

TITAN EFFECT

THE ROLE-PLAYING GAME

DECLASSIFIED
EDITION

ALTERNATE RULES (SWADE)



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This booklet contains alternate rules for those who want to play ***Titan Effect RPG Declassified Edition*** but don't have the *Savage Worlds Super Powers Companion* (SWADE). With this PDF, you only need *Savage Worlds Adventure Edition* core rules. Psychics fall into four categories, each with their Arcane Background (see below). These alternate rules also use the **No Power Points** Setting Rule from *Savage Worlds Adventure Edition*, but Critical Failure doesn't result in Backlash. Additionally, psychics can access all the powers available for their respective Arcane Background without any rank restriction.

Note: If you want to capture all the flavor of *Titan Effect RPG* and enjoy the gameplay as we initially designed it, we highly recommend using the *Savage Worlds Super Powers Companion* (SWADE), available from Pinnacle Entertainment Group.

BAS AND THERIANTHROPE

Currently, bio-augmented soldiers and therianthrope characters are not allowed to avoid balance issues when using the Alternate Rules. However, this may change with future updates.

NEW SETTING RULE

PSYCHIC SURGE

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

Example: 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. So Hexe decides to use *Psychic Surge* with her mind reading and add +2 to her Focus roll. In her next round, Hexe will suffer a Fatigue level.

ARCANE BACKGROUNDS

All Psychics start with one of the following Arcane Backgrounds and the Focus (Spirit) skill at d4 for free. Psychics have three powers at creation and can get new powers by taking New Power edge.

The following Edges are available: Concentration, Mentalist, and New Power.

ARCANE BACKGROUND (BIOKINETIC)

Biokinesis (or BK) is the ability to alter the DNA and anything organic. Biokinetics can use their powers to heal, temporarily enhance their physical abilities, change their look, or even control biochemicals, plants, and other life forms. However, even if they can alter their biology and features to imitate animal abilities (aquatic respiration, claws, heightened senses, etc.), biokinetics cannot take an animal form.

- **Arcane Skill:** Focus (Spirit)
- **Starting Powers:** 3
- **Available Powers:** barrier (plant control), beast friend (pheromones), blind (spit of viscous/poisonous substance), boost trait (self only, physical Traits only; adrenaline boost, physical change), lower trait (range touch, physical traits only; nerve strikes), confusion (high frequency scream), damage field (self only; growing spikes, electric field, poisonous skin), darksight (self only; sonic sight, cat's eyes, thermographic senses), deflection (self only; uncanny reflexes), disguise (self only, doesn't affect clothes/gear; malleable features, cellular alteration), empathy (animal control, pheromones), entangle (plant control, spider web secretion), environmental protection (self only, limited (GM's call); metabolism control), farsight (self only; eagle eyes), healing (cellular regeneration), invisibility (doesn't affect clothes; skin color adaptation), mind wipe (toxin), protection (sub-dermal plating, scales), puppet (victim must be at close range to inhale pheromones then stay in vocal contact; pheromone control), relief (adrenaline surge),

sloth (exhaled neurotoxin or spores), slumber (toxin), speed (self only; adrenaline boost, hyperactivity), summon ally (plant construct, reanimated corpse), wall walker (self only; spider web, micro-hooks on skin, claws), warrior's gift (self only; kinetic memory).

ARCANE BACKGROUND (ESPER)

ESPers can perceive things with their minds instead of their ordinary senses. Most of them can see or hear things through great distances and see past and future events. Some possess enhanced senses and intuitive aptitude and can project their mind out of their body.

- **Arcane Skill:** Focus (Spirit)
- **Starting Powers:** 3
- **Available Powers:** *aura reading* (concentration, true sight), boost/lower trait (self only, boost Smarts and Spirit and linked Skills only; concentration), darksight (enhanced senses), deflection (self only; analytical mind, sixth sense), detect arcana (psychic detection), divination (premonitions), empathy (enhanced aura reading), farsight (limited remote viewing), object reading (psychometry), remote viewing* (astral form, closing eyes), speak language (enhanced intuition), warrior's gift (self only; photographic reflexes).*

* See **New Powers**.

ARCANE BACKGROUND (PSYCHOKINETIC)

Psychokinesis (or PK) is the aptitude to control matter and energy with the mind. It covers abilities such as levitation, moving objects, controlling fire or electricity, etc. Psykes have more firepower and are more versatile than other psychics, but in return, most of their abilities are less discrete.

A psychokinetic must choose one (and only one) type of Trapping as described in *Savage Worlds* core rules. The Trapping is based on real-world energy or matter (Cold/Ice, Darkness, Electricity, Fire/Heat, Kinetic, Light, Sound, Water, etc.).

- **Arcane Skill:** Focus (Spirit)
- **Starting Powers:** 3
- **Available Powers:** *barrier (ice wall, telekinetic barrier), blast (fireball, ball of ice or electricity), blind (bright flash), bolt (electricity, fire, ice, kinetic), boost/lower trait, burrow (earth control), burst (shower of flame or ice), confusion (hypnotic lights), damage field (electrical field), deflection (telekinetic field), elemental manipulation (fire, water...), entangle (ice bonds), environmental protection (based on trapping), fly (levitation), havoc (air control, kinetic manipulation), invisibility (light control), light/darkness (if relevant to trapping), protection (ice armor, telekinetic field), sloth/speed, smite (electrified bullets, flaming sword), stun (electrical shock), summon ally (fire or ice construct), telekinesis.*

ARCANE BACKGROUND (TELEPATH)

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. Intelligence agencies highly prize telepaths, but other psychics tend to be paranoid around them.

- **Arcane Skill:** Focus (Spirit)
- **Starting Powers:** 3
- **Available Powers:** *beast friend (animal telepathy), blast^m (mental blast), bolt^m (mental attack), blind (sense manipulation), boost/lower trait (mental traits only), confusion (mind illusion), deflection (against living creatures only; mental combat), disguise, empathy (surface mind reading), entangle^m (mind paralysis), fear (emotion control), invisibility (mind illusion), mind link (telepathic link), mind reading (telepathy), mind wipe (mind control), puppet (mind control), slumber (mind lash), speak language (surface mind reading), stun^m (mind lash).*

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

NEW POWERS

AURA READING

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Concentration.

Aura Reading is the ability to “see” the energy field (also called aura) surrounding any person, animal, or plant. Each success and raise allows the character to learn one piece of information about the target: know the general state of a target, like his health or emotional state (anger, joy, fear...). Aura reading only provides general information: for example, a character can see if someone is angry or sad, but can't know the reason.

A roll at -2 also tells the psychic if the target is talented (psychic, genetically altered, etc.), a raise on the roll indicates the nature of the “talent”. The character can't use this power on more than one target at a time.

REMOTE VIEWING

Rank: Seasoned

Power Points: 2

Range: Variable

Duration: 3 (1/round)

Trappings: Astral form, closing eyes, concentration.

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

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

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

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

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

KATE "WHISPER" MACMILLAN

Concept: Team leader

Nationality: USA

Background: Kate is a former CIA Special Psychic Operations Group operative. She idealistically followed in her father's footsteps (during the 1970s, Kate's dad was a member of the late Project STARGATE, a US military program aimed at studying psychic phenomena), much to the latter's pride. Kate's destiny, however, took a turn when she started to investigate a corrupt politician. Unfortunately, this man was in league with the Olympians. They framed Kate for spying for a foreign power, and she was "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 d6, Spirit d8, Strength d6, Vigor d6

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

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

Pace: 6; **Parry:** 5; **Toughness:** 8 (3)

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

Edges: Arcane Background (Telepath), Common Bound, New Power

Powers: *mind link (telepathic link), mind reading (telepathy), speak language (surface mind reading), slumber (mental lash).*

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

JOI "GHOST" LAU

Concept: Infiltration specialist

Nationality: Chinese (Hong Kong)

Background: Joi studied martial arts from an early age and developed incredible physical abilities, unknowingly unlocking his biokinetic abilities. One day, one of his friends was racketed by the Triads. He soundly beat the gangsters but failed to have them arrested as he was not a police officer. So he decided to join the Hong Kong Police Force to get the legal authority to dispense justice. Impressed by his skills and dedication, his superiors recruited Joi for a special task force 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 could 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 to pursue his mission.

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

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

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

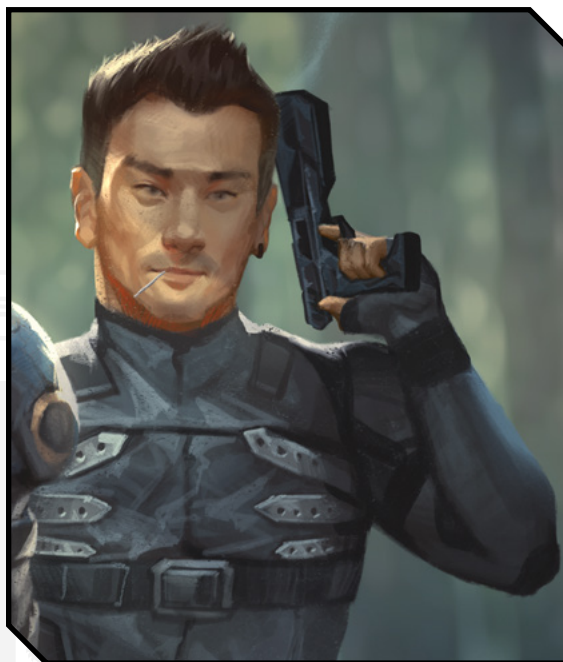
Pace: 8; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Enemy (Major—Triads), Quirk (chews toothpicks), Suspicious

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

Powers: *boost trait (adrenaline boost), darksight (low-light vision), healing.*

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



ORISA "SOLO" ONI

Concept: Tech specialist

Nationality: Nigerian

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

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

However, she interrupted her studies when Olympians' agents, who identified her grandfather's abilities as authentic, tried to kidnap him. Orisa was visiting her family when the Olympians arrived, throwing her into danger. The SPEAR fortunately intervened and saved both of them. Orisa discovered she inherited some of the grandfather's ESP abilities during that event. Shocked by her 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 d8, Fighting d4, Focus d6, Hacking d8, Notice d6, Repair d6, Shooting d4, Stealth d6, Thievery d6

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

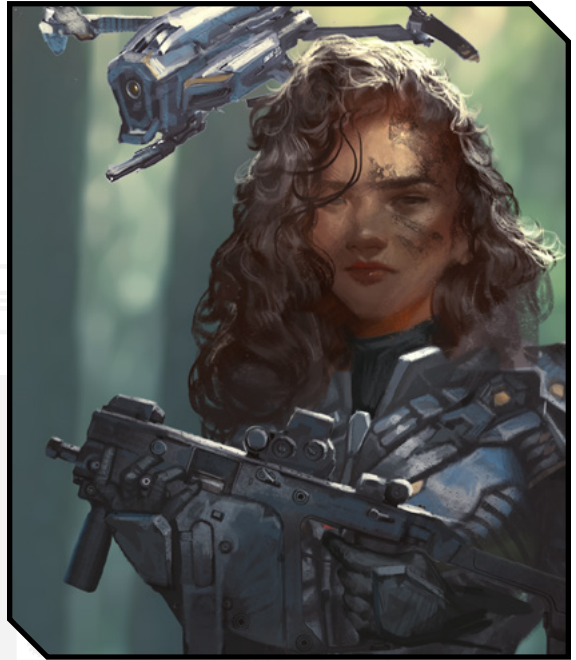
Pace: 6; **Parry:** 4; **Toughness:** 8 (3)

Hindrances: Heroic, Loyal, Stubborn

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

Powers: *boost (self only, boost Smarts and Spirit and linked Skills only), deflection (sixth sense), detect arcana (psychic detection).*

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



JEFF "CYPH3R" RUIZ

Concept: Sharpshooter

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. Still, a medical test revealed some unexplained biochemical anomalies in his body, leading to the assumption 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 organization. At first, Jeff accepted more for the challenge and thrills than for real commitment, but he eventually realized he could make a difference.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Notice d8, Persuasion d6, Repair d4, Shooting d8, Stealth d8, Survival d6

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

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

Hindrances: Loyal, Overconfident, Quirk (cynical)

Edges: Arcane Background (ESPer), Alertness, Marksman

Powers: *aura reading, darksight (night vision), deflection (danger sense).*

Gear (10 EP): Cloaking suit (+4 to Stealth rolls, invisible to infrared), combat knife (Str+d4), encrypted smartphone, 4 GPS tracker rifle rounds, HK PSG1 (Range 30/60/120, Damage 2d8+1, RoF 1, Shots 5, AP 2, scope, suppressor) + 4 extra ammo mags, HK USP (Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1) + 2 extra ammo mags, smoke grenade (Range 5/10/20, LBT), subvocal commlink.



JEREMY "SEELEY ONE" SEELEY

Concept: Demolition expert

Nationality: United Kingdom

Background: Jeremy is English but was born in Northern Ireland, from a loyalist Protestant family. His father was a police officer and taught his son that dedication to the country, honor, and duty was everything to a man. Shocked by the violence on both sides of the Irish conflict, Jeremy decided to make a difference and joined the British Army.

To protect people, Jeremy became an explosive disposal specialist operator for the 321 EOD Squadron RLC. However, destiny had other plans for him. His powers manifested precisely 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, Electronics d6, Fighting d6, Focus d6, Notice d6, Persuasion d4, Repair d8, Shooting d6, Stealth d6

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

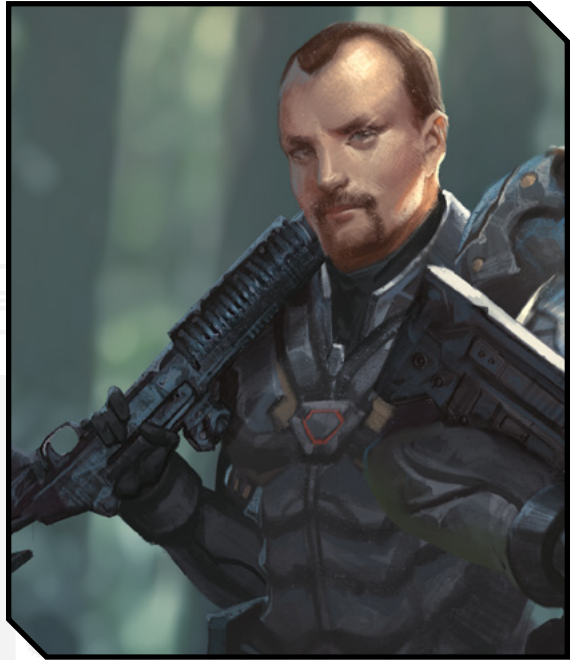
Pace: 6; **Parry:** 5; **Toughness:** 8 (3)

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

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

Powers: *bolt (telekinetic bolt)*, *deflection (kinetic field)*, *havoc (kinetic manipulation)*

Gear (10 EP): Armored stealth suit (+3, +1 to Stealth rolls), Benelli M4 (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 (Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags.



KUNAL "AGNI" SINHA

Concept: Scientific specialist

Nationality: Indian

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

Kunal discovered he had supernatural abilities in 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." Fortunately, the story caught the attention of the SPEAR before the Olympians.

The SPEAR explained 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 d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d4, Focus d6, Healing d6, Notice d6, Psi Phenomena d6, Research d8, Science d8, Shooting d6, Stealth d4

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

Pace: 6; **Parry:** 4; **Toughness:** 8 (3)

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

Edges: Arcane Background (Psychokinetic—Fire), Investigator, Scholar (Science)

Powers: *burst (fire), elemental manipulation (fire), environmental protection (heat and fire).*

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



TAKESHI "STRIKER" KUZE

Concept: Point man

Nationality: Japanese

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

Despite his showoff attitude on the field, he quickly rose through the ranks due to his peak physical abilities and skills. Soon, he was assigned to counter-terrorism operations 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 d10, Healing d4, Persuasion d4, Notice d6, Shooting d10, Stealth d8, Survival d4

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

Pace: 6; **Parry:** 9; **Toughness:** 9 (3)

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

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

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

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



ALICIA "BOLT" REYES

Concept: Operator

Nationality: Mexican

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

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 is.

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

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

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

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

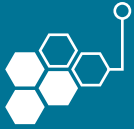
Hindrances: Amnesia (Major), Loyal, Phobia (Minor—water)

Edges: Arcane Background (Psychokinetic—Electricity), Combat Reflexes, Soldier

Powers: *bolt (lightning strike)*, *deflect (electromagnetic shield)*, *stun (bolt of electricity)*.

Gear (10 EP): Combat knife (Str+d4), encrypted smartphone, FN Five-seveN (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 (Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2) + 2 extra ammo mags, subvocal commink, body armor (+4, torso only), tactical sling (416).





WATCH LIST



PSYCHICS

BOGATYR, PSYKE

Powers: *bolt, darksight, protection.*

BOBATYR, TELEPATH

Powers: *bolt, deflection, invisibility, mind reading.*

COLLECTIVE AGENT

Edges: Mentalist

Powers: *confusion, mind reading, puppet.*

ESPER SPY

Powers: *aura reading, object reading, remote viewing.*

KERES, BIOKINETIK

Skills: Focus d8

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

KERES, ESPER

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

CHIMERA SOLDIERS

AKHEILOS SERIES

SPECIAL ABILITIES:

- **Aquatic:** Pace 8 underwater. Akheilios can breathe 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.
- **Low Light Vision:** Ignore Dim and Dark lighting penalties.
- **Mind Shield:** +2 to any roll to resist mind-based powers.

- **Toughness:** Akheilios' skin is composed of reinforced placoid scales and adds +2 to Toughness.

CERCOPES SERIES

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:** +2 to any roll to resist mind-based powers.
- **Pummel:** Str+d6.
- **Prehensile Feet:** Cercopes can use their feet to grab objects and can ignore 2 points of multi-action penalty.

GORGON SERIES

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 scent based Notice rolls.
- **Mind Shield:** +2 to any roll to resist mind-based powers.

GORGON AND MEDUSA VARIANTS

ARES has developed several variants of gorgons and medusas for all kinds of use. The GM can add or replace any of the special abilities with the following:

- **Aquatic:** Pace 6 underwater.
- **Armor:** The gorgon's body is covered with reinforced scales. Armor +2 to its entire body.
- **Bite/Claws:** Str+d6.
- **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 after that. The victim can attempt to escape on his action by succeeding an opposed Strength roll.
- **Poisonous Skin (-2):** If the medusa touches someone unprotected with a successful Fighting roll or if a character touches the chimera with his skin, the victim must make a Vigor roll at -2. If the roll is a failure, the victim dies in 2d6 rounds, with a success he takes 1 wound and is Exhausted, and with a raise he is just Exhausted.
- **Prehensile Tail:** The medusa can use her tail as an extra Fighting attack without any penalty.
- **Slither:** The chimera's body allows her to perform evasion actions during a melee fight (-2 penalty to Fighting attacks) or to slither in narrowed places, like a ventilation shaft.
- **Venom (-2):** If the gorgon successfully bites a character, and deals at least a Shaken result with its damage roll, the victim must make a Vigor roll at -2. If the roll is a failure, the victim dies in 2d6 rounds, with a success he takes 1 wound and is Exhausted, and with a raise he is just Exhausted.

- **Spit Venom:** With a successful melee attack, the gorgon can spit a paralyzing venom in the eyes of its adversary. Anyone not wearing protective 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.
- **Mind Shield:** +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.

MEDUSA SERIES

SPECIAL ABILITIES:

- **Chameleon:** The medusa can change her skin color 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 scent based Notice rolls.

MANTICORE SERIES

SPECIAL ABILITIES:

- **Bite/Claws:** Str+d6.
- **Fleet-Footed:** Manticores roll a d10 when running.
- **Keen Sense:** +2 to scent based Notice rolls.
- **Leap:** Jump distances are doubled.
- **Low Light Vision:** Ignore Dim and Dark lighting penalties.
- **Mind Shield:** +2 to any roll to resist mind-based powers.

STRIGA SERIES

SPECIAL ABILITIES:

- **Bite/Claws:** Str+d4.
- **Echolocation:** Strigas 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 suffers -2 for his attack.
- **Keen Sense:** +2 to scent based Notice rolls.
- **Mind Shield:** +2 to any roll to resist mind-based powers.

NEO-THERIANTHROPE

NEO-THERIANTHROPE, LEOPARD

Special Abilities:

- **All Thumbs:** In their hybrid form, neo-therianthropes have difficulty 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 d12 when running.
- **Improved Frenzy:** Rolls a second Fighting die with up to two melee attacks per turn.
- **Keen Sense:** +2 to scent based Notice rolls.
- **Leap:** Jump distances are doubled.
- **Low Light vision:** Ignore penalties for Dim and Dark lighting.
- **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.
- **Size +2:** Neo-therianthropes are powerful and bulky creatures

NEO-THERIANTHROPE, URSINE

SPECIAL ABILITIES:

- **All Thumbs:** -2 penalty when trying to use modern devices and firearms.
- **Armor +2:** Ursine neo-therianthropes have a thick skin acting like an armor.
- **Bite/Claws:** Str+d6.

- **Fearless:** Immune to fear and Intimidation.
- **Hardy:** Does not suffer a wound from being Shaken twice.
- **Improved Frenzy:** Rolls a second Fighting die with up to two melee attacks per turn.
- **Keen Sense:** +2 to Notice while using scent.
- **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.
- **Size +2:** Ursine are powerful and bulky creatures.

NEO-THERIANTHROPE, WOLF

Special Abilities:

- **All Thumbs:** -2 penalty when trying to use modern devices and firearms.
- **Bite/Claws:** Str+d6.
- **Fearless:** Immune to fear and Intimidation.
- **Fleet-Footed:** Rolls d10 when running.
- **Improved Frenzy:** Rolls a second Fighting die with up to two melee attacks per turn.
- **Keen Sense:** +2 to scent based Notice rolls.
- **Leap:** Jump distances are doubled.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **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.
- **Size +1:** Neo-therianthropes are powerful and bulky creatures.

PSYCHIC THREATS

DEVIANT

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

SHADE

Skills: Focus d8

Powers: *telekinesis*.

THERIANTHROPE

TIGER THERIAN

SPECIAL ABILITIES:

- **Bite/Claws:** Str+d6.
- **Fleet-Footed:** Rolls d10 when running.
- **Go for the Throat:** Tiger 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 scent based Notice rolls.
- **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

EIKO TANAKA

Powers: *barrier, blast, bolt, elemental manipulation (fire), environmental protection*.

RONIN

Powers: *barrier, blast, havoc, protection, telekinesis*.

LETHO

SPECIAL ABILITIES:

- **All Thumbs:** -2 penalty when trying to use modern devices and firearms.
- **Bite/Claws:** Str+d6.
- **Fearless:** Immune to fear and Intimidation.
- **Fleet-Footed:** Rolls d10 when running.

- **Improved Frenzy:** Rolls a second Fighting die with up to two melee attacks per turn.
- **Keen Sense:** +2 to scent based Notice rolls.
- **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:** Letho needs one full action to transform into a hybrid. If he is knocked unconscious or killed, he reverts to her human form.
- **Size +1:** Neo-therianthropes are powerful and bulky creatures.

MOST WANTED

STAVROS

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 OLD LADY

Edges: Mentalist

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

ARKADY VOLKOV

Powers: *bolt, burst, damage field, deflection, environmental protection, havoc, protection, stun*.

SPECIAL ABILITIES:

- **No Limit:** Once per scene, Arkady can make use of Psychic Surge without the Fatigue side effect.

ELENA SOKOLOVA

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

SPECIAL ABILITIES:

- **No Limit:** Once per scene, Elena can make use of Psychic Surge without the Fatigue side effect.

KOIL KADNIKOV

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

SPECIAL ABILITIES:

- **No Limit:** Once per scene, Koil can make use of Psychic Surge without the Fatigue side effect.

FATHER PETER

Powers: aura reading, divination, object reading, remote viewing, speak language.

SWORD OF ST. GEORGE

Skills: Focus d10

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

GAIA

SPECIAL ABILITIES:

- **Armor:** Gaia's skin is covered by a flexible and thin layer of chitin, which gives her a "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 can 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

Powers: burst, deflection, fly, havoc.

CALLISTO

SPECIAL ABILITIES:

- **All Thumbs:** -2 penalty when trying to use modern devices and firearms.
- **Armor +2:** Ursine neo-therianthropes have a thick skin acting like an armor.
- **Bite/Claws:** Str+d6.
- **Fearless:** Immune to fear and Intimidation.
- **Hardy:** Callisto does not suffer a wound from being Shaken twice.
- **Improved Frenzy:** Rolls a second Fighting die with up to two melee attacks per turn.
- **Keen Sense:** +2 to scent based Notice rolls.
- **Regeneration:** Neo-therianthropes have a very fast metabolism and make a natural Healing roll once per hour.
- **Shape Change:** Callisto 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.

JACOB "DIOMEDES" BURNHOUS

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 redraw 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.

GOLDIE ARGENT

Edges: Mentalist

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

NOREARE

Skills: Focus d10

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

