Common Knowledge d12, Fighting d8, Intimidation d12, Notice d10, Persuasion d10, Psi Phenomena d12+2, Shooting d8, Tradecraft d12+2

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

Hindrances: Cautious, Delusional (Minor—believes she's the incarnation of Motherland Russia), Enemy (Major—the Olympians), Secret (Major—her deviant nature is a well-hidden secret)

Edges: Arcane Background (Super-Powers), Charismatic, Command, Connections, Harder to Kill, Improved Nerves of Steel, Mentalist, Mind Shield, Scholar (Psi Phenomena, Tradecraft)

Gear: Makarov PM (Range 10/20/40, Damage 2d6, RoF 1, Shots 7, AP 1, concealable)

Special Abilities:

- **Drone:** Any person completely drained by a deviant becomes a drone. The deviant has a telepathic link with his drones and can control them with no range limitation. A deviant can control as many drones as his Spirit die type.
- **Fearless:** Deviants are immune to Fear and Intimidation.
- **Psychic Drain:** To survive, a deviant needs

to drain people's psychic energy on a regular basis. He uses an action to make an opposed Spirit roll with his victim. If the deviant wins, its victim loses 1 Spirit die. If the victim's Spirit drops below d4, his mind is completely wiped, and he becomes a drone. Otherwise he regains 1 Spirit die per day. The deviant must be in close contact with its victim.

Super Powers:

- **Ageless (2):** Very Old.
- **Animal Control (10):** Level 5. Telepathic Link.
- **Attack, Melee (5):** Str+2d6, Mental Attack. (Psychic claws).
- **Aura Reading (2):** ESP.
- **Danger Sense (2):** ESP.
- **Doesn't Sleep (2):** Never sleeps. (Predatory senses).
- **Fear (3):** Cold stare.
- **Illusion (8):** Level 4, 10" radius. System Shock, Targeted. Minor Limitation (living target only). (Mind illusion).
- **Immune to Poison/Disease (2):** Genetic alteration.
- **Mind Control (9):** Memory Alteration +4, Multiple Minds x2. (Telepathy).
- **Mind Reading (6):** Memory Mastery. (Telepathy).
- **Possession (10):** Memories. (Mental possession).
- **Regeneration (2):** Level 1, rolls to heal every day. (Mutation—biokinesis).
- **Super Attributes (8):** Smarts +2, Spirit +2. (Mental training).
- **Telekinesis (9):** Level 4, Strength d12+2. Heavy Weapon.
- **Telepathy (2):** Mind Rider, Switchboard.

📁 ARKADY VOLKOV

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Athletics d8, Battle d10, Common Knowledge d8, Fighting d10, Hacking d6, Intimidation d8, Notice d8, Shooting d10, Stealth d8, Thievery d6, Tradecraft d8

Pace: 6; **Parry:** 8; **Toughness:** 11 (4)

Hindrances: Code of Honor, Loyal, Phobia (Minor—water), Vow (Major—the Directorate)

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, Command, Counterattack, Improved Nerves of Steel, Improved Tough as Nails, Level Headed, Mastery (attack, ranged), Tactician

Gear: AKS-74U (Range 15/30/60, Damage 2d8, RoF 3, Shots 30, AP 2, Auto, Reflex sight), armored stealth suit (+4, torso, arms and legs, non-bullet damages are halved, +2 to Stealth), commlink, Makarov pistol (Range 10/20/40, Damage 2d6, RoF 1, Shots 8, AP 1), NSR-2 knife (Range 3/6/12, Damage 2d6/Str+d4, Shot 1, suppressed).

Special Abilities:

- **No Limit:** Volkov has been enhanced to push his psychic abilities beyond their limit. He is not restricted by the **Campaign Power Level**.

Super Powers (Psychokinesis—Electricity):

- **Attack, Ranged (12):** Range 24/48/96, Damage 4d6, RoF 1, Focus, Heavy Weapon. (Lighting bolt).
- **Damage Field (9):** Damage 4d6. Heavy Weapon. Requires Activation. (Electric aura).
- **Deflect (4):** -6 to hit with ranged attacks. Minor Limitation (metallic objects only), Requires Activation. (Electromagnetic field).
- **Energy Control (11):** Electricity. Area Effect (LBT), Range, Selective.
- **Heightened Senses (2):** Spatial Sense. (Electromagnetic vision).
- **Interface (3):** Code Breaker. (Electric manipulation)
- **Malfunction (5):** Area Effect. Minor Limitation (only affects electronic devices). (Electromagnetic pulse).
- **Resistance (5):** Electricity. +4 to resist effects, direct attacks cause half damage.

⚡ ELENA SOKOLOVA

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

Skills: Athletics d10, Common Knowledge d8, Fighting d8, Intimidation d6, Notice d10, Shooting d12+2, Stealth d12, Survival d12, Taunt d8

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

Hindrances: Arrogant, Deathwish (earn her father's respect), Loyal, Vow (Major—the Directorate)

Edges: Alertness, Arcane Background (Super

Powers), Assassin, Combat Reflexes, Dead Shot, Improved Trademark Weapon (compound bow), Level Headed, Marksman, Quick, Steady Hands, Strong Willed, Woodsman

Gear: Armored cloaking suit (+4, torso, arms and legs, non-bullet damages are halved, +4 to Stealth rolls involving visual, invisible to thermal vision), commlink, compound bow (Range 20/40/80, Damage 2d6+1, RoF 1), Makarov pistol (Range 10/20/40, Damage 2d6, RoF 1, Shots 8, AP 1, concealable), NSR-2 knife (Range 3/6/12, Damage 2d6/Str+d4, Shot 1, suppressed), thermal goggles.

Special Abilities:

- **No Limit:** Elena has been enhanced to push her psychic abilities beyond their limit. She is not restricted by the **Campaign Power Level**.

Super Powers (Biokinesis):

- **Animal Control (11):** Level 4. Animal Companion (crow), Telepathic Link. (Pheromones).
- **Doesn't Sleep (2):** Predatory senses.
- **Ensnare (5):** Area Effect (MBT). Switchable (*matter control*). (Tree branches and roots).
- **Immune to Poison (1):** Genetic mutation.
- **Matter Control (9):** Level 4, Strength d12. Range, Requires Material (plants and trees). Switchable (Primary with *ensnare*). (Plant control).
- **Poison (7):** Knockout, Strong. (Elena can exhale a cloud of toxic spores).
- **Regeneration (4):** Healing roll every hour. (Cellular regeneration).
- **Stasis (2):** Photosynthesis.

⚡ KOIL KADNIKOV

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

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

Pace: 6; **Parry:** 7; **Toughness:** 16 (8)

Hindrances: Bloodthirsty, Ugly, Vengeful (Major), Vow (Major—the Directorate), Weakness (Major—fire/heat)

Edges: Arcane Background (Super Power), Brawny, Bruiser, Combat Reflexes, Hard to Kill, Improved Killer Instinct, Nerves of Steel, Rock and

Roll!

Gear: AK-15 (Range 24/48/96, Damage 2d8+1, RoF 3, Shots 30, AP 2), commlink, sealed body armor (+8, covers full body, non-bullet damages are halved, gas mask, body temperature regulating system, negates *damage field*; each time Koil receives a wound there's 50% chance that his sealed system stops functioning), Makarov pistol (Range 10/20/40, Damage 2d6, RoF 1, Shots 8, AP 1, Concealable, Semi-Auto), NSR-2 knife (Range 3/6/12, Damage 2d6/Str+d4, Shot 1, suppressed), thermal goggles.

Special Abilities:

- **No Limit:** Koil has been enhanced to push his psychic abilities beyond their limit. He is not restricted by the **Campaign Power Level**.

Super Powers Psychokinesis—Cold:

- **Attack, Melee (7):** Str +2d6, AP 4, Reach +1. Switchable (*matter control*). (Ice weapons).
- **Attack, Ranged (7):** Range 12/24/48, Damage 3d6, RoF 1, MBT. Heavy Weapon. (Cryo bomb).
- **Damage Field* (14):** Damage 5d6. Medium Template, Permanent. (Cold aura).
- **Deflection (3):** -4 to hit with ranged attacks. Requires Activation. (Icy sheath).
- **Ensnare (7):** Area Effect (MBT), Very strong. Contingent (attack, ranged).
- **Matter Control (11):** Level 6, Strength d12+2. Construct, Range 24". Switchable (Primary with *attack, melee*). (Ice manipulation).
- **Resistance (5):** Cold. +4 to resist effects, direct attacks cause half damage.
- **Storm (5):** Downpour, Gale Force. (Ice storm).

*Koil wears a sealed body armor (see Gear) negating his damage field.

ORDER OF THE HOLY MYSTERY

FATHER PETER

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d4, Vigor d6

Skills: Academics d12+2, Common Knowledge d12, Notice d12, Persuasion d12, Psi Phenomena d12+2, Research d10, Stealth d6

Pace: 6; **Parry:** 2; **Toughness:** 5

Hindrances: Elderly, Pacifist (Minor), Vow (Major—the Order)

Edges: Eidetic Memory, Charismatic, Connections, Mind Shield, Scholar (Academics, Psi Phenomena)

Gear: Rosary.

Super Powers (ESP):

- **Aura Reading (2):** True sight.
- **Danger Sense (2):** ESP.
- **Fearless (2):** Emotion mastery.
- **Precognition (3):** Overwhelming, Premonition. (Automatic writing).
- **Remote Viewing (10):** Clairaudience, Extended Range +5 (anywhere on Earth), Subtle. (Astral form).
- **Retrocognition (4):** Extended Reach, Impregnation, Overwhelming. (Concentration).
- **Speak Language (1):** Enhanced intuition.

SWORD OF ST-GEORGE

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Academics d6, Athletics d12, Common Knowledge d8, Driving d6, Fighting d12, Notice d10, Persuasion d8, Shooting d10, Stealth d8

Pace: 12; **Parry:** 10; **Toughness:** 11 (4)

Hindrances: Code of Honor, Delusional (Minor—believes his psychic powers are a gift from God), Loyal, Vow (Major—the Order)

Edges: Acrobat, Arcane Background (Super Powers), Attractive, Brave, Combat Reflexes, Counterattack, Elan, Extraction, Fast Healer, Improved Martial Artist, Improved Sweep, Quick, Mind Shield

Gear: Concealable body armor (+4, torso, non-bullet damages are halved), SIG P226 (Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1).

Super Powers (Biokinesis):

- **Awareness (5):** Uncanny senses.
- **Extra Actions (3):** One extra action. (Adrenaline surge).
- **Leaping (1):** Leaps 2" vertically, 4" horizontally. (Powerful legs).
- **Healing (5):** Healing touch.
- **Speed (4):** Pace 12. Catch and Throw. (Powerful legs).

- **Super Attributes (6):** Agility +1, Strength +2. (Enhanced physical abilities).
- **Uncanny Reflexes (6):** -2 to hit. Blinding Reflexes. (Uncanny reflexes).

TYPHON

GAIA

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d8, Knowledge (Biology) d12+2, Knowledge (Genetics) d12+4, Notice d10, Persuasion d10,

Languages: English, Arabic, French, German, Italian, Russian, Spanish

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: Curious, Enemy (Major—the Olympians), Stubborn, Vow (Major—make humanity evolve)

Edges: Alertness, Charismatic, Expert (Knowledge (Genetics)), Luck, Scholar (Knowledge (Biology), Knowledge (Genetics)), Very Attractive

Gear: Lab coat, tablet.

Special Abilities:

- **Armor:** Gaia's skin is covered by a flexible and thin layer of chitin, which gives her "plastic" appearance. Armor +2 to her entire body.
- **Danger Sense:** Due to her enhanced senses, Gaia can detect hidden dangers with a Notice roll, and start the first round of an ambush or surprise attack on Hold with a raise.
- **Immunity:** Gaia is immune to disease and poison.
- **Insect Control:** Gaia has the ability to summon and control insects and spiders. This requires an action and a Smart roll (-2). If successful, 1d6 swarms of insects or spiders (see *Swarm*, *Savage Worlds* core rules) come from the surroundings in 1d6+2 rounds.
- **Quick:** Gaia can't draw any card lower than 5.
- **Slow Regeneration:** Makes a natural Healing roll once per day.
- **Uncanny Reflexes:** -2 to hit.

AF-NOH

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

Skills: Athletics d8, Common Knowledge d6, Driving d4, Fighting d10, Intimidation d6, Notice d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 8; **Toughness:** 7

Hindrances: Amnesia (Minor), Loyal, Overconfident, Quirk (wears esoteric tattoos), Vow (Major—destroy the Olympians)

Edges: Arcane Background (Super Powers), Block, Brawler, Brawny, Counterattack, Improvisational Fighter, Streetwise, Two-Fisted

Gear: Metal rods (Str+d4), AA-12 shotgun (Range 12/24/48, Damage 1-3d6, RoF 3, Shots 20).

Super Powers (Psychokinesis—Sound):

- **Attack, Ranged (6):** Range 12/24/48 or Cone Template, Damage 3d6, RoF 1, Heavy Weapon. (Sound blast).
- **Deflect (3):** -4 to hit with ranged attacks. Requires activation. (Wall of sound).
- **Earthquake (5):** Earthshake. (Sound waves).
- **Heightened Senses (3):** +2 to Notice rolls with hearing. Spatial Sense. (Radar sense).
- **Leaping (3):** (Sound propulsion).

CALLISTO

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10/d12+3, Vigor d10/d12+2

Skills: Athletics d10, Battle d8, Common Knowledge d8, Fighting d12, Intimidation d8, Notice d10, Piloting d8, Shooting d10, Stealth d10, Thievery d6

Pace: 6; **Parry:** 9; **Toughness:** 8/14 (2)

Hindrances: Enemy (Major—the Olympians), Loyal, Overconfident, Vengeful (Major)

Edges: Berserk, Block, Brawny, Bruiser, Close-Quarters Battle, Combat Reflexes, Command, Counterattack, Danger Sense, Dodge, Frenzy, Harder to Kill, Improved First Strike, Killer Instinct, Nerves of Steel, No Mercy, Quick, Rock and Roll, Soldier

Gear: Combat knife (Str+d4), HK G36C (Range 15/30/60, Damage 2d8, RoF 3, Shots 30, AP 2)

Special Abilities (hybrid form):

- **All Thumbs:** In their hybrid form, neo-therianthropes have a difficult time manipulating modern devices and firearms,

they suffer a -2 penalty when trying to use them.

- **Armor +2:** Ursine neo-therianthropes have a thick skin acting like an armor.
- **Bite/Claws:** Str+d6.
- **Fearless:** Neo-therianthropes are immune to fear and Intimidation.
- **Hardy:** The neo-therianthropes does not suffer a wound from being Shaken twice.
- **Improved Frenzy:** Two Fighting attacks per round at no penalty.
- **Keen Sense:** +2 to Notice while using scent.
- **Regeneration:** Neo-therianthropes have a very fast metabolism and make a natural Healing roll once per hour.
- **Shape Change:** A neo-therianthrope needs one full action to transform into a hybrid. If she is knocked unconscious or killed she reverts to her human form.
- **Size +2:** Ursine are powerful and bulky creatures.

OTHERS

📍 JACOB "DIOMEDES" BURNHOUSE

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+2, Vigor d12+1

Skills: Athletics d8, Battle d8, Common Knowledge d8, Driving d6, Fighting d10, Intimidation d6, Notice d8, Piloting d8, Repair d8, Shooting d10, Stealth d8

Pace: 6; **Parry:** 8; **Toughness:** 12/15 (3/6)

Hindrances: Death Wish (to be reunited with his family), Code of Honor, Loyal (Acheans), Vow (Major—destroy the Olympians)

Edges: Ambidextrous, Block, Combat Reflexes, Charismatic, Command, Counterattack, Demolitionist, Elan, First Strike, Hard to Kill, Improved CQB, Inspire, Level Headed, Marksman, Quick Draw, Rock and Roll, Streetwise, Tactician, Take the Hit, Team Leader

Gear: HK SCAR-H (Range 24/48/96, Damage 2d8+1, RoF 1, Shots 20, 3RB, AP 2, reflex sight), HK USP (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+6, torso, non-bullet

damages are halved), tomahawk (Range 3/6/12, Damage Str+d6), xiphos (Str+d6).

Special Abilities:

- **Enhanced Attributes:** Diomedes' Strength and Vigor have been enhanced due to a genetic process.
- **Immunity:** Diomedes is immune to disease and poison.
- **Mental Shield:** +4 to any roll to resist mind based powers.
- **Quick:** Diomedes can't draw any card lower than 5.
- **Slow Regeneration:** Makes a natural Healing roll once per day.
- **Slow Aging:** Diomedes ages at half the speed of ordinary humans.
- **Toughness +1:** Reinforced bone structure.
- **Uncanny Reflexes:** -2 to hit.

📍 SPECIAL AGENT PEREZ

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

Skills: Academics d8, Athletics d6, Common Knowledge d8, Driving d6, Fighting d8, Hacking d6, Notice d10, Persuasion d8, Research d10, Shooting d8, Stealth d6

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

Hindrances: Curious, Heroic, Obligations (FBI)

Edges: Alertness, Combat Reflexes, Connections, Investigator, Luck, Marksman, Streetwise

Gear: Handcuffs, FBI badge, Glock 22 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 15, AP 1).

📍 GOLDIE ARGENT

Note: Goldie Argent doesn't have any true physical form and uses his host's physical attributes instead.

Attributes: Agility —/d8, Smarts d10, Spirit d10, Strength —/d8, Vigor —/d8

Skills: Athletics d8, Common Knowledge d10, Driving d6, Electronics d8, Fighting d10, Notice d8, Persuasion d10, Shooting d10, Stealth d10, Thievery d8

Pace: 6; **Parry:** 8; **Toughness:** —/6

Hindrances: Enemy (Major—the Directorate), Greedy (Major), Overconfident, Quirk (prefers to possess attractive white males bodies and wear

luxury clothes)

Edges: Arcane Background (Super Powers), Assassin, Block, Charismatic, Combat Reflexes, Connections, Dodge, Improvisational Fighter, Jack-of-All-Trades, Master of Disguise, Mentalist, No Mercy, Streetwise, Thief

Gear: Folding knife (Str+d4, concealable), PSS-2 silent pistol (Range 10/20/40, Damage 2d6, RoF 1, Shots 6, suppressed).

Special Abilities:

- **Mind Transfer:** Goldie has lost his original body and is forced to stay in a host to survive. Once Goldie makes a successful opposed Spirit roll when using *possession*, he inhabits the body of the person he touched permanently (he does not get the -1 penalty for maintaining concentration). However, if the host is about to hurt a close one or do something against its very basic principles (ex.: murdering someone while having the Hindrance Pacifist), he can regain temporarily control of his body for a few minutes with an opposed Spirit roll. If the roll is successful, the victim can take the control for 1d6 rounds, with a raise 1d6 minutes. The only way to eliminate Goldie is to destroy his soul with a mental attack or to kill his host without giving him the chance to transfer his mind into someone else.

Super Powers (Telepathy):

- **Mind Control (9):** Memory Alteration. (Telepathic control).
- **Mind Reading (6):** Mind Rider. (Telepathy).
- **Possession (9):** Memories. Minor Limitation (requires touch). (Mind transfer).
- **Speak Language (1):** Surface mind reading.
- **Telepathy (2):** Telepathic connection.

NDREARE

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Athletics d8, Battle d10, Common Knowledge d8, Fighting d10, Notice d10, Persuasion d6, Shooting d10, Stealth d10, Thievery d8, Tradecraft d8

Pace: 6; **Parry:** 8; **Toughness:** 10 (4)

Hindrances: Obligations (The Olympians), Ruthless (Minor), Secret (Major—double agent), Vow (Major—take down the Olympians)

Edges: Arcane Background (Super Powers), Alertness, Assassin, Block, Combat Reflexes, Command, Dodge, Eidetic Memory, First Strike, Level Headed, Marksman, Martial Artist, Mind Shield, Tactician, Thief

Gear: Combat knife (Str+d4), HK MK23 (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1, laser sight, silencer), Keres armored cloaking suit (+4, torso, arms and legs, non-bullet damages are halved, +4 to Stealth rolls involving visual, invisible to thermal vision)).

Super Powers (ESP):

- **Awareness (5):** ESP.
- **Aura Reading (2):** True sight.
- **Danger Sense (2):** ESP.
- **Fearless (2):** Emotion mastery.
- **Precognition (4):** Premonition. (Trance state).
- **Remote Viewing (6):** Clairaudience, Extended Range (10 miles), Subtle. (Astral projection).
- **Uncanny Reflexes (4):** -2 to hit. (Danger sense).