

Base Raiders/Savage Worlds Conversion Guide - Version 1

This guide will explain how to implement the new systems introduced in the Base Raiders RPG for use in a Savage Worlds campaign. It will cover suggested modifications to the character creation system, as well as new mechanics for base creation, goals, power interactions, and loot. Gamemasters who wish to run a Base Raiders campaign in Savage Worlds but do not need the new systems do not need this guide at all.

Character Creation

Character creation follows normal rules. Use the following guidelines to make appropriate power level characters. See P. 47 of the Savage Worlds Deluxe Explorer's Edition rulebook for more details on building characters above novice level.

Low Power: Novice level characters.

Medium Power: Seasoned level characters.

High Power: Veteran level characters.

Gamemasters running a low power level campaign may prohibit characters from taking the Arcane background during character creation, if they want to role play origin story adventures. It is recommended that player characters answer the five questions on p. 93 of Base Raiders in order to fill out their character's background.

Base Creation

Gamemasters who wish to use the collaborative base creation system as described on p. 187 can do so with the following modifications. Player characters cannot use untrained skills to investigate bases. The GM sets the modifier of all skill checks to research a base in secret and it is recommended that the GM imposes at least a -1 penalty to all skill checks. It is recommended that GMs uses raises to allow PCs to learn additional or higher quality information.

Goals

In Savage Worlds, all powers cost the same, (one advance for the new power edge), so goals cost advances. A player only needs to determine the tier of his goal (p. 151 of Base Raiders) in order to calculate the cost of his goal. Remember that the point of a goal is to change the world, not improve your personal character. Use the following chart to determine the number of advances and milestones required to complete the goal.

Furthermore, characters must be of a certain rank when completing a goal. The character does not need to be the required rank when beginning the goal, but the goal cannot be completed until the character achieves the required rank. If multiple characters are working together to complete a goal, only one needs to be the required rank in order to fulfill the goal, but that character must participate in the final milestone. Characters may pay for advances using loot, as described below.

Tier	Milestones	Advances	Required Rank
Personal	2	2	Novice
City	4	3	Seasoned
National	6	5	Veteran
Global	8	7	Heroic
Cosmic	12	10	Legendary

Loot

The loot rules begin on p. 192 of Base Raiders, which explains how players can sell and use the loot they find in bases. The values for loot and bulk remain unchanged. A person can normally carry 20 points of bulk and 20 bulk worth of tech supplies equals 1 loot point, for example. The ratios for selling loot varies as normal, as described on p. 194.

Loot is converted into advances at a 10:1 ratio. other words, 10 loot points can be turned into 1 advance. These advances can only be used to pay off character goals, Burn (from the Power Interaction rules, see below) or to acquire the Rich or Filthy Rich edge.

Power Interaction

The most complex system introduced in Base Raiders is the Power Interaction system on p. 182. In Savage Worlds, characters normally gain new powers by acquiring the New Power edge by spending an advance. However, player characters can gain new powers by using power sources during game play, without spending an advance. Whenever a player character gains a new power without spending an advance, he creates an imbalance in his character. The excess cost is called Burn and remains until the character can pay for it through experience and loot.

Every new power creates 1 point of burn. In addition, the character gains 2 additional burn for every rank the new power is compared to the character's actual rank. For example, a novice character who gains a veteran ranked power gains a total of 5 burn (1 base + 4 for 2 ranks above novice)

Burn	Effect
0	None - the character operates normally.
1	Strained: The character's Vigor is reduced by 1 die. If it is already at 1d4, then reduce another physical attribute (Strength, Agility, Dexterity, or Fighting) by 1 die. If all physical attributes are at 1d4, then the character loses all bennies and may not gain any more as long as he has any burn.
2-3	Miscibility: The character must take 1 consequence from the Miscibility table.
4-5	Major Strain: The character must halve his Spirit and lower Vigor by 1 die. If Tough is at 1d4, then the character loses a die in an attribute of the player's choice.
6-7	Unstable: The character must take 1 new consequence from the Miscibility table.
8-10	Death Throes: The character's body starts to burn away. The character will die in a manner of hours equal to his current Spirit with a minimum of 1 hour of time.
11+	System Shock: The character dies from massive internal shock. He lives for a number of minutes equal to his current Spirit.

All side effects of Burn end when the character loses all Burn. All lost stats are recovered.

Miscibility Consequences: When a character gains enough Burn to take a miscibility consequence, use the following entries.

Minor Consequences: Each minor consequence costs ALL of the character's Bennies (the character does NOT start the game with any Bennies, nor can the character earn any)

Cosmetic flaw: The character's appearance changes slightly but noticeably. Hair may change color, voice sounds different, or the character may gain or lose weight. The character still looks approximately the same and will not stand out any more than he has in the past. A human still looks human, but an alien still looks alien. People familiar with the character will notice the difference and the character takes a -2 penalty when making a social skill against them.

Persistent stress: The character suffers a -1 penalty on Toughness

Weakened Power: The character loses 5 power points.

Moderate Consequences: each moderate consequence costs 3 Bennies per game session. In other words, the player character starts with no Bennies, but may earn Hero Points during game play normally.

Inefficient Power Mixture: Only available if the character has an exiting power at Seasoned rank or higher. The highest ranked power of the character is replaced with a novice rank power of a similar nature. Final choice is left to the gamemaster.

Major physiological change: The character undergoes a physical transformation that radically changes his appearance, to the point where he can no longer pass as a normal member of his species.. Humans look alien or monstrous. If he goes out in public, he will be labeled a monster or freak. Police will attempt to arrest or kill him. Aliens and other non-human characters never change to the point where they look human though. If this consequence is removed because the character's burn lowers, his appearance reverts to normal. The character suffers a -4 penalty to Charisma.

Cyclic Power: The character must have two super powers to take this consequence. The GM chooses one of the character's powers and reduces its skill to 1d4. Once per session, the GM may choose a new power to reduce. The other power returns to its normal skill level.

Severe Consequences: Each Severe Consequence is free.

Nullified Power: The character must have two super powers to take this consequence. One of the character's other superpowers no longer works. The character may not choose the power that inflicted this Miscibility consequence on him

Temporary: The power will not last very long, but you don't know when it will end. The GM determines how long the power will last, but it should not last more than 24 hours. The character follows all rules for this power while it is in effect, including burn. The character takes a -1 penalty to all Toughness checks. Once the character loses the power he loses the Toughness penalty.

Grotesque Physiological Trauma: The character's body rejects the new ability, causing massive trauma. The character survives, but is crippled or deformed in a way determined by the GM. Common traumas are paralysis of a limb, losing sight or hearing, or developing a serious weakness to a common stimulus like sunlight or water. In addition, the character's Toughness, and Vigor are reduced by half (round down).

Positive Consequences: A character may never have more than 1 positive consequence at any given time.

Additional Power: The newly acquired power awakens a hidden power within the character. The character gains an additional power but must pay for it without gaining any additional burn. The additional power has the same power source as the one that triggered this consequence.