

MUTANT

CHRONICLES



MUTANT CHRONICLES 3RD ED

SAVAGE WORLDS

CONVERSION GUIDE

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SAVAGE WORLDS CONVERSION GUIDE

This is a short guide covering the process of converting the **Mutant Chronicles** 2d20 system sourcebooks to the *Savage Worlds* role playing system produced by Pinnacle Entertainment Group. The **Mutant Chronicles 3rd Edition** rule book has already been faithfully converted to the *Savage Worlds* rules set and is available from Modiphius, DriveThruRPG, and other websites. This guide is intended to supplement to that, allowing GMs to convert other material produced for the setting.

The important context to any conversion is to view everything here as a guideline. Following these rules strictly and applying them in an attempt to reverse engineer from the *Savage Worlds* conversions to **Mutant Chronicles 3rd Edition** will reveal discrepancies. The primary goal of any conversion is to maintain the integrity of the setting, not reduce it to mathematical abstraction.

WEAPONS AND GEAR

Every freelancer and character needs a good weapon. While the *Savage Worlds* core rules for **Mutant Chronicles** includes a wide range of weapons across many factions, not everything could be included

in one book. Additional items from across the various sourcebooks that have followed will eventually make their way into games.

For all gear, the base price is the 2d20 Cost multiplied by 100. For items with higher restrictions, this translates to greater rarity on the market. When required, finding restricted items would be handled using a Streetwise Test, with a penalty to the roll for every point above 3 for the 2d20 text. For instance, a weapon with a Restriction of 5 would have a -2 penalty to Streetwise attempts to try and find it for sale, or find someone willing to buy it.

The Corrupt rating is taken from the item's Reliability Rating if it possesses one. If not, the Reliability Rating Table on pg. 151 of the **Mutant Chronicles 3rd Edition** rulebook or Corruptibility Rating Table on pg. 247 of the **Savage Worlds Mutant Chronicles** rulebook can be used as a guideline to assign one. Remember to adjust it according to the corporation that manufactured it however, as per the guidelines given on pg. 205 of the aforementioned rulebook: the quality of Bauhaus goods reduces the Corrupt rating by one, mass-produced Mishima goods increase the Corrupt rating by one, and Cybertronic devices are immune.



Now there is a deal few freelancers would pass up!

RANGED WEAPONS

Range converts generically between the two systems. When in doubt, follow the normal range for a given weapon type based on the examples from the *Savage Worlds Mutant Chronicles* rulebook. As an example, a “C” weapon is generally short range and would have the same range as similar pistols (12/24/48).

Damage for ranged weapons is dependent on the combination of the base damage plus the Dark Symmetry die. All ranged weapons start as a 2d6 for a weapon that has a rating of “1+3↑ dice”. Weapons with 4↑ dice would bump to 2d8, while those with 6↑ dice would jump to a 2d10. If the base damage is higher than one, each point above this increases the damage die type in *Savage Worlds*.

Armor Piercing values in 2d20 are multiplied by 2 to get the AP value in *Savage Worlds*.

The 2d20 **Burst** property is equivalent to 3RB, and provides a RoF of 3.

The 2d20 **Blast** property is a Small Burst Template for most weapons, but launchers and heavier explosive weapons do a Medium Burst Template. Other weapons that use the Gunnery skill are typically a Large Burst Template.

Items that are **Unbalanced** will have a higher range and damage, but the weapon will also have a minimum Strength value to indicate the greater weight and recoil of the weapon. This is a minimum of a d6. While normally 2H, they do not have to be, dependent on the *Mutant Chronicles 3rd Edition* system description.

The **Hidden** quality gives a bonus to Stealth checks to conceal a weapon, usually a +1 or +2 for special circumstances.

Corrupting, Semi-Auto, Knockdown, Vicious, and Automatic translate directly between the two systems.

The **Toxic** property is analogous to the **Contagion** weapon ability from the *Savage Worlds Mutant Chronicles* rulebook. The “Contagion” weapon ability is a general “catch-all” for other abilities that do not directly apply to any other property, even if the weapon effect itself does not fit the description for the “Contagion” property.

EXAMPLE: IMPERIAL SERENITY PISTOL

From page 98 of the *Imperial* Sourcebook

2D20 STATS

.45 ‘SERENITY’ PISTOL—LOCKLEY ARMAMENTS

RESTRICTION: 2

COST: 5

A common sidearm found all through ISC, the Serenity is used by the Gendarmes and the more civilised of the Yard’s detectives, as well as by countless other senior agents. One of the most compact handguns manufactured by any Imperial company, the Serenity does not hit as hard as Aggressors and similar heavy pistols, but it also does not leave unsightly bulges when holstered under a suit jacket.

SERENITY PISTOL

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑3	Burst	3	1H	3
QUALITIES	Close Quarters, Hidden 1				

SAVAGE WORLDS CONVERSION

SERENITY PISTOL

COST: 500

STATISTICS: Range 12/24/48; Damage 2d6; AP —; RoF 3; Shots 12; Corrupt 1; Weight 3

NOTES: Semi-Auto, 3RB, +1 Stealth to Hide

CONVERSION NOTES

The Cost is multiplied by 100. Range is “C”—based on other examples this becomes 12/24/48. The damage value translates to 2d6. The Burst option gives the Serenity a 3RB and RoF of 3. “Shots” is left to the discretion of the GM, based on what makes sense. Corrupt is 1, based on the chart from the Core Rulebook. Enc and Weight are generally analogous. The rest of the properties translate as noted above.



MELEE WEAPONS

The rules for Melee weapons, when it comes to special properties, follow the same examples as Ranged Weapons. The “Parry” special property for Melee weapons translates directly between systems.

Damage for Melee Weapons follows a similar process as Ranged, with a 2d20 damage value of “1 + 3↑ dice” resulting in a damage value of Str+d6 in *Savage Worlds*. Weapons that are smaller or lighter (i.e. daggers, knives) would do Str+d4, unless there is a specific reason within the description for an increased damage threshold.

A weapon with 5↑ Dice would do Str+d8.

For all gear, the base price is the 2d20 Cost multiplied by 100.



EXAMPLE: AVENGER SWORD

From page 51 of the **Brotherhood** Sourcebook

2D20 STATS

AVENGER POWER SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+↑6	-	4	Unbalanced	4
QUALITIES	Armour Piercing 1, Duelling, Parry 1, Pious 2				

SAVAGE WORLDS CONVERSION

AVENGER POWER SWORD

COST: Unavailable—Acquiring one should be an Adventure itself!

DAMAGE: Str+d10+2

WEIGHT: 4

NOTES: Brotherhood, Parry+2, AP 2, Vicious

CONVERSION NOTES

The high number of Dark Symmetry dice combined with the Unbalanced quality from 2d20 put this weapon into the d10 category. However, it is not specifically a two-handed weapon. The Armour Piercing quality directly translates. The impressive Parry+2 for the sword stems from the combination of Duelling and Parry 1. The Pious quality translates to “Vicious”—although strictly speaking the Vicious quality in *Savage Worlds* would only apply when the sword struck a servant of the Dark Symmetry.



Many mystics are as unmatched with the Avenger Sword as they are with the Art.

Experience in play tests showed that this was a weapon typically “powered-up” by the Mystic, using a *boost Trait* (Strength) on themselves to get the Strength necessary to make full use of the weapon.

ARMOUR

Points of Armour generally translate on a 1:2 ratio when moving from *Mutant Chronicles 3rd Edition* to *Savage Worlds*. Make sure to note the portion of the body protected by the armour in game. Full body armour converts on a 1:2 ratio, as well, taking into account the heavier protection it provides.

For all gear, the base price is the 2d20 Cost multiplied by 100.

EXAMPLE: KARIUDO ARMOUR

From page 75 of the **Mishima** Sourcebook

2D20 STATS

KARIUDO

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Mishima	5	6	5	5
ENCUMBRANCE	RELIABILITY	RESTRICTION		COST
28	3	5		30

Savage Worlds Conversion

KARIUDO ARMOUR

RESTRICTION: Locating this item would usually entail a Streetwise check at -2

COST: 3000

ARMOUR: +9

WEIGHT: 28

CORRUPT: 2

NOTES: This suit has four arms, typically fitted with a ranged weapon held by the lower arms and a melee weapon held in each of the upper arms. The wearer can make attacks per the normal rules.

CONVERSION NOTES

The high Armour rating comes from the Torso value of 6, multiplied by 1.5. The Corrupt rating for such a high-tech piece of gear would normally be a 2. The additional 1 for being of Mishima construction is negated by the construction process specifically accounting for the Demon-Hunter's exposure, and hence warding, against the forces of the Dark Symmetry.

GEAR

The wide variety of mundane items Heroes come across would necessitate a guide unto itself. There are a few general rules that can be followed though.

Items granting "bonus Momentum" convert to a +1 bonus on a 1:1 basis. Items that increase or decrease the difficulty of checks apply similar effects on a +2/-2 ratio, respectively. The example below should clarify how this works.

For all gear, the base price is the 2d20 Cost multiplied by 100.

INHABITANTS

All heroes need villains to fight and NPCs to interact with. The *Mutant Chronicles 3rd Edition* campaign books for the **Dark Symmetry**, **Dark Legion**, and **Venusian Apocalypse** include a swath of new entities to breathe life, horror, and danger into the setting. Below are the guidelines for converting friends and enemies into *Savage Worlds*.

EXAMPLE: IAS3300 MIRRORSHARD CAMOUFLAGE SYSTEM

From page 81 of the **Cybertronic** Source Book

2D20 STATS

IAS3300 MIRRORSHARD CAMOUFLAGE SYSTEM

RESTRICTION: 5

COST: 35

Extremely difficult to manufacture, and virtually priceless, the IAS3300 Mirrorshard Camouflage System is the definitive gear of Cybertronic's elite Mirrormen. At first, it appears unremarkable—a matte grey surface without markings or detail. When active, however, its appearance shifts until it mimics the surroundings so perfectly as to render the wearer almost invisible. At a signal from the wearer, this effect can be reversed, turning from invisible to shining chrome in a moment. A character using an IAS3300 can switch between the two modes below as a Free Action. Only one may be active on any given turn.

CHAMELEON MODE: The character gains two bonus Momentum on all Stealth tests to move unseen, and increases the difficulty of all ranged attacks against him by one step.

MIRROR MODE: The character is clearly visible, drawing all attention to himself. All enemies within Medium range increase



The cover of Mutant Chronicles 2nd Edition RPG.

the difficulty of Observation tests against anything but the character by two, and gain one bonus Momentum on ranged attacks against the character.

SAVAGE WORLDS CONVERSION

IAS3300 MIRRORSHARD CAMOUFLAGE SYSTEM

RESTRICTION: Finding this item on the open market would be a -2 Streetwise check

COST: 3500

CORRUPT: C

- ◆ **Chameleon Mode:** The character gains +2 on all Stealth checks to move unseen, and all Shooting and Throwing attacks targeting the character have a -2 penalty.
- ◆ **MIRROR MODE:** All enemies within 24" suffer a -2 penalty on all Notice checks not directed at the character. All Shooting and Throwing attacks targeting the character get a +1 bonus.

CONVERSION NOTES

As noted above, the modifiers to Momentum and Difficulty translate between the two systems, making the MirrorShard Camouflage system very beneficial to those who want to sneak into a location, or those who want to help their allies sneak into a location.

CONVERSION GUIDE

Statistically, a d6 in *Savage Worlds* is considered the norm for an average human, while a score of 8 in 2d20 implies the same thing. The general rule of thumb is to take the 2d20 Stat (or average in certain cases), divide by 2, and add a die type.

Example: A creature has a 2d20 Strength of 8. This is divided by 2, resulting in 4. This becomes a d4, and adding a die type makes it a d6.

SAVAGE WORLDS ATTRIBUTE	2020 STATS
Agility	Average of Agility and Coordination
Smarts	Intelligence
Spirit	Average of Awareness, Mental Strength, Personality
Strength	Strength
Vigour	Physique

Special Abilities, Edges, and Hindrances generally convert based on the appropriate analogue. For instance, 2d20 Night Vision translates to Low-Light Vision.

One important consideration for Hindrances and Edges is that they do not modify Traits, only derived Statistics. For instance, in the example of Sister Eve below, the Pace is modified by her Elderly hindrance, but the -1 die type for Strength and Vigour is assumed to be included in her 2d20 Statistics and not applied.

Skills are somewhat freeform in their conversion, here are a few pointers:

- ◆ For each Field of Expertise, having points in that particular field will not automatically translate into possession of all the associated skills, but it should grant all the thematically appropriate ones. A creature with an Animal intelligence, for instance, is not going to have the Shooting or Gunnery skills, no matter how good their Combat Focus or Expertise is.
- ◆ The conversion rule is: Choose the higher of EXP or FOC. Add a die type for each point in the selected category. Then take the other category, divide by 2 (round down) and add a die type for each point.
- ◆ The Combat Field in 2d20 covers the skills of: Fighting, Gunnery, Shooting, and Throwing
- ◆ The Fortitude Field in 2d20 covers the skills of: Survival, Tracking
- ◆ The Movement Field in 2d20 covers the skills of: Boating, Climbing, Driving, Piloting, Stealth, Swimming
- ◆ The Senses Field in 2d20 covers the skills of: Notice, Investigation
- ◆ The Social Field in 2d20 covers the skills of: Gambling, Intimidation, Persuasion, Riding, Streetwise, Taunt
- ◆ The Technical Field in 2d20 covers the skills of: Healing, Knowledge, Lockpicking, Repair, Technical Aptitude
- ◆ For any skill that is thematically appropriate to the converted character, if the above conversion process results in a skill die that is "too low" the GM should feel free to modify as appropriate. During the core book conversion, this was most likely to happen with the Fighting or Shooting die and a low Combat EXP or FOC. In that case, the rule was to use the Agility Attribute as the base die type for the Combat Field related skills, and further adjust as needed.

Creatures identified as "Troopers" or "Hordes and Squads" should be considered an Extra in *Savage Worlds*, although individuals could be promoted to Wild Card.

Elites are typically Extras, but may be given a Wild Die in certain skills, or promoted to a Wild Card if it makes sense for the setting and the type of creature.

A Nemesis is always a Wild Card.

EXAMPLES

SISTER EVE, KEEPER OF THE ART

From the *Dark Legion* Campaign, page 30

2D20 STATS

SISTER EVE, KEEPER OF THE ART ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	10	8	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	12	15	12

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	4	4	–	–	3	3	1	1	2	2

WOUNDS:

- ◆ Head 3
- ◆ Arms 4
- ◆ Serious Wounds 6
- ◆ Mental Wounds 15
- ◆ Torso 7
- ◆ Legs 5
- ◆ Critical Wounds 3

SOAK: None

ATTACKS:

- ◆ **None:** Sister Eve does not employ a standard physical weapon, though she is not above utilising whatever is to hand. She much prefers to punish enemies with her Art-borne powers.

SPECIAL ABILITIES

- ◆ **Mastery of the Arts:** Sister Eve is an experienced and competent user of the Art. She has Mysticism Expertise 3 and Mysticism Focus 3, and knows the spells Barrier, Blessing, Contempt, Gaze, Impel, Levitate, Singularity, Strike, and Succour. Additionally, whenever she successfully casts an Aspect of Kinetics spell she gains two additional Momentum, which may only be used to increase the range of the spell.
- ◆ **Influence of the Ancients:** Close association with anything even vaguely related to the Ancients has begun to trigger a metaphysical transformation in Sister Eve. Sister Eve is always considered to be equipped with a Power Controller (*Mutant Chronicles* rulebook page 157). In addition, she

may expend one Momentum point from a successful casting to add the Stun quality to any resultant damage from that spell.

- ◆ **Ancient Infused Metabolism:** Advanced psychic potential has also provided some mastery over her physical functions; Sister Eve may use Recover as a Free Action. In addition, she can manipulate her own body functions to add one Momentum point to any Treatment or Medicine test made to heal her.
- ◆ **Dying on the Inside:** Sister Eve is critically wounded and bleeding out internally. She has suffered her full complement of Light Wounds to the torso, followed by the loss of all of her Serious Wounds. She has two Critical Wounds remaining, which bleed out over twenty-four hours. A Daunting D3 Medicine test will allow her to recover one Critical Wound and stabilise her condition, preventing further internal bleeding.



Sister Eve is far more powerful than she may appear.

SAVAGE WORLDS CONVERSION

☠ SISTER EVE

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

Skills: Fighting d4, Healing d8, Investigation d10, Knowledge (Ancients) d8, Knowledge (History) d8, Knowledge (Dark Symmetry) d8, Notice d10, Persuasion d4, Mysticism d10, Shooting d4, Streetwise d4, Survival d12, Technical Aptitude d8

Charisma: 0; **Pace:** 5; **Parry:** 4; **Toughness:** 5; **Willpower:** 6.

Hindrances: Cautious, Elderly, Poverty, Vow (Support Brotherhood)

Edges: Avoid Corruption, Dark Knowledge, Mystic (Brotherhood)

Powers: Barrier, blessing, confusion, puppet, telekinesis, smite, succour

Gear: Clothing

Special Abilities:

- ◆ **Influence of the Ancients:** Sister Eve counts as being equipped with a Power Controller (*Savage Worlds Mutant Chronicles* rulebook pg. 110)

- ◆ **Ancient Infused Metabolism:** When attempting to remove Fatigue or Wounds from Sister Eve, ignore the penalty normally caused by the number of Wounds she has suffered.

CONVERSION NOTES

The Attributes translate easily using the above formula. One item to note was the conversion of Physique 10 into a Vigour of d6. The Physique of 10 divides into a 5. In the case of an odd number like this, the GM has the option to round up or round down. Given that Sister Eve is elderly, it made sense to round down to a 4 then add a die type, resulting in a d6.

The skills also translate easily. Note again that, just because the conversion notes cover every skill a character might have, they will not necessarily need all those skills. Convert those that are necessary to handle the challenges that the character is likely to face. While nominally Sister Eve could have a large list of Knowledge skills, each at a d8, the ones listed here make the most sense for her character.

Her derived stats are calculated as normal for *Savage Worlds*. Unless something in the 2d20 description states that a character has suffered Mental Wounds, leave Willpower at maximum and Dread at 0. If the character has suffered Mental Wounds, that total would apply as starting Dread. If the Dread value exceeds Willpower, lower Willpower and carry the leftover Dread, calculating again as needed.

Hindrances and Edges are somewhat freeform, but should make sense for the character in play. Sister Eve is older—hence Elderly—in addition to being a Brotherhood Mystic, which accounts for her Lifepath edge and the remainder of her Hindrances. As noted above, the Elderly hindrance did reduce her Pace, but was not applied to her Strength or Vigour. The two additional edges are not specifically addressed anywhere in the 2d20 conversion, but seem thematically appropriate for her.

The Powers convert based on the *Savage Worlds Mutant Chronicles* rulebook, matching the 2d20 ability to the most appropriate power.

Her two special abilities are relatively self-explanatory, as the rules for Power Controllers are covered in the listed entry of the rulebook. The second special ability is also straightforward, granting a bonus to Healing tests could be handled in multiple ways, but ignoring the normal penalty on Healing tests seemed the game mechanic appropriate.

THE RED GUARD OF SALADIN

From Page 234 of the *Dark Soul* sourcebook

2D20 STATS

RED GUARD OF SALADIN LEGIONNAIRE



ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13	10	10	6
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	6	3	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	1	-	-	-	-	-	-	-	-

WOUNDS: 4

SOAK: Heavy Plate Armour: (Head 3, Torso 5, Arms 4, Legs 4)



ATTACKS:

- ◆◆ **Belzarach Rifle (ranged):** Range M, 1+6, Burst, 2H
- ◆◆ **Sectioner Bayonet (melee):** 1+7, 2H, Armour Piercing 1, Reach, Vile

SPECIAL ABILITIES

- ◆◆ **Fast Healing (1)**
- ◆◆ **Slave to Symmetry (3)**
- ◆◆ **Unliving**

DARK SYMMETRY SPEND

- ◆◆ **Special Weapon:** A horde or squad of Red Guard Legionnaires can include a Valcheck Machine Gun or Plaguedealer Flamer as a special weapon at the GM's discretion. It costs one Dark Symmetry point to use one of these weapons.
 - **Valcheck Machine Gun (ranged):** Range M, 1+6, Automatic, Spread
 - **Plaguedealer Flamer (ranged):** Range C, 1+4, Munition, Burning 2, Torrent



SAVAGE WORLDS CONVERSION

THE RED GUARD OF SALADIN

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigour d8.

Skills: Fighting d8, Notice d4, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 15(7)

Gear: Belzarach Rifle (24/48/96, 2d8, RoF 3, Shots 100, Snapfire, AP 2, Auto, 3RB), Heavy Plate Armour (7), Sectioner Bayonet (Str+d4, affixed to rifle, Str+d6, Parry+1, Reach 1, 2 hands)

Special Abilities:

- ◆◆ **Undead:** +2 Toughness, +2 to the Recover from Shaken, Immune to Poison and Disease, No additional damage from Called Shots, Undead Wild Cards do not suffer Wound Penalties.

CONVERSION NOTES

As a common enemy, the Red Guard are Extras. The Attributes were converted using the above formula. As these are superior Undead Legionnaires, however, rounding up for each die type was chosen as the preferred option for everything that divided into an odd number.

The Skills were more difficult. Based on the FOC and EXP conversion process outlined above, these elite Legionnaires would have a d4 in Fighting and Shooting. Since this is not a sensible die type for an "elite" Undead Legionnaire, they were boosted to a d8 in both skills by increasing them to the Agility die type, as outlined in the Skills section above.

The Heavy Plate Armour, being a total body covering, was derived by taking the 2d20 Torso value and multiplying by 1.5.

Fast Healing, Slave to the Symmetry, and Unliving all bundle into the Undead special ability.

The Dark Symmetry Spend is a way for the GM to spend Chronicle points to make the enemies more difficult, although there is nothing to stop a GM from deciding that a particular group has a Flamer. In the case of the Red Guard, they have no specific ability that would depend on the expenditure of a Chronicle Point. The most common ability of this type is *Patron Blessing*; see the *Savage Worlds Mutant Chronicles* rulebook pg. 268 for examples of where this may be applicable.

LIFEPATH EDGES

Lifepath edges are one of the most iconic parts of creating a *Mutant Chronicles Savage Worlds* character. These are edges, usually taken during character creation, tying a character to a specific faction or organization. While the character may be on detached duty or freelancing, they are still a Luna PD Detective, Blood Beret, or Inquisitor. It is not a decision that can be easily changed without serious repercussions to the character.

The below guidelines handle the conversion of Iconic Careers from the *Mutant Chronicles* Lifepath system.

CONVERSION GUIDE

Converting Iconic Careers and other portions of the Lifepath system is one of the more difficult of the conversion processes. There are inherent dangers in any conversion that would result in individual characters or options being perceived as too powerful or unbalanced.

The primary way to address this is to apply hindrances and in-game effects to offset the bonuses. A Bauhaus Merchant Captain who sacrifices his merchant freighter by ramming it into a Dark Legion frigate and saving thousands of lives should certainly get a replacement one, per the core rules. Of course, freighter ships do not immediately appear as needed. Construction, permits, and other requirements take time, at least "in game." The GM can use this to his advantage in a situation where a different Merchant Captain wagers his merchant freighter on a race and loses it. According to the core rules, he could expect to get a new one. It would also be reasonable, however, for the Bauhaus authorities to shuffle the request to the bottom of the stack, where it is likely to stay buried unless a large number of special favours are completed to move it back to the top.

From a game mechanic point of view, granting bonus skill die, especially if those

EXAMPLES

CRUCIFIER ICONIC CAREER

2020 VERSION

CRUCIFIER ICONIC CAREER



Prerequisites: Brotherhood, Mystic talent, Close Combat Expertise 2

Difficulty: 3

Mandatory Skills: Acrobatics, Close Combat, Observation.

Elective Skills: Athletics, Close Combat, Insight.

Signature Skill: Acrobatics, Athletics, Close Combat, Insight.

Talents: Three talents from Acrobatics, Athletics, Close Combat, or Insight.

Equipment: Crucifier exo-armour, two Mortis swords, two Sanctus MP-21 Nemesis handguns.

SAVAGE WORLDS VERSION

Requirements: Brotherhood, Fighting d8+, Mysticism d6+, Shooting d4+

Hindrances Gained: Bloodthirsty (applies to Dark Legion and suspected Heretics), Poverty, Vow (Major-Support the Brotherhood)

Equipment Gained: Crucifier Exo-Armor, Two Mortis Swords, two Sanctus MP-21 Nemesis Handguns

Benefits: Agility +1, Block, Dodge

CONVERSION NOTES

Given the preponderance of close combat, athletics, and combat implied in the description and *Mutant Chronicles 3rd Edition* version of the Crucifer, making a close combat focused Lifepath edge seemed the most fitting. To achieve a bonus comparable to the Athletics, Acrobatics, and Close Combat emphasis, the option of just increasing the Agility attribute by one die type seemed thematically appropriate. Also, to further the close combat nature of the Crucifier, adding in two edges not normally available to Novice rank characters seemed appropriate. Note however, that since these are named edges and not a generic +1 to Parry, the character cannot take the Block edge again to further stack it. This is different than the Rake Lifepath, which mimics the Dodge edge, but is not the same thing.

K-9 HANDLER

2020 VERSION

K-9 HANDLER



Prerequisites: Capitol, Animal Handling Expertise 1, Athletics Expertise 2

Difficulty: 2

Mandatory Skills: Animal Handling, Athletics, Ranged Weapons.

Elective Skills: Close Combat, Observation, Survival.

Signature Skill: Animal Handling, Athletics, Observation, Resistance.

Talents: One talent from Animal Handling, one from Animal Handling, Athletics, Observation, or Survival.

Equipment: Mk 1 Tortoise armour*, M50 assault rifle*, riot shield, supersonic whistle, two K-9 guard dogs.

Earnings Rating: 3

Special: Equipment marked * is only gained if the character does not already own it.

SAVAGE WORLDS VERSION

Requirements: Capitol, Spirit d8+, Agility d8+, Survival d4+

Hindrances Gained: Vow (Major-Support Capitol), Loyal, Quirk (Talks to Animals, sometimes more than people)

Equipment Gained: Mk1 Tortoise Armour, M50 Assault Rifle, Riot Shield, Supersonic Whistle, two K-9 Guard dogs

Benefits: The character is treated as having the Beast Master edge—twice, which provides him with two K-9 Guard Dogs. He can use Persuasion to calm or pacify natural animals (creatures with a Smarts d4(A)). He gains Notice+1.

CONVERSION NOTES

The K-9 Guard Dogs are the primary feature of this class, which fits nicely into a “double version” of the standard Beast Master edge from *Savage Worlds*. Adding an extra ability, while perhaps not incredibly powerful, fits with the animal handling nature of the career and the Beast Master edge. However, with the addition of basically two edges, a single skill die type bump for Notice—the equivalent of Observation—keeps the power curve in line with other characters.



are completely untrained skills, is the equivalent of getting an Advance for Free. In some cases, a player could manipulate the system such that the “free” Lifepath edge turned into the equivalent of 15 free experience points. This is expected. Again, the application of hindrances and requirements for the Lifepath edges is there to offset the bonuses gained from these edges. If the outcome of the Lifepath conversion process equates to 1 new Major Hindrance, 1 new Minor Hindrance, and the equivalent of 3 Advances, then it should be in line with the power curve of the rest.

THE FINAL WORD

Converting Lifepath edges is much less mathematical than either gear or creature conversions and requires a touch of faith in the Light as opposed to cold Cybertronic logic, so the players and GM need to work together to make sure everything balances out. With weapons or creatures, there is a risk of making an individual item too powerful; for instance, early playtests clearly indicated that armour conversion was too powerful, so it was ratcheted back. Playtests also revealed that some Lifepath edges—like the Politician and Celebrity—may look “paper weak” compared to the Freedom Brigade or Blood Beret, but in a campaign where front line combat is not the norm, the Politician and Celebrity could wreak more havoc to a carefully planned adventure than any random blasts from a Gehenna Puker.

Remember the golden rule: the game should be enjoyed by everyone. If each player enjoys their moment to shine and everyone has a good time, then the conversion has worked.

