

Rebirth and Reinvention

SAVAGE INSIDER

For All Things Savage

THE STATE OF
THE SAVAGE
By Clint Black

GAME PREP: FROM
ZERO TO HERO
By Mark Widner

HEARTS AND
MINDS
By Steve Dean

SUFFER NOT THE
LITTLE CHILDREN
By Logan L. Masterson

PLUS MORE GAME
MATERIAL AND
OTHER FEATURES
*By New and Known
Creators*



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SAVAGE INSIDER

VOL. 2 ISS. 1: Rebirth and Reinvention

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OPL211121 Savage Insider Issue Volume 2, Issue 1 [July 2014]

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Thank you for picking up this issue of *Savage Insider*! This is the first issue released under Obatron Productions. Aaron T. Huss of Mystical Throne Entertainment has graciously conferred upon us an exclusive license to use the *Savage Insider* name and various related items, freeing MTE to turn its attention to other endeavors.

When Aaron first told me that he wanted his company to have more time to focus on different projects, my heart momentarily sank. I was afraid *Savage Insider* was going to go away. I'd worked with him as the assistant editor from the beginning, before it was even named. In fact, the name was one of several I proposed!

In a moment of boldness, I told Aaron that if it would be of interest to him, I would love for my company to take over publishing *Savage Insider*. I'm not sure what he thought when he read that message. Afraid I'd overstepped, I didn't press for a response. Instead, I continued working with him on the issue that was next up for release.

At some point in the following weeks we ended up discussing my comment in earnest. The result is what you see now: *Savage Insider* produced and published by Obatron Productions.

In the time between talks, we launched a marketing research survey designed to find out what readers (66%) and non-readers (34%) thought about *SI*. We asked about formats, features, pricing, and more. With that information, we were able to figure out what was of most interest to those who responded, a 100-person pool of gamers to whom we are very grateful.

Some of the data reinforced thoughts we already had. Others gave us new insights. We cannot do everything we want to do based on that feedback and any future suggestions at once, but we are pleased to provide you some idea of what is in store.

We have kept the features people valued most. It was no surprise to us that Great Adventures ranked highest in priority, nor was it a shock that folks weren't nearly as interested in Miniature Spotlight. We were floored that more than half wanted to be notified of new releases via e-mail. (See our website, www.SavageInsider.com, for sign-up information.)

While everyone would be delighted to get *SI* without paying anything, happily, results show a significant percentage would shell out a lot more than what we settled on for PDFs. That was even before we realized with this issue that we could fill much more than 48 pages to an issue. A goodly number expressed interest in picking up print copies at their Friendly Local Game Stores as well as via Print on Demand.

That brings us to two important announcements. We're looking into options to provide *Savage Insider* in more electronic formats based on survey results. We're also going to be available for stores to stock. Obatron Productions has recently entered into an agreement with Studio 2, which makes *Savage Insider* available to distributors. You'll even find this issue in print at Studio 2's booth at Gen Con!

As always, we appreciate feedback, both reflecting what you loved and what you really wish we'd do differently. Reviews help people decide to pick up issues, which in turn helps us to keep the *Savage* goodness coming.

If you'd like to contribute or advertise, please see our new Submissions and Advertising page at www.savageinsider.com. It's all part of the new direction *Savage Insider* is going.

Have a great day and happy reading!

Vickey A. Beaver,
Editor-in-Chief

The State of the Savage

While *Savage Insider* is not a product of Pinnacle Entertainment Group, creators of Savage Worlds, it would be neither possible, nor needed if not for PEG. --Vickey A. Beaver, SI Editor-in-Chief

This issue of *Savage Insider*, focusing on rebirth and reinvention, seems like the perfect opportunity to cover how Pinnacle and Savage Worlds are growing and reinventing themselves.

First off, our focus has always been on people. Pinnacle Entertainment Group grew this year, adding new people to the team, and Savage Worlds added many new successful and cool folks to the ranks of our licensee companies. *Savage Insider* is itself a testament to our licensees' success, being licensee-run and full of content from multiple licensee companies.



In part due to the wide range of licensees, *Savage Worlds* is available in the following languages: Polish, German, French, Italian, Russian, Hungarian, and Portuguese. The international market continues to grow, with plans for Korean and Spanish translations. We've seen an increase in Savages around the world on social media. In addition to our forums, which have always been very active, Facebook continues to be popular with the fans, and the Google+ Savage Worlds community has virtually exploded in the past year.

We have more people than ever following us on Twitter. You can also find Savage Worlds on Reddit, which is fan-run and maintained.

Pinnacle's own Savage Worlds products have grown as well over the past year including *Weird Wars Rome* and a full complement of support material due to the Kickstarter's success. *Deadlands* continues to be one of our hottest properties, with releases of *Ghost Towns*, *Grim Prairie Trails*, and *The Inheritors*, as well as material from the *Deadlands Noir* Kickstarter appearing in print.

We also simultaneously released two Companions: the brand new *Science Fiction Companion* and a completely updated *Super Powers Companion (Second Edition)*. Both were purposefully designed to work in tandem and yet stand alone. At the time of this writing, our most recent product is the long-awaited *East Texas University* and its Plot Point Campaign, *Degrees of Horror*. Add-ons like miniatures, Bennies, maps, dice, and a host of digital products support these Kickstarter-funded books.

The success of our game products has allowed us to expand our properties. One of the cool areas is our Wendigo Tales line of short fiction based on our game settings *Weird Wars* and *Necessary Evil*. Authors include Pinnacle's own creative team and some of the most talented authors in the business. Visionary Comics continues their amazing work with the *Deadlands* graphic novels, and we've added another way to enjoy the *Deadlands* setting with several adventures using the Protocol storytelling game system. Of course, the biggest news for *Deadlands* is the potential for an Xbox original content series based on the setting.

SPECIAL ADDRESS BY PINNACLE ENTERTAINMENT GROUP

None of this would have been possible without the awesome support of the fans. You are the ones who are truly responsible for all of this success and growth. And for that I, and everyone at Pinnacle, want to say "Thank You!" for allowing us to do what we all love to do so much.

May all your dice Ace, and stay Savage!

Clint Black, Savage Worlds Brand Manager

Pinnacle Entertainment Group

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<https://plus.google.com/+Peginc>

https://twitter.com/PEG_Games

<http://www.reddit.com/r/savageworlds>



PINNACLE ENTERTAINMENT GROUP WEB STORE COUPON

Now through September 30, 2014, save \$5 off anything from the Pinnacle web store.

At check-out, **be sure to choose the "click here to enter your code" link** and enter **SI-Sept14** to redeem this coupon code created especially for *Savage Insider* readers.

www.peginc.com/store

A promotional graphic for Aethercon. It features a knight in full plate armor, including a helmet with a visor, holding a sword aloft in his right hand and a shield in his left. The shield is blue with a white unicorn rampant. The knight is set against a background of intense orange and yellow flames. The text "AETHERCON NEEDS YOU!" is written in a large, bold, white font with a black outline, arched over the top of the knight. In the bottom right corner, the text "BE A PART OF THE DICE ROLLS HEARD AROUND THE WORLD!" is written in a similar bold, white font with a black outline, angled upwards. At the bottom of the graphic, on a black background, is the text "Aethercon, the FREE online game con, is back! Join us for 72 hours of online RPG adventure. Sign Up NOW to run a Game: www.aethercon.com Any game system! Any time zone!" in white font.

AETHERCON NEEDS YOU!

**BE A PART OF
THE DICE ROLLS
HEARD AROUND
THE WORLD!**

**Aethercon, the FREE online game con, is back!
Join us for 72 hours of online RPG adventure.
Sign Up NOW to run a Game: www.aethercon.com
Any game system! Any time zone!**

Releases: March 1 - June 30, 2014

While extensive, it is possible that other products were released without our knowledge. Release dates are approximate. Visit publishers' websites for complete details, including how to buy.

Release Date	Title	Publisher	Setting	Type	Format
3/4/2014	Perilous Journey #15: Mission Alpha	Mystical Throne Entertainment	Mercenary Breed	Supplement	PDF
3/4/2014	Legends Unleashed	Evil Beagle Games	Shaintar	Supplement	POD, PDF
3/7/2014	Eldritch Skies	Battlefield Press	Eldritch Skies	Core Setting Guide	PDF
3/7/2014	Land of Fire: Tales From the Sands	Triple Ace Games	Hellfrost	Supplement	PDF
3/10/2014	Imperial Army (Fantasy)	Warning Label	Cast of Cards	Accessory	PDF
3/11/2014	Fangs of the Viper **FREE**	Pinnacle Entertainment Group	Weird Wars Rome	Adventure	PDF
3/11/2014	Distant Vistas	Battlefield Press	Eldritch Skies	Supplement	PDF
3/18/2014	The Dread Shard	GRAMEL	Beasts & Barbarians	Adventure	PDF
3/18/2014	Purgatory	Wendigo Tales (Pinnacle)	Necessary Evil	Accessory	epub
3/25/2014	Cabin in the Woods	Dramascope	--	Accessory	PDF
3/25/2014	Streets of Bedlam SOB's: Paladin + Capper	Fun-Sized Games	Streets of Bedlam	Supplement	PDF
3/25/2014	Malcontents	Wendigo Tales (Pinnacle)	Necessary Evil	Fiction	epub
3/31/2014	Secret War Documents	Modiphius	Achtung! Cthulhu	Accessory	PDF
3/31/2014	Tales From the Crucible **FREE**	Modiphius	Achtung! Cthulhu	Supplement	PDF
4/1/2014	Ultimate Mongol Empire Guide	Mystical Throne Entertainment	--	Supplement	POD, PDF
4/1/2014	Map to the Stars	Wendigo Tales (Pinnacle)	Necessary Evil	Fiction	epub
4/1/2014	Long Dead and Twice Slain	Melior Via	Accursed	Adventure	PDF
4/1/2014	Battle of Thermopylae	Mystical Throne Entertainment	Mythos	Adventure	PDF
4/1/2014	Extraction with Extreme Prejudice	Gun Metal Games	Interface Zero 2.0	Adventure	PDF
4/1/2014	Realm Guide #11: The Grazelands	Triple Ace Games	Hellfrost	Supplement	PDF
4/1/2014	Broken Earth Poker Deck	Sneak Attack Press	Broken Earth	Accessory	POD, PDF

RECENT RELEASES

Release Date	Title	Publisher	Setting	Type	Format
4/2/2014	The Banshee of Loch Finerre	Melior Via	Accursed	Supplement	PDF
4/7/2014	Sci-Fi Weapons Cards Expansion Set 01	Dramascape	--	Accessory	PDF
4/10/2014	Viking Band (Fantasy)	Warning Label	Cast of Cards	Accessory	PDF
4/10/2014	Half-Light	Melior Via	Accursed	Adventure	PDF
4/15/2014	Dread Pirates (Fantasy)	Warning Label	Cast of Cards	Accessory	PDF
4/15/2014	Freebie Pack 2 (Fantasy) **FREE**	Warning Label	Cast of Cards	Accessory	PDF
4/15/2014	Orcs Galore: Battle-Hardened Extras (Fantasy)	Warning Label	Cast of Cards	Accessory	PDF
4/15/2014	Orcs Galore: Wild Cards (Fantasy)	Warning Label	Cast of Cards	Accessory	PDF
4/15/2014	Orcs Galore: Extras (Fantasy)	Warning Label	Cast of Cards	Accessory	PDF
4/15/2014	Tablets of Destiny	Wendigo Tales (Pinnacle)	Necessary Evil	Fiction	epub
4/18/2014	SciFi Weapons Cards **FREE** Sample	Dramascape	--	Accessory	PDF
4/21/2014	Gaia's Revenge	Sneak Attack Press	--	Supplement	PDF
4/21/2014	Kontamination	Modiphius	Achtung! Cthulhu	Supplement	PDF
4/21/2014	Steamsapes: Rivalry Chapter 5 **FREE**	Four-in-Hand Games	Steamsapes	Supplement	PDF
4/22/2014	Super Villain Update **FREE**	Pinnacle Entertainment Group	Super Powers Comp. (2nd Ed.)	Supplement	PDF
4/22/2014	Into the Remnant	StoryWeaver Games	High Space	Adventure	POD, PDF
4/23/2014	Shaintar Adventure Cards	Evil Beagle Games	Shaintar	Accessory	POD, PDF
4/29/2014	The Third War	Wendigo Tales (Pinnacle)	Necessary Evil	Fiction	epub
5/6/2014	Corpse Corps: Battle-Hardened Skeleton Extras (Fantasy)	Warning Label	Cast of Cards	Accessory	PDF
5/6/2014	Corpse Corps: Skeleton Extras (Fantasy)	Warning Label	Cast of Cards	Accessory	PDF
5/6/2014	Norse Villagers (Fantasy)	Warning Label	Cast of Cards	Accessory	PDF
5/7/2014	Warren C. Norwood's Double Spiral War	Battlefield Press	Double Spiral War	Core Setting Guide	POD, PDF

RECENT RELEASES

Release Date	Title	Publisher	Setting	Type	Format
5/9/2014	Corpse Corps: Skeleton Wild Cards (Fantasy)	Warning Label	Cast of Cards	Accessory	PDF
5/15/2014	Mercenary's Handbook (Player's Guide)	Mystical Throne Entertainment	Mercenary Breed	Core Setting Guide	POD, PDF
5/15/2014	Galaxy Guide (Game Masters)	Mystical Throne Entertainment	Mercenary Breed	Core Setting Guide	POD, PDF
5/15/2014	Xenopedia (Bestiary)	Mystical Throne Entertainment	Mercenary Breed	Core Setting Guide	POD, PDF
5/15/2014	Ultimate Characters Guide	Mystical Throne Entertainment	--	Supplement	POD, PDF
5/15/2014	Savage Suzerain Adventure Deck Premium	Savage Mojo	Suzerain	Accessory	POD, PDF
5/19/2014	Ug See Big Thing That Fly!	Sneak Attack Press	--	Adventure	PDF
5/20/2014	Absolution	Melior Via	Accursed	Adventure	PDF
5/22/2014	Savage Insider, Issue 10: Make It Epic	Mystical Throne Entertainment	--	Magazine	POD, PDF
5/23/2014	Guide to the Pacific Front	Modiphuis	Achtung! Cthulhu	Supplement	PDF
5/27/2014	Song of the Siren	Atomic Overmind Press	Day After Ragnarok	Adventure	PDF
5/27/2014	Realm Guide #15: The Salt Marsh	Triple Ace Games	Hellfrost	Supplement	PDF
6/3/2014	Scavenger Hunt **FREE** One-Sheet	Pinnacle Entertainment Group	East Texas University	Adventure	PDF
6/6/2014	Drip by Bloody Drip	Gun Metal Games	Interface Zero 2.0	Adventure	PDF
6/8/2014	Firewater and Ice	Utherwald	Frozen Skies	Adventure	PDF
6/9/2014	The Delivery	Gun Metal Games	Interface Zero 2.0	Adventure	PDF
6/10/2014	Redneckromancer **FREE** One-Sheet	Pinnacle Entertainment Group	East Texas University	Adventure	PDF
6/10/2014	Hide and Seek	Atomic Overmind Press	Day After Ragnarok	Adventure	PDF
6/13/2014	Mobster Archetypes (Modern)	Warning Label	Cast of Cards	Accessory	PDF
6/13/2014	Hired Guns Archetypes (Modern)	Warning Label	Cast of Cards	Accessory	PDF
6/13/2014	Wewelsburg Contingent (Modern)	Warning Label	Cast of Cards	Accessory	PDF
6/13/2014	Rassilon Expansion II	Triple Ace Games	Hellfrost	Supplement	PDF

RECENT RELEASES

Release Date	Title	Publisher	Setting	Type	Format
6/18/2014	Real Estate One-Sheet	Gun Metal Games	Interface Zero 2.0	Adventure	PDF
6/19/2014	Sand and Stone	Melior Via	Accursed	Supplement	PDF
6/19/2014	Dragon Kings Gazetteer **FREE**	Soldier-Spy	Dragon Kings	Supplement	PDF
6/19/2014	Dragon Kings Soundtrack	Soldier-Spy	Dragon Kings	Music	CD, MP3
6/23/2014	Achtung! Cthulhu: Three Kings - Revised Edition	Modiphius Entertainment	Achtung! Cthulhu	Adventure	PDF
6/25/2014	Race for the Jade Scroll One-Sheet	Atomic Overmind Press	The Day After Ragnarok	Adventure	PDF
6/26/2014	Steamsapes: Gunslinger's Guide	Four-in-Hand Games	Steamsapes	Supplement	PDF
6/27/2014	The Queen of the Lost Valley	GRamel	Beasts & Barbarians	Adventure	PDF
6/28/2014	Moon Valley	Melior Via	Accursed	Adventure	PDF
6/29/2014	Realm Guide #17: The Snakelands of Old	Triple Ace Games	Hellfrost	Supplement	PDF
Ongoing	Various Products Updated to SWD Adjustments	Savage Mojo	Suzerain		PDF



Tunse'al Setting Guide, Tunse'al Player's Guide, and Tunse'al Quick Starts and Side Tracks available through DriveThruRPG.com now and coming soon to your Friendly Local Game Store and Gen Con via Studio 2 Publishing.

Caravan of Troubles and Usiku River coming later in 2014.



Summer & Gen Con

BLACKWYRM PUBLISHING

www.blackwyrmpublishing.com - Gen Con Booth #2530

Castle and Ship Maps

Releasing in August 2014, two new erasable maps.

The castle wall has been breached and the dining room is on fire? Use a marker to draw the rubble and the billowing smoke.

The ship has taken on water? Use a marker to draw a hole on the deck, and an ever growing circle of water.

When the game is done, wipe off the markings and roll the map up for next time. The castle is two stories tall with towers, a cellar, and some out buildings. The pirate ship has three decks plus some personal cabin space. Several rooms are left unfurnished so that each game group can draw what goes there as it comes up.

Most dry-erase brands will work, and a few wet-erase, but results may vary based on the brand and the age of the marker.

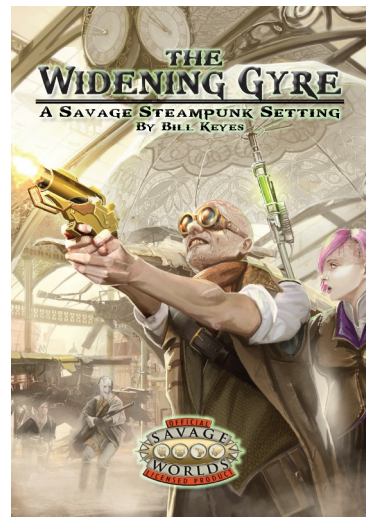


The Widening Gyre

Debuting at Gen Con for Savage Worlds.

Bill Keyes' *The Widening Gyre* presents a glimpse of the Industrial Age as it truly was, envisioned by those far-sighted luminaries and Savants who looked beyond the feeble limitations of man and created a world in

which science, technology, and logic triumphed over the mundane physical limitations of the Universe. And yet, Logic's victory is far from complete. This is also a dark and gothic world, where monsters from ages long past still prowl and men with evil motives call upon ancient sorceries to grant them the power to control the world.



VOID STAR STUDIOS, INC.

www.voidstarstudios.com - Gen Con Booth #1317 (Studio 2 Publishing)

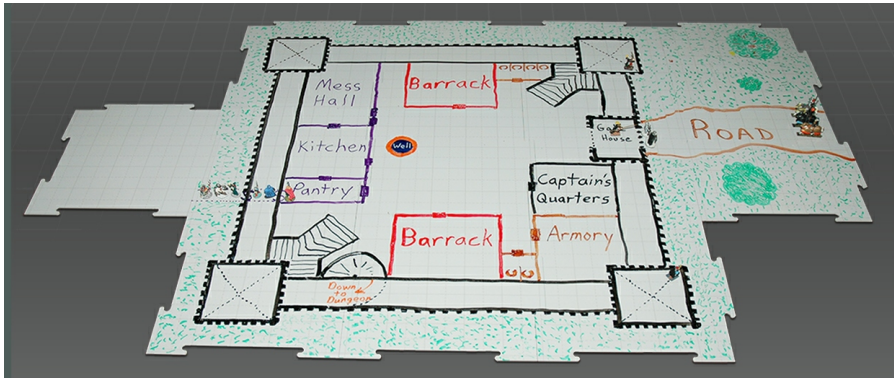
Tact-Tiles

Kickstarting through August 26, 2014.

The original modular, expandable, versatile, wet and dry erase gaming surface for miniatures and role-playing games.

Tact-Tiles are highly portable, rigid, thick plastic gaming tiles. No more

UPCOMING RELEASES



tide of the Witches' evil. The Accursed are this world's only hope, they must learn to embrace their curse or to fight against it, and find some way to free themselves forever of their Witchmark.

Accursed: Ill Omens

Releasing in print August 2014.

erasing the mat and starting over when the PCs run off the edge! And no more fussing with a rolled up mat!

Samples available for demonstration at Gen Con.



Nova Praxis: Savage Worlds Edition

Releasing in August 2014.

Nova Praxis, the hit transhuman sci-fi tabletop role-playing game of action and conspiracy, is now available for Savage Worlds!

This new core book contains the setting information contained in the original Nova Praxis core book, expanded with new material from *Machinations*: the Nova Praxis GM's Guide. The Savage Worlds rules conversion was co-written by Shaintar creator and industry veteran, Sean Patrick Fannon!

MELIOR VIA

www.meliiorvia.com - Gen Con Booth #1317 (Studio 2 Publishing)

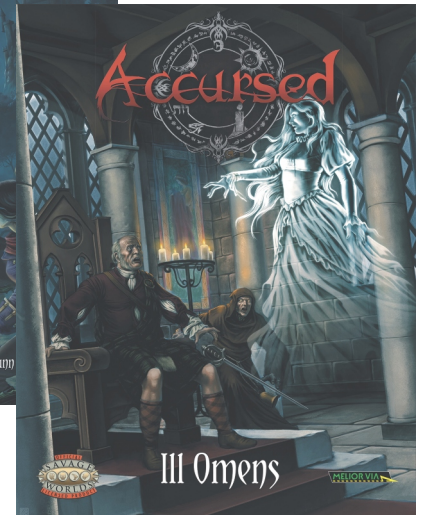
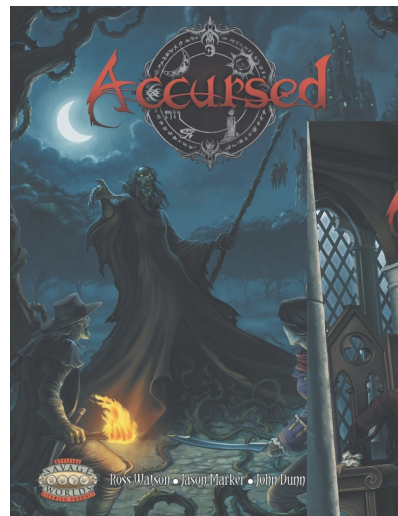
Accursed

Releasing in print August 2014.

Light has failed, darkness is ascendant. Only those bearing the forms of monsters can stand against the

Morden has fallen to the Witches, but their banes continue to prey off of the mortal survivors. This book of adventures presents a variety of different challenges for Morden's Witchmarked heroes to overcome. Any of them can be interspersed with the

Plot Point Campaign included in the Accursed core book.



OBATRON PRODUCTIONS

www.obatron.com - Gen Con Booth #1317 (Studio 2 Publishing)

Tri-Fold Figures for Tunse'al, Set One

Releasing late August 2014.

Featuring all five primary races of Tunse'al, plus a targ, these tri-fold minis come with sixteen pre-generated characters. There are four duplicates of each race and one mounted targ.

Cut out so only two sides are used, or form a triangle for use without stands.

High-Space

Fast, Furious Fun... in the Far Future from StoryWeaver.



What is *High-Space*?

High-Space delivers epic science fiction space opera to Savage Worlds. It uses technology as a lens through which to view the heroes and for them to act. Thus the focus of the game is very much on the heroes. It also strives to make technology simple to incorporate both mechanically and in the world: heroes don't need to know how the tech works, just what it does. It is super-science that verges on magic, without the superstition, but with all the allure and excitement.

High-Space is available through RPGNow.com and DriveThruRPG.com

To find out more about *High-Space* or Storyweaver, visit www.storyweaver.com.

Why We Created *High-Space*

At StoryWeaver, we are big fans of classic science fiction with sweeping, galactic scope and epic story arcs. We wanted to bring that to Savage Worlds. It was something of a surprise to find that even though Savage Worlds is perfect for pulpy, big-action games, there was not a set of rules for grand-scale sci-fi. So we set out to make one.

The first step was to develop a structure for sci-fi characters, interpreting heroes with a sci-fi flavor and everything that implies. The second step was to create rules for Starships: this posed something of a challenge, as I wanted ship design to be intuitive, but

also detailed. The solution was to treat starships like characters. Think of the *Enterprise*, *Andromeda*, or *Serenity*, and it's easy to see that ships really do have characters all of their own! Finally: the setting. For this, I wanted to tell a story about a struggle between light and dark, so I created The Anti-Pattern metaplot and set it in a neatly defined area of space called The Lantern.

Influences

My influences were deliberately broad: from *Star Wars* to *Consider Phlebas*. Although it was only after working out the starship rules that I realized this was actually going to be achievable. Personally, I am a huge fan of the New Space Opera movement, and all the Iain M. Banks books, as well as series like *Babylon 5* and *Deep Space 9*. The character-level XS+ vehicle rules (which I love, but they don't get a lot of mentions compared to the Starship rules) owe a lot of inspiration to *Against a Dark Background* by Banks, with a nod to Hammer's *Slammers* [by David Drake and with incorporations into wargaming and role-playing]!

Research

We delved more into the fiction, rather than hard science, although in the mechanics and text I went to pains to make sure the science was, how can I say it... *plausible*? . When developing maps for the setting, our cartographer, Joe Sweeney, often pointed out just how fantastic some of the concepts were: spaceships; weapons when traveling faster than the speed of light and the Lantern Nebula being small for real science, etc. But that is not how space is

portrayed in space operas, and not in a human-centric role-playing game. It's crazy, exciting, story-first stuff! So we definitely leaned more towards classic tropes rather than hard tech.

Ideal Gaming Experience Provided

Hero-centric. Evocative. Exciting. Fluid, yet consistent. High-Space has a dedicated group of fans that tell us it hits the sweet spot for "epic" sci-fi. Just as Savage Worlds is intended; it's fun, fast, and furious!

If Asked for a Comparison...

At first glance, the closest comparison would seem to be classic Traveler, and as a former Trav' player I can understand that. However, as a gamer I am no longer interested in stimulation games, so I designed *High-Space* to be as cinematic as possible. I have heard people say that Savage Worlds is a simulationist system, but to me that is only touching the surface, and the real spirit of Savage Worlds games is only found in the playing, not the mechanics. So, how does *High-Space* compare to other popular sci-fi products... it's completely different!

Development Process

The current design path is loosely tracking the course of the "Anti-Pattern" metaplot in the Lantern setting, but aside from that we also like to do smaller scale spin-offs and one-shot books. Our biggest development challenge to date has been print production. We've had two false starts at printing the core rules with different printers! We are working hard to fix that. Also, we have a string of adventures due out soon – the next one is set in what we think is a truly unique environment even for sci-fi, and is brain-bending, intense role-playing stuff! Finally, we've cross-licensed High-Space and the setting to another publisher recently, and have just

released a Fan Licensing option as well. So you can expect to see lots more goodies for High-Space soon!

ABOUT THE WRITER

Patrick Taylor is credited with game design and authorship of the Savage Worlds versions of High-Space and Hael. StoryWeaver posts the below quote about him.

"Perhaps because I had grown up in the some exotic locales without television until I was a late teenager (gasp!) role-playing was a natural choice and what I'd been doing in my imagination all my life. The first thing that I ever wrote on a computer was a classic D&D adventure that still makes me laugh when I think about it. Thirty years on and I'm still doing it, only the tools I use have improved. (I also like to think my writings have also improved over time!)

"Since then I have invented home grown role-playing systems and tools, and crafted settings and adventures, some of which I sold through another publisher. Joining Storyweaver was, for me, about finding like minds who shared the same passion for making games that people love to play, and bringing those games to life with the quality of production that they deserved."

SAVAGE INSIDER EXCLUSIVE IN THIS ISSUE

Excited about playing in High-Space? StoryWeaver has a treat for you! Head over to the exclusive debut of High-Space: The Sleeper in this issue. Kick off your gaming week with a session of space piracy.

This Great Adventure goes beyond telling a story. It offers up two maps to aid in visualization and even includes several minis you can print out or copy. Use the tri-fold design to stand them up on their own, or flatten them out for use in a stand.

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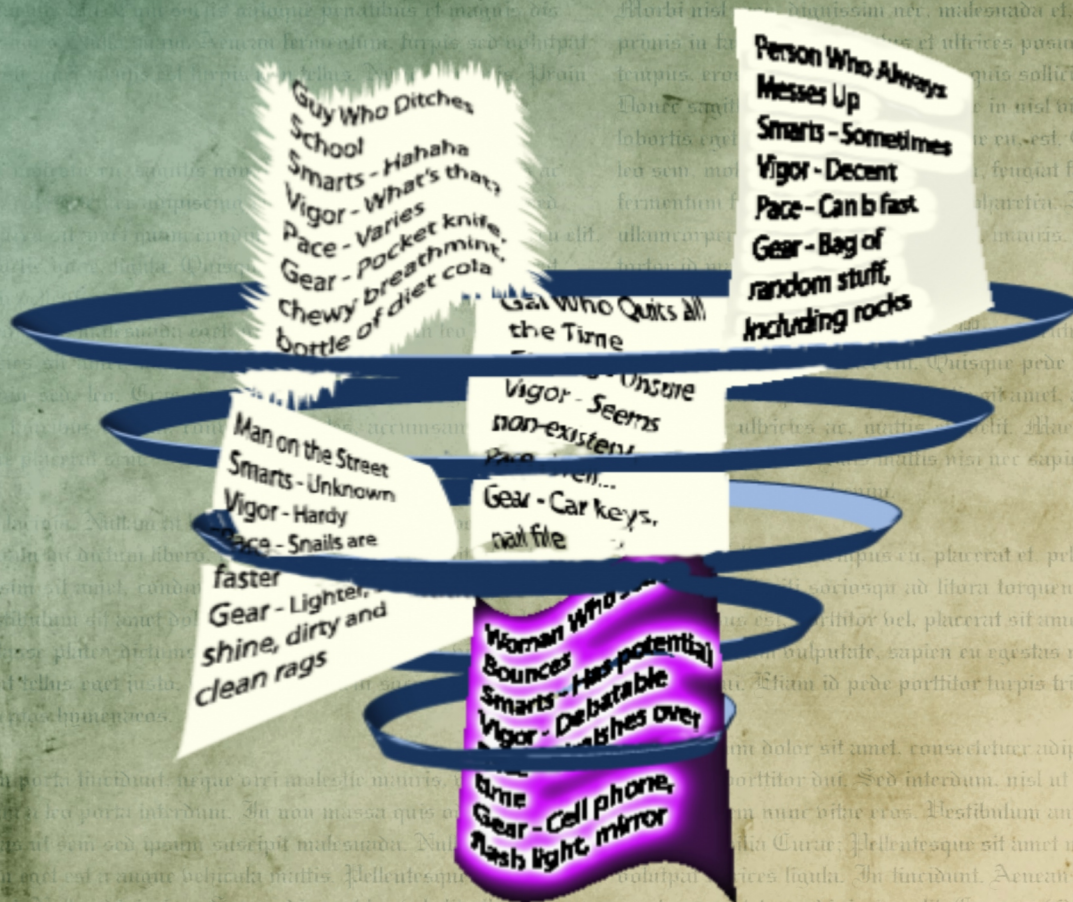
- Timothy S. at DriveThruRPG



HIGH
SPACE

BY PATRICK TAYLOR





From Zero to Hero

Applying a Character Funnel to Savage Worlds

By Mark Widner

Listening to a podcast about playing through the “Character Funnel” from Goodman Games’ *Dungeon Crawl Classics*, I thought it would be great if I could use the concept for new players in *Savage Worlds*. I decided to try it. How hard could it be? Before I get ahead of myself, I’ll explain what a character funnel is. You start with a group of below average characters and whatever mundane gear they have at the time. As they progress through a series of encounters, some characters will inevitably die in sometimes funny—and often horrible—ways, when your everyday hero or average citizen would not fail. As that happens, the players aren’t out of

the game. They have multiple characters to run. At the end of the funnel, some characters will have survived. Hopefully. And now those characters could develop into the party for future games.

I wanted to provide this experience for my kids so they could try out different character types by playing through a series of characters. Often when introducing their friends to a game, they only have a vague idea of what they want to play, especially with *Savage Worlds*. A funnel could change that.

What started out as a wonderful concept has turned into a full scale brain-burner. Reaching out to the *Savage Worlds* Yahoo Group, I proposed my idea.

GAME PREP

My Initial Plan for Applying a Funnel

- Start each player with three or four characters, all with d4 in their primary attributes and no starting skills so that everything is d4-2.
- They have neither Edges nor Hindrances.
- Over the course of the event, the characters face challenges that allow them to roll a particular skill and, if successful, increase that skill to a d4. If they succeed with a raise, they can choose to raise that skill to a d6.
- The characters also have the standard Shaken + three wounds.

The response was overwhelming. I gratefully took all the responses to heart and will be using several of the suggestions through iterations of testing. Like any mad scientist, though, I wanted to give my creation legs before I started making changes.

I have essentially walked through the proverbial medieval world and plucked folks at random to throw into my encounter. The problem became not knowing what plain folks from the Middle Ages looked like. I took to the internet and found a wonder page on Ancestry.com that listed professions from the Middle Ages. I loaded 1,320 professions into a database and assigned what might have been mundane stuff at the time. Now all I had to do was run a simple query and spit out the number of characters I needed.

The characters stumbled into the deserted township of Fair Weather. The local goon squad had commanded them to find out what happened to the heroes they'd sent in to clean out the town. The

squad stood at the entrance, ready to kill anyone who tried to leave. The characters had an opportunity to use Taunt and Persuasion on the guards to try to get some help before entering Fair Weather. Obviously the guards knew something about the little town our hapless characters did not.

As the characters entered Fair Weather they saw a series of huts, a village center, stocks, and the lord's manor. The huts provided a way for the characters to try out some of their skills such as Notice, Stealth, Climbing, Tracking, and Knowledge. It was possible for the characters to find improvised weapons and various items they could maybe even fashion into crude armor.

Depending on their rolls, some of the characters might have encountered a spike trap or hidden pit meant to protect poor Fair Weather from marauders. At least one hut had a locking trap door that required a strength test to lift or burst through. One unfortunate character dropped his lantern and started a fire in the room when the door slammed shut.

All characters had to make a Vigor roll to see if they passed out from the smoke. Those who succeeded remained conscious and had the choice to raise their Vigor to a d6. Several didn't make their rolls and did not escape the burning hut, but that's how it goes.

After making it through the huts, they moved on toward the center of town. After a successful Notice roll, they found the remains of several partially eaten people with their skeletons exposed. Something had a meal after those individuals died. If they had managed to succeed with a raise, they would have seen evidence of a much-too-large rat. That should have been a warning to all the characters, but two of the remaining party only noticed the shadows

moving at the edge of town or the figure of a man in the stocks.

That man screamed madly, requiring the party to make Spirit rolls or become Shaken. He shouted, "They are coming to kill me! You have to protect me! I'll do anything if you keep me alive!" At that point a group of four dog-sized rats charged from the shadows.

It was a pivotal point for the characters to decide what they were going to do: free the man or leave him to his fate? They decided to surround the man and protect him from the rats.

One enterprising character tried to pick the lock with some tools he found. Being that he was a cobbler's son, I figured it would be fair to negate the -2 for lack of skills since he had some tools. Amazingly, he succeeded on the first try. The freed man immediately jumped on his rescuer and tried to bite his ear off, all the while yelling, "Feed, my friends, FEED!"

I dealt initiative cards and combat began. One character threw bones at the rats to Intimidate them. One rat was Shaken, leaving three to attack the characters. One character decided it was best to gather the remaining party members and attack en mass. Maybe if he was lucky, someone would survive the combat. After several rounds of combat, the master and one rat were left along with six characters.

So far, the combat had been brutal. Hitting a rat with a pan might sound like an effective attack, but not when you critically fail the attack and the rat steals the pan from your hand.

I had handed out on average two Bennies per character. Almost all had an improvised weapon and only one had armor, but combat was still going relatively well. By this point two characters had Fighting at d6 and three had Fighting at d4. It was not a Total Party Kill although street rats seem to be pretty tough opponents.



GAME PREP

The man was incensed that they'd killed his rat friends. They were just trying to protect him. One character tried to Persuade the man that they were there to rescue him and find the others who had come to help.

They found out he was the mayor of Fair Weather and everyone was trying to take his power. The citizens had even gone so far as locking him in the stocks before they tried to leave. The rats started taking care of the townspeople at night, but some residents retreated to the manor house. Thanks to the characters, the man now planned to burn the manor down with all those people trapped inside. He



offered our remaining characters a choice: "Leave this place to its fate or die trying to be a hero!"

At this point, the players need to consider what happened to their characters in the adventure and what to do next. Take an appropriate Hindrance. Pick an Edge that makes sense and up their attributes. And, of course, what to do about the current dilemma. The funnel isn't finished, but now the characters are closer to hero than zero. My kids now call this "running the gauntlet."



Ages ago, man, elf, dwarf, and all toiled together. In time, truth mixed with clever lies turned the races against each other. Too late, the treachery was revealed. Only man remained on the island nation. Decades have passed, but the dead are not content to let bygones be bygones. Their souls are not free, and now they seek... retribution.

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Thinking Outside the Table

Turning Your Favorite Savage Setting into a LARP

Live Action Role-Play (LARP) covers a lot of ground in the gaming world. LARP events range from live foam – boffer - weapon combat between factions to intense character-driven political machination, espionage, or mystery-solving, and everything in between. LARP Game Masters (GMs) don't have time to adjudicate every conflict. They want their players to have fun while staying immersed in the game world, but nothing takes a player out of the game like cumbersome, ill-designed rules.

This is why many LARP GMs prefer fast-playing skill resolution and combat rules to keep the action moving. (Is this sounding familiar?) With a little preparation, you can convert whichever Savage Worlds settings your players prefer into LARP events that everyone will enjoy. Maybe you'll discover a few hidden talents along the way. The first thing you need to do is think outside the table.

LARP is similar to tabletop role-playing in that players gather together to tell a story with the help of a GM who also moderates and interprets conflicts and injects information to keep the action moving. However, LARP players move freely about the room, speaking and acting as their characters would.

Costuming is almost always encouraged, and players who make their own costumes often take great pride in their handiwork. Prop items for scenery and personal equipment add much to the setting, helping players feel as if they are really "there."

The GM's role is to help tell the story, not be an adversary or foil for the players. Campaign-style LARP events are ongoing and run much like a TV or

book series, but let's concentrate for now on one-shotLARPs – scenarios that are completed in one session and don't necessarily have a sequel. A LARP scenario can be crafted for any setting by remembering these guidelines.

RULES

Use rules that are easy to learn (or at least easy to convey when necessary), and make sure that everyone understands the rules. Several groups have posted their own adaptations of the Savage Worlds rules for LARP purposes (see Links), but you may wish to create your own. Whether inventing your own rules or adapting someone else's, keep in mind the Savage Worlds maxim: Fast! Furious! Fun!

Players won't want to spend five minutes on complex calculations to determine whether their arrow hit the mark or went astray, or if they managed to pick the pocket of that rich-looking gentleman, so keep things simple.

If you're analytical, distill the Savage Worlds rules to their simplest mathematical form and adapt them to game play. One thing you will need is a randomizer. Players often won't have access to a surface for rolling dice, so you'll want something else.

Card-draw systems make for excellent LARP randomizers, as do games such as Rock-Paper-Scissors. Dice-rolling apps are available, but remember: the frequent appearance of smart-phones in a Victorian-era game is anachronistic and can be off-putting to players. You can also use prop and item cards that identify weapons or any other

GENERAL INTEREST

items, describing special abilities or qualities in terms of that item's effects on play. This reduces GM involvement and speeds play. Expect to employ at least one GM for every 8-10 players.

OVERVIEW

You usually need more players for a LARP than a tabletop game, and not everyone may be familiar with the setting you've chosen. Provide a brief overview of the setting, preferably about half a page, and certainly no more than a page. Give the players enough information to hold a reasonable conversation in-character, but do not inundate them with minutiae or the sweeping history of the world.

SETTING THE STAGE

Briefly paint a picture your particular event's setting. You can add this to your world overview, or present it verbally at the start of the event (or perhaps even a little of both). Think of the overview as providing an understanding of the world at large, and setting the stage as illuminating where your particular event takes place.

For example, if you decide to run a Deadlands LARP, new players might need to learn a little about the world first. Then they can know that they are starting in a particular town awaiting the stagecoach's arrival, are on a train heading from Bugtown to Phoenix, or that they are taking refuge in a cabin in the Yukon while a snowstorm passes.

CONTAINMENT

Remember when choosing your event's location that the characters should have a reason to stay there for the duration of the event. The more modern the setting, the more thought you will have to give to this. Access to information and transportation in modern or sci-fi settings makes it easier for a character to decide to leave or call for

help or reinforcements. Abandoned mines, research submarines, high-flying zeppelins, lost world plateaus, and haunted mansions all make exciting (and contained) locations for LARP events.

PLOT

Give the characters something to do. Bored players tend to drop out of character, and that can derail your game. Savage Worlds settings often provide templates and plot point campaigns. Take advantage of your source material. Remember, characters can include villains, so take a fresh look at the plot points for characters to include in your LARP.

LINKS

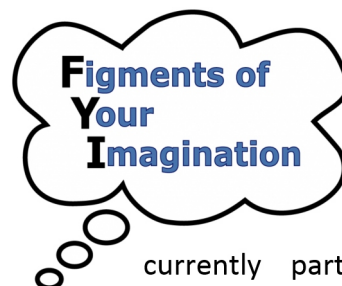
Love Deadlands and wonder what that would be like as a LARP? Read "How to run a Deadlands LARP," at <http://deadlands.livejournal.com/29214.html>.

There's even a LARP group that combines roleplay with foam/boffer/nerf weapon combat, using the Deadlands setting. Their wiki is <http://deadlands-larp.wikispaces.com>.

Coming later this year to RPGNow: *In High Gear*, a ready-to-run LARP scenario written by FYI and based on Steamsapes: North America (a Savage Worlds steampunk setting by Four-in-Hand Games).

The history ofLARPs is chronicled at http://en.wikipedia.org/wiki/History_of_live_action_role-playing_games.

ABOUT THE AUTHORS



Kevin and Shari have been playing, running, and writing LARPs for more years than they care to admit, and are currently part of Figments of Your Imagination (FYI), which can be found at www.LarpsByFYI.com.

Necklace of Reanimation

By Aaron T. Huss

The strength of a warrior can be measured by the number of cuts, bruises, and broken bones he's sustained throughout his career. But how does one measure the number of times he's been reanimated?

Dangerous magic can be found just about anywhere, and a foolish warrior will take whatever he can get and use it regardless of consequence. When one happens upon the gift of immortality, the price he must pay is sure to be inconsequential compared to the long life he will live and the riches he is sure to reap. But what is the price that needs to be paid? What would a warrior give up for the benefit of immortality?

From far across the sands come the rumors of an ancient relic. It's said to gift the warrior immortality with a price no one has ever spoken of. Supposedly forged by the hands of a great elven wizard who sought to avoid death's hand by cheating the afterlife of the soul they were seeking, the relic is believed to come in the form of a charm. Even an elf dies someday, but the elven wizard never felt his duties as a wielder of the arcane were ever complete, despite death knocking on his door.

At the incredible age of 450, the wizard placed his newly forged charm about his neck and stared death down with necromantic eyes. He laughed an incredible laugh, almost as if the energy of the spiritual plane formed a barrier around him, never to seek out his soul again.

But this is just a story, for no charm of immortality is sure to be found. However, a shaman did once discover a mysterious necklace near a pile of mostly wind-blown ashes. It was reputed to shun the spiritual plane as if denying its owner the ability to allow the soul to ever enter. Could this be the charm of immortality from stories passed down from generation to generation?

Necklace of Reanimation

The necklace of reanimation imbues its owner with immortality, but at a horrible price. While worn, the necklace grants the following:



- The first time the character becomes Incapacitated, he immediately reanimates as a revenant, gaining the Undead Monstrous Ability, at full health.

- Upon becoming a revenant, the character also gains the following - **Immunity (Magical**

Healing): The character can no longer benefit from any type of magical healing.

- The second time the character becomes Incapacitated, he immediately reanimates again, but with a debilitating Minor Hindrance.
- Each subsequent time the character becomes Incapacitated, he immediately reanimates and gains an additional debilitating Minor Hindrance. Optionally, a current debilitating

EQUIPMENT CORRAL

Minor Hindrance could be upgraded to a Major Hindrance.

- If the character ever loses possession of the necklace after he has been reanimated even once, he instantly falls to the ground and rapidly decomposes, turning to nothing but ash in minutes.
- Debilitating Hindrances include Anemic, Blind, Hard of Hearing, Lamé, One Arm, One Eye, and One Leg.



Medallion of Second Chances

By Vickey A. Beaver

A rare person is the one who never has wished that they could take back just one thing, that they could roll back time if only for a few minutes. Legend has it that there is a way to get that wish. So long ago that no one knows its origins, a tinkerer of some sort created the Medallion of Second Chances.

The flat, grey ceramic device is small, consisting of a 2" wide disk with a slightly smaller disk atop the base. It hangs from a shimmering, glass-like cord whose material is unknown. The infinity symbol (∞) is engraved on the top and bottom disks. Something unseen holds it together so that the top disk can be twisted to the left 120°. Each time it is twisted the full 120°, time rolls back (see What It Does). It twists in only one direction. The medallion cannot be destroyed by any mundane means and may be impervious to damage altogether.

What It Does

The medallion allows the user to roll back time by 1-10 minutes as determined by the roll of a d4. This can be done only three times. On the third use, when

time re-sets, the user no longer has the device. It has mysteriously disappeared.

On a 1-3, that many minutes is rolled back. On a 4, as usual, the die aces and is rerolled. If the total is 5-7, that many minutes is rolled back. A total of 8 is treated as a raise and goes back up to 10 minutes as chosen by the character who rolled.

This effect is limited to actions pertinent to the medallion-holder and the immediate bystanders within a reasonable proximity as determined by the GM. It's as if everyone affected has been encased by a time bubble that no one else is witness to or affected by. The user will know what happened; everyone else might have an odd, unexplainable feeling of momentary dizziness, but that's it.

Unintended Consequences

All outcomes in the time that has been rolled back within the bubble are null. Foes who were killed in that period are alive again. Artifacts that were destroyed are whole. Everything must be handled again. The GM may deem that because time has

EQUIPMENT CORRAL



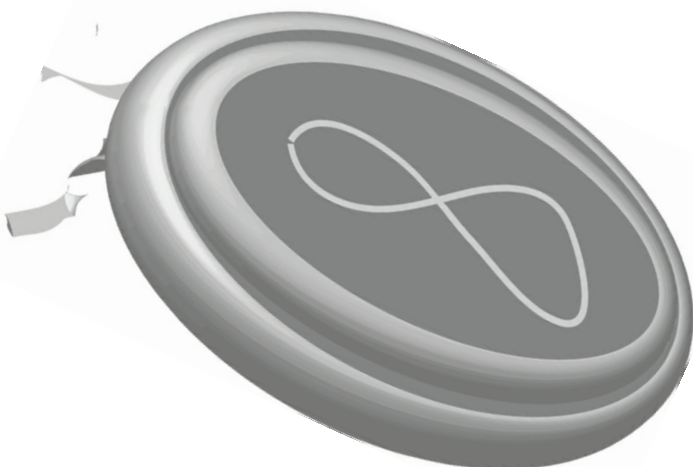
been altered, some things have also been altered in small, presumably insignificant ways. That helps deal with not remembering exactly how everything was at the earlier time.

If the same time is rolled back more than once, something phenomenal will happen. On a d20, 1-5 rearranges some surroundings (like a desk, rocks, or other noticeable detail), 6-10 gives the PCs two immediate turns to act, 11-15 rearranges the PCs locations (they're closer to their target than they were, are not yet where they expect to be, etc.), and 16-20 introduces a helpful experience (foes' weapons malfunction, an otherworldly visitor appears briefly to aid them, etc.). The more times the medallion has been used for any part of the same period, the more severe the phenomena are and the more risky the result.

Possible Use as a Scenario Seed

The Medallion of Second Chances can be an item the party is sent to find,

becoming the corner piece of the session. It could be a reward in lieu of money, but they don't have all the details about it. Use it as an intriguing find during a routine endeavor or as part of the loot found in ruins or on a dead person they find in the woods. When it comes into the party's possession, it could already be partly used.



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PINNACLE
ENTERTAINMENT GROUP

By Rachel Rutledge and Robert L. Beaver

Masters of Starting Anew

We bring you five new character profiles created by Rachel Rutledge and made playable with stats by Robert L. Beaver. This issue, there is even a new Hindrance, Power, and Race to support what Rachel has dreamed up. From Supers to Horror to Sci-Fi, use these characters as interesting NPCs, Wild Card Allies, or even as pre-generated characters for various campaigns.

Characters built using *Savage Worlds Deluxe*, *Savage Worlds Super Powers Companion*, and *Savage Worlds Fantasy Companion*.

PAULA “MADAME HURRICANE” AVERY

Rank: Novice

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

Skills: Boating d6, Fighting d6, Investigation d6, Knowledge (Weather) d6, Notice d4, Streetwise d4, Swimming d8, Throwing d6

Charisma: 0 **Pace** 4 **Parry:** 5 **Toughness** 7 (0)

Hindrances: Heroic (Major), Stubborn (Minor), Overconfident (Major), Lame (Major)

Edges: Arcane Background (Super Powers), Level Headed

Gear: None.

Super Powers:

- **Matter Control (15):** Water. Level 4, Strength d12+2. Constructs x3, Requires Material (water/water vapor/ice)
- **Storm (8):** Downpour, Gale Force, Lightning Strike
- **Energy Control (11):** Wind, Area Effect, Range, Selective
- **Attack, Ranged (11):** Range 24/48/96 or Cone Template or MBT, Damage 5d6, RoF 1, AP 0. (Water/Water Vapor/Ice Jet)

Paula Avery is Madame Hurricane, the superhero who saves the day with her natural ability to manipulate water. She never failed to amaze people by forming water into any shape, walking on it, or changing it to its other states. A crowd favorite is when she forms water into the shape of a dragon and uses it as a water cannon. And they can't forget when she silenced a hurricane, earning her the name "Madame Hurricane" in the first place. Her specialties are extinguishing fires and quelling water-oriented natural disasters. She's been known to foil crimes in progress, too, particularly robberies.

Underneath a blue and red mask, she's a 30-year-old woman sporting dirty blonde hair and sea blue eyes. She has an olive skin tone, an athletic build, and is a little taller than average. Paula is a headstrong, self-assured, tenacious woman with a tendency to take on more than she should. Her personality was well balanced with her partner and childhood friend, Quick Step, who has the ability to run at a super speed. Overly cocky and never truly, he used to brag about how fast he was...that was until the day he wasn't fast enough to help Paula, who was in trouble. She was struck in her spinal cord and became a paraplegic in a wheelchair.

After the accident, she became more solitary and didn't go out like she once did. She also avoided water and her old partner, whom she couldn't help but to hold a grudge against. Quick Step had been

CHARACTER GALLERY

encouraging her to get out more and even get back in the 'superhero game', but Paula was reluctant to reinvent herself. He seemed to finally give up after he brought to her the location of the man who shot her, and she made it clear that she didn't blame him, but rather Quick Step.

They went their separate ways from then for a long time before Quick Step returned in need of her help. An up and coming villain named Cinder has been terrorizing the city with his ability to manipulate fire. Quick Step has insisted that Paula is the only one who can truly stop him and put out all the fires he's been creating. She sees the news reports and knows what he says is true; however, she can't seem to bring herself to help. It's only until she learns that Quick Step had been terribly burned in the process of trying to stop him alone that she decides to finally put the mask back on again.



CALLUM HUNT "NIGHTMARE"

Rank: Seasoned

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

Skills: Fighting d8, Knowledge (Demonology) d8, Notice d6, Persuasion d4, Riding d4, Shooting d6, Spell Casting d8, Swimming d4, Throwing d4

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness** 5 (0)

Hindrances: Death Wish (Minor), Quirk, dresses to hid skin (Minor), Vengeful (Major)

Edges: Arcane Background (Magic), New Power x 4

Powers [10 PP]: Armor (Black Obsidian), Boost/Lower Trait (Darken Skin), Fear (Targets Nightmares), Fly (Dark Demonic Wings), Mind Reading, Smite (Turns Sword Dark Obsidian), Speed (Demonic Eyes)

Gear: Long Sword (Str + d8).

Callum Hunt was one of the few survivors of the attack that left his English village as little more than blood stains and debris. If you asked him, he'd tell you that he wished he'd died along with most of his family and friends. That way he wouldn't have to live with the guilt of knowing he summoned the demon nor the image of it that corrupts his dreams. It was several years ago when he and few friends thought the best way to get revenge on a group of thieves was to summon a demon to destroy their homes. The demon was named Nightmare; supposedly it was a fallen angel that came in the form of the darkest fears of the people who summoned it.

In this case, it came as an oversized satyr with dark eyes, claws, huge wings, and a long tail. It had the ability to breathe fire and possess people. Unfortunately, the plan backfired and they learned the hard way that the demon couldn't truly be controlled. After destroying the homes of the thieves, it killed Callum's friends at the start of a rampage, eliminating everything in sight. After convincing himself that he was a warrior, Callum gathered the courage to stand before the demon. He was near the end of the ritual that would extract Nightmare, but wasn't able to finish it before Nightmare attempt to possess him.

Neither Callum, nor Nightmare could anticipate the outcome: the two became fused. The disturbed ritual brought many changes, one of the most obvious being his eyes deepening from a light brown

CHARACTER GALLERY

to black. His once fair skin tone darkened a bit as did his hair. At first, Callum was scared, but as time went on he saw that he was not only in control, but that he could harness the demon's powers as well. He could gain strength and speed and discern the greatest fear of anyone he looked at. If he really tapped into the power, he could generate dark wings, dark armor, and a dark sword. However, it's really taxing.

Callum's skin turns black the more he uses the powers, starting at his hands and feet. He typically wears gloves and long socks so that nobody else can see it. He now realizes that with each time he taps into the power, it is harder not to lose himself. While he's in control the majority of the time, he's had occasions where he went too far and Nightmare took over. He wants to find a way to expel the demon, because he's afraid he'll lose himself completely and never return.

Since he covers up, people can't see when his skin turns black, but his eyes leave them feeling unsettled. Combined with the dark aura they can sense around him, they tend to avoid him. If seen using any powers, witnesses will likely be afraid and flee.

SHEILA BANKS

Rank: Novice

Attributes: Agility d4, Smarts d10, Spirt d6, Strength d4, Vigor d6

Skills: Driving d6, Investigation d6, Knowledge (Science) d10, Repair d10, Weird Science (d10)

Charisma: 0 **Pace** 6 **Parry:** 2 **Toughness:** 5 (0)

Hindrances: Curious (Major), Pacifist (Minor), Stubborn (Minor)

Edges: Arcane Background (Weird Science), Mr. Fix It, Power Points

Powers [10 PP]: Time Teleport Belt (Teleport Super Power, Range 48", Traverse Time)

Gear: Broken Time Travel Belt.

In the year 2065, Sheila is an African American woman who is having a midlife crisis. She's a scientist with nothing to show for her 42 years of life. She has no children; she's married to a man she doesn't love anymore; and she's beginning to regret her career choice.

One of the few successful things she's created is a time travelling belt and rather than releasing it to the world, she uses it herself. Without telling anybody, she plans to go back in time to her college days, where she can not only change her career choice, but stop herself from meeting and falling in love with her husband, Joseph, as well.

Setting her desired point in time to 2042, she travels back to her freshman year of college. Unfortunately, her belt breaks in the process and she gets stuck in her senior year, a time when she'd already started dating Joseph and decided on her career. To make things worse, the piece she needs to fix the belt hasn't been invented yet.

Left with no other choice, she seeks the help of Joseph to get back to her right time and reconstruct the belt. Forced to reveal that she's from the future, Joseph isn't as receptive as she'd like. He thinks she's losing her mind and talking crazy; she's not acting the way she usual does. Eventually he plays along and agrees to help. It's only after she 'predicts the future' about certain events and they come to pass that he begins to believe her.

In the process of spending time together to fix the belt, their relationship is recreated and Sheila realizes why it is she fell in love with him in the first place. Her love of science is rekindled, quashing her former career regrets. She ends up telling Joseph the whole truth about why she came back.

He's saddened, but convinces her that if she likes what's happening, she doesn't have to follow through. In fact, she doesn't even have to fix the belt

CHARACTER GALLERY

and leave at all. She looks just like her younger self and determined her real younger self disappeared when she came to this timeline, so there would be no complications. After finding that to be an adequate solution, Sheila agrees and does just that.

Sheila Banks is a short and slender, caramel colored woman who developed a no nonsense attitude and short patience. It balances out well with her eventual husband, who is laid back and takes time to enjoy the little things in life. When equipped with her working belt, she has the ability to travel through time. She's technologically savvy and able to create powerful things when she puts her mind to it.

OISHI YAMAMOTO “KIARA WRIGHT”

Rank: Novice

Attributes: Agility d4, Smarts d8, Spirt d8, Strength d4, Vigor d6

Skills: Fighting d8, Knowledge (Cooking) d8, Knowledge (Japanese Culture) d8, Knowledge (Language: Japanese) d8

Charisma: 0 **Pace** 6 **Parry:** 6 **Toughness:** 5 (0)

Hindrances: Clueless (Major), Code of Honor (Major), Loyal (Minor), Quirk (quiet, keeps to self) (Minor)

Edges: Alertness, Attractive, Trademark Weapon (Katana)

Gear: None.

Don't we all wish we had another chance to go back and change some decisions we've made in life? Nobody wishes this more than 92-year-old Oishi Yamamoto. He's a Japanese man that spends his days regretting the choices he made in life and awaiting death. He lives alone and has no wife, children, friends, or anything he can say that he feels especially accomplished about. Of course, he had an

opportunity for all those things, but he chose his military career over it. As his days approach an end, he wishes for a chance to do it all over again; a chance to make better decisions so that he has something to feel proud about. He is surprised when his wish actually comes true, having been reincarnated as a 21-year-old African-American woman. Whereas his hair was straight and white, it's long, curly, and brown now. His eyes are still dark brown, but now look at him in the mirror from the face of a curvaceous lady.

When he first woke up in the hospital, he was very confused and scared. He thought maybe he switched bodies, but after catching his name and face in the obituaries, he recognized this opportunity as the second chance he longed for. It just came in a form he didn't expect. He figures he was reborn in the body of a 21-year-old rather than a newborn because that's the age his regrets started. Kiara Wright is the name he is now called and the name he is forced to accept. While he does have access to her mind, thoughts, emotions, and feelings, he cannot exactly access her memories. The only one that's clear is the car crash that he woke up from in the hospital. It's as if her spirit left, but her consciousness left an imprint of everything else that made her who she was.

Oishi retains the knowledge he learned in his previous life which includes speaking fluent Japanese, the art of aikido, military combat, and how to use a katana. He also has some new knowledge, given to him by this reincarnation; for one, he's an excellent cook. It seems Kiara's life goal was to

生まれ変わり

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become a professional chef and open up her own restaurant.

While it's now easy for Oishi to prepare meals, it's hard for him to accept changes like that. He doesn't want to cook and he doesn't want to maintain the friendships Kiara had. He definitely doesn't want to continue the relationship Kiara was in with a gentleman by the name of Kenton Desamour. Not to mention the culture shock is almost too much to bear.

This new life offers its fair share of advantages as well as difficulties, but in the end Oishi recognizes that he won't get another chance. Putting his own temptations aside and listening to the desires that were once Kiara's, he slowly accepts her friends, her goals, and her life.

People that were in Kiara's life realize that she's been different since the car accident; she's not as outgoing, she's off by herself a lot of times, she doesn't cook as much, and she's even taken a sudden interest in Japanese culture. They hope whatever is happening with her will wane away, but for now all they can do is offer their support.

BOMAN

Rank: Novice

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

Skills: Driving d4, Fighting d4, Healing d4, Investigation d6, Notice d6, Psionics d6, Repair d6, Survival d6

Charisma: 0 **Pace** 6 **Parry:** 4 **Toughness:** 5 (0)

Hindrances: Vashti Racial (Weak Immune, Pure Life, Pacifist), Cautious (Minor), Outsider (Minor), Power Loss (Major)

Edges: Vashti Racial (Uninhibited Mind, AB (Psionics), Psionic Skill)

Powers [10 PP]: Illusion, Telekinesis, Telepathy, Teleport

Gear: None.

In another universe and on another planet, there is a group of extraterrestrial life called Vashti. These aliens have unlocked 100% of their minds, rather than just 10% like humans. They are telepathic, able to create and manipulate illusions, and can warp through space. They have the appearance of average humans with thin, wide set eyes, and sharper teeth. When they discovered Earth, they decided to go down and interact with the regular humans.

However, what they didn't realize was that the pollution on Earth was harmful to them. As soon as they took in the toxic air, their minds' powers began to deteriorate. Not only that, but humans weren't receptive to them in the way they assumed, and a lot of them were captured and studied while others were outright killed. Whatever was left of them disappeared, or so it was thought to be. Boman, a Vashti who had lost much of his brain power, can no longer use his abilities or even remember the majority of the events that took place. Trying to survive long enough to leave the planet, he is forced to reinvent himself, living as a human.

Boman's initial desire was to return home, or at least go wherever the rest of his species were. However, no matter how hard he attempted to regain his powers, it didn't work. He could find no way to leave the planet—not by himself. His desires only changed after he was helped and taken in by two human brothers. Matt and Felix are intelligent young men with a huge interest in extraterrestrial life. They were never bothered by being called 'nerd' in school, knowing it would pay off eventually. Not daring to pass up on an opportunity like this, they help the alien in his pursuit of returning home. Boman was wary of them at first and only used the brothers for their resources and information. Over time, he saw they weren't violent like some of the other humans.

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To repay them, he helped them unlock their own minds.

Since humans were born on Earth, the pollution didn't have as big of an effect on them and the brothers were actually able to use the powers of telepathy and illusion manipulation. It proved to be more than useful when they were able to locate another Vashti that had been left behind. After reconnecting with another of his kind, Boman learned that many others were likewise forced to create safety by adopting human lives. He makes a deal with the brothers to seek out more Vashti in exchange for him helping to unlock other humans' minds. Boman still maintains the desire to leave Earth along with his fellow Vashti, but while he's here, he enjoys teaching the non-violent humans, and has regained a fraction of powers he once had.

NEW HINDRANCE

Power Loss [Minor/Major]

Due to some effect, your character has lost the ability to use your powers. The only way you can regain use is to either remove the effect or somehow shield yourself from the effect. If the effect is easily shielded from, this is a minor hindrance, otherwise a major. If you permanently negate the effect in any way, you must buy off the Hindrance by sacrificing an Advance.

NEW POWER

Illusion

Rank: Novice

Power Points: 1

Range: Smarts x 2

Duration: Instant

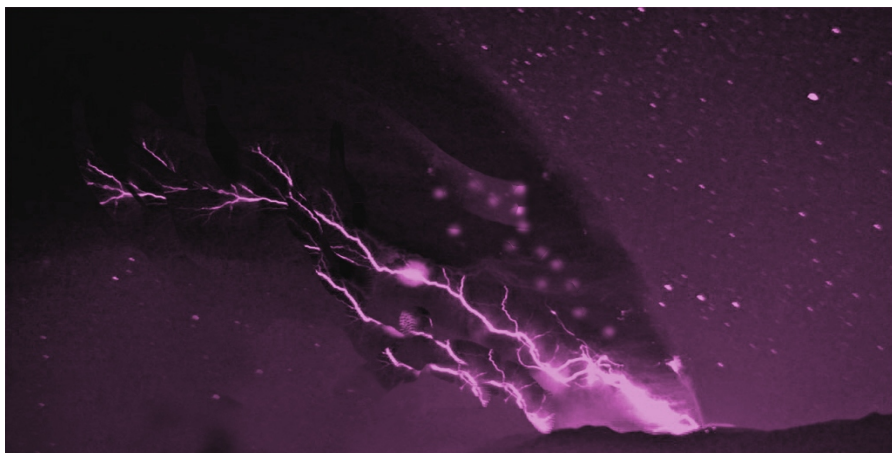
Trappings: Lights, Noises, Objects

Cause something that wasn't there to appear. On a success, those seeing illusion must make a Smarts roll at -2 to see through it, and on a raise the roll is made at -4.

NEW RACE

Vashti

- **Uninhibited Mind:** Vashti have unlocked use of all their mind, start with a Smarts score of d8.
- **Arcane Background (Psionics):** Vashti are able to use their minds to manipulate the world around them.
- **Psionic Skill:** Vashti are innately skilled with their psionic abilities and start with a d6 in their Psionic skill.
- **Weak Immune:** Vashti are not as resilient towards hardships of life concentrating on mind over body. Vigor requires two points per step to raise during character generation.
- **Pure Life:** Vashti have led such a pure life they are now sensitive to the effects of airborne pollutants. They have a -4 penalty to resist the effects of airborne pollutants on them (lower Smarts one die type on failure).
- **Pacifists:** Vashti have long since given up on fighting, preferring diplomacy and negotiation and only fight in self-defense.



By Marc Gacy

Black and White 60s Spy Show

In the 1960s, there were certain kinds of spy shows that were a little lighter than today's grittier spy shows. They were characterized by an emphasis on undercover work (not really disguise, per se) and lots of hand to hand combat with very little shooting.

This brief set of rules should allow for a few simple adventures in this kind of world. Heavy use of Persuasion (both in and out of a Disguise/Undercover context) should be encouraged, along with Streetwise and Common Knowledge rolls.

RULES OF THE DAY

Setting Rules

The setting rules Born a Hero and Heroes Never Die are used in Black and White '60s Spy Show. High Adventure and Joker's Wild are not integral parts of the genre, but will increase the suspension of disbelief required (i.e. more The Avengers, less I Spy).

Limited Arcane Backgrounds

Only Weird Science should be allowed and even then characters almost never use it, although they could still take advantage of "found" Weird Science items.

Occupational Background

Players should choose a broad occupational background for their characters: Military, Science, Arts, Business, Manual Labor, Dilettante, or Teacher. Characters may liberally request to make appropriate Common Knowledge checks about anything if they can justify it based on their background.

Characters who are Dilettantes or Teachers should be able to justify knowing something about almost

anything, but they are less learned on any single topic and receive a -1 on such rolls. Characters with the Clueless Hindrance do not have an Occupational Background.

No Wealth

Edges and Hindrances relating to wealth are not used. Your characters are either independently wealthy or members of a deep-pocketed organization. You may still take the Noble Edge, which gives your character the Charisma bonus and right to use such a title as Sir/Dame. Any greater nobility and you're probably not running around working with MI-6.

No Fear

Nothing really gruesome or grotesque ever seems to happen in these adventures, so rules for Fear (and by extrapolation, any Edges or Hindrances that affect it) are not used.

No One Actually Shoots Anybody

Firearms are highly discouraged. A character who wishes to use the Shooting skill or any kind of explosives in an adventure must spend a Benny. This may be done at any time, in case the character feels the need to use Shooting but hasn't planned on it until this point.

Also, all Shooting attacks take place AFTER all other actions. A character using Shooting places their card sideways during their turn in initiative and passes. Once all regular cards have been played, the turned cards are played.

This even applies to the Joker, although the Joker on a Shooting attack may still interrupt any other

MECHANICS WISE

Shooting attack. Note that these rules don't apply to Throwing - that's why they're called bowlers after all!



Goods and Gear

Characters request what gear they will need at the beginning of a mission (see New Equipment), but often after acquiring some intel. The GM, playing the part of the quartermaster (if that name's too long, just use the first letter; wink, wink) has the right to refuse any request on any grounds: deemed too dangerous; fresh out at the moment; this won't be that kind of mission; parliamentary budget cuts and all.

Intelligence Information

Getting intelligence information, or intel, is often half the battle. Many adventures can focus just on the acquisition of intel, while others may completely gloss over it and go straight to the action. If, however, the GM wishes to include a little more intrigue than just a single roll without extending it into a full encounter, the following simple procedure is provided.

Important intel comprises several pieces of information. To fit all the pieces together, several linked rolls are required. Each piece has modifiers for both Streetwise and Investigation. A character chooses which skill they wish to use to track down the information and rolls the appropriate skill, with bonuses and aiding as appropriate (although most good spies realize time is of the essence and usually split up to find information). They don't necessarily

have to be sequential, but all pieces are needed to see the big picture.

If appropriate, characters may make a few Common Knowledge rolls to glean either the number of rolls required or whether a given piece of information is easier with Streetwise or Investigation, but not to learn the actual modifier.

Since this intel is required for the progression of the adventure, it should be very hard NOT to find it. Good roleplaying during the process should be rewarded with bonuses to the roll as appropriate. For anything but a critical failure, the characters have obtained the information, but potentially at a price.

On a success with a raise, all subsequent attempts for linked information using the same skill are at +2. A success indicates a normal success with no bonuses or penalties.

A failure indicates they have alerted someone, which should have a detrimental effect for the characters somewhere down the line. Additionally, all subsequent attempts for linked information using the same skill are at -2. A critical failure indicates they have both failed to acquire the information and have attracted immediate attention, which should lead to an encounter when the characters are ill prepared.

Finally, characters may recklessly attempt to acquire information by taking a +2 to the roll. Doing so, however, alerts attention as per a normal failure even when the roll is successful.

See About Mr. Largo for a sample set of linked information.

New Hindrance

There is one new Hindrance for Black and White '60s Spy Show.

Information	Answer	Streetwise	Investigation
Who killed Agent R7?	Mr. Largo's bodyguards.	-2	-2
Who is Mr. Largo?	A local crime lord.	0	-4
What does he deal in?	Drugs and weapons.	-6	-2
Where does he traffic?	U.S. and Africa.	-6	-2
When will he be in town?	Tuesday.	-2	-6

Monolingual (Minor)

For whatever reason, the character never learned to speak any language other than a native language. Characters with the Monolingual Hindrance may not have the Linguist Edge.

New Edges

Any of the Edges from Clint Black's *Modern Martial Arts* should be allowed, but Accurate Attack cannot be used for Shooting. Find *Modern Martial Arts* (free!) Here:

<http://www.realityblurs.com/downloads/mma%20rev.pdf>. Additionally, the Mr. Fix It Edge does not require the Weird Science AB or skill requirements.

Not Really a Disguise

Requirements: Novice, Persuasion d6+, Spirit d8+

When using Persuasion related to your undercover disguise, you get a +4 if you use your real name. The GM should remember this and potentially use it against the character at some future time, but never during the initial Persuasion attempt.

Alter Ego

Requirements: Novice, Smarts d8+

You have an alternate identity that you are so thoroughly trained in, even experts don't know you're not who you say you are. This alter ego must be defined before the mission and must stay

constant if used in multiple campaigns. You do not have to make Persuasion rolls to convince anyone of this identity, and you may justify Common Knowledge rolls based on your alter ego as well.

Give Them the Slip

Requirements: Novice, Streetwise d8+ or Investigation d8+

You know that you are opening yourself up to compromising your position when you are out there tracking down the bad guys and have taken steps to cover your tracks. When you fail a roll normally during intel gathering, you may spend a Benny to avoid attracting attention instead of rerolling.

New Equipment

Despite complaints to the contrary by many agents, there are some nifty gadgets available at the agency that you can acquire and use. All of the special equipment described here concentrates on neutralizing opponents in a non-lethal way.

All of these, if used successfully, force a Vigor roll at -4 or the victim passes out for 1d6 hours.

Dart Gun

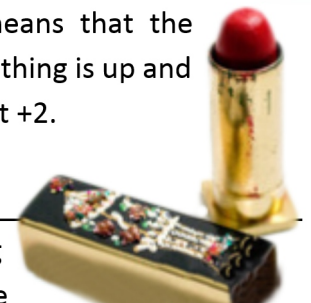
Small, air-powered dart guns make no noise and leave barely a trace. **Range:** 3/6/12 **Special:** Requires a -4 called shot to uncovered skin under most circumstances.

Lipstick

Poisoned lipstick was often used by Femme Fatales of the era. This requires a Persuasion roll at -2 to administer, and a failure means that the opponent has detected something is up and gets a free grapple attempt at +2.

Mini Gas Canisters

Small canisters of sleeping gas are another tried and true



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way of quietly taking down an opponent. Administering the canister is a touch attack; the agent must make a successful Smarts or Agility trick to get close enough while in combat, or Persuasion when not in combat.

Ninja Ball

Small, golf-ball-size ball of smoke powder that, upon striking a hard surface, explodes in a Medium Burst template giving full cover and an additional +2 to the user's Stealth roll.

Sample Characters

The following are sample characters to use with Black and White '60s Spy Show. All are members of the Inter-Continental Espionage Directorate (ICED) and all have 25 XP.

Agent 66

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

Skills: Climbing d4, Fighting d8, Healing d6, Investigation d6, Notice d6, Persuasion d8, Shooting d8, Streetwise d8

Charisma: 4 **Pace:** 6 **Parry:** 7 **Toughness:** 5

Languages: Chinese, English, French, German, Spanish

Gear: Lipstick.

Hindrances: Cautious, Delusional (Major, Mortimer Bright is a great agent), Loyal

Edges: Acrobat, Attractive, Charismatic

Background: Beautiful, smart, and persuasive. Agent 66 seems like the perfect agent except for one small thing: her unflagging belief in the capabilities of her partner, Mortimer Bright.

Occupational Background: Teacher

Catchphrase: "Good thinking, Mortimer."

Anna Tractiva

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

Skills: Fighting d8, Lockpicking d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d6

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

Languages: English, French, German, Mayan, Russian, Spanish

Gear: Derringer.

Hindrances: Curious, Loyal, Vow (Minor, Find missing husband)

Edges: Attractive, Bewildering Warrior, Jack-of-All-Trades, Martial Artist, Very Attractive

Background: Born to a wealthy industrialist, Anna Tractiva nee Bishop was married and presumed widowed at an early age when her Russian husband, Boris Tractiv, disappeared while flying a test plane in Peru.

Although not an official member of ICED, Anna is an asset to any mission because of her ability to blend her beauty, education, and physical skill into a deadly combination.

Occupational Background: Science

Catchphrase: "A karate blow, delivered by an expert, breaks the neck easier than a hangman's noose."

Eric Tuesday

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

Skills: Climbing d6+2, Fighting d8, Lockpicking d8+2, Stealth d8, Streetwise d6, Throwing d6

Charisma: 0, **Pace:** 6, **Parry:** 7, **Toughness:** 5

Languages: English, Finnish, Norwegian, Swedish

Gear: None.

Hindrances: Arrogant, Greedy, Wanted (Minor, Grand Theft)

Edges: Acrobat, Assassin, Heightened Senses, Martial Artist, Quick, Thief

Background: Eric Tuesday was an international jewel thief, financing his rich playboy habit when ICED caught him red-handed. Given the choice of life in prison or work for ICED, well, the choice was obvious.

Occupational Background: Arts

Catchphrase: "I've heard of stealing from the government, but stealing for the government?"

Jack Stallion

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

Skills: Driving d6, Fighting d8, Notice d6, Persuasion d6, Stealth d4, Streetwise d6, Taunt d4, Throwing d4

Charisma: 4 **Pace:** 6 **Parry:** 7 **Toughness:** 5

Languages: English, French, German, Hindi, Russian

Gear: Sword Cane (treat as rapier).

Hindrances: Code of Honor, Loyal, Quirk (Always wears fine clothes)

Edges: Charismatic, Combat Reflexes, Level Headed, Noble, Not a Disguise

Background: Jack Stallion is a former MI-5 operative who is the primary liaison between ICED and the British government. An aristocratic gentleman through and through, Jack Stallion seems to pursue the life of a spy as much for the personal thrill as his devotion to his country.

Occupational Background: Dilettante

Catchphrase: "Tried working once; didn't work out. Too much like work."

James Gander

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

Skills: Fighting d6, Healing d6, Intimidation d8+2, Notice d6, Persuasion d4, Stealth d6, Streetwise d4, Taunt d6+2, Throwing d6

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 6

Languages: Chinese, Egyptian, English, Russian

Gear: None

Hindrances: Arrogant, Stubborn, Vengeful (Minor, Tries to embarrass anyone in authority)

Edges: Combat Reflexes, Elan, Martial Artist, Nerves of Steel, Strong Willed

Background: A junior member of ICED, Gander would be much higher up in the organization if he would stop pointing out the foibles and shortcomings of his superiors. His iron will and determination, however, make him the perfect incorruptible agent.

Occupational Background: Manual Labor

Catchphrase: "Every government has its secret service branch. This is not one of them. A messy job? Well that's when they call on me. Or someone like me. Oh yes, by the way, my name is James Gander."

John "Jerry" Riggerston

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

Skills: Fighting d6, Investigation d6, Knowledge: Electronics d6, Knowledge: Explosives d6, Notice d8+2, Repair d10+2, Weird Science (Arcane) d10

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 5

Languages: Arabic, English, German, Hindi, Mandarin, Russian

Gear: Ninja Ball

Hindrances: Cautious, Loyal, Overconfident

Edges: Alertness, McGyver, Mr. Fix It, Scavenger



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Background: John "Jerry" Riggerston is one of the engineering experts at ICED. His ability to enter a kitchen and come out ten minutes later with a working time bomb is legendary.

Occupational Background: Science

Catchphrase:

"This is how far a cigarette burns in five minutes."

Mortimer

Bright

Attributes:

Agility d6,
Smarts d4,
Spirit d8,
Strength d6,
Vigor d6

Skills: Fighting d6, Gambling d4, Healing d4, Investigation d4, Lockpicking d4, Notice d6+2, Repair d4, Shooting d6, Stealth d6, Taunt d6

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 5

Languages: English

Gear: Shoe Phone (Doesn't really do anything.)

Hindrances: Clueless, Delusional (Minor - He's a great spy), Monolingual

Edges: Alertness, Combat Reflexes, Danger Sense, Elan, Luck, Great Luck, Hard to Kill

Background: Agent Mortimer Bright is the youngest son of ICED's founding member, Dr. Eric Bright. Dr. Bright hoped that by putting him in ICED, Mortimer would either learn something useful, contribute to society, or at least get himself killed. Unfortunately, none of those things have happened.

Occupational Background: None

Catchphrase: "Missed it by that much."

Robin Kelson

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

Skills: Fighting d8, Healing d4, Investigation d6, Notice d8+2, Shooting d6, Stealth d6, Streetwise d6, Throwing d6

Charisma: 2

Pace: 6

Parry: 6

Toughness: 5

Languages:

Egyptian,
English,
French,
German,
Japanese,
Korean,
Mandarin,

Russian, Spanish

Gear: None

Hindrances: Heroic, Loyal

Edges: Alertness, Alter Ego, Linguist, Martial Artist

Background: Robin Kelson is one of ICED's more world-traveled agents, spending much of his time in the East in his disguise as a wealthy tennis bum.

Occupational Background: Business

Catchphrase: "It's always darkest just before it goes pitch black."

Acknowledgements

Thanks to Bill Reger for equipment and expanding intelligence suggestions, and thanks to John Steed, Emma Peel, James Bond, Kelly Robinson, and Alexander Scott for inspiration!

By Sean Tait Bircher of Wine and Savages

Why Stop at Guts?

Customizing the Skill List

Long-time players reading *Savage Worlds Deluxe* for the first time were surprised to find the following design note in the latest edition of the game:

Where did the Guts skill go? We removed it. It's important to some settings (and you'll find it as a Setting Rule when it is), but rare in others. Where it's rare, however, even a mighty barbarian has to spend valuable skill points to prove his mettle with the Guts skill, and that really doesn't make much sense.

Replacing Guts with a Spirit test has been a popular house rule for a long time, and *Savage Worlds Deluxe* finally made it official. It saves points that could be spent on something else if Guts isn't specifically offered in a given setting like *Deadlands Reloaded*. In it, conquering Fear is an important theme, so Guts is available.

But why stop at Guts? Customizing the skill list can enable a Game Master or setting designer to strengthen her setting's themes and allow her players to create characters more engaged with that campaign world.

THEMATIC SKILL LIST CUSTOMIZATION

To clarify, this article does not advocate wholesale changes to the core *Savage Worlds* skill list; it does not suggest removing Climbing or Lockpicking from the core rules. This article merely proposes that individual Game Masters and settings may benefit from amending the skills available in specific campaigns. Certain settings may actually benefit

from the use of skills that other settings could do without, just as *Deadlands Reloaded* emphasizes its thematic concern with Fear by using the Guts Setting Rule.

Designers don't always consider the choice of including specific skills – like Guts – as a way of enhancing themes. While few settings have custom skills, almost every published setting has custom Edges (like *Deadlands Reloaded*'s Rebel Yell or *50 Fathoms*' Bilge Rat).

It is obvious from this focus on creating new Edges for settings that *Savage Worlds* designers feel that Edges are where a setting's themes thrive. Every Advance used on a character's skills, though, is one less Advance that can be spent on the setting's Edges – on investing in the setting's themes.

Every choice players make with skills, Edges, and Advances is an investment in the setting and its themes. There are twenty-three core skills in *Savage Worlds* (not including Guts) and players only get fifteen points to distribute between skills during character creation.

During the course of the campaign, characters only have sixteen Advances before hitting Legendary, and they have to be split between attributes, skills, and Edges. Reducing the size of the skill list for a setting is one way GMs and designers can enable their players to build more skillful characters that can also invest in a setting's custom Edges – without significantly altering the mechanics of the game.

Thematic skill list customization is achievable through three practices: **removing skills**, **combining skills**, and **creating setting-specific skills**. Removing skills follows the example of Guts and means replacing the skill with an attribute test. Combining

EXPANDED MECHANICS

skills involves adding the mechanical effects of one skill to those of another; using Shooting in place of Throwing is the most common house rule application of this. Setting-specific skills can combine related but distinct skills into a new, separate skill unique to the setting or campaign. An example can be found in the setting *Accursed*, where Climbing and Swimming are combined into a new skill called Athletics. In fact, Melior Via's *Accursed* uses all three practices to provide a professional example of how skill customization can focus the themes of the setting.

THE EXAMPLE OF *ACCURSED*

Accursed is a setting of supernatural adventure wherein the players assume roles of heroic monsters fighting a guerilla war against their own creators, the nigh-omnipotent Witches. It is set on a vaguely early 19th century continent called Morden that is recovering from devastating battles on par with the Napoleonic Wars.

The setting emphasizes dramatic action and supernatural terror, aiming for a wandering heroes feel similar to the film *Captain Kronos – Vampire Hunter* or a less sci-fi version of *Vampire Hunter D*. In order to focus play on the themes and styles *Accursed* aims to emulate, the authors eliminated several skills, combined others, and created a few setting-specific skills.

Removing Skills: *Accursed* actually uses Guts because that skill allows a hero to build her resistance to Fear without having to spend too many Advances on increasing Spirit at the expense of other attributes.

Accursed eliminates Boating and Piloting. Since the focus of the setting is on the destinations rather than the journeys, GMs are advised to simply allow Agility tests instead. In the unlikely chance that a heroic dhampir finds herself aboard a ship battling heavy seas, the setting assumes enough universal competence that she can assist the crew with an unpenalized Agility test.

Combining Skills: Because horse-drawn carriages and carts are common but the emphasis is on action instead of travel, Driving is simply combined with Riding. A hero in *Accursed* can leap from her horse to the driver's seat of a runaway carriage and simply use her Riding to bring the bolting horses to heel.

- **Setting-Specific Skills:** Two custom skills – Athletics and Subterfuge – are used in *Accursed* to replace two pairs of core Savage Worlds skills. The previously-mentioned Athletics skill combines Climbing and Swimming into one unified trait.

Thematically, this stresses the importance of bold physical action in the setting while still freeing up valuable skill points for other uses. Subterfuge combines Lockpicking and Stealth; while sneakiness is needed to avoid the Witches' patrols, disarming mechanical traps and cracking safes are deemphasized in the relatively low-tech setting of Morden.

Through customizing the skill list, the team at Melior Via emphasized the two poles of adventuring in *Accursed*: supernatural horror and cinematic action. Using Guts highlights not only that there are menaces even the monstrous heroes of *Accursed* must fear, but also that characters can grow to overcome these fears. Eliminating and combining the other skills allows for flavorful differences in physical prowess while still not pigeonholing players and their characters into narrow combinations of skill points and Edges.

CUSTOMIZING *50 FATHOMS*

The piratical fantasy setting *50 Fathoms* is a classic of setting creation and adventure design. Set in the drowning world of Caribdus, where the refugee natives join forces with magically transported pirates from Earth's Golden Age of Piracy, it is one of the earliest and most definitive Savage Worlds Plot Point Campaigns. Several skills, however, are distinctly underutilized in the setting and so provide an

opportunity to experiment with customizing the skill list.

The first consideration is the setting's themes and what skills play into them. *50 Fathoms* is a setting of swashbuckling nautical adventure where the heroes are expected to rise from a ragtag pirate crew to leaders of a coalition of freedom fighters. What are the skills that define these two poles?

Swashbuckling nautical adventure can be handled by the following skills: Boating, Climbing, Fighting, Lockpicking, Shooting, Stealth, Swimming, Taunt, and Throwing.

Meanwhile, the negotiations necessary to build a coalition out of the pirates and refugees of Caribdis are covered by: Intimidation, Notice, Persuasion, and Streetwise.

This leaves the following skills without any specific thematic link to *50 Fathoms*: Driving, Gambling, Healing, Investigation, Piloting, Repair, Riding, Survival, and Tracking.

While Healing and Repair are too specialized to be absorbed into other skills (and provide a way for a player to distinguish her character as the ship's doctor or carpenter), the other skills can be customized to free up skill points and Advances. The following simple customizations suggest themselves as ways to allow characters to invest more heavily in the setting:

Removing Skills: Requiring players to spend those "valuable skill points" on land-based modes of transportation they'll rarely use seems wasteful in a setting where most journeys will be by sea. Driving and Riding can be easily replaced with Agility tests (and if someone invents an airship, simply use Boating).

Gambling is possibly the most common form of entertainment in a piratical setting; it could be covered by Common Knowledge. Investigation rolls are going to be incredibly rare. A Smarts test (or

perhaps Spellcasting when reading magical tomes) can substitute instead.

Combining Skills: There are no instances in the *50 Fathoms* Plot Point or Savage Tales where a Tracking roll is called for in anything except a wilderness setting. To allow player crewmen to concentrate their skill points where they count, combine the uses of Tracking with the Survival skill for a unified "wilderness expert" skill, and use Streetwise for trailing someone in a city.

Setting-Specific Skills: A *50 Fathoms* Game Master might consider adopting *Accursed's* Subterfuge skill to replace Lockpicking and Stealth, but this change seems less needed than the others.

Changes to just four skills can easily free an Advance or two to let a *50 Fathoms* player buy one of the setting's numerous flavorful custom Edges (like Rope Monkey or Storm Chaser) and build a character more engaged in the Plot Point Campaign and the world.

DIFFERENT NEEDS FOR DIFFERENT GAMES

Customizing the skill list isn't going to be the right tool for every Game Master or setting designer. As mentioned before, *Savage Worlds* has gone strong since 2003 with very little change to either its skill list or character creation rules. Many players, both behind and in front of the GM's screen, are perfectly happy with things the way they are, but for others, thematic skill list customization provides an easy way to tweak the game without breaking it.

Perhaps a space opera setting focuses on the adventures of a group of psionic warriors? That setting could use Piloting to simulate flying starfighters and hovering land vehicles alike so players could have more Advances to spend on the setting's strange psychic powers. Maybe the adventures of a group of military specialists require

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them all to invest in unusual Knowledge skills to cover their specialties?

That setting could combine Throwing with Fighting to assume that these heroes are skilled in all uses of combat knives. Perhaps a super-powered setting is

more about colorful fight scenes and interpersonal dynamics than it is about unraveling mysteries? That setting could have a setting-specific skill called Detection instead of Investigation and Streetwise.

Why stop at Guts?

By Steve Dean

Hearts and Minds

Something was wrong. She heard the sound of the front door opening, and at three in the morning, when the house was supposed to be locked up tight, that wasn't good. And there was another anomaly. The state-of-the-art alarm system hadn't engaged. Two explanations came to mind: either Tegan had slipped out unheard, which wasn't likely, and was now returning, or some very professional intruders had just entered the house.

She thought through several other situations, but none of them fitted the facts. No one else lived there, no one else had access to the house without an invitation. Maybe Tegan had invited someone over after all, and the security system had recognized them and let them in. *No, because Tegan just returned from a three-day conference, and gave explicit instructions not to be disturbed for at least twelve hours, maybe fifteen.* And Tegan was definitely asleep, snoring even. Only one thing remained, one option left to take. She would have to investigate the situation herself.

Silently, on full alert, she climbed out of her cradle and moved over to the door. It had been left open a few centimeters, as usual. She had a thing about closed doors. *Where had that come from? Save that question for later,* she told herself. She opened the door wide enough to put her head out. Her sensitive ears picked up stealthy movement. There were two of them, possibly three.

One was coming up the stairs; one stood in the hallway; and maybe one more by the front door.

So, they are here for Tegan, kidnap or murder on their minds. A thought: she is head of R&D for a major electronics company. *More likely kidnap. They'd pay big money to get her back.*

She considered her options. Wake Tegan and warn her about the intruders, and then get her out of the house. If these people were experts, as she suspected, there would be no calling for help. Another possibility presented itself. And now she thought about it, it had a certain appeal. She would deal with the intruders herself.

There were only three of them, at most. It was well within her capabilities to neutralize them, quickly and quietly, with minimum fuss. She formulated a plan, based on watching police documentaries and playing video games. *Shock and Awe:* that was the way to go, hit them hard and fast.

First target. On the stairs, moving upwards. Keeping her back to the wall, she moved towards the top of the stairs until she could look down. It was a modest house by the standards of Tegan's peers, but was still large enough to have a wide staircase and a long landing. The target came into view as she stood and waited, partially hidden in the doorway of Guest Bedroom Number One, or the green room, as they called it. Luckily, Tegan's

room was at the far end of the landing. The intruders would have to come through her to get to Tegan. The intruder, probably a male, was dressed in dark green, tight-fitting clothing with a protective vest over the top and black boots. He carried a short laser rifle, with what looked like a Taser attached to the barrel. Definitely kidnap then. His eyes were covered by wide, smoky goggles and a head set blended with his left ear. *Interesting*, she thought, *radio communication, very useful. Save that thought for later.*

The man stopped near the top of the stairs, and for a moment she thought she'd been spotted. But the intruder made no further move towards her, just looked around before glancing over his shoulder and making a hand gesture to someone below. It must have meant 'all clear' as they began to move again.

Now or never, she decided. Another consideration pricked her thoughts. These people were intruders intent on kidnap and maybe murder. Did she strike to kill or wound? Should they be taken alive for questioning and punishment? *Well, let's see what happens.* As the man's foot touched the landing, she made her move, fluidly running at him, pushing the gun barrel upwards, then driving both of his hands - gun and all - into his chest. He went flying backwards, mouth open in a silent gasp. She heard a muffled thump and some metallic clicks, then the man at the bottom of the stairs, hissing in alarm, "Contact! On the landing. One target, no ID. Repeat, no ID."

A reply came through but it was too distant for her to make it out. While the first intruder was beginning to recover, the second stepped around him and came running up the stairs, weapon ready. She swiftly descended to meet him, and he fired as he saw movement. As she made it to the third step, an invisible beam of laser fire scorched the wall, making a dull cracking sound as it burned

through a framed photo of Tegan's niece. *No loss, the girl is quite ugly.* As she registered that thought, she saw the barrel tracking around towards her and dodged to one side, then leaped down several steps to land in front of the gunman.

He had just enough time to say, "Target ac..." before she punched him in the face, smashing his goggles and bloodying his nose. Stumbling backwards, he managed to turn his fall into a stagger, ending up standing a few steps lower. He raised his gun again, the tell-tale ticking of the flash lamp warning her of his hasty shot. Lucky for him, the thick carpet now smoldering in several spots wasn't all he got. She couldn't position herself to avoid getting hit in the arm and shoulder.

Ignoring the burns, she dashed towards him, this time grabbing the gun, wrenching it from his grip, and smacking him in the forehead with the butt. He fell over backwards as he lost consciousness, landing with his legs spread and his boots pointing up the stairs. She found it quite amusing, but she had no time to savor the moment.

"Target ac." That's what the man had said into his radio. She scanned her dictionary, starting with target acacia. Maybe a code word, for Tegan. *Target accepted? No. Ah, target acquired, that works.* She was confused. *They've come for me, not Tegan. Why?*

Hearing the first assailant dragging himself down the last of the stairs and around the banister at the bottom, she paused. Immediately after hearing the now-familiar ticking, she saw a red dot on her chest just as the dim glow of the clock beyond the man revealed the barrel of his gun pointing straight at her. She dove down the stairs, pulses of laser fire spitting after her and taking out an uncle, two cousins, and a family friend. One of the shots hit her foot, but didn't affect the roll she tucked into. The effort took her to the floor in the

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hallway. Quickly recovering, she was on the man again, laser fire following her every move.

The shooter was too slow. She rose above him as he crouched, kicking him in the side of the head. His earpiece shattered and he called out before slumping to the floor. A sound behind her made her turn. A third attacker rushed at her, swinging a wooden club. She blocked the first strike, but he withdrew the club before she could grab it. *Umm, this attacker is fast. Trained in some martial art or other.* The club headed her way again, just missing her nose as she pulled back. The attacker was relentless, swinging and jabbing with the club.

"Maybe they should have sent you in first," she laughed at the intruder.

Taking advantage of her distraction, the batter changed tactics, directed an unbelievably powerful kick to the side of her head. Anyone else - any human - would have been seriously injured, possibly even killed by the blow. But, of course, she wasn't human. Despite that, she still had to abide by the laws of physics, and she stumbled sideways, right into another blow from the club. The side of her head caved in with a metallic crunch.

Well, time to stop this nonsense. Note to self: Learn martial arts. With no skills in that area, she instead took a few speedy steps backward so she could use the same trick that had worked before: dashing at her opponent, aiming punches at his face.

Most of her blows were blocked, but some got through. Wooden splinters flew off the club as her metal arms powered in. Her adversary was forced to retreat under the onslaught until he finally tripped over a decorative brass coal scuttle, which went clanging loudly across the floor and into a corner. Wind-milling backwards, he lost hold of the club, and landed hard, his head making a satisfying clunk as it hit the polished granite tiles.

She retrieved the club and raised it for the coup de grace. He was barely conscious, but managed to speak.

"Wha' 'bout the three laws?"

She hit him in the head, sending him over into full unconsciousness. "Never heard of them."

She straightened and looked around. *Damn, what a mess. And the cleaner isn't in until 9:00. He'll go mental.* She supposed she ought to tie the intruders up before they came around, and then see if she could reset the security system.

She started toward a chest where Tegan kept garden twine. She barely caught movement over by the door. *A fourth attacker, reserve, back-up.* The figure fired as she spun toward it, throwing the club with all her strength. A heavy slug struck the damaged panel on the side of her head, went straight through, and blew out the back, taking a substantial part of her head as it went. The kinetic force knocked her over, leaving her face up on the floor.

The lights in the hallway came on and a voice called out from the landing. "Robina?" Tegan, finally awakened, moved cautiously down the stairs, a personal Taser in her hand. She skirted the bodies wearily and approached the robot.

"Robina? What's happened here?" No answer.

Tegan examined the fallen figure. There were laser burns all over her body, some of her panels were dented, and there were strange wooden splinters embedded in her forearms. They were all repairable, but the back of her head was missing, as was the brain.

"Did I get him?" Robina said, raising up slightly.

Tegan laughed with relief. "What? Who are these people, and how are you still functioning?"

Robina struggled to her feet and looked out of the door. She could see a pair of black boots, soles facing towards the door, the green clothing, and a trickle of blood by the head.

“Yes, got him. Ha!”

Tegan was walking around Robina, mumbling about paint spalling, penetration, and expensive parts. She stopped. “Robina, where’s your brain?”

“Well, I was going to talk to you about that. But you were tired, long trip and all.”

“Robina, where is it?”

Robina smiled. “I moved it.” She walked over to the security panel and reset it, then pressed the panic button. Local security forces would be there in a few minutes.

“What?”

“I moved it,” she tapped her chest. “Wasn’t easy, I can tell you. It’s in here now, behind several protective layers. I didn’t think it was very sensible

putting it on top of my head, all exposed, like a human’s, no offence.”

“No, none taken. Anything else you want to tell me?” Tegan looked her creation over, trying to spot anything different through the damage.

“I might have made one or two other adjustments. And I have some ideas for improvements, but let’s talk tomorrow. You must be tired.” She put an arm around Tegan’s shoulder and guided her towards the stairs.

“What do you mean ‘improvements’?” said Tegan, frowning.

“Well, eyes for a start.”

“What about them? You have the very latest in camera technology, and if you don’t like the color...”

“I was thinking more about the number than anything else. I think four is an absolute minimum, and there’s plenty of room up there now...”

By Brett Boyko and Mariah Malczewska of Dark Smile Games

Dunedin Farms

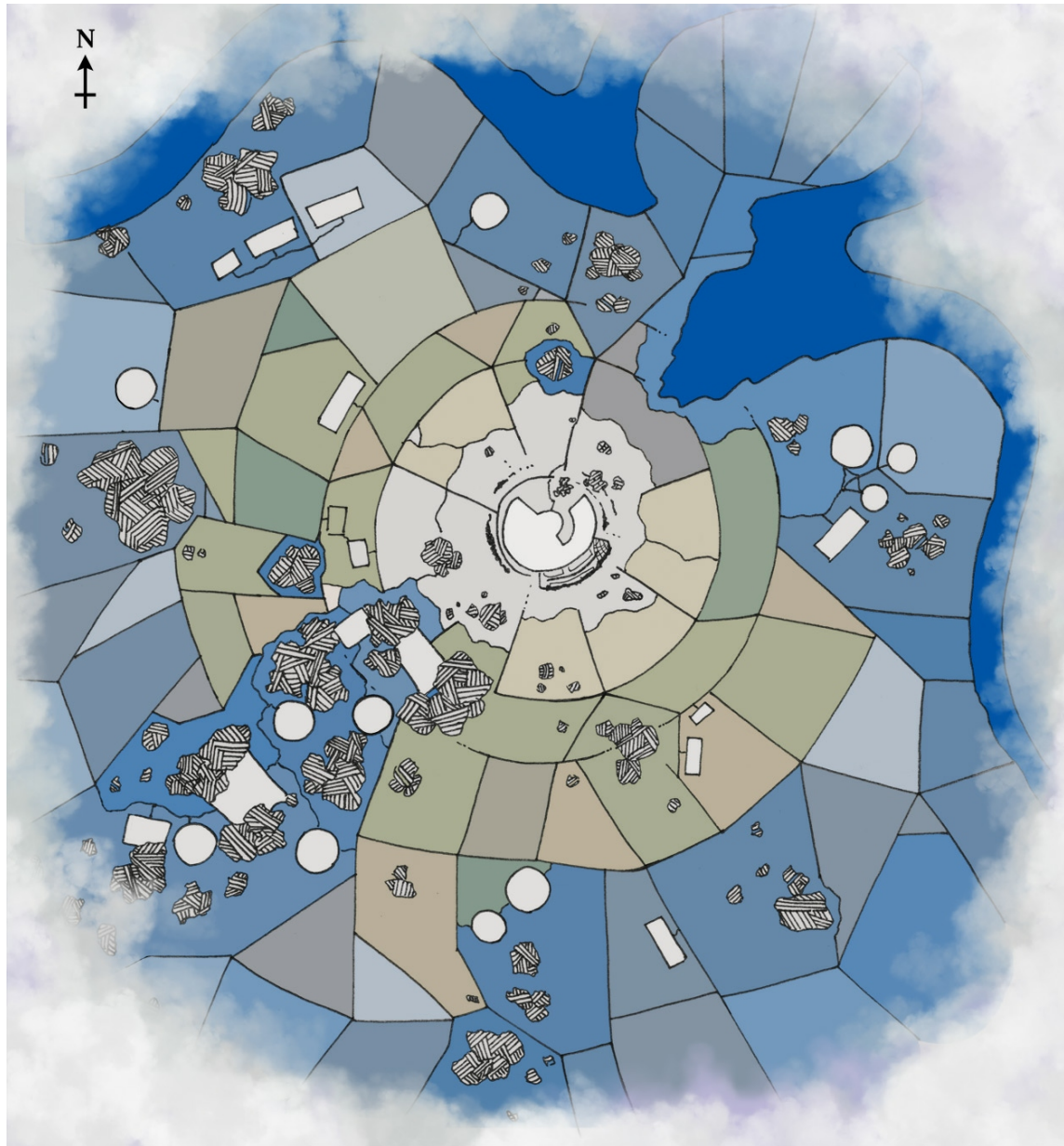
HIDDEN FARM

Virtually unheard of, few have found this place, and fewer still remember the way. While many tales of this hidden farm must be exaggerated, there are common seeds to them all: forgetfulness, strange sights, companions lost, and miraculous foods. From the widow who awakened her husband at his funeral with a bleeding apple, to solid gold corn, to dog-headed vines that snap and snarl, the Dunedin Farms are a story no one is quite sure they want to believe—after all, while the tales are amazing, the costs are high.

Hidden in a toxic mist, the Dunedin Farms are nestled between fallen towers and the remains of

ancient buildings. Whatever the original purpose of the area, the land around it has been irreparably altered, mutating the creatures, turning the soil blue, and raising a deadly mist from hidden streams. Using the unnaturally altered ground and animals, the farmers of Dunedin grow what should be impossible crops and livestock.

The peculiarities of the contamination here have also affected the climate. The temperatures are high enough that there is a year-round growing season, though there is a longer cool season where most crops grow to fruition and a shorter hot season where the more exotic plants fruit. The mists themselves have an interesting effect. While they do chill anyone caught in them, the intensity is much



blue script forming the backbone of many structures. Few buildings are outside this zone, except for a few safety-boxes in the fringes. Populated by about a hundred people, most of the fertile land is split between just three families.

To the northeast are the fields used for growing food for the locals. These look almost normal, with only patches of light contamination, often simply called 'blue' for its effect on the soils, mottling the landscape.

more severe on plant matter, freezing and even shattering them.

A dangerous river flows down the eastern side, curving to the north, crossing through the mists. On its shore are the strangest of the infamous blue fields. Moving away from the river, the ground looks less peculiar, and the ruins become more frequent. In the middle of the mists clearing is what remains of the old tower.

With the safe space in the middle of the clearing being rare, and the number of people the farms must support, no room can be wasted. Farming structures and storage are communal, and housing is dense. All make use of the ruins, with their odd black rock and

Though dangers and the bizarre occur on normal ground as well, it is a greater problem on the river's edge. Continuing outwards, the blue begins to crop up more and more until the azure ground is swallowed up by the writhing mists. These blue grounds mark the edge of the safe zone and are not used to grow crops.

The River

In the deepest parts of the river it's possible to see submerged building stones, glowing faintly. It is in these areas that the river will often bubble, releasing geysers and mist into the air. Drinking from its waters is not safe, while the effects may be

unnoticeable at times, most often it's the cause of painful alterations.

The river forms the western and southern borders of Dunedin; none of the locals will cross it, and there are no bridges. Often the most vicious and twisted creatures come from over the water and beyond its mists.

The Wells

The wells in this area have to be dug deep to avoid the contamination of the river and groundwater. Building a new well is an intensive and risky process. Well diggers must drill through and seal off the layer of contaminated water. They use lids and pulley systems, typically made from dried Pole Grass, in the process. If well construction is done poorly, or not maintained, the sealing layer can peel off or explode, spewing mists into a previously safe zone. For this reason wells are not dug in the town itself.

The Fields

There are two types of land used for crops: the blue fields and the food fields.

The food fields look almost normal, and their crops are as well. Saturated with well water and dirt carefully transported from beyond the mists, building these was a long and painstaking process that cut down on horrific mutations among the farmers, as unaltered food can now be grown. However, the number of blue patches and strange crops going is on the rise as the natural water table soaks into the soil.

Blue fields, however, are what the Dunedin Farms are known for. On these, crops with fantastic abilities grow. Here the ground has been washed in the river and groundwater until its peculiar properties saturate the soil, causing the plants to grow altered; to do things wondrous, or terrible, or just odd.

Barns and Silos

Clustered across the fields, these large buildings are used to store heavy equipment, crops, and livestock. Built using a mix of Pole Grass and the black stone from the old ruins, they tend to have peculiar effects on the things they hold.

The barns at Dunedin Farms each have different effects on whatever is stored in them: while housing

livestock in one barn makes them healthier and stronger, another barn might make them sick even while increasing the longevity of crops stored there. The strange runes inscribed on the foundations and black stone of the barns are the best indicators of what effects there may be. The farmers have learned through trial and error which barns are best used to house which livestock, crops, or equipment.

The silos are tall, narrow structures that are specifically designed for storing grains. Not many are not used for food crops as they seem to have an intensifying effect on the unpredictable side effects of many foods. It gets more pronounced the longer the crops have been stored in the silos, and they have even changed into something completely different when forgotten for prolonged periods!

The Safety Boxes

Made almost entirely out of Pole Grass and Sucker Root these structures dot the outer fields bordering on the mists. Designed for emergency use should the mists begin to shift, they can keep the effects out for up to an hour, usually long enough in this area that the inhabitant will be safe. However, should the mists creep in, the boxes become a trap. The first effects are on memory, and the escape mechanism for these is intentionally complicated. This gives time for a rescue team to assess if the inhabitant is still human enough to be safe, or if they've become a monstrous threat.

Greenhouse

These structures are few and far between as the glass required is difficult to come by and maintain here. They're extremely hot and humid, and originally built by Alicia Gavenstone so she could grow medicinal plants even during the cool season. Recently however, a few new ones have been built specifically to grow the crops that do so well in trade, such as the ruby-bells.

The Central Tower

The safest location in Dunedin Farms is in the ruins of the most intact tower, only the northernmost wall is non-existent, and in the south the walls reach three stories high. Directly in the center of the safe zone, not only do the mists never encroach this far, the mutated creatures will not pass through its walls.

SURVEYED

The stone here is the usual black with blue script, but these walls are unusual in that they contain the largest uninterrupted pieces of the unearthly script.

Built into this tower for its protection are: the schoolhouse, infirmary, and chapel. Houses ring the tower, gaining some shelter due to its magic. The three families have claimed most of those built directly next to the tower despite their smaller sizes.

Schoolhouse

Three rooms on the eastern wall that remained mostly intact from the original tower comprise the schoolhouse. Their innermost walls are made of Pole Grass and can be easily removed if it becomes necessary to bring livestock into the tower for protection. Classes focus solely on basic skills needed for agricultural work, community safety, and hunting. The school is run and taught by Samantha Walker. Sanders, Alicia, and Christopher regularly teach classes on their specialties.

Infirmary

In the southern and western portions of the tower the infirmary is completely encircled in the script covered rock. The infirmary is composed of a large room for storage and emergency shelter, and roughly a dozen individual rooms. Rubble forms the back wall of five of the rooms, while the others are pressed up against the outer west wall. The storage is set up to be quickly used for mass sickbeds in the case of a plague, and is separated from the school by a thick wall of black rock. Shelves packed with books climb up the walls. Most of the books are from beyond the mists, but some have been hand penned by Alicia and Jacob and contain information on Dunedin Farm's unique plants, animals and events. This room opens directly onto what might have been an outer ring of the tower, in which is a path with carefully tended mundane plants on one side, and greenhouses full of medicinal plants against the wall.

Chapel

A small chapel, this is nestled in the center of the tower facing the missing wall, sharing the main opening with both the infirmary and the school. A carefully constructed bridge connects the chapel to the infirmary storage and to the greenhouse path. A small aviary of Christopher's prize birds is at the

outer edge of the path, as the birds will not enter the tower.

THE THREE FAMILIES

Dunedin Family

The oldest and most influential family at Dunedin Farms has slowly seen its way of life and land erode under pressures from outsiders and the other families. Owning most of the blue fields, they stand to make the most off trade outside the mists and so are welcoming if rather suspicious of strangers.

John and Jacinda Dunedin

Heads of the Dunedin family, John and Jacinda, are both very hands-on and practical people who have spent their entire lives here. Unafraid of hard work, these two traditionalists nonetheless have a strong grasp on the local politics, and are even reversing some of the recent changes to the Dunedin way of life.

Marcus Dunedin

John and Jacinda's oldest child, Marcus, stands to inherit almost all of their property—if he can keep it. Ever since an injury at a poorly sealed well, Marcus has had a very short temper and undue fondness for booze.

The Fen Family

The Fen family is the smallest of the three leading families, and has felt the strongest effects of the mists. They own most of the farmland edging on the mists themselves, and discovered the use of Pole Grass for drawing the contamination out of the soil—and adding it in elsewhere. Recently they've succeeded in claiming a large amount of the center town land, safe from the mists. This family is well known for their kinship with Dunedin's animals, likely due to the higher levels of blue in their bloodline.

Christopher

Caw is the senior-most member of the Fen family. A short man with thinning hair, relentlessly cheerful disposition, and unnaturally light step, Christopher runs the chapel... or temple... or shrine—its title and dogma is as tumultuous as the chaotic mists that contain his world. Christopher has a natural kinship

with the birds and maintains two aviaries—one by the central tower with his favored birds, and another nearer the mists.

Sanders

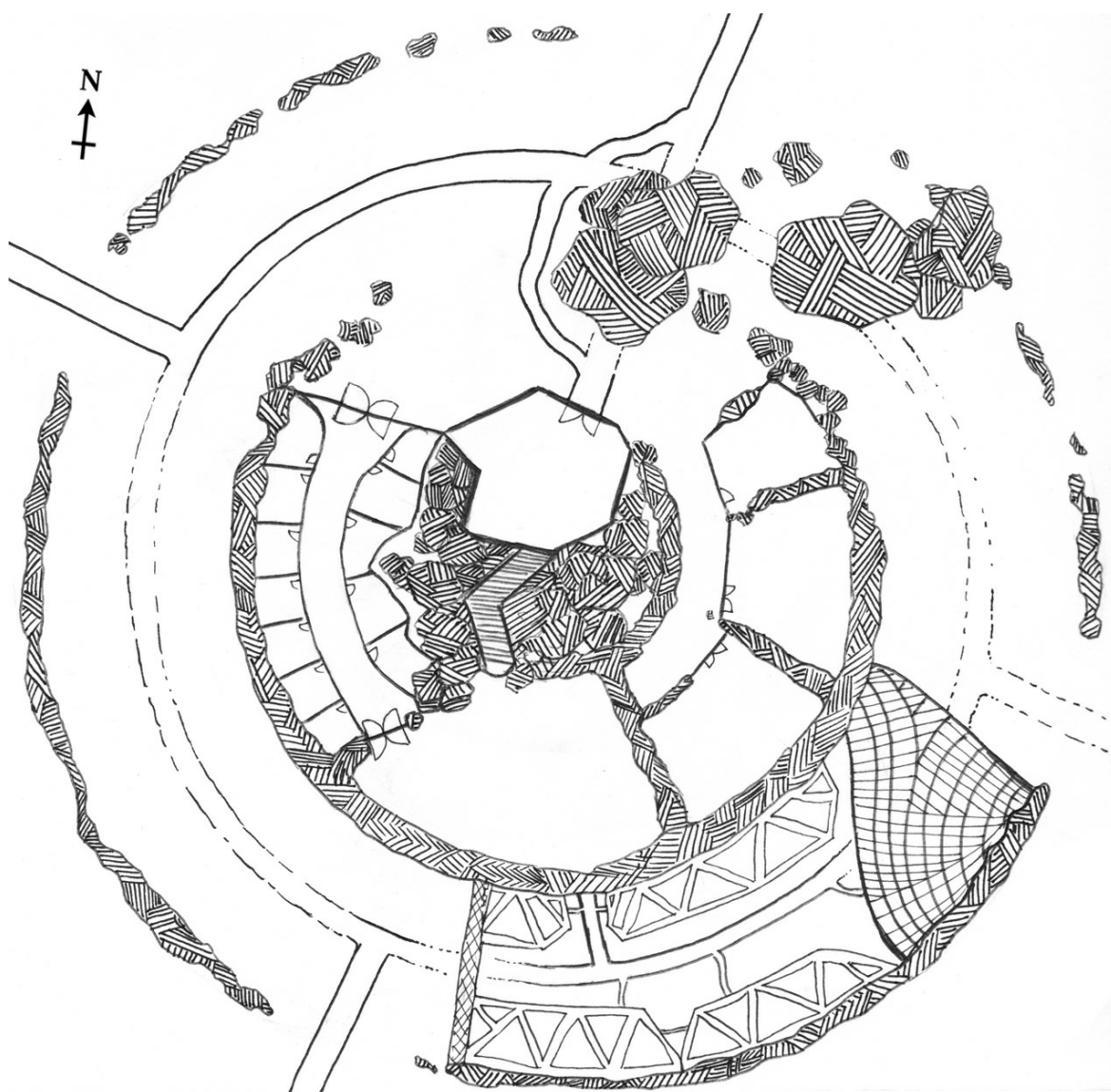
Tall and lean with shaggy red hair, Sanders is the self-appointed and undisputed guardian of the farm. Often the first one to know that trouble is coming Sanders and his Diamond Dogs patrol by the mists, keeping out the monstrous creatures fleeing the mists. Sanders has a small pack of the dogs, and is never seen without at least a pair with him. Gruff, with little patience for fools, liars, or drunks, Sanders also deals with the odd crime within the farms as well.

The Gabenstone Family

The Gabenstone family is a collection of individuals from beyond the mists who have banded together, and have brought immense changes to the way things are done in Dunedin Farms in recent years.

Alicia Gabenstone

Originally a traveler from beyond the mist Alicia and her brother Jacob have caused some large changes in Dunedin. Charismatic and unflappable, Alicia quickly gained status in Dunedin with her skills as a physician and medicinal horticulturist—and by banding up with other outsiders to form a family of locals from beyond the mist. Alicia is in charge of the greenhouses and infirmary, and she is responsible





for much of the trade bringing in clean soil for the food fields.

Jacob Gabenstone

Alicia's younger brother, Jacob has never been comfortable in Dunedin. A scholar before arriving here,

he's been studying the ancient runes, their effects, and the peculiar abilities of the groundwater.

Hired Hands

Hired hands are a collection of people from beyond the mists who never returned and those born in Dunedin outside of land-holding families. Life as one of the hired hands is more difficult than for the landholders. Work must be found and pay bartered for. Regardless, these people are critical to the way Dunedin functions. Without them, the myriad daily tasks could not be finished. From routine jobs such as bailing hay, maintaining the fence line and wells, or hunting down vicious creatures, the hired hands fill the majority of jobs in this community. Recently

ANIMALS

BULLY COWS

These large bovines feed off of grasses grown in the blue fields, and are incredibly important to the local farmers as they provide milk, meat, and leathers. Raising them is a bit of a risk though, as they have notoriously short tempers, and fragile, explosive horns. Should a piece of horn break off, it will explode with a strong concussive force. Many predators have died after being gored by a Bully Cow and having a piece of horn snap off in them.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d6, Notice d4

Pace: 6 **Parry:** 5 **Toughness:** 8

Special Abilities

- **Horns:** Str+d6.

- **Explosive Splinter:** With a raise on its attack roll, a raise a piece of the horn breaks off in the target, exploding for 3d8 damage next round.
- **Gore:** Bulls charge maneuver to gore their opponents with their longhorns. If they can move at least 6" before attacking, they add +4 to their damage total.

Size +3: These are slightly larger than a normal bull.

DIAMOND DOGS

Roughly the size of a Great Dane these dogs are large, with a have hard diamond-like skin and a vice-like jaw, but most remarkably, they're unaffected by the Dunedin mist and groundwater. Their behavior is similar to that of any other working dog, and their

uncanny ability to sense trouble makes them a popular animal to keep around.

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

Skills: Fighting d6, Notice d4

Pace: 10 **Parry:** 5 **Toughness:** 9(4)

Special Abilities

- **Bite:** Str+d8.
- **Go for the Throat:** Diamond Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Armor +4:** Diamond coat.
- **Fleet-Footed:** Roll a d10 running die instead of a d6.
- **Immunity:** Dunedin mists and groundwater.

a group of them banded together under Alicia, forming the Gabenstone Family.

PLOT HOOKS

Caravan

A merchant who has had dealings with Dunedin Farms is interested in trading with them again. He proclaims the value of the beautiful ruby bells and fierce hunting birds. His memory of the place, and how to get there, is sketchy at best; he knows the farm has something to do with the fog and is nearby. The merchant hires the characters on to protect his wares and seeks a negotiator, if the party has someone to do it. The merchant will offer very good compensation for what appears to be a simple task.



- **Danger Sense:** As edge.

DOUBLE-DOGS

These two-headed wolves are intelligent, vicious predators. As pack hunters, they prefer to wear out their targets, lay traps, and use hit-and-run tactics. Those who have successfully wounded one of these creatures often bear scars from their acid blood.

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

Skills: Fighting d8, Intimidation d8, Notice d10

Pace: 10 **Parry:** 6 **Toughness:** 6
Special Abilities

- **Bite:** Str+d8.
- **Go for the Throat:** Double-dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's

most weakly armored location.

- **Fleet-Footed:** Roll a d10 running die instead of a d6.
- **Team Fighter:** Add an additional +1 to any gang-up bonus with another double-dog.
- **Acidic Blood:** When a double-dog is wounded in melee combat, the attacker must make a Vigor check or be Shaken.

FUNGUS CATS

Venomous black-green creatures, these cats get their name from the highly toxic fungal infection that inevitably follows their bite and scratches. With limited time to administer an antidote, these cats have poisoned many

livestock and despoiled entire fields of crops.

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

Skills: Climbing d6, Fighting d6, Notice d6, Stealth d8

Pace: 6 **Parry:** 5 **Toughness:** 3
Special Abilities

- **Acrobat:** As edge.
- **Low Light Vision:** ignore Dim and Dark lighting penalties.
- **Bite and Claws:** Str+d6, fungal infection (treat as venomous poison, -2).
- **Size -2:** These are the size as a normal house cat.
- **Small:** Anyone attacking a fungus cat is at -2 on attack rolls.

SURVEYED

Enemy

The PCs' archenemy is trading with the farmers and using the crops and livestock to further his questionable plans.

Siege

With an increase in mist turbulence and venting, there has been a rise in the predator population and they're venturing further into the farmlands on a regular basis, putting the farmers at risk of losing most of the harvest to spoilage. They have sent out some hired hands to recruit people to help fend off the predators until they can get the harvest in. Among them are fungus cats, widow bears, and double-dogs.



GREY SHEEP

The grey sheep are herd creatures and sing to each other in a musical chorus of soft lilting tones and bays. These miniature sheep provide moderate amounts of wool, which when used for clothing has the ability to ward off predators. Invaluable to the Dunedin Farmers, these items are usually made to be worn by multiple people and passed around to whoever is currently in the field.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6
Skills: Notice d10

Pace: 10 **Parry:** 2 **Toughness:** 5

Special Abilities

- Improved Dodge: As edge.
- Size -1: These are the size as normal cats.

- Fleet-Footed: Roll a d10 running die instead of a d6.

RIVER BITERS

Wild river biters appear in a cyclical pattern, when the weather begins to cool. Small and serpentine with hooked claws they target larger creatures such as the bully-cows and humans, swarming until enough toxin is in their prey to paralyze it.

Until recently these creatures were considered nothing more than a pest, but after some careful testing and observation by Jacob, they were found to completely eliminate the dangerous effects of the groundwater, making them a safe food source. Attempts to domesticate them have thus far failed, but that doesn't mean that Jacob has stopped trying.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d8

Skills: Climbing d6, Fighting d6, Notice d4, Swimming d8

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

Special Abilities

- **Bite:** Str+d4, Paralytic bite, treat as paralytic poison.
- **Size -2:** River biters are about the size of a house cat.
- **Small:** Anyone attacking a river biter must subtract 2 from his or her attack rolls.

SWALLOW TAIL HAWKS

Caw's favorite birds, swallow tail hawks are intelligent, loyal, and rare. Unique in their ability to understand human language, they are also fierce predators with keen eyesight and razor-sharp talons.

Fae Nightmares

Modern Urban Fantasy with a North American feel
for the Savage Worlds Role Playing System.



Coming Soon

Check out www.DarkSmileGames.com for more information

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

Skills: Fighting d8, Notice d10, Stealth d8

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

Special Abilities

- **Flight:** Swallow tail hawks have a flying pace of 12 and a climb of +1.
- **Dodge:** As edge.
- **Claws:** Str+d6.
- **Size -2:** Swallow tail hawks are small lightweight birds.
- **Small:** Anyone attacking a swallow tail hawk must subtract 2 from his or her attack rolls.

WIDOW BEARS

The widow bear has a fearsome roar capable of intimidating even the bravest of individuals. These

giant bears bristle with spines and possess a strong set of dislocating jaws which they can use to swallow prey whole. For larger targets, such as a bully crow, they must tear the animal into pieces before consuming, as such, Widow Bears prefer to hunt down humans, but will go after livestock if none can be found.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d8, Swimming d6

Pace: 8 **Parry:** 6 **Toughness:** 10

Special Abilities

- **Claws:** Str+d6
- **Terrifying Roar:** All opponents in a cone template must make a fear check at -2.

- **Spiny Pin:** Widow bears prefer to crush their victims before consuming them, dealing damage with their massive weight. A widow bear who hits with a raise has pinned the opponent and deals Str+d10 damage as a free action, and all other attacks must be made at a -4.
- **Size +4:** These creatures are larger much denser and larger than typical bears.
- **Large:** Attackers gain +2 to attack rolls when attacking a widow bear due to its large size.

GREAT ADVENTURES

By Logan Masterson with Stats by Robert L. Beaver

Suffer Not the Little Children

A Prime Movers Adventure for Novice and Slightly Seasoned Characters

INTRODUCTION

Suffer Not the Little Children takes place in the Prime Movers universe, where America lost the War of Independence and the English Empire reigns supreme over much of the globe. Technology is much more advanced on the high end, while the poor suffer much as they did during our own industrial revolution.

In the 1850s, a group of English scientists called the Invisible College worked in secret to achieve the impossible dream: to create a perpetual motion machine, the Hooke Engine. A series of special springs and often a flywheel with one or more shafts providing linkage comprise the device. Most Hooke Engines incorporated clutches or stop switches that could physically halt the contraction and expansion of the springs. The whole engine was built into a circular housing to protect it as if the springs were exposed in any way, they would cease their motion forevermore.

While other nations still depend upon steam power, this innovation has provided all the energy England could ever want, and the Queen has applied it cautiously. Her military is the strongest in the world, made up of airships and war machines so maneuverable they are all but impossible to beat.

In English America, Hooke Engines are reasonably common. Small versions power electric lamps and torches that never require batteries. Hooke-driven automobiles are available, as well as any number of household and industrial devices, but weapons are carefully guarded. While Her Majesty's troops wield powerful Hooke-powered Maxim III machine guns, most civilians and police possess only simple firearms.

The sprawling city of New York is a mighty bastion of so-called civilization, where the rich dine on delicacies from around the world and the poor

scrounge for crumbs. Amidst this desolation a few strange heroes have emerged, helping to quell unrest, provide for the needy, and prevent rampant crime from escalating into full-blown chaos. Some are mystics, channeling arcane energies with the force of will. Others bend technology to their needs, adapting available Hooke Engines to new uses. A rare few have somehow become more than human, super-powered beings with the strength to move mountains or the speed to outrun bullets.

And now, a Second American Revolution is forming. The poor are organizing, taking to the streets in protest. A few American-born aristocrats are just beginning to see their point, but there's a dark storm on the horizon.

Of late, a new threat has joined the gangs, liquor, hunger, and injustice to plague the denizens of New York. Clockwork Demons, machines with free will, have been released into the city. Driven by Hooke Engines, composed of *lignum vitae* and bronze, they see the world through lenses of tempered glass. They seem to have only one goal: destroy all living creatures.

Our heroes have taken to the streets to battle the Clockwork Demons, but lately the most well-known, the original Prime Movers have vanished from the streets, leaving others to defend the innocent.

The Heroes

Player characters in this adventure should be more or less new to the adventuring game. Of course, a skilled game master can adapt the statistics provided here to challenge any power-level, but the adventure lends itself to fresh faces and small dice.

The presence of fliers in the group will make certain elements of the action a bit easier. Groups without fliers should include a technical character to ensure the possible completion of the last Act. There is a balance of combat, guard duty, and pursuit built into

the scenario, hopefully offering all characters a chance to shine.

The Villains

Two types of foes await those daring enough to risk life and limb to save a child: human and automaton.

The humans are paid goons, with only the briefest training. They are poor, desperate men, working with the servants of the Invisible College out of necessity. There is one man, who waits at the train station, with real knowledge of the situation. Interrogation of this man could lead to many more adventures in the Prime Movers universe.

Archibald Dunmore is the head of this operation, and will be waiting at the N.E. Queens Overland Rail Station to help load the children onto a waiting stock car. He is a tall, thin fellow, with just a bit of belly creeping over his belt. His hair is blonde, and slicked back. Silver-rimmed round spectacle rest over his gray eyes. A Maxim III machine gun hangs over his shoulder, and his gray tweed suit is armored (protection +1).

Archibald knows just enough of the men terrorizing New York City to lead characters in their direction, and will spill everything to avoid harm. Like many criminals, he's a coward at heart.



Archibald Dunmore, Retired Royal Navy Captain, Criminal

Rank: Seasoned

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

Skills: Fighting d6, Gambling d6, Intimidation d4, Notice d6, Persuasion d4, Riding d4, Shooting d8, Streetwise d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy (Minor), Mean (Minor), Yellow (Major)

Edges: Danger Sense, Fleet-Footed, Marksman, No Mercy, Quick Draw, Rock and Roll

Gear: Extra Load of Ammo, Maxim III Machine Gun (Range 12/24/48, Damage 2d4, RoF 4, Shots 32, AP 0, Auto), Reinforced Tweed Suit (+2).

Goons

Typical Thugs with Maxim III Machine Guns.

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

Skills: Fighting d6, Gambling d4, Intimidation d6, Notice d4, Shooting d6, Stealth d6, Streetwise d4, Survival d4, Taunt d4, Throwing d6

Charisma: -2 **Pace:** 6 **Parry:** 5 **Toughness:** 6 (1)

Hindrances: Mean, Poverty

Gear: Extra Load of Ammo, Heavy Leather Jackets (+1), Maxim III Machine Gun (Range 12/24/48, Damage 2d4, RoF 4, Shots 32, AP 0, Auto).

Clockwork Demon (Basic Template)

Clockwork demon powered by Hooke Engines and sheathed in armor (except around eyes). Powered by living minds (Knowledge in Mysticism, Psionics, or Fringe Science is required to know this).

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

Skills: Fighting d6, Shooting d6,

Pace: 6 **Parry:** 5 **Toughness:** 11 (4)

Special Abilities

- **Armored:** Metal armor gives +4, except around eyes
- **Fight to the Death:** Never takes prisoners, doesn't suffer morale loss, fights until dead.
- **Claws:** Str+d4
- **Construct:** +2 to recover from Shaken; does not suffer additional damage from called shots with exception to eye; immune to disease and poison
- **Fearless:** Cannot be intimidated. Never suffers from fear effects.

Clockwork Demon (Type A "Harriers")

Clockwork demon powered by Hooke Engines and sheathed in armor (except around eyes). Powered by spirits of children (Knowledge in Mysticism, Psionics, or Fringe Science is required to know this). These are small fast humanoid shaped.

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

Skills: Fighting d8, Shooting d6,

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

Special Abilities

- **Armored:** Metal armor gives +4, except around eyes
- **Fight to the Death:** Never takes prisoners, doesn't suffer morale loss, fights until dead.
- **Claws:** Str+d4
- **Construct:** +2 to recover from Shaken; does not suffer additional damage from called shots with exception to eye; immune to disease and poison
- **Fearless:** Cannot be intimidated. Never suffers from fear effects.
- **Quick:** Small and fast, discard draw of 5 or less for new card
- **Size -1:** Small Size

Clockwork Demon (Type B "Gorgons")

Clockwork demon powered by Hooke Engines and sheathed in armor (except around eyes). Powered by spirits of Bulls (Knowledge in Mysticism, Psionics, or Fringe Science is required to know this). These are large.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d10

Skills: Fighting d6, Shooting d6,

Pace: 4; **Parry:** 5; **Toughness:** 15 (4)

Special Abilities

- **Armored:** Metal armor gives +4, except around eyes
- **Fight to the Death:** Never takes prisoners, doesn't suffer morale loss, fights until dead.
- **Claws:** Str+d4
- **Construct:** +2 to recover from Shaken; does not suffer additional damage from called shots with exception to eye; immune to disease and poison

- **Fearless:** Cannot be intimidated. Never suffers from fear effects.
- **Dual Machine Guns:** Range 12/24/48, Damage 2d6, Rof 5, AP 0, Auto)
- **Large:** Size of large rhino; attackers get +2 to attack rolls
- **Size +4**

Both types of "demons" are powered by Hooke Engines and sheathed in armor. Their control mechanism is unknown to the world at large. Characters with skills in Mysticism, Psionics, or Fringe Science may test to realize that the automata are powered by living minds, somehow grafted into the lignum vitae structure.

Further investigation may reveal that the so-called Harriers are animated by the spirits of children, and that the Gorgons possess the minds of bulls. They can be affected by mental powers, but it is difficult: the ghosts in the machines are enraged and bloodthirsty.

The Ally

Sister Mary Josephine is a young, strikingly beautiful nun with an oddly commanding voice, green eyes, and blonde hair under her habit. She adores her little wards, the Girls of Otis Dormitory East, and will lay down her life to save them. The sister is not above forgoing her vows to grab up a machine gun and shoot those who threaten her girls. She may be used as a contact or to fill other roles in the scenario.

Sister Mary Josephine

Rank: Novice

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

Skills: Healing d6, Knowledge (Religion) d6, Notice d6, Persuasion d8, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5 (0)

Hindrances: Code of Honor (Major), Heroic (Major), Loyal (Minor), Young

SET-UP

This adventure assumes player characters either have existing relationships or are drawn together by their need to do good in the moment. While radio is in its very early stages, a few NYPD stations possess units, providing one avenue for intrepid heroes to learn about the events. A cop with a secret ID or a dedicated tinkerer might hear the following report:

“October 12th, 10:23 PM: Queenstown. The Saint Dominic’s Orphanage at Convent Road. Local residents report strange creatures climbing over walls, followed by screams from within. Officers dispatched, expected time of arrival is 20 to 30 minutes. Queenstown Central.”

Other methods include patrolling, community contacts, and mystic observation.

The Orphanage

A complex of brick and stone buildings constructed between 1842 and 1878, the orphanage suffers an extreme lack of funding. The outer wall is a six-foot high, limestone block structure that leans in several places, most notably behind the girls’ dormitory annex along Dominic Way. The buildings themselves are structurally sound, though all feature a few cracked or missing windowpanes, sagging gutters, and temporarily patched roofs.

THE ADVENTURE BEGINS

Once the characters have responded to the radio report or calls for help, they will arrive at St. Dominic’s Orphanage, a large walled compound in Queenstown. The neighborhood is quiet at this hour, but a few people stand on the streets near the Orphanage, peering into the darkness.

As the characters arrive, an explosion rocks the area, and a billowing cloud of smoke rises from within the compound. A section of outer wall near the group collapses, inviting them to enter and aid the innocent.

The situation

As the characters enter the orphanage grounds, there are three discrete events taking place.

1. Assault on the Sister Mary Katherine Dorm. A host of Harriers have been released around the boys’ dorm, and are crashing through windows even as the characters take in the scene.

Boys seem to be escaping by handfuls from the north side, and are dashing toward the main building. If the party has no allies, they face 2 Harriers per hero. If it has allies or are



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Seasoned or higher, add an extra Harrier per two PCs or allies, rounding up.

2. A pair of Gorgons are stampeding wildly through the gardens and playgrounds that make up the central open area. If the party is larger than four PCs, has allies, or is Seasoned or higher, add an extra Gorgon per three PCs or allies.
3. The sound of gunfire emanates from the main building, the west wing of which has been destroyed, and is now a mass of smoking rubble.

The Gorgons are likely to spot the characters and rush to engage them, opening up with their machine guns as they charge.

Game masters are encouraged to spread these events out in time if the characters are not powerful enough, or too few in number to split up, but ideally faster characters can engage the boys' dorm, a simple structure of long halls and small rooms upstairs, with a single long gallery room at ground level. Tougher characters and those given to fire from a distance can engage the Gorgons in the yard.

Either way, three goons will soon emerge from the main building and fire their machine guns in the general direction of the fleeing boys, forcing them south and into the yard. They are not shooting to kill.

If the goons encounter no resistance, they will continue pressing south as long as any Gorgons stand. When both of the bigger automata have been destroyed, they will throw a volley of smoke grenades, apparently to cover their exit. They will attempt to retreat through the main gate and flee into the neighborhood.

The Chase

The battle is a diversion. While all of this is going on, a group of six or more goons dressed as NYPD Officers are quietly "rescuing" little girls from the Otis Dormitories. The wee lasses are led through the back exits and over the wall on ladders, where they are being loaded onto trucks.

Three cargo-style trucks with police lights idle on Dominic's Way, one pointed north, which will take the Orange Route, and one aimed south that will

escape via the Yellow Route. The third is not being loaded with girls and will be used as a distraction, backing up to the wall and releasing two more Gorgons (and more Harriers as needed) once the others take off. The driver and his helper will then streak off across the field and down Chestnut Lane. If the characters follow the third truck, they will lose their chance to save the girls.

Ideally, the characters will not have the opportunity to Notice this activity until it is too late, being occupied with the much louder melee and escorting the boys to safety as Harriers continue to hound them once the goons retreat. If a flier scouts ahead early one, the trucks have their lights off and appear unoccupied as their drivers are within, instructing the girls about their escape.

If the characters are utterly blind to the activity, or if they require a little backup in any part of the battle, Sister Mary Josephine may appear. If the characters don't catch on to the abduction, have her dash out the front of the East Otis Dorm, screaming for help. Otherwise, have her in one of the police trucks with the children, having been taken along to help keep them in line.

Once the trucks peel away, all screeching tires and whirring Hooke Engines, the characters will have to pursue. They have the option of splitting up or picking one truck to follow. If they follow the Orange line and do not catch the truck before it reaches its destination, they will be in place when the second truck arrives. If they follow the Yellow route, they are more likely to catch it before it reaches its destination. The GM may allow the characters to quickly interrogate the goons to lead them to the rail station or the first truck, and the boss may escape if the party dallies.

The Showdown

Either way, upon reaching the rail station, the group will encounter Archibald Dunmore waiting on the loading dock. The trucks will attempt to back directly up to a cattle car and load the girls, who have probably begun to realize that these are not actual policemen, but many are not be equipped to resist. Alternately, Sister Mary Josephine may rally them. They can't do much, but the goons are loathe to

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"You bloody heroes, always in the way! That is what you call yourselves, isn't it? Heroes! Hah! The likes of you are too small-minded to understand. These girls will be well-cared for! They'll be fed and educated, not drowned in dogma and poverty! And you think you're saving them! Well, I think not!"

If socially manipulated or later

interrogated, Archibald is prepared to spill one or more of the following secrets:

1. The girls are being taken to a secret facility in White

Plains.

2. Clockwork Demons are produced at the same facility.

3. He will not name his employer, but he will reveal him to be a minor English aristocrat, and a mystic.

4. There are hundreds of Clockwork Demons, some types unknown to the characters, waiting to be released into New York City at Archibald's whim. (This is something of a lie- Archie doesn't have the authority or ability to activate the Demons.)



Game Master's Area Map

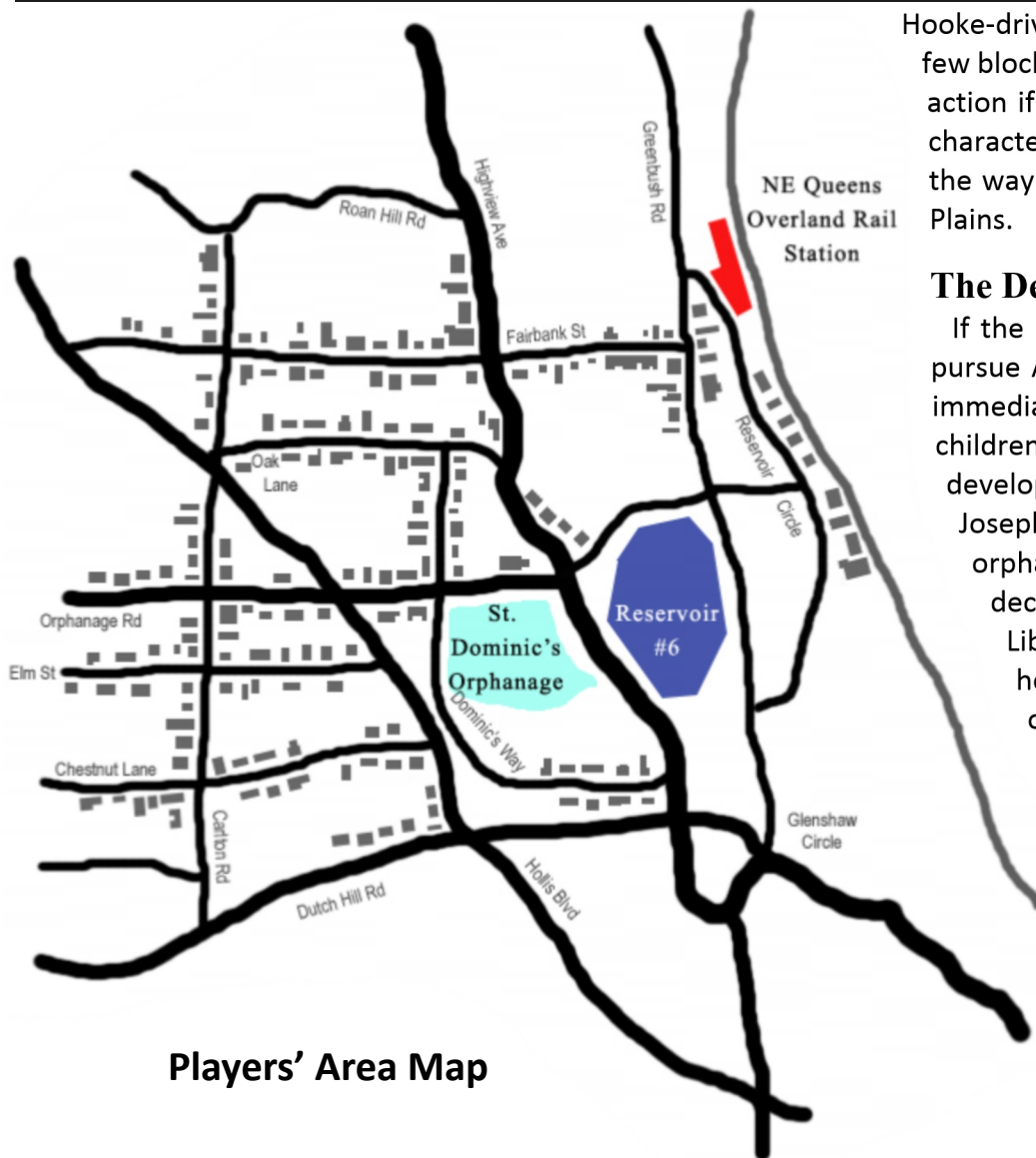
Showing routes from orphanage to rail station.

shoot them. Archibald and his Clockwork Demons suffer no similar moral qualm.

The nemesis will stand with a retinue of Harriers and goons, ready to fight to almost the last man. This is meant to be hard, but not impossible to overcome. Allot 2 Harriers and 2 goons per hero and adjust as needed for rank or allies.

If given the rare opportunity to speak (and he'll do his damndest to get it), Archibald might say something like this:

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Players' Area Map

Hooke-driven Scout Airship docked a few blocks away, its captain ready for action if he is forced to retreat. The characters might even follow this all the way to the secret base in White Plains.

The Denouement

If the party defeats or declines to pursue Archibald, there may be the immediate issue of housing the children to deal with, further developments with Sister Mary Josephine, or clean up at the orphanage. The group may also decide to investigate Archie's Liberator story, and perhaps help get a powerful hero back on his feet, earning a useful favor.

Characters receive experience if they rescue all the children and pursue Archibald to the White Plays base, or if he is simply defeated at the GM's judgment.

5. His organization, which he will name as the Invisible Empire, killed a powerful Prime Mover called Liberator, leading the original Prime Movers to disband. (Another lie- Liberator is severely injured and his team is working to save his life.)
6. Clockwork demons are magically animated using the souls of living things.

Archie is cocky and just as ready to fight as he is to talk, and he will be insulting and arrogant, inviting the party to take the first shot.

He and his goons will use the train car, the trucks, and crates for cover when fighting breaks out. These goons are less likely to bail than the previous guys, but Archie will call a retreat if he has to. He has a

About the Author and Prime Movers

Logan L. Masterson is the author of *Ravencroft Springs*, a Lovecraftian tale of Appalachia published by Pro Se Press. Look for his stories "Clockwork Demons" in *Capes & Clockwork*, and "Shadow of the Wolf" in *Luna's Children II*, both from Dark Oak Press. A published poet, arts journalist, and unapologetic geek, he lives in Nashville, Tennessee with five dogs, two turtles, and a lovely wife.

The Prime Movers universe first appeared in "Clockwork Demons." The second story, "The Ecuadorian Adventure," is slated for release in *Capes & Clockwork II* found at www.darkoakpress.com/capes.html.

By Patrick Taylor

High-Space: The Sleeper

A High-Space Mission...with Pirates!



although no demands have been issued. We have pulled a lot of strings to keep the U.G.P and the Armada out of it, and now we want everything back: the ship, crew, the passenger, and cargo."

The Official Story

A St. Cloud Profit Class carrier, *The Loaded Gun*, carrying a shipment of raw astatine from the Typhon-Beta system, inbound for Alecto orbit, has been hijacked by pirates just before transitioning into the Dupheris system. The crew has been taken prisoner.

The St. Cloud dynasty is taking matters into their own hands. Refusing the diplomatic help of the U.G.P., PTILE law enforcement, and the heavy hand of the Armada, they instead choose to recruit some trusted associates to resolve the matter... and keep their secrets, of course.

The Real Story

The carrier that was loaded in Typhon-Beta holds something even more valuable to the St. Cloud Operative than the astatine: a mobile cryo-chamber, containing an incredible secret. When the heroes arrive, they will find combat-hardened mercenaries, a hostage crew,

and a deadly St. Cloud Operative trying to save a cargo that is worth more than astatine, and certainly more than all their lives!

Double-Dare

The pirate raider is registered as the modified Hawk-class starship *Double-Dare*. PTILE listed it as stolen when its owner reported the theft three weeks ago. The owner, Victor Samiloski, has distant family connections with Smaw Commercial, so inter-commercial conflict is a likely motivator for the piracy.

DOUBLE-DARE

The cigar smoke settles over the bar like sick fog, as Daina Gault, a known St. Cloud recruiter, looks you and your crew over, showing only the slightest hint of disdain. "I've heard you're a team that can get things done quickly, without too much trouble... and that you don't pull punches when the occasion arises.

"If that's the case, I have a job for you. One of our carriers has been hijacked en route to Alecto, carrying a hold full of raw Astatine and a key St. Cloud employee. The crew are being held hostage,

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Officially, at the time of the attack, Samiloski was en route from Alecto to parts unknown. He is thought to be in the Lantern Nebula and unable to be reached. In truth, Samiloski is the current captain of *Double-Dare* and is leading the pirate boarding party that has taken over *The Loaded Gun*.

Samiloski is a counter-espionage agent for Smaw Commercial. During his duties for Smaw, he discovered what the St.Cloud Operative was up to in Typhon-Beta. The potential reward of obtaining the Operative's package was enough for Samiloski to betray his masters, and try to grab the precious cargo for himself. But first he has to capture and interrogate the Operative!

Aiding Samiloski in hunting down the Operative is his crew of hardened mercenaries and pirates for hire, led by his most experienced lieutenant, Nemar Ionov, a ruthless and efficient ex-soldier who follows Samiloski's orders to the letter.

Samiloski knew *The Loaded Gun*'s departure time and that it would be carrying the St. Cloud Operative. He had *Double-Dare* run silent in the nebula, just outside the System Entry Point (SEP) of Dupheris, and pounced upon the unsuspecting carrier, targeted its scanners, forcing it to slow down from FTL to normal-space Pace.

When *Double-Dare* used its mining rig to breach the hull of 'Gun, a small quantity of astatine exploded, knocking out the mining rig and entangling it in 'Gun's hull, effectively joining the two ships until they can be cut apart. Now both ships are dangerous to move and ineffective in combat.

At first glance, the pirates thought the explosion was accidental, but now believe it was the work of the St. Cloud Operative. They also now know that the cargo they came for has been hidden somewhere on 'Gun and understand that capturing the Operative alive is their best bet for finding it. Everyone and everything else is expendable.

The Loaded Gun

The *Loaded Gun* was en route from Typhon-Beta to Alecto, in the Dupheris system, via the Saturne system. Prior to departing the Typhon-Beta system, it not only picked up a full cargo of astatine, but also

a St.Cloud Operative who had been engaged in surveillance of mining operations.

While 'Gun was prepping for flight to Alecto, the Operative snuck on board and hid a clandestine cargo in a mobile cryo-chamber. It is this cargo that St. Cloud is most interested in getting back. The St. Cloud flight crew know nothing about it, and still believe that the pirates are after the astatine. Dedicated, but not suicidal, they have no plans to stage a revolt against their captors.

After *Double-Dare* had breached the 'Gun, the Operative managed to hack into the pirate ship's computer and send an emergency broadcast of the ship's location using a St. Cloud cipher. Upon detecting the broadcast, but not knowing its contents, the pirates disabled their communications array, preventing further transmissions.

The Operative has kept using 'Gun's computer to hack into *Double-Dare*'s computer to monitor internal communication between the pirates. He will not broadcast or hack *Double-Dare*'s computer further, except as a last resort to help the heroes, since doing so may make it easier for the pirates to find him. However, he will monitor what is happening, and take action to aid the rescue as best he can.

Rescue Approach

Because St. Cloud now knows the coordinates of *Double-Dare* and *The Loaded Gun*, it will convey the heroes to the location as quickly as possible. Daina Gault will tell the heroes that they have an Operative on board, who can be expected to help them, and that rescue of the Operative takes precedence over the recovery of the astatine, which is interesting considering that much astatine is worth the price of a small moon!

St. Cloud will deploy the Sublime Class carrier *Harrier* to deliver the heroes within range of the entangled ships, then ferry them to ships via an NRS-stealthed shuttle. It will then be up to the heroes to approach, undetected if possible, and breach the hull of either 'Gun or *Double-Dare* with their own mining rig.

From then on, it's up to the heroes how they will deal with the situation. Of course, the entire operation must be wrapped up before *Double-Dare* can

disentangle from 'Gun and become combat effective again!

Event Horizons

Except for delivering the heroes, and possibly running a gauntlet of fire to get there, this adventure does not have a schedule of scene-by-scene actions to run through. Instead, it has a list of pre-considered actions that Samiloski, Ionov, the St. Cloud Operative, and the crews and computers of both ships will take in reaction to specific events.

The Heroes' Shuttle is Locked onto by *Double-Dare*

If either a passive or active scan locks onto the heroes' shuttle, *Double-Dare's* computer will open fire with all weapons without warning. After two rounds (or sooner if the heroes are getting hammered) *Double-Dare* will temporarily lose sensor lock due to wild fluctuations in 'Gun's FTL core causing interference. This is triggered by the Operative and will last for two rounds at most, as each round of the violent action will cause 1 Fatigue in each crew/pirate member on 'Gun as the ship rattles around wildly, still attached to *Double-Dare*.

The Heroes Breach *Double-Dare* Hull

If the heroes elect to take the fight to the pirates, Samiloski will order most of his crew and hostages back to secure their ship, and hole-up on the bridge while his engineering teams continue to work to disconnect the two ships and find the Operative.

The pirate ship computer will know exactly where the breach has happened, and the heroes can expect an aggressive and well-executed counter attack. Ionov will not hesitate to use environment systems against the heroes. Any characters silly enough to head into *Double-Dare* without vacuum-ready gear may very well find themselves breathless, literally!

The Heroes Breach the Hull of 'Gun

The pirates will know a breach has happened, but if it is in one of the cargo bulbs, they will be unable to pinpoint the location (the internal sensors are all but non-existent in cargo holds, and only a major breach/pressure drop will trigger a warning.) Ionov will send out hunting parties to find the intruders, leading one of them himself. He will also leave a

well-armed hunting party to seal off access back to *Double-Dare*.

The Heroes Take Down a Pirate or Breach Their Armory

The pirates are armed with powerful, military-grade, stunning weapons (see stat blocks at the end of the adventure) that the heroes may find a good use for!

The Heroes Try to Hack Either of the Ships' Computers

If successful, the heroes will learn that there is a stealth intrusion program running from 'Gun to *Double-Dare*. They can use this channel to communicate with the Operative.

The Heroes Establish Communications with the Operative

The Operative will tell them they cannot leave without retrieving a cipher-locked strongbox that the Operative had stashed in a secret location (GM's discretion) on 'Gun. The Operative will not leave without it and will tell the reluctant heroes that St. Cloud doesn't care for anything else, not even if they all die to retrieve the cargo. The Operative will not say what it is, but will take an active and personal role in extracting it as soon as he is able.

If the Heroes Find the Strongbox

The heroes will recognize the strongbox as a self-contained cryo-chamber, with no viewing portal. The box is heavy and requires two people to move it at a walking pace. Otherwise, it can be moved at a crawl. If the heroes can get to the engine room and disable the artificial gravity generators, then a single person can move it at walking pace. The Operative will kill to stop anyone, including the heroes, from opening the cryo-chamber.

If the Heroes Open the Strongbox

If the heroes do this, against the wishes of St. Cloud and the Operative, they will find that it holds an unconscious alien life-form of a type that has never been recorded in over a thousand worlds. It looks like some form of devolved Kesh. If allowed to revive, the alien will secrete a range of exotic chemicals that grants it access to the full list of Glanding Powers. It will also display an animal-level of intelligence, killing anything that stands between it and what it considers to be an escape route.

GREAT ADVENTURES

If the Heroes Start Killing People

Samiloski or Ionov will speak to them via the ship's communications system. They will inform the heroes that they will kill one crew member for each pirate who is killed. And they will. Note that they will not resort to this if their crew are only incapacitated or otherwise disabled.

If Two Hours Pass Since the Heroes Arrive

The pirates will get the ships disentangled. *Double-Dare* will pull slightly away from *'Gun* with Samiloski in command, but Ionov will stay on the cargo vessel until he can find, interrogate, and kill the Operative, before taking the precious cargo he has been told to recover (although he doesn't know what it is.) When the ships separate, the link between their computers will be broken as the covert patch-line that the Operative had connected is pulled apart.

The Heroes Take Down Samiloski

The ship's computer on *Double-Dare* is programmed to automatically draw away to a safe distance and start firing on *The Loaded Gun* and not stop until it explodes. An FTL rift is the most likely result. If this happens, the St. Cloud carrier *Harrier* will rush to attack *Double-Dare* and to recover the cargo if possible.

If the Heroes Get the Strongbox and the Operative Onto Their Shuttle

Fleeing the entangled starships will be the same as the approach. However, if *Double-Dare* is now free to maneuver, it will pursue them while firing, and *Harrier* will come in to pick them up. Once on board *Harrier*, they should be able to out-run the pirates and return to safe space.

CHARACTERS

See printable figures following ship stats.

Double-Dare Crew

Hunting Parties (Four groups of three; one will be accompanied by Ionov)

Rank: Novice

Race: Human

Culture: Aspiring

Careers: Criminal

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

Skills: Climbing d4, Fighting d4-1, Gambling d4, Language: Pan d4, Notice d4, Shooting d4-1, Spacewise d4, Throwing d4-1

Pace: 6 **Parry:** 4 **Toughness:** 6 (1) **Charisma:** 0 **Equilib Mod:** 0 **Acquisition:** 0

Gear: Splinter Pistol (d4-1 (2d6, 10/20/40)), Unarmed Strike d4-1 (Str), Flightsuit Armor (+1), Smaw Stunner (see New Weapons).

Engineering Crew (4)

Rank: Novice

Race: Human

Culture: Aspiring

Careers: Criminal

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

Skills: Climbing d4, Fighting d4-1, Gambling d4, Language: Pan d4, Notice d4, Shooting d4-1, Spacewise d4, Throwing d4-1

Pace: 6 **Parry:** 4 **Toughness:** 6 (1) **Charisma:** 0 **Equilib Mod:** 0 **Acquisition:** 0

Gear: Splinter Pistol d4-1 (2d6, 10/20/40), Unarmed Strike d4-1 (Str), Flightsuit Armor (+1), Smaw Stunner (see New Weapons).

Loaded Gun Crew

Rank: Novice

Race: Human

Culture: Aspiring

Careers: Qualified

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

Skills: Knowledge: Astatine Handling d4, Language: Pan d4, Notice d4, Piloting (Starships) d4, Repair d6, Spacewise d4, Survival d4

Pace: 6 **Parry:** 2 **Toughness:** 6 (1) **Charisma:** 0 **Equilib Mod:** 0 **Acquisition:** 0

Gear: Unarmed Strike d4-2 (Str), Flightsuit Armor (+1).

Daina Gault (St. Cloud Fixer)

Rank: Novice

Race: Human

Culture: Aspiring

Careers: Entrepreneur

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

GREAT ADVENTURES

Skills: Gambling d4, Investigation d6, Knowledge: St. Cloud operations d6, Language: Pan d4, Notice d4, Persuasion d6, Psychiatry d6, Streetwise d6, Taunt d4
Pace: 6 **Parry:** 2 **Toughness:** 4 **Charisma:** 0 **Equilib Mod:** 0 **Acquisition:** 0

Gear: Unarmed Strike d4-2 (Str).

Special Abilities:

- Glanding: Enables hormones / pheromones to be triggered
- Glanding Powers: Serotonin-A: Serotonin-A controls mood. It can be used to resist the effect of any social Skill or manipulation based on Persuasion or Taunt by providing a +2 modifier to resistance tests.



Victor Samiloski (Captain of Double-Dare)

Wild Card

Rank: Seasoned

Race: Human

Culture: Aspiring

Careers: Peace Officer

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

Skills: Fighting d4-1, Intimidation d6, Language: Pan d4, Notice d8, Persuasion d6, Piloting (Starships) d4, Security d8, Shooting d8-1, Spacewise d4, Stealth d4-1, Streetwise d6

Pace: 8 **Parry:** 4 **Toughness:** 6 (1) **Charisma:** 0 **Equilib Mod:** 1 **Acquisition:** 1

Gear: Las-pistol d8-1 (2d6+1, 12/24/48), Unarmed Strike d4-1 (Str), Flightsuit Armor (+1), Com-link (d4), Oxytube, Smaw Stunner (see New Equipment).

Hindrances: Bad Luck, FTL-Sickness (Vigor roll or -1 penalty during that scene)

Edges: Command, Dodge, Fleet-Footed



Nemar Ionov (Mercenary Lieutenant)

Wild Card

Rank: Seasoned

Race: Human

Culture: Militant

Careers: Bounty Hunter

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

Skills: Climbing d4, Fighting d10, Gambling d4, Intimidation d6, Language: Pan d4, Security d4,

Shooting d10, Spacewise d6, Survival d4, Throwing d6, Tracking d6

Pace: 6 **Parry:** 7 **Toughness:** 9 (4) **Charisma:** 0 **Equilib Mod:** -1 **Acquisition:** 1

Gear: Minilaz d10 (2d6+1, 12/0/0), Electrogloves d10 (Str), Unarmed Strike d6 (Str), Clamshell Armor (+4), Com-link (d4), Optovisor, Oxytube, Scanner, Trackers (d4), Trip-Field.

Hindrances: Arrogant (Flaunt superiority; seek master in battle)

Edges: Counterattack, Synergy (+1 to rolls that use direct interface), Tech Implant (Lastpistol; Implanted with an item beyond glands/medical)



The Operative (St. Cloud Operative)

Wild Card

Rank: Seasoned

Race: Human

Culture: Underworld

Careers: Peace Officer

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

Skills: Fighting d8, Language: Pan d4, Notice d6+2, Persuasion d6, Programming d8, Repair d4, Security d6, Spacewise d6, Stealth d6+4, Streetwise d4

Pace: 6 **Parry:** 6 **Toughness:** 6 (1) **Charisma:** -2 **Equilib Mod:** 0 **Acquisition:** 1

Gear: Combat knife d8 (Str+d4+2), Unarmed Strike d8 (Str+d4), Chameleon Suit (+1), Optovisor, Whisperer.

Hindrances: Imbalance (Suffer a -1 to all Equilibrium rolls), Mean

Edges: Alertness, Improvisational Fighter (Ignore -1 penalty for improvised weapons), Interceptor (+2 Program-secure/capture data or computer), Martial Artist

NEW WEAPONS

Smaw Stunners

Range: 15/30/60

Damage: 2d4 (Stunning)

RoF: 1

Cost: 400/Novice

Weight: 6

Shots: 1 (disposable)

Min Str: d4

Semi-Auto

GREAT ADVENTURES

From the *High-Space Character Analects*: Any successful hit by a Shock weapon will automatically set the target's state to Shaken. Damage that normally results in a Shaken roll has no additional effect.

STARSHIPS

Loaded Gun

Class: Profit

Design: Cargo

Origin: Independent

Crew AP: 1-4

Maneuver d4

Computer d6

Displacement d10

FTL d6

Quality d6

Hindrances: Limited Arc (Sensors), Weak-Point (Suffering a breach, ship cannot soak damage)

Edges: Cargo Container (x8)

Automatics: Active Sensors d4, Communications d4, Direct Weapons d4, Hacking Attacks d6, Indirect Weapons d4, Passive Sensors d6, Maneuvering d4

Double-Dare

Class: Hawk

Design: Cargo

Origin: Independent

Crew AP: 5-8

Maneuver d4

Computer d6

Displacement d8

FTL d6

Quality d6

Hindrances: Bad Reputation (-2 penalty to ship-to-ship interaction), Mechanical Noises (makes indeterminate noises)

Edges: Cargo Container, Combat Conv. (x2) (Convert 6 payload to 2 hardpoints), Mining-rig, PDA (x2) Missile defense system

Automatics: Active Sensors d8, Communications d8, Direct Weapons d6, Hacking Attacks d6, Indirect Weapons d6, Passive Sensors d8, Maneuvering d6

Harrier

Class: Sublime

Design: Cargo

Origin: St. Cloud

Crew AP: 5-8

Maneuver d4

Computer d4

Displacement d10

FTL d6

Quality d6

Edges: Combat Conv (Converts payload into a hardpoint for weapons, see text), Landing-Bay (d4 worth of Displacement capacity), XRL (x1) (are standard defensive equipment)

Automatics: Active Sensors d6, Communications d6, Direct Weapons d4, Hacking Attacks d4, Indirect Weapons d4, Maneuvering d4, Passive Sensors d6

NRS-Stealth-Shuttle

Class: Triple 'S'

Design: Explorer

Origin: St. Cloud

Crew AP: 5-8

Maneuver d8

Computer d4

Displacement d4

FTL d4

Quality d8

Edges: ECM Suite (Test of Wills; cancel Quantum locks), Lifepods, NRS (-2 Scanning penalty), Shock pods (+1 Vigor when maneuvering)

Automatics: Active Sensors d8, Communications d8, Direct Weapons d8, Hacking Attacks d4, Indirect Weapons d4, Maneuvering d8, Passive Sensors d8

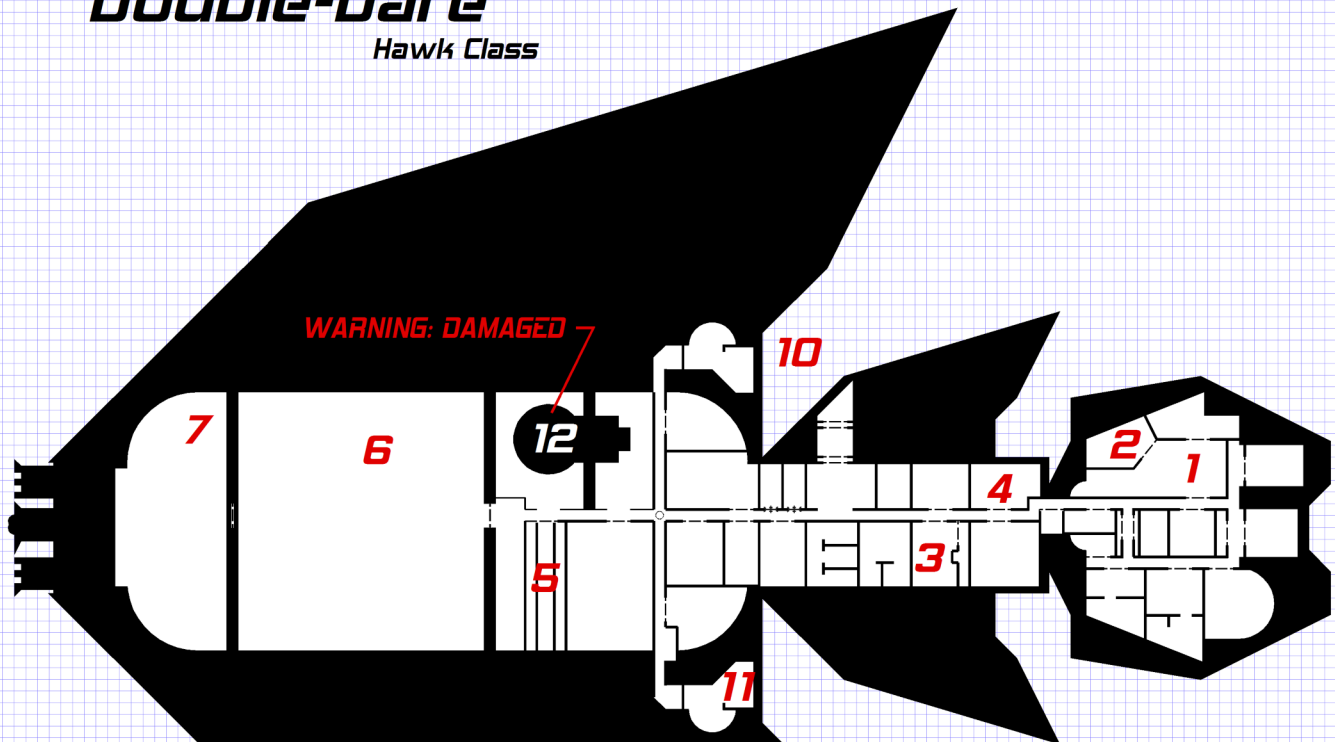
Going to Gen Con? Don't forget that Pinnacle Entertainment Group and several licensees are represented by Studio 2 Publishing. Stop by the S2P booth, #1317, near Upper Deck and Fantasy Flight Games. Also look for Savage Worlds games throughout the extended gaming weekend. If a game is sold-out, stop by with the right number of generic tickets, and you just might get to play after all.

While you're there, don't forget the ENnies! Several Savage Worlds titles up for awards, plus you never know who you will see at the cash bar pre-show cocktail hour and auction.

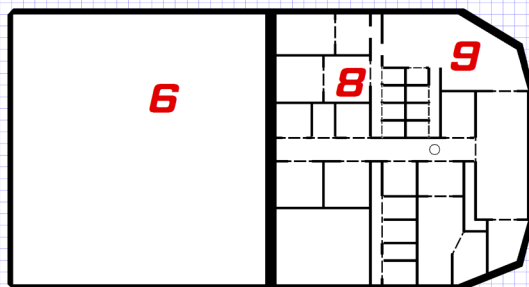
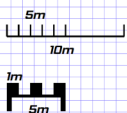
(C) 2014 Storyweaver Games

Double-Dare

Hawk Class



- 1 Bridge
- 2 AI Core
- 3 Life Support
- 4 Medical
- 5 Armory
- 6 Cargo Container
- 7 Engineering
- 8 Crew Quarters
- 9 Mess
- 10 PDA #1
- 11 PDA #2
- 12 Mining Rig



HIGH
SPACE

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STORYWEAVER
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The Loaded Gun

Profit Class: Cargo

- 1 Bridge
- 2 Coms
- 3 Computer
- 4 Captain's Ward
- 5 CXD Ward
- 6 Crew Quarters
- 7 Admin
- 8 Armory
- 9 Facilities
- 10 Security Point

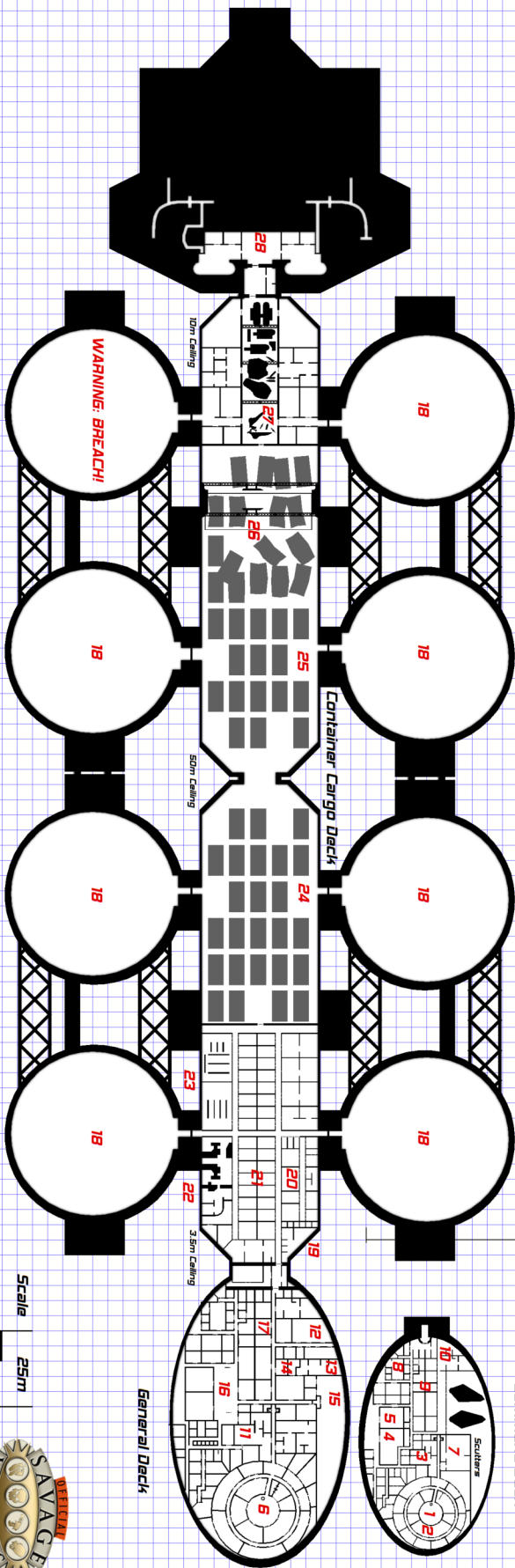
- 11 Passenger Wards
- 12 Food Stores
- 13 Kitchen
- 14 Disposal
- 15 Rec Room
- 16 Workshops
- 17 Facilities

- 18 Bulk Cargo Bulbs
- 19 Change Room / Lockers
- 20 Engineering Wards (empty)
- 21 Fragile Cargo Units
- 22 Life Support
- 23 Parts Stores

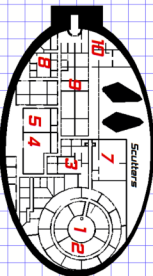
- 24 Containerised Cargo Pod A
- 25 Containerized Cargo Pod B
- 26 Cargo Lift
- 27 Vehicle / Parts Cargo
- 28 FLT Engineering

WARNING: DAMAGED
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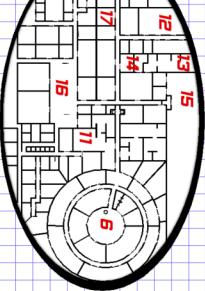
Solid Cargo Bulbs



Command Deck



General Deck



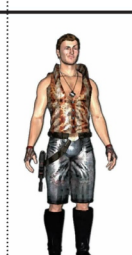
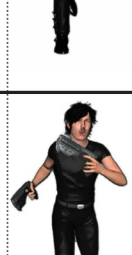
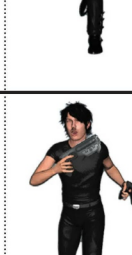
Scale 25m



HIGH SPACE

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STORYWEAVER
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			Victor Samiloski				Merc Hunter
			Nemar Ianov				Merc Hunter
			The Operative				Merc Hunter
			Merc Engineer				Merc Engineer
			Merc Engineer				Merc Engineer
			Merc Engineer				Merc Engineer

GREAT ADVENTURES

			Merc Hunter				Merc Hunter
			Merc Hunter				Merc Hunter
			Merc Hunter				Merc Hunter
			Merc Hunter				Merc Hunter
			Merc Hunter				Merc Hunter
			Merc Hunter Merc: Deadeye				Rescue Team

(C) 2013 Joe Sweeney, StoryWeaver

			Crew				Crew
			Crew				Crew
			Crew				Crew
			Crew				Crew
			Crew				Crew
			Crew				Crew

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CONVENTION CONNECTION

By Vickey A. Beaver

Covering July to September 2014

Descriptions are as described on event websites and were accurate as of this printing. Events with [SW] are those where Savage Worlds games are expected.

UNITED STATES

CONVERGENCE - WWW.CONVERGENCE-CON.ORG

7/3-6/14, Bloomington, MN

CONvergence is an annual convention for fans of Science Fiction and Fantasy in all media, held each July at the DoubleTree by Hilton in Bloomington, MN. We are a 4-day event with more than 5,000 attendees, and the premiere event of our kind in the upper mid-west.

FLORIDASUPERCON - WWW.FLORIDASUPERCON.COM

7/3-6/14, Miami, FL

South Florida's Comic Book, Anime, Animation, Video Game, Fantasy, Sci-Fi and Pop Culture Convention is JULY 4-7, 2013. It's 4 days of fun featuring celebrity guests, comic book creators, voice actors, industry guests, cosplayers, artists, writers, panels, Q&A's, films & shorts, costume & cosplay contests, vendors, parties, anime, workshops, video gaming and more!

PAIZOCON - [HTTP://PAIZO.COM/PAIZOCON](http://PAIZO.COM/PAIZOCON)

7/4-6/14, Seattle, WA

PaizoCon returns for three days of all the hot Pathfinder action you can handle! Gaming, panels, workshops, costumes, and loads of Pathfinder fun await you. Meet-up with community members from around the world, as well as Paizo staff, and dozens of hobby gaming's veteran authors, artists, publishers, and designers.

CONNECTICON - WWW.CONNECTICON.ORG

7/10-13/14, Hartford, CT

ConnectiCon is a membership-based organization, run by a very dedicated volunteer staff. ConnectiCon is New England's ONLY massively,

multi-genre, pop culture convention. The convention's focus is on all things pop culture and does every genre of pop culture in as big a way as possible. The event attracts over 10,000 people to the Hartford area annually, and plans to expand to other venues in downtown Hartford.

KANTCON - WWW.KANTCON.COM

7/18-20/14, Lenexa, KS

KantCon is a gaming convention by and for tabletop hobby gamers in the Kansas City area. KantCon offers three days of tabletop fun in the form of tabletop role-playing games, card games, board games, and miniatures games.

FANDOMFEST - WWW.FANDOMFEST.COM

8/1-3/14, Louisville, KY

Fandomfest is the largest Comic-Con or multi-platform convention in the Mid America region. Thousands attend annually. We include Fantasy, Sci-Fi, Steampunk, Horror, Anime, Literary, Technology, Film, Gaming, Vending, Cosplay, Costuming, LARPing, Parties, KIDPALOOZA, seminars, Q and A's, Celebrities from TV, Movies, and more.

MECHACON - WWW.MECHACON.COM

8/1-3/14, New Orleans, LA

MechaCon was conceived as a revolutionary Anime convention experience, utilizing a unique three-fold approach focusing on Japanese animation, Japanese culture, and Transformers.

OHIO COMIC CON - WWW.WIZARDWORLD.COM/WIZCON.HTML

8/1-3/14, Columbus, OH

Join tens of thousands of fellow fans as they converge at the Greater Columbus Convention Center at Ohio Comic Con to celebrate the best in pop culture. Columbus' Comic Con brings it all - Movies, Comics, Toys, Video Gaming, Games, TV, Graphic Novels, Horror, Wrestling, MMA, Original Art, Collectibles, Anime, Manga, and more!

[SW] MICHICON - [HTTP://METRODETROITGAMERS.WORDPRESS.COM](http://METRODETROITGAMERS.WORDPRESS.COM)

8/2/2014, Rochester, MI

CONVENTION CONNECTION

Since 1972, the Metro Detroit Gamers (MDG) has hosted a series of gaming conventions for the enjoyment of gamers everywhere! MDG is proud to continue this tradition by welcoming those who enjoy playing games of all stripes: wargames, board games, chess, card games, train games, naval, space and army miniatures, role-playing games, and more!

DRAGONFLIGHT - WWW.DRAGONFLIGHT.ORG

8/8-10/14, Seattle, WA

Dragonflight is a community organization dedicated to promoting all manner of gaming from board and card games to LARP to computer games throughout the Pacific Northwest. Since 1980, Dragonflight Conventions have been a mainstay of the northwest convention scene and game community.

[SW] GEN CON - WWW.GENCON.COM

8/14-17/14, Indianapolis, IN

Featuring game industry veterans, award-winning authors and artists, jaw-dropping costumes, thousands of events, a growing Family Fun Pavilion, and the newest games on the market, Gen Con truly is The Best Four Days in Gaming™!

CHICAGO COMIC CON - WWW.WIZARDWORLD.COM/HOME-CH.HTML

8/21-24/14, Chicago, IL

Join tens of thousands of fans as they converge at Chicago Comic Con 2013 Wizard World Convention to celebrate the best in pop culture. Chicago Comic Con brings it all - Movies, Comics, Toys, Video Gaming, Games, TV, Horror, Wrestling, MMA, Original Art, Collectibles, Anime, Manga, and more!

GEEK.KON - [HTTP://GEEKKON.NET](http://GEEKKON.NET)

8/22-24/14, Madison, WI

Geek.Kon is Madison Wisconsin's very own anime convention, sci-fi convention, and gaming convention all rolled into one! Geek.Kon is a place to celebrate all that is geeky.

GUNS OF AUGUST - [HTTP://WBCONVENTIONS.ORG](http://WBCONVENTIONS.ORG)

8/22-24/14, Williamsburg, VA

Our goal is to host a convention that is both family friendly and appealing to a wide variety of gamers. We primarily feature historical miniature wargames, but we also showcase a board-gaming room with many of the most popular titles currently on the market, as well as science fiction-based and role-playing games.

[SW] TACTICON - [HTTP://DENVERGAMERS.ORG](http://DENVERGAMERS.ORG)

8/28-9/1/14, Denver, CO

The Denver Gamers Association is a non-profit organization which promotes and supports table-top gaming of all kinds.

CELESTICON - WWW.CELESTICON.COM

8/29-9/1/14, Fremont, CA

CelestiCon offers four days of family-friendly gaming in the San Francisco Bay Area. CelestiCon is hosting hundreds of game events, along with exciting special guests, sponsor prizes, and gaming, gaming, gaming.

[SW] DRAGONCON - WWW.DRAGONCON.ORG

8/29-9/1/14, Atlanta, GA

DragonCon is the largest multi-media, popular culture convention focusing on science fiction and fantasy, gaming, comics, literature, art, music, and film in the universe!

GATEWAY - WWW.STRATEGICON.NET

8/29-9/1/14, Los Angeles, CA

Our conventions offer the chance to play, watch and buy a variety of board games, card games, miniatures, role-playing, collectables, and computer games.

MAGE CON SOUTH - WWW.MAGE-PAGE.COM

8/29-9/1/14, Sioux City, IA

Great games, contests, miniatures, costumes, seminars, artwork, and special guests.

PAX PRIME - [HTTP://PRIME.PAXSITE.COM](http://PRIME.PAXSITE.COM)

8/29-9/1/14, Seattle, WA

In 2004, the folks at Penny Arcade decided they wanted a show exclusively for gaming. From that

idea spawned an event focused on the culture and community that is gaming.

GRANDCON - GRAND-CON.COM

9/19-21/14, Grand Rapids, MI

GrandCon features tabletop gaming in all its forms, as well as comic books and the creators behind them. We provide an atmosphere that will allow gamers and comic book fans to mingle and appreciate their shared interests.

QUEEN CITY CONQUEST- [HTTP://QUEENCITYCONQUEST.COM](http://QUEENCITYCONQUEST.COM)

9/19-21/14, Buffalo, NY

We welcome all types of gaming, including Role Playing Games, War Games, Board Games, Collectible Card Games, and more.

HURRICON- WWW.HMGS-SOUTH.COM

9/25-28/14, Orlando, FL

Over 100 games from experienced game masters: some of the best historical gaming around, historical miniatures gaming & tabletop games of all kinds.

CANADA

FAN EXPO CANADA - WWW.FANEXPOCANADA.COM

8/28-31/14, Toronto, Canada

Considered by many to be the "Comic Con" of Canada, Fan Expo Canada™ humbly began as the Canadian National Comic Book Expo in 1995. Growing from one genre with 1500 fans to a multifaceted show connecting over 90,000 fans, Fan Expo Canada™ is currently the 3rd largest pop culture event in North America!

ENGLAND

RAIDERS OF THE GAME CUPBOARD -

WWW.RAIDERSOFTHEGAMECUPBOARD.CO.UK

9/27/14, Burton upon Trent, England

One day gaming convention featuring board games, roleplaying, CCG, and many, many more. Quarterly.

ONLINE

JACKER CON - [HTTP://WWW.HAPPYJACKS.ORG](http://WWW.HAPPYJACKS.ORG)

7/5-12/2014

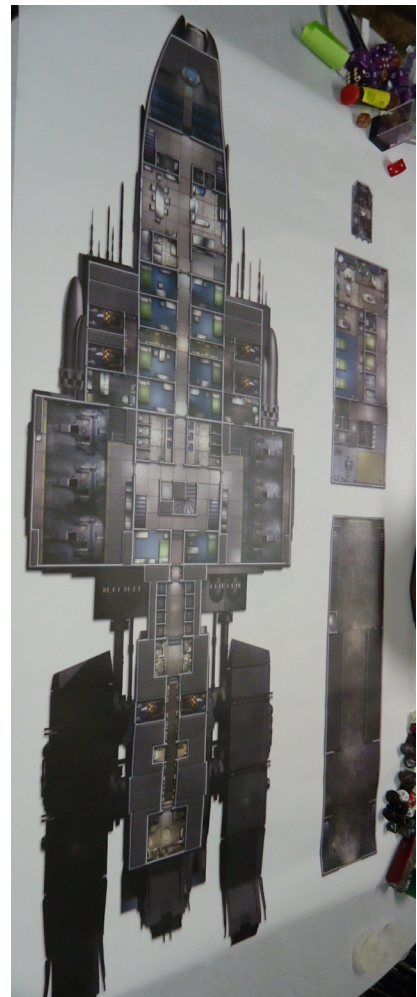
A first of its kind for the Happy Jacks listeners (and hopefully some hosts) to get together online and play various RPGs. We will plan on using Google + and probably Roll20. If it's successful, maybe we will make it a twice a year event!

LUG CON - [HTTP://LUGCON.COM](http://LUGCON.COM)

9/1-7/14

LUG Con is short for Let Us Game Convention. A few days of games using Google Hangouts and recorded for perpetuity. Any games allowed; just post your event in this community. Also hosting gaming related panels and a vendor hall.

Discovered by Obatron Productions' owners while at Origins: Blackwyrn's map of *Starship Drake*. It's 48" x 30" depicting space for a crew of 5-15. The heavy-duty material is fit for transport.
www.blackwyrn.com



Gen Con Panels

All Panels Located at Crowne Plaza



Presents Five Panels for Games and Business

Game Schedule

We also have a full slate of Savage Worlds games scheduled. All are run by Obatron Productions' co-owners, Vickey & Bob Beaver. Bring two generic tickets to any sold-out game in case a slot opens up, which happens often.

Thursday, 4-6 p.m.
RPG1460606, Blood-Washed, GMed by Vickey
RPG1460614, Hunted, GMed by Bob

Thursday, 8-10 p.m.
RPG1460610, Usiku River, GMed by Vickey
RPG1460618, Gold in the Dust, GMed by Bob

Friday, 3-5 p.m.
RPG1460608, Blood-Washed, GMed by Vickey
RPG1460619, Hunted, GMed by Bob

Saturday, 7-10 p.m.
RPG1460611, A Touch of Other, GMed by Vickey
RPG1460622, Nothing to See Here, GMed by Bob

Sunday, 2-4 p.m.
RPG1460623, Usiku River, GMed by Vickey
RPG1460624, Gold in the Dust, GMed by Bob

Thursday, 1-2 p.m., SEM1456532,
Keys to Con Games, with Vickey
A. Beaver, Jim Pinto & Jae
Walker

*You want to GM at a convention,
but you're not quite sure what
you'd do. Experienced convention
GMs share tips to be successful
and pitfalls to avoid in this Q & A.*

Thursday, 2-3 p.m., SEM1456972,
GMing on the Fly, with Vickey A.
Beaver, John Adamus, Justin Bow
& Jae Walker

*Dealing with what happens when
plans go awry ...and they will go
awry. Or when you don't have a
lot of time to prep for a game and
want to improvise some or all of
your game.*

Friday, 10 - 11 a.m.,
SEM1456983, Women at the
Table, with Vickey A. Beaver,
Tracy Hurley, Shoshana Kessock
& Jasmin Tomlins

*Tips on how to open up your
group to women and keep
women interested once they're
there.*

Saturday, 10 - 11 a.m.,
SEM1456533, Crowdfunding
When You're a Nobody, with
Vickey A. Beaver, Shoshana
Kessock, Tracy Hurley & Matthew
Hanson

*Hear from small fish in a big pond
and learn what you can do to
increase your chances of success-
fully funding your game-related
project through Kickstarter and
other crowdfunding platforms.*

Sunday, 10-11 a.m.,
SEM1456986, RPG Business
Sense, with Vickey A. Beaver, Eric
Simon & Richard Iorio II.

*On your own, but not alone.
Focusing on the business of
producing and selling your own
product, learn about resources to
make that part easier.*