

Base Raiders/Wild Talents Conversion Guide - Version 1

Running a game of Base Raiders in Wild Talents (WT) should be fairly easy. The core of Base Raiders focuses on superpowers and the characters who wield them, which the WT rules can handle just as well. The only major differences between the two systems are the new game mechanics introduced in Base Raiders: Goals, Base Creation, Power Interactions, and Loot. In this guide, I'll go over how to adjust the new game mechanics for the WT system.

Character Creation

Use the standard character creation system in Wild Talents to generate Base Raider characters. In terms of power and balance, use the following guidelines:

- A high power player character in Base Raiders (30 skill points and 10 refresh) should be considered equal to a 250 point character in Wild Talents.
- A medium power player character (25 skill points and 8 refresh) should be considered equal to a 175 point character in Wild Talents.
- A low power player character (20 skill points and 6 refresh) should be considered equal to a 100 point character in Wild Talents.

Every power should have at least 1 flaw. Otherwise, there are no changes to the character creation system. The GM may prohibit certain powers or power sources, or require players to answer the five questions (p. 93 of Base Raiders) but those are not necessary for the Wild Talents system.

Base Creation

The basic system for collaboratively building bases, starting on p. 187 of Base Raiders, can be used in Wild Talents with little modification. Run it as normal, only use the height of an investigative skill roll to determine success or failure. The GM may also impose penalties to the roll, such as lowering the dice pool of a skill check by -1d to -4d. For example, if the GM wants to make investigating the history of a base difficult, he can set the height to 8 or above while imposing a -3d penalty to the skill check. Remember that HD are dropped first when penalties are applied.

Goals

Player characters can create personal goals that can change the world, as described on p. 151. Players who want to design a goal should design a power using the Wild Talents system which will achieve the desired result. Once the point cost is calculated for the goal, the GM can set the tier of the goal and number of milestones, as described in Base Raiders. The player can pay for the goal using experience or loot, as described below.

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 character points at a 10:1 ratio. In other words, 10 loot points can be turned into 1 character point. These character points can only be used to pay off character goals, Burn (from the Power Interaction rules, see below) or to increase the Wealth skill, as listed on p. 50 of the Wild Talents core book.

Power Interaction

The most complex system introduced in Base Raiders is the Power Interaction system on p. 182. In Wild Talents, characters may gain additional superpowers, as described in Base Raiders, but the effects are based on how many points the new power costs over their remaining available points. The excess cost is called Burn and

remains until the character can pay for it through experience and loot.

For example, consider a medium power character who has gained 5 points from adventuring and has not spent any points. He started with 175 points (which were all spent during character creation) but none of the 5 points he gained from play have been spent. He gains a new superpower by drinking a magic potion. The new power costs 12 points. He now has 7 points of Burn. To determine the effects of Burn, consult the following table below:

Burn	Effect
0	None - the character operates normally.
1-5	Strained: The character's Body attribute reduced by 1. If it is already 1, then reduce the maximum wound boxes for the head by 1 (or 1 if character is globular). If the character has only 1 wound box in the head, then the character loses a point of base will.
5-10	Miscibility: The character must take 1 consequence from the Miscibility table.
11-20	Major Strain: The character must halve his Willpower and remove 1 wound box from the chest. If health is at 1, then the character loses a point of base will.
21-30	Unstable: The character must take 1 new consequence from the Miscibility table.
31-40	Death Throes: The character's body starts to burn away. The character will die in a manner of hours equal to his current base will, with a minimum of 1 hour of time.
41+	System Shock: The character dies from massive internal shock. He lives for a number of minutes equal to his current willpower.

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 2 base will:

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 -1d penalty when making a social skill against them.

Persistent stress: The character takes 2 shock damage to a random hit location or loses 1 willpower every 24 hours. The character may choose which penalty to suffer. This damage may be healed normally.

Weakened Power: One of the character's superpowers loses 1 quality (Attack, Defend or Useful) of the character's choice.

Minor Allergy: The character gains a new Incapacitating allergy (p. 99 of Wild Talents) of an Uncommon or Rare substance.

Moderate Consequences: each moderate consequence costs 1 base will:

Inefficient Power Mixture: One of the character's Powers becomes dramatically weaker. The character chooses one of his Powers and halves its dice pool (round down).

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. The character gains an aspect to reflect this flaw. If this consequence is removed because the character's burn lowers, his appearance reverts to normal and the aspect is removed.

Cyclic Power: The character must have two super powers to take this consequence. The character halves the dice pool of one power. The character can restore the dice pool of that super power to normal by halving the dice pool of another super power. That power loses half of its dice pool but the other one returns to normal. In other words, the character has to halve the dice pool (always remember to round down) of one of his super powers at all times. A super power never goes above its normal dice pool with this Miscibility Consequence.

Major Weakness: The character gains a Killing Allergy of an Uncommon or Frequent substance.

Severe Consequences: Each Severe Consequence costs zero base will

Nullified Power: One of the character's other superpowers no longer works. The character may not choose the power that inflicted this Miscibility consequence on him. If the point cost of the nullified power is lower than the new power, the character permanently loses a number of base will equal to the difference in point cost. If the character cannot do this, the character cannot use either power until he can lower his burn rating.

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 an amount of shock damage to a random hit location and willpower loss based on the point cost of the skill (1 point of damage each per 5 points of the power cost). Once the character loses the power he regains all the points and base will spent on the power.

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 allergy to a common stimulus like sunlight or water. The character's wound boxes and willpower are halved (round down) and the character loses 1d in Charm.

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

Power Synergy: This consequence costs 3 base will. The character must have at least 2 powers. Both powers increase in effectiveness due to a unique synergy between the two abilities. The character can reroll a skill check made with either skill by spending a willpower point. At the discretion of the GM, the character can create a unique effect by spending a willpower] and activating both powers at once. The effect of dual powers activation should be worked out in advance by the player and GM. For example, 2 attack powers could result in a single attack that is treated as having a bonus WD and Spray, for example.

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.