

SAVAGE ADVENTURE!

This chapter helps you construct daring Adventurer of The Roaring 20s!! As always, it helps to begin with an idea of who or what your character is rather than jumping right into the knacks and powers.

1) Character Concept

Pulp heroes often had unusual powers and abilities granted to them as a result of a strange experience or an eccentric background. A stint in the Far East gave weird powers of the mind and body to the more mystically oriented. Having been orphaned and raised by animals in the jungles, deserts and polar regions of the world conferred to certain heroes amazing abilities in strength, agility and athletic prowess. Or a strange gadget or device invented by the hero may be the source of their unique powers and weird talents. These powers were much milder in comparison to the extravagances typical of the "long-underwear" superheroes of golden-age comics, and made pulp heroes even more believable for this restraint.

If you have knacks, how did they develop? Or is it the mastery of arcane magic or high-tech gadgets that gives your adventurer her powers? If you have superpowers, how did your character get his powers? Was she the victim of a horrible accident? An experiment from the Great War gone horribly wrong? What sort of knacks or powers does your adventurer have? A westernized Indian yogi? A gadgeteer with a rocket-pack for flying and a death ray pistol? A wealthy philanthropist with hope for a new and better tomorrow?

Why did your character become an adventurer? Is he a pilot from the Great War who feels restless in this time of peace and prosperity? The concerned child or sibling of an evil genius intent on conquering the world? An daredevil archaeologist driven to acquire rare and sacred objects for the sole purpose of research and preservation? Or is he a disillusioned policeman by day, death-dealing masked vigilante by night?

Less fantastic, but still unique background abilities and skills for pulp heroes of more traditional "whodunit"s and spy-smashing stories should be encouraged. For example, a hero with an encyclopedic memory coming from growing up in a household with a set of these as the only reading material will find this renaissance knowledge handy time and time again; for even more entertainment, Volume S could have been missing, providing strange gaps in this character's knowledge. A stint in the Great War will provide familiarity with weapons, combat techniques, and even how to handle airplanes and potato peelers for a character with this type of background. Time spent in the police station, as a rookie cop, news hound or even as a custodian can provide in-depth knowledge of police procedures, the city, underworld contacts, and even how to fix a leaky faucet. Having at an early age running away to join the circus and working there can give useful knowledge of acrobatics, disguise

artistry, snake handling and human cannonballery. As a last example, merely having sold newspapers or shined shoes as a kid on the street corner near the city hall or local honky-tonk, and remembering the face or shoes of all the politicians, celebrities and crime figures that bought papers can be a very useful background. While not as exotic a background as being raised by apes, or having the power to cloud people's minds, such background skills are remarkably portable through many pulp story genres and should not be neglected or sneered at.



What are his goals? Who does he hate? What major changes would he like to see come about in the world?



RACES OF THE 1920S

Humans are by far the most common race on the planet, so most player characters should be human.

Human

Humans have a diversity in appearance and manner that is matched only by their aptitude in a variety of endeavors.

Racial Edges & Hindrances

Free Edge: Humans begin play with a free Edge of their choice. They must meet the requirements of the Edge as normal.

NEW HINDRANCES

Below are a few new Hindrances for Adventure!

Alien Form (Major)

Your character is completely inhuman in appearance - a dog, gorilla, and so on. He suffers -4 to Charisma, and his physiology a bit harder for Regular Joes to figure out (unless the medic happens to be a Veterinarian...). Healing rolls made to help your character are made at -2. The numerous roleplaying instances should also be a major challenge as well - you can't get into restaurants, can't wear a flak jacket, can't fit into a car, and so on, as defined by your odd shape. Your character's form may grant you special perks, but these must be bought as powers. If a talking gorilla wants to be able to swing from tree to tree, for example, you'll have to take the Swinging power. In other words, if your character doesn't have a power, his form doesn't grant it to him "for free," no matter how you describe it.

Allergy (Major/Minor)

Your character suffers an aversion to a common condition or substance, such as water, fire, cold, sunlight, etc. Exposure to that substance (generally within 1" of it) inflicts a -4 penalty to all your character's trait rolls as a Minor Hindrance. As a Major Hindrance, all of your character's Psychic or Super powers-including traits derived from them-are actually negated until 4d10 rounds after the substance is removed or shielded somehow. Only characters with psychic or superpowers can take this Hindrance.

Dependent (Major)

It may not be an intrepid reporter or a loyal butler, but your character has some person to which he is completely devoted, and will do anything to protect. This may be his wife or girlfriend, one of his children, or even a pet or servant. The Dependent is a Novice Rank character, and while scrappy in her own right, just isn't up to par with the Ubiquitous Dragon and his Tong legions, or Baron Halcyon's Underearth Armies. For whatever reason, this doesn't stop the dependent from getting involved-frequently and often. She constantly requires saving, reveals team secrets, or otherwise causes your character no end of grief. Of course, every now and then, the friend might just save the your adventurer's life as well, but such instances should be rare. If the Dependent ever dies, your character is heartbroken and grief-stricken for the rest of the campaign. He receives only one benny at the beginning of each game session (but Luck and other bonuses apply normally). Relief comes only after ultimate revenge. He cannot simply slay or arrest the minion who murdered his girl, he must arrest/kill the minion's boss as well and only after making them pay. Only then is the benny restriction lifted and the Hindrance "bought off."

Disability (Minor/Major)

Disabilities can include any number of physical or mental conditions that in some way effect how your character behaves or is perceived. Minor disabilities might include speech impediments, skin conditions, or learning disabilities such as dyslexia. Major disabilities include lack of mobility (paraplegic or quadriplegic), birth defects, or major mental disorders not covered by other Hindrances. Powers that compensate for these disabilities should downgrade or negate the disability as appropriate.

Distinctive Appearance (Minor)

Your villain's appearance is somewhat different from others of his race (a blue skinned human, literally faceless, a talking gorilla, etc), and is relatively easy to spot, even when out of costume. This makes the villain easier for the aliens to track down and pick out of a crowd and can even cause troublesome social problems even amongst his own people. The appearance must be present in and out of costume to count as a Hindrance-all masked vigilantes are distinctive in costume.

Gimmick (Major)

Your character must change clothes, get angry, drink blood, summon mystical energy, imbibe a pill or potion, or otherwise perform some unseemly task to access his powers—all his powers. Whatever the case, the character can be prevented from using his powers if he cannot enact his “gimmick”. The character cannot use any of his powers (or Edges or Traits bought with Power Points) without it.

Two Characters: If your character transforms into a completely different person, both “characters” should be made separately, with the “normal” person created as a normal Novice character. Advances gained through play may be added to either form, but not both.



Heartless (Minor)

The character isn't necessarily Bloodthirsty (though she might be), but she is willing to commit murder to further her own goals. She doesn't take glee in killing but doesn't let it stand in her way either.

Power Negation (Major)

Exposure to a certain substance or condition robs your character of his powers or makes them ineffective. In addition, your character suffers a -4 penalty to all Trait rolls made while under the substance's effects. The substance should be relatively uncommon or expensive, such as gold, holy ground, or lightning storms. Very rare substances (chunks of your alien's home planet, lotus flowers) are possible as well, but word of your weakness is out there and can be easily appropriated by certain enemies if needed.

Servitor (Major)

Your character is the servant of a greater entity that grants him his power. While your character may have his own plans, he ultimately serves his master's agenda, whatever that may be. This must be fleshed out before the game begins, so that the Game Master can devise the master's plans and what his minion's role in it may be. Regardless, the master cannot be defied. If it is, it unleashes its full power upon the defiant lackey in an attempt to show its other minions what happens to those who are disloyal.

Terminally Ill (Major)

Your character suffers from a terminal and incurable illness and is going to die sometime soon. At the beginning of every game session, draw a card. A face card means your character's symptoms are acting up this session. Whatever the specifics may be, he suffers a -1 penalty to all his trait rolls this game. If the draw is a Joker, your hero is about to die, and he knows it. At some point in the game session, preferably after accomplishing an important goal or an act of personal importance, he dies. The Game Master should always give a dying hero a few last rounds of action to commit some noble sacrifice.

Weakness (Major/Minor) Your character is more susceptible to a specific type of attack, such as ice/cold, fire/heat, radiation, magic, darkness, light, air, sound, kinetic energy, and so on. When hit by such an attack, the attacker does +4 damage as a Minor Hindrance, or double damage as a Major Hindrance. Your villain's weakness isn't public knowledge, but anyone who does a little research on him should find out eventually (typically after one or two encounters).

NEW EDGES

The following new Edges are available to heroes of Adventure!

Background Edges

Arcane Background (Daredevil, Mesmerist or Superhuman) [Req: Daredevil d6 Spirit, Mesmerist d6 Smarts, Superhuman d6 Vigor]

Requirements: Novice

(This Edge replaces the one originally presented in *Savage Worlds*.)

Arcane Background (Daredevil, Mesmerist or Superhuman) works very differently from all other Arcane Backgrounds. You have 10 Power Points with which to buy superpowers from those listed on the following pages. No arcane skill is required. Superpowers work “at will” and require no roll unless the specific power says otherwise.

New Powers:

Pulp heroes buy new powers by getting the Power Points Edge. Note that this Edge may only be taken once per Rank as usual (including once at Novice Rank), so a character's core powers likely change very little once their initial powers are selected. New Power Points may be saved up as well, so that a hero can buy a very expensive power by saving up.

Combat Edges

Combat Sense

Requirements: Seasoned, Fighting d8+, Notice d8+

This character is adept at fighting and keeping track of multiple foes. Opponents gain no Gang Up bonus against him.

Professional Edges

Brainiac

Requirements: Novice, Smarts d10+

Through liberal book-learning, or just amazing intuitive perception, your character has a talent for

picking up skills on the fly. Any time he makes an unskilled roll for a Smarts based skill, he may do so at d4 instead of the usual d4-2.

Mechanical Genius

Requirements: Novice, Smarts d6+, Repair d6+, Notice d8+

This character can improvise something when the need for a tool arises. He suffers no negative penalties on trait rolls for lack of equipment in most situations. In addition, given a few simple tools, props, or devices, he can generally rig simple devices to help escape from death-traps, devise weapons to match some bizarre need, or otherwise create something that's needed when such a thing isn't actually present. The extent of this is completely up to the Game Master, but creativity should be rewarded, particularly in dire situations where few other answers are possible.



SETTING RULES

The following setting rules are in effect for Adventure!...

Arcane Background (Daredevil, Mesmerist or Superhuman)

In Adventure!, all player characters start the game with one of the Arcane Background Edges available (Daredevil, Mesmerist, or Superhuman) for free! (This is in addition to any edges you receive due to race...) If you want to play a character without this free Edge, you get another free Edge of your choice instead (and good luck-you'll need it!)

Knockback

The concept of powerful blows making assailants fly through windows, over tables and into bottomless pits is a staple of the pulp genre. A successful hit by a character with a Strength of d12 or greater causes the foe to fly backwards 1d4", plus an additional 1d4" per raise on the attack roll. Only kinetic damage causes knockback of course-poison gas,

choking mist, and the like do not cause knockback. Add +1d6 to the total damage if the victim hits a substantial object, such as a wall or tree. This must be worked out during the damage roll-before the knockback occurs conceptually. This may seem a bit awkward at first, but is much better than rolling damage a second time.



POWERS

Universal Powers

Inspired Attribute (1/Step)

Trappings: Uncanny reflexes (Agility), advanced half-alien brain (Smarts), religious background (Spirit) gorilla (Strength), huge (Vigor). This power increases your character's attributes, and usually reflects some sort of supernatural enhancement. Each 2 Power Points spent increases an attribute one step. Daredevils can increase Spirit and any one other, Mesmerists Smarts and any one other, and Superhumans Vigor and any one other. A d12 becomes a d12+1, and so on. Maximum any stat can be raised to is d12+5. (Note that derived statistics, like Toughness, round down, so that a d12+1 Vigor produces a Toughness of 6.)

Modifiers

Requires Activation (-1): The increase in attributes must be activated. This is a free action, but it isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk about in public with increased attributes). Subtract -1 from the total paid for

this power, regardless of how many attributes are affected.

Inspired Edge (2)

Trappings: Extraordinary training or background, extension of superhuman abilities.

Spending two Power Points grants the character any Background Edge allowed in the setting—regardless of its requirements (except for those which require other Edges—so a character must still take Rich or Noble before he takes Filthy Rich).

Modifiers

Additional Edge Type (+1): For an additional point, instead of selecting this edge only from Background Edges, you may select this edge from Combat, Leadership, Professional or Social Edges.

Super Skill (1/2 Skill Points)

Trappings: Software programs, intensive training.

Super skill grants you 2 points to increase your villain's skills (new skills cost 2 points to buy at d4), and usually reflects extreme training or supernatural enhancement of some sort. Each Power Point spent increases a skill one step. Unlike the normal advancement, it doesn't matter if the super skill is over the linked attribute or not (though it still matters if you use regular advancements to increase the skill further). (Note that derived statistics, like Parry, round down, so that a d12+3 Fighting produces a Parry of 9.)

Modifiers

Requires Activation (-1): The boosted skills must be activated. This is a free action, and isn't the character's "normal" state (i.e., he doesn't eat, sleep,



and walk around with increased skills). Subtract -1 from the total paid for this power, regardless of how many attributes are affected. The power always costs at least 1 point however.

Sanctum(1)

Trappings: Underground base, underwater fortress, mountaintop retreat, penthouse apartment. This power grants your character a lair. The lair is a relatively secure location up to the size of a small building he can retreat to when the going gets rough, as well as a place to store devices, trophies, vehicles and the like. The lair has access to all the basic necessities, and your character can hide out there indefinitely. You may buy powers at half cost for the lair to aid in its defense. These powers are devices that are permanently part of your lair, such as a death-ray cannon (Attack, Ranged), guards (Minions), etc. You may also choose to pool your character's lair together with other characters to create a super-lair, thus sharing the cost of purchasing defenses and capabilities of the lair.

Modifiers

Escape Pod (+1): The lair has a built-in hidden escape pod that can be used for a quick escape should the lair become overrun. This can be a chute, teleportation pad, short-range rocket, etc. The escape pod is relatively small, and can only accommodate you and a couple of other man sized people or objects that you deem worthy of escape. It will take you a mile or so away from your lair, allowing you to make good your escape.

Research Lab (+1): Your lair has a workshop, library, med-lab or other appropriate area that adds +2 to a relevant skill roll (Repair, Investigation, Healing, etc.). The research lab can be purchased multiple times in order to get multiple types of labs, but bonuses never stack.

Secure Access (+1): Only those people with the proper key (mystic amulet, etc.) may gain access to the lair. Anyone else will set off an alarm that will alert everyone that does have proper access via klaxon horns, silent signal, radio broadcast, etc.



Sanctum Sanctorum (+1): Your lair is fairly well-hidden, either underground, underwater or obfuscated in some way. All attempts to track you down suffer a -4 to relevant die rolls when you are in your lair.

Minions (1/Level)

Trappings: Uniformed thugs, a gang, Spirits or Demons.

What Occultist can't summon spirits or demons? Each time this power is taken, your character gains a faithful and reasonably loyal minion with the following statistics. More competent henchmen must be hired through normal roleplaying.

Minion

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

Skills: Fighting d8, Notice d6, Shooting d6, Throwing d6

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

Gear: That's up to you and your wallet, millionaire.



Modifiers

Summonable (+2): You can summon your minion to you via a magical portal, etc. They will arrive within 1d4 rounds of summoning. This modifier must be purchased for each summoned minion.

Daredevil Powers

Barnstormer [5] "A biplane will never make it through that gap? Well, let's just see what this baby will do!" You were born with a stick in one hand and a throttle in the other. You are virtually unassailable in any aircraft. You can overcome any damage to the craft short of its total destruction, assuming



anyone can hit you at all. Even in the direst of circumstances, you can keep moving as long as your conveyance is capable of motion stories abound regarding fatally injured daredevils who defied death itself to finish one last journey. Whenever the character gets behind the stick, he makes a Piloting roll. If the character fails this roll, this power has no effect. With a success, the vehicle's Max Speed is multiplied by 1.5, in addition to having all attacks against the aircraft that the character is aware of have a -2 penalty. With a raise, the Max Speed is raised by x2 and all attacks against the aircraft that the character is aware of have a -4 penalty. Once the aircraft is hit, the character suffers no penalties due to damage to it short of the aircraft's total destruction. If the character is knocked out or killed while flying, he continues to function as pilot, albeit at a -3 penalty, until the aircraft is either destroyed or stops.

Complete Privacy [2] "The deal's set. We'll meet at "Vroom! Honk! Honk! "... night. See you then." You've never been caught talking about or doing something you shouldn't have been. A truck backfires at just the right time to cover your voice from eavesdroppers, a shadow falls on your face just as the hidden muckraker's camera snaps a picture, drips from a leaky pipe bleed the ink of the address scrawled on your notepad in these and other ways, it's nearly impossible to monitor you without being blatantly obvious. Anyone intending to overhear or spy on you must succeed in an opposed Spirit roll, or get blocked by coincidence.

Death Defiance [up to 3] "But.. but.. I saw you die!" Your cohorts have seen you plane explode in midair. They've heard you screams as you've toppled off a 20-story building. They've watched you drown, only to learn a week later that you've washed ashore, alive, on the Phantom Isle. Yet, no matter how many times you've faced certain death, you've resurfaced rent, bent, but very much alive. This 'power' is more like a pool that the character can put power points into. Any points in this pool are ONLY usable to simulate bennies once the character has run out of the bennies he started the session with. After the 'Death Defiance bennie' is spent, make a Spirit roll at -2. If you fail, lose the Death Defiance bennie. If you succeed, you don't lose the Death Defiance bennie. While the bennie may keep you alive, you are apparently dead for at least one scene (usually for the rest of the evening...) - your friends see you drown, fall, get burned, carried off etc... only to reappear hours or days later with a fabulous story!



Dramatic Entrance [2] (Req: Attractive) "Whoa; get a load of her!" You've got it - and even if you don't quite know what it is, everyone else sure does. Whether it's your stunning features, your gleaming smile, your distinctive mode of dress or your aura of palpable menace, something makes people take notice of you when they first see you. This reaction isn't indefinite the novelty of your presence soon wears off but you may be able to milk it while your new acquaintances are sandbagged. The character gains +2 'first impression' bonus to Charisma when dealing with a specific person, but only during a first meeting with that person, and even then only for about an hour. However, in any situation where more than half the observers haven't met the character before, anyone trying to keep an eye on the character gains a +2 to their Notice roll.

Eagle Eyes [2] "How'd I know he was a spy? A cabbie wouldn't have an impeccable manicure." You often irritate your companions by pointing out things their lesser eyes can't see. Your eyesight is second to none. This uncanny visual acuity even allows you some degree of perception that leave most people blind to anything more than 5 ft. in front of them. The character has +2 to all visual Notice rolls, and can discern visual details at twice the distance of other characters

Enhanced Impact [2] (Req: d8 Fighting, Shooting or Throwing) Wha-pow! CRASH! Just like in the pulps, your attacks stagger victims back several feet in pain and shock. This can offer a tactical advantage (opening the range between you and a closing opponent), or even be fatal if your foe is driven into something harmful. However you use it, it sure looks impressive. A d4 "(d6" for Shooting) knockback for each success and raise is added to any combat skill which is d8 or higher. If you would normally cause knockback, this becomes d10".

Fists of Stone [2/level] "Brass knuckles? Who needs 'em?" Your gnarled, knobby hams have probably seen more than their fair share of other folks' jawbones. You have a grip like a vice, and you often leave dents when you knock on doors. Why bother with tricks such as a roll of quarters or brass knuckles? The collection of scars and calluses on your gnarled mitts works just fine. For each level of this power, d6 is added to your barehanded attack damage. For an extra {1/level}, you can choose whether or not an attack causes lethal damage or not.

Forgettable [5] "This guy, he - well, that is..I mean, I think..huh. Y'know? I don't remember a thing about 'im." It's not that you don't make a good impression; simply no one remembers it once you're gone. They may recall clearly everything you did or said, but your name, your face and the sound of your voice escape memory. Even photographs of you are blurry or faded. This feat is invaluable if you don't want your actions to haunt you, but it also makes it hard to get a second date. Anyone who sees the character must make a Smarts roll against this character's Spirit.

Gadgeteer [4] (Req: Smarts d10, Knowledge (Specific Science) d10, Repair d10) "Hand me the whatchamacallit, then push the button on the doohickey when I give you the go-ahead!" Intuition and a good deal of mechanical sense give you the uncanny ability to operate any piece of machinery you encounter. You may not always know what you're messing with, but you know how to make it do... well, whatever it's supposed to do. You're also no slouch when it comes to improving on standard technology. Coming up with technological breakthroughs is as easy as falling off a log - and you could probably figure out how to improve on that, too. This Knack not only serves as the Mechanical Genius Edge, but also allows an inventor to create one-off devices that duplicate any other power in this book (or Necessary Evil with the GM's permission). A character must have a minimum Smarts of d10, a Knowledge (Engineering) of d10, and a Repair skill of d10 to take this power. The inventor can create a device that mimics any power in this book. He does not get the discount for it being a device, however—that's already figured into the price of this power. The cost of the power duplicated can never be greater than the creator's level of invent. An inventor who wants to create an invisibility belt, for example, must have invent at level 5 since invisibility is a 5-point power. The inventor can also make several devices as long as he has the Power Points in invent to pay for them. (A villain with invent at level 10 could have two 4-point devices and a third 2-point device.) The device invented requires 10 minutes

times its original cost (a 5-point invisibility belt takes 50 minutes to assemble). Ultra-tech gadgets aren't really created in a few hours—the inventor is assumed to have been working on his many devices in his spare time, but only puts the design together when needed. The devices created are permanent, but must be disassembled for “parts” to make a new device (thereby freeing up the Power Points to invent something new). Devices may be given to other villains, but trait rolls made to use the device are made at -2 as only the inventor truly understands his jury-rigged creations.

Greased Lightning [2] “Faster than a striking snake? Yeah, I might’ve heard that a time or two.” While you’re not capable of the bursts of blinding swiftness that some superhumans display, your reflexes nonetheless operate at a higher level than those of most people. You can snatch insects out of the air, and ambushes never catch you off guard. This counts as the Edge Quick. If the character is already Quick he becomes even Quicker - redrawing anything less than an 8 for Initiative.

Indomitable Will [4] “Mesmerism? Hypnosis? Telepathic mind-control powers from the Hollow Earth? Ha!” You laugh at feeble attempts to invade your mind as if they were the wheedling of children. Whether you’re incredibly disciplined or simply thick-skulled, most paranormal attempts to influence your mind fail - indeed, you may even be unaware that such attempts even occur. Even those of considerable mental strength meet resistance. Any effects from mental invasion automatically fail. Damage from direct mental attacks are halved (roll normally, then half the total). The cost of this Knack may be reduced by [-1] if the power requires activation (a free action) to kick in.

Instant Expert [1] “I saw a guy do this once in Brisbane.” You have the uncanny ability to recall any single feat you’ve seen performed - once. This doesn’t allow you to repeat the deed with any degree of consistency, but it may allow you to reach for an Inspired level of performance in a field you normally know nothing about, at a moment when nothing less than the world’s best will suffice. The character ignores the -2 penalty when making unskilled rolls.

Jack of All Tongues [1/2 skill points] “I learned this obscure dialect of Farsi during my last year in university - right after completing an independent study in Cantonese.” You’re a refugee from the Tower of Babel, or so it would seem to anyone who speaks to you. Some consider you a freak of nature, while others just want to drag you along on their next Congo expedition. Each point spent in this Knack gives you 2 points to spend on various Knowledge (Specific Language) skills (buying a new skill at d4 costs 2 points) It doesn’t matter if this Knack raises the skills value over your Smarts die type or not (though it still matters if you use regular advances to increase the skill further).

Lie Detector [3] “You think I’ll fall for that line? Try again, pal, and this time don’t bother trying to pull one over on me.” People simply can’t lie to you. You may have a way of looking at them that makes untruths freeze in their mouths, or your ears might burn whenever you hear a lie. However it works, it’s

high impossible to pull a fast one on you - unless the liar’s another Inspired individual. When a lie is told to the character (and the liar is within 12’), the liar makes an opposed Smarts roll against the character. If the character succeeds, he knows he is being lied to.

Master of Dissimulation [2] “‘Snake-oil salesman’? How crude. I prefer ‘confidence man’.” No one is more confident than you are, buddy. Your immense vocabulary and webs of double-talk bamboozle even the most astute listener. As long as there’s no one present who can call you on your bluffs, you can fake nearly any sort of professional credentials. Just don’t try to act on your professed knowledge - you may talk the talk, but you most likely can’t walk the walk. With a successful Persuasion roll, the character becomes an instant authority on anything - at least as far as observers are concerned.

Navigation Hazard [3] “Try and cut me off, will ya? Whoops! Who’d a thought a Bentley would flip just from hittin’ a pothole?” You’re not prone to accidents yourself, but it seems that every driver around you is. These accidents (which never seem to impede your travels) are confined to minor fender-benders in normal traffic, but true catastrophes result whenever you’re involved in high-speed maneuvers. Minor brushes with lampposts send vehicles flying end-over-end, and subjects you’re trying to catch are hard-pressed to dodge the myriad pedestrians, autos, and other obstacles in their paths. Any foe making a direct action against your character while pursuing your character (whether on foot, in a vehicle or on a mount of some sort) suffers a mishap if his skill die is a natural 1, regardless of Wild Die. When this occurs, a low branch unceremoniously dismounts the pursuer from his horse, he slips and falls, a pothole causes the car to flip, and so on. The exact effect is up to the Game Master, but should usually cause the foe to miss his turn at the very least. For [+3] points, the mishap occurs on a roll of 1 or a 2.

One-Man Army [3] “Three against one? That ain’t fair. Why don’t you find some more friends first?” You’re never outnumbered - you just have ever-larger target selections. The more enemies you face, the happier you are. In fact, you prefer situations where more than a couple of opponents are attacking you. If there’s one of you and five of them, chances are good they’ll wind up doing most of your work for you. For each opponent over the first that the character faces directly in close combat, he gains +1 to his Fighting roll, while the opponents gain no gang-up bonuses at all.



Perfect Poise [4] "I don't mean to be rude, old boy, but I do have an appointment at three. Is your maniacal ranting about this lovely deathtrap leading somewhere?" They never see you sweat. You're capable of remaining unruffled even in the tightest of situations. If you gamble, even the most savvy of opponents remarks on your poker face. You never panic at the threat of violence, nor in the face of the most excruciating insults. You are the very epitome of "suave and debonair", never less than completely composed and in control of yourself. Note that you're not necessarily immune to surprise - you can be ambushed just as easily as the next person. You're simply better able to control your reactions than most ordinary folks. Your character never suffers from fear effects and cannot be intimidated, or . In addition, the character gains +2 to any gambling rolls he may make which involve keeping a 'poker face', as well as any Charisma rolls.



Sea Dog [5] "No one's ever survived those rapids, eh? They don't look so tricky to me." You are one with any water craft you man. You are virtually unassailable in any water faring vessel. You can overcome any damage to the craft short of its total destruction, assuming anyone can hit you at all. Even in the direst of circumstances, you can keep moving as long as your conveyance is capable of motion - stories abound regarding fatally injured daredevils who defied death itself to finish one last journey. Whenever the character gets behind the rudder of a ship, he makes a Boating roll. If the character fails this roll, this power has no effect. With a success, the vehicle's Max Speed is multiplied by 1.5, in addition to having all attacks against the watercraft that the character is aware of have a -2 penalty. With a raise, the Max Speed is raised by x2 and all attacks against the watercraft that the character is aware of have a -4 penalty. Once the watercraft is hit, the character suffers no penalties due to damage to it short of the vessles's total destruction. If the character is knocked out or killed while boating, he continues to function as pilot, albeit at a -3 penalty, until the aircraft is either destroyed or stops.



Steely Gaze [2] (Req: Intimidate d6, Taunt d6) "You want to cross me? You look dumb, but I didn't think you were that dumb." It's said that the eyes are the windows to the soul. This may well be true in your case, for one glimpse of your blazing orbs convinces even the most hardened observer of your inner steel. Very few men can stand nose-to-nose with you and not back down. Your cobra-like stare can even pin particularly weak-willed individuals in place as if they were particularly appetizing field mice. This Knack essentially gives your character the Edge StrongWilled



Trick Rider [5] “Gotta ride across that square, covered by a dozen snipers? No problem.” A master equestrian, you are virtually unassailable on any mount. You can overcome any damage to the mount short of its death, assuming anyone can hit you at all. Even in the direst of circumstances, you can keep moving as long as your animal is capable of motion – stories abound regarding fatally injured daredevils who defied death itself to finish one last journey. Whenever the character gets in the saddle, he makes a Riding roll. If the character fails this roll, this power has no effect. With a success, the animal’s Max Speed is multiplied by 1.5, in addition to having all attacks against the mount that the character is aware of have a -2 penalty. With a raise, the Max Speed is raised by x2 and all attacks against the mount that the character is aware of have a -4 penalty. Once the mount is hit, the animal suffers no penalties due to damage to it short of its own death. If the character is knocked out or killed while riding, he continues to function as controller of the beast, albeit at a -3 penalty, until the animal either dies or stops.

Trick Shot [3] “William Tell? A piker! I could have had that apple sliced and peeled before it hit the ground!” While your usual marksmanship is nothing to sneer at, you truly shine when attempting the impossible. You shine when attempting impossible shots. The more difficult the conditions under which you’re shooting, the more skilled you become. This Knack converts any penalties the character may have for ranged attacks(excluding penalties for wounds or poor visibility) into bonuses

Universally Deadly [3/level] “No, I’ve never used a Chinese throwing star before...” swwwTHUNK! “Doesn’t seem too difficult, though.” Any weapon is deadly in your hands. You may never have seen a given weapon before, but you understand how to use it at soon as it’s in your hand. You’re more of a prodigy than a savant – your talents are the product of precise aim, and an intuitive feel of range, weight and speed. The character gains +1 to attack roles with any weapon for each level of this Edge purchased



Untouchable [1/level] “That the best you can do?” Through a combination of indomitable courage, swift reflexes and uncanny luck, you can face down gun-wielding maniacs with only your bare hands and have a better chance of surviving - and even winning - the fight than your gun-toting companions. As long as your character isn’t carrying a gun, all Shooting, Throwing and other ranged attack rolls against him are made at a penalty equal to the level of this Knack

Wheelman [5] “Whoa! Don’t worry, we don’t need all fours to get away from these amateurs.” You were driving to the corner store before you could walk. You are virtually unassailable in any land vehicle. You can overcome any damage to the craft short of its total destruction, assuming anyone can hit you at all. Even in the direst of circumstances, you can keep moving as long as your vehicle is capable of motion – stories abound regarding fatally injured daredevils who defied death itself to finish one last journey. Whenever the character gets behind the stick, he makes a Driving roll. If the character fails this roll, this power has no effect. With a success, the vehicle’s Max Speed is multiplied by 1.5, in addition to having all attacks against the vehicle that the character is aware of have a -2 penalty. With a raise, the Max Speed is raised by x2 and all attacks against the vehicle that the character is aware of have a -4 penalty. Once the vehicle is hit, the character suffers no penalties due to damage to it short of the vehicle’s total destruction. If the character is knocked out or killed while driving, he continues to function as pilot, albeit at a -3 penalty, until the vehicle is either destroyed or stops rolling.

Psychic Powers

Brain Skimming [3] “Disassembling doesn’t become you, madam. I can read you like an open book.” You can read a target’s surface thoughts to tell truth from lies or to find the answer to a question that the target is trying to avoid. Your readings may be colored by your own expectations or by the differences in the ways you and your subject perceive the world. The manner in which you receive the information depends on how you see your ability - it could be a fleeting vision, a ghostly whisper or a metallic tang on your tongue when a target lies. Brain Skimming allows a character to read another’s surface thoughts. The character **MUST** engage the target in conversation, and the subject must - at least tangentially touch on the subject about which the character wants to know. Then make an opposed Smarts roll with a range of 12”. A success detects surface thoughts but the target is aware that someone is in his head. A raise does not betray the telepath’s presence. Entering another person’s mind is always taxing. It requires an action, and automatically Fatigues the mind reader. Drunk or drugged targets suffer a -2 penalty to their Smarts rolls.

Command Voice [3] “Since I’m unarmed, why not toss your firearms over here – even things out, don’t you know.” When you put the full force of your mind behind your voice, people leap to obey without even considering what they’re doing. The character can contact and control other minds within 12” by making a brief verbal command (this must be something that the average person could do in three seconds..)and an opposed Smarts roll with the

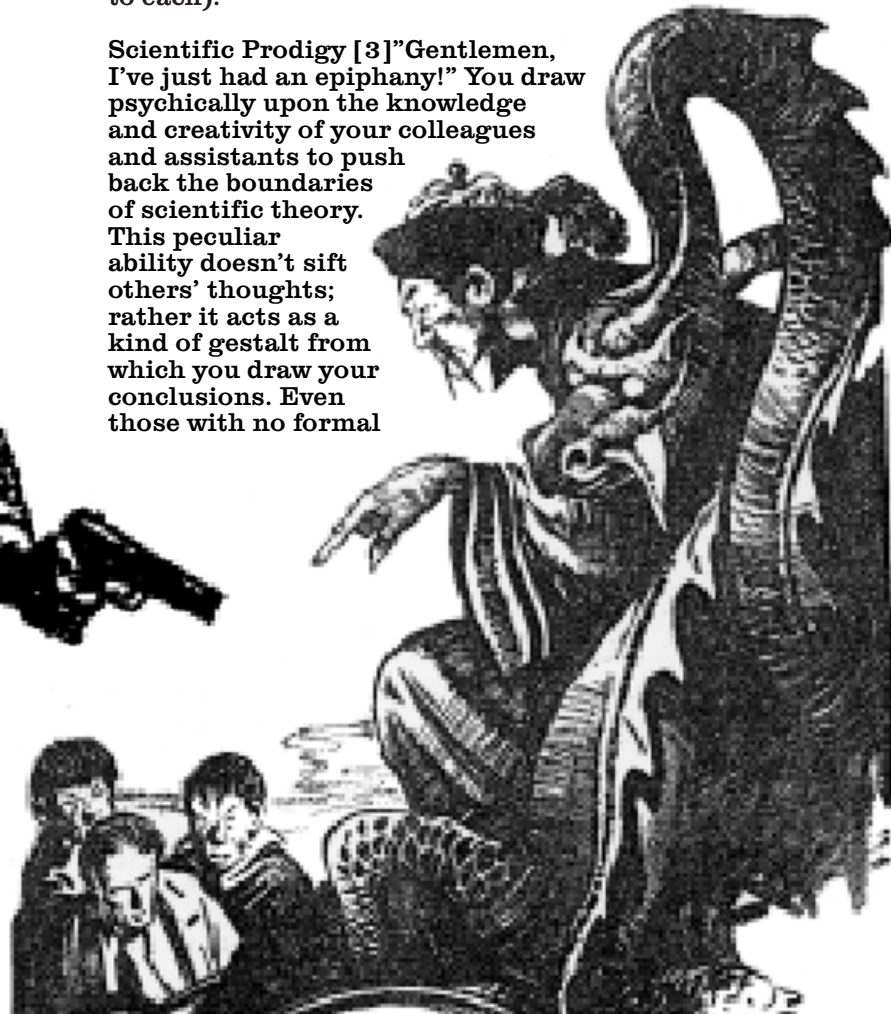
target(s). This counts as an action. Success means the target(s) must execute the command as their next action. The subjects are complete slaves, but being forced to attack loved ones or act completely against their nature allows them to make another contested Smarts roll to break the link. If the character is somehow rendered Incapacitated before his command can be obeyed, the control is broken, and the victims are free to act as they choose on their next action.

Marked Man [1/die level] "He can run all he wants. I'll find him when the time is right." You can "mark" an individual or object with a psychic signature. This gives you an innate sense of the target's distance and direction relative to you no matter where you are in the world. You gain no information about the target's condition or surroundings, however. To 'mark' a person or item, the character must first touch the target, then roll this power. The character then has an innate sense of distance and direction relative to the target for 1 week per success and raise of the roll. For each simultaneous mark past the first, the roll is made at a cumulative -1.

Perfect Translation [2] "Actually, I believe he said five hundred dollars." You can touch the parts of the conscious mind that control communication. With sufficient concentration, you can understand the meanings and concepts behind virtually any form of spoken or gesture-based communication. Your character can speak any language.

Psychic Hand [3] "With the proper focus, I should be able to pull down that ladder like...so." You can manifest an invisible, mindless, shapeless telekinetic force for manipulation or defense. This effect is invisible unless you choose for it to become visible, in which case it appears as a ghostly shimmer. Psychic Hand is the ability to move objects, bind enemies, or create protective barriers with pure thought or will. The range of the power is 12", and its Strength is equal to the character's Smarts. This is the Strength used to throw objects (always rolling d4-2, as if Throwing were unskilled), damage targets with objects (using d4-2 for Fighting), just as if it were wielded by a character of the same Strength. The Psychic Hand cannot, however, be used for fine manipulation of any sort. The character does not EVER roll a Wild Die when rolling for the power's Strength. The character can also attempt to bind his foes. This requires an opposed Strength roll between the target and the force. If the victim fails, he is bound and may attempt to break free on his actions with a Strength or Agility roll (his choice) opposed by the field's Strength. Once bound, a foe is automatically hit each round if the attacker desires. Roll Strength damage for the force normally. Alternately, instead of being used to move objects, the character can use the Psychic Hand to deflect attacks. The field covers any one person within the character's range. The character makes a Smarts roll. Anyone within the field gains +1 Toughness for each success and raise. Enemies can push their way into or out of the Telekinetic Field by beating the field in an opposed Strength roll. Actively using Psychic Hand counts as an action, so while a villain may use the power to carry five baseball bats, striking with each of them is still five separate actions (a -10 multi-action penalty to each).

Scientific Prodigy [3] "Gentlemen, I've just had an epiphany!" You draw psychically upon the knowledge and creativity of your colleagues and assistants to push back the boundaries of scientific theory. This peculiar ability doesn't sift others' thoughts; rather it acts as a kind of gestalt from which you draw your conclusions. Even those with no formal



scientific training may help, for you may draw on any related knowledge they have. (Whether your research team gets any credit depends on your personal inclinations.) Each assistant you have helping you raises your skill die by one (assuming each assistant possesses at least d4 in the field you are experimenting. The highest a Skill may be raised in this way is d12+12.

Telluric Resonance [1] "Hmmm. That fellow isn't quite what he seems." Your affinity to Z-rays goes beyond that of most psychics. You can sense the flow of telluric energy through other individuals and even through the very ether itself. Using this power along with the skills Notice and Tracking can not only allow the detection of Inspired individuals (within a small burst template), but of any presence of Z-Wave devices, gadgets, or Telluric Crystals. Traces of Z-Waves left behind from powers, devices, gadgets, or Telluric Crystals can be detected as well, but with penalties based on time that has passed and original strength of the Telluric Energy.

Thermal Manipulation [2] "Huh. You'd think Antarctica would be colder...What?" Temperatures are less threatening to you than normal - the Sahara at high noon is pleasantly balmy, while the coldest Russian winter may be a bit nippy. The character can raise or lower temperature, melt ice, or even extinguish fires within the radius of a Medium Burst template. Within this area, the temperature may be increased or decreased by ten degrees Fahrenheit per success and raise. This may affect Vigor rolls required due to extreme environmental heat or cold, as well as reduce the Toughness of any ice within this area by two per success and raise (being entirely melted at zero Toughness...). Extinguishing fires within this range will reduce the die type of the fire (usually starting at d10) by two per success and raise. With concentration, this reduction to fire intensity can be cumulative from one round to the next, but with a cumulative -2 to the roll for each round after the first.

Brainstorm [5] "Fall before the very power of my mind!" In this direct mind-to-mind attack, you throw the full force of your will against the target's mind. Some victims have been known to seek retribution upon recovery, as the experience can be a profound violation of the psyche. Anyone 24" away and within line-of-sight may be targeted by a character with Brainstorm. Both attacker and target make an opposed Smarts roll. If the attacker wins, the target is shaken. If the attacker gets a raise, the target is also fatigued. If the target is incapacitated by this power, he or she is knocked unconscious for d6 hours.



Cloak of Dread [3] "Don't make me angry. It would go very badly for you." Whether a physical impression, or a force of will, you can emanate an aura of palpable menace that causes others to shrink back in fear as their lizard hindbrains yammer about tigers in long black coats. Even animals flee in terror or attack in desperation, depending on their temperaments. The character causes Guts checks for everyone within 12". It must be activated on the character's turn, but it is a free action. All effected targets must be aware of the character.

Conjure Fire [6] "Create fire with the power of your mind? Impossible!" You can excite molecules to create sudden intense heat, or simply warm a room. Increase the temperature by 30 degrees within a large burst template for 1 hour per success and raise, or send a fist-sized ball of flame blazing outward from you in a 12" line doing 2d6 damage AND treating any unfortunates hit by it as flammable.

Conjure Frost [6] "Snow?...In July?...In New Orleans?..." You can slow molecules to freeze the very air, create ice from ambient moisture, or keep ice cream from melting in the summertime. Increase the temperature by 30 degrees within a large burst template for 1 hour per success and raise, or send a frigid blast of ice shards outward from you in a 12" line doing 2d6 damage AND forcing any unfortunates hit by it to make Vigor rolls or be slowed. Slowed characters must discard and redraw any face cards drawn for initiative (excluding Jokers...). Each round, the Victims make another Vigor roll, until they are no longer slowed.

Conjure Lightning [6] "Shocking." You can manifest an arc of electricity created from the Earth's ambient electromagnetic field, allowing you to power items of technology, or simply stick balloons to walls. Power a small engine or electrical system for 1 hour per success and raise, or send a crackling arc of lightning outward from you in a 12" line doing 2d6 damage AND forcing any unfortunates hit by it to make Vigor rolls or suffer an additional d6 damage from the attack. Mostly electronic foes make this roll at -2.

Evil Eye [4] "May your ancestors visit a curse upon you!" Those who use the evil eye range from occultists who believe that they inflict a psychosomatic blow to the subject's self-confidence, to mediums that claim to lay curses on their victims. The character makes eye contact with the target and makes some form of arcane gesture. The target makes an opposed Spirit roll with the character. If the target gets a raise, nothing happens, and this character cannot attempt to Evil Eye him for the rest of the day. If the target succeeds, his is merely at -1 on all rolls until the next day. If the target fails, then he also drops in a Spirit die for the remainder of the day. If the character gets a raise, then draw a card: Red- The target's roll penalties are increased to -3 and Spirit drops two die types, Black- The Evil Eye lasts for a week.



Hypnotic Presence [4] “You are falling under my spell...” Whether through use of pheromone emission, focus of will or some other means, you can draw others under your will. You can then extract answers to even the most probing questions, or implant commands that lie forgotten until the target finds himself carrying them out.

Inspirational Aura [2 per Leadership Edge purchased] “Once more unto the breach!” You reinforce the psyches of your comrades and followers, giving them the wherewithal to tackle with gusto feats that might otherwise give them pause. Masters of this knack can convince their subordinates to storm the very Gates of Hell armed with nothing but buckets of ice water. Each time this power is purchased, the character may take any one Leadership edge he or she qualifies for, treating his rank as one higher than it actually is.

Psychic Manipulation [3] “These...these ghostly hands appeared and plucked the necklace from my neck!” You manifest a pair of “spectral hands” that, although they cannot exert a large amount of force, are every bit as capable as your physical ones. They can pick a lock, fire a gun, mix a drink or slap an unwanted suitor. This psychic force is invisible unless you choose otherwise, in which case it manifests as ghostly hand or some other manipulating form. While the character concentrates, this telekinetic power functions as an invisible extra limb with a Strength of d4 and a range of 12”. When rolling Strength for Psychic Manipulation, a Wild Die is never rolled. Agility is equal to the character’s

Smarts, and all attacks are resolved using the character’s normal combat skills. Unfortunately, fine manipulation requires tactile sense, so this limb may be attacked as if it were just another part of the character, causing Fatigue, Wounds, or Shaken results as normal. Fortunately, the limb’s invisibility forces a -6 penalty to Notice it or hit it.

Phantom Hands [*] By manifesting Psychic Hand and Psychic Manipulation simultaneously, you gain an enhanced effect that combines telekinetic force with fine control! By activating Psychic Manipulation and Psychic Hand simultaneously, the character may, within 12”, create a ‘hand’ of telekinetic force with Strength and Agility equal to the character’s Smarts. Unlike Psychic Hand or Psychic Manipulation, when rolling Strength for Phantom Hands, a Wild Die is rolled as well.

Cloud the Mind [5] “I could have sworn someone was standing there a moment ago.” You cloak your very presence from lesser individuals, becoming but a passing shadow. This ability is telepathic, affecting the minds of living beings who might observe you directly. Mechanical sensors are unaffected, and photographs will reveal your presence when developed even if no observer remembers you being there. The character can become invisible at will. Going visible or invisible require an action. Attacks made against an invisible foe suffer a -6 penalty. Invisible beings always leave some tail-tale trace for those who are looking, whether it’s a shimmer, a smell, footsteps, etc., so foes get a Notice roll at -4 to detect their presence if given some reason, or if the invisible character closes within 1” (2 yards).

Mind Hammer [6] “No physical barrier can withstand my psychic might!” An invisible piston of force that can strike hard enough to splinter wood or shatter bone, this knack makes up in sheer destructive potential what it lacks in subtlety. You have a ranged attack of some sort. The range is 12/24/48, the damage is 2d6, and the attack counts as a Heavy Weapon. Your attack causes targets to fly back 1d6” for each success and raise. If the target is knocked down, the Mind Hammer continues in the same direction until it reaches it’s maximum range. The character may choose whether or not the attack is a lethal attack, or not.



Psychic Control [6] “These aren’t the refugees you’re looking for.” Among the most feared psychic gifts, this ability allows you to twist the minds of others. This can make some people understandably nervous; governments and private groups alike may well take an unhealthy interest in you. You may manipulate the memories of lesser minds. The target of this power must be within 24”. The character concentrates for 3 minutes per success or raise required for the desired memory change, then makes an opposed Smarts roll with the victim. On a success, a trivial change may be made to the victim’s memory – such as making the target forget her own address, or your character’s name. With a raise, a major change may be made – such as making the target believe she was married to a man who never existed. With two raises, an extensive or disastrous change may be made – such as making the target forget to breathe, or believes she was born in Atlantis. Psychic Control may also be used to restore a subject’s memories that were changed by some other use of this knack.

Sleight of Will [5] “For my next trick, I shall make that gentleman’s monocle appear in my hand like...so!” With this rare but potent ability, you can teleport a non-living object from one place to another with no visible effect. As yet, there are no recorded instances of a mesmerist being able to teleport living beings. The character can move an object with a weight in lbs. equal to twice his Smarts die type, from one point to another, as long as the two points are within 48” of the character, and as long as the character can sense both points. A successful Smarts roll moves the object. Using this power counts as a free action, so a gun may be apported into the character’s hand and fired all in the same round. If trying to transport an object to or from an unwilling target, the character makes an opposed roll against the target to determine this power’s success.

Touch of Life[4] “Dead? You are mistaken; the fall merely knocked the wind out of her for a few minutes.” As long as even the barest spark of life remains in your subject, you can heal almost any injury with your very will. Your character can heal others with a touch. To do so, she must spend an entire action in contact with the patient and make a Spirit

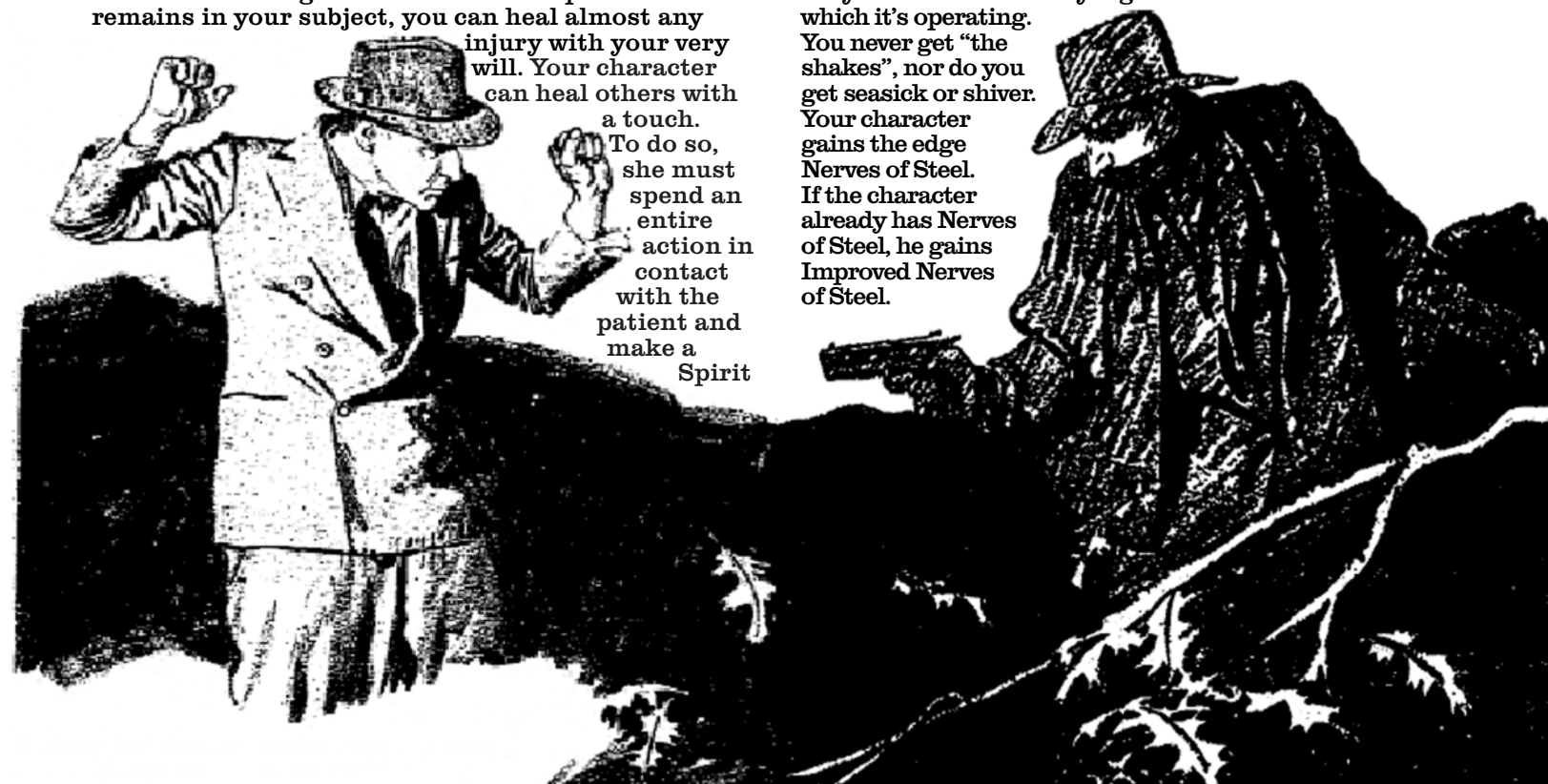
roll minus the victim’s wounds. Failure simply indicates a lost action. Success heals one wound instantly, but costs the healer a Fatigue level that fades 24 hours later. A raise does not heal an additional wound, but does prevent the healer from suffering Fatigue. Victims with multiple wounds require multiple attempts to heal completely. Extras can also be returned to action using the same process outlined above. The GM must check to see if an Extra has expired or not before the healer makes her roll. It generally requires a Smarts roll on the healer’s part to recognize whether or not an Extra is beyond saving.

Quantum Powers

A Single Bound [1-3] “Onward and upward!” Your legs are better than coiled steel springs! You can hurdle high walls or leap across a city street. Your physique may reflect this ability in some manner. Your character may actually be able to leap tall buildings in a single bound. The number of points you put into this power determines how far your character can jump, vertically or horizontally. Your character automatically ignores falling damage for heights up to his vertical distance. This might occasionally be negated if he is bound or unconscious and cannot land on his feet. **Death From Above:** If combined with a melee attack, the character may add his level to any damage caused at the end of his jump. The victim can see it coming though, so each +1 added to damage is subtracted from the attack roll.

Level	Vertical Distance	Horizontal Distance
1	2”	4”
2	4”	8”
3	8”	16”

Cool Hand [2] “Grab the gem out of that pit of scorpions? No problem.” You’re steady as a rock, even in the tightest situations. This is not necessarily mental composure – you may be just as prone to panic as anyone. Instead, your body functions efficiently regardless of the stresses under which it’s operating. You never get “the shakes”, nor do you get seasick or shiver. Your character gains the edge **Nerves of Steel**. If the character already has **Nerves of Steel**, he gains **Improved Nerves of Steel**.



Heightened Senses [2] "Shhhh! Someone just unlocked the door downstairs!" You're a living bloodhound, telephone and microphone rolled into one. Acute senses can be a curse at times – bright flashes, loud noises and noxious smells can incapacitate you through sensory overload. Best to avoid big band concerts and Italian kitchens. The character's senses are heightened for some reason. He adds +2 to Notice rolls.

Mad Scientist [2/level] "You all laughed. You said it couldn't be done. Ha! Behold the product of my genius; behold my creation!" Armed only with a notepad and your own formidable command of modern science, you push the frontiers of human achievement. Even the simplest schematics you design baffle the learned. This impressive ability allows an inventor to create one-off devices that duplicate any other knacks/powers in this book (and many out of Necessary Evil – check with your gamemaster...). A character must have a minimum Smarts of d10, a Knowledge (Engineering) of d10, and a Repair skill of d10 to take this power. The inventor can create a device that mimics any power in this book. He does not get the discount for it being a device, however—that's already figured into the price of this power. The cost of the power duplicated can never be greater than the creator's level of invent. An inventor who wants to create an Cloak of Invisibility, for example, must have Mad Scientist at level 5 since Cloud the Mind is a 5-point power. The inventor can also make several devices as long as he has the Power Points in invent to pay for them. (A character with Mad Scientist at level 10 could have two 4-point devices and a third 2-point device.) The device invented requires 10 minutes times its original cost (a 5-point Invisibility takes 50 minutes to create). Ultra-tech gadgets aren't really created in a few hours—the inventor is assumed to have been working on his many devices in his spare time, but only puts the design together when needed. The devices created are permanent, but must be disassembled for "parts" to make a new device (thereby freeing up the Power Points to invent something new). Devices may be given to other characters, but trait rolls made to use the device are made at -2 as only the inventor truly understands his jury-rigged creations.



Man For All Seasons [4] "Come along, gentlemen. It's only the Sahara. A little sun never hurt anyone!" You can endure the utmost extremes of climate without batting an eye or losing a drop of sweat. Whether it's a hike in Death Valley in a parka or a swimsuit-clad snowball fight in the Himalayas, you're equally comfortable. Your character has limited immunity against temperature and starvation. Background effects of temperature or starvation (walking through the desert, not eating for a month, being trapped in a giant incinerator) are completely negated. Damage from direct temperature based attacks are halved (roll normally, then halve the total).

Powerlifter [1/level - up to d12+5] "The safe is cemented into the wall?" Shhhrraaaack! "There ya go." You win iron man competitions just by entering – your opponents take one look at the steel cables you call muscles and shrink away. While your casual strength may be no greater than that of anyone else with your build, your focused might is awesome to behold. For the purposes of encumbrance, lifting, opening, closing and throwing, your character is considered to have a Strength equal to his base Strength PLUS a number of die type raises equal to the level of this power. A d12 becomes a 12+1 and so on.

Superhuman Strength

Strength over the human maximum is on a different scale than the normal d4 through d12+2.

Below are the Load Limits and Maximum Weight liftable for higher Strength values.

Strength	Load Limit	Max Weight
d4	20	80
d6	30	120
d8	40	160
d10	50	200
d12	60	240
d12+1	100	400
d12+2	200	800
d12+3	400	1600
d12+4	800	1.5 tons
d12+5	1600	2.5 tons

A character may throw an item under his load limit with a Range of 3/6/12. Items less than half the load limit can be thrown at 6/12/24.

Chewing the Scenery

Strong characters often use the world around them as weapons.

Weapon	Weight	Damage
Parking Meter	50	Str+4
Large rock	100	Str+5

These items fall apart after only 1 or 2 uses (GM's call).

Sex Symbol [2] "Yowza!" You exude raw sexuality from every pore. A photograph of you can send teenagers of the appropriate sexual orientation into hormonal frenzies, and your actual presence inspires even the most staid and reserved adults to youthful pursuits. You're never lacking for companionship - in fact, your biggest problem may be getting an uninterrupted night's sleep. Your character gains a +2 bonus to her Charisma.

Superhuman Reflexes [3] "I've never seen anyone move so fast!" Your hands are faster than striking cobras. It may be possible to surprise you, but no old west gunslinger could have outdrawn you. Your character discards a draw of 5 or less for a new card. If the character also possesses the edge Quick, he instead discards a draw of 8 or less for a new card.

Aetheric Vision [1] "I sense a powerful electrical charge emanating from that panel. Perhaps we should step back." You transform the very structure of your eyes to perceive portions of the electromagnetic spectrum that are otherwise inaccessible to sight. You can see heat, infrared, and ultraviolet radiation, and even magnetic fields or strong electrical charges. If you are of a mystic bent, you may consider these energies to be auras and ley lines. If you have advanced scientific training, glowing schematics may superimpose themselves over your normal vision. Once this power is activated, the character can see in darkness and ignores all darkness penalties.

Blazing Speed [3/level] "How did you fend off those three soldiers while entering the proper code to turn off the doomsday device?!" When seconds count, you have twice as many as everybody else - at least from your perspective. You can supercharge your nerves to move at blinding speeds. This power allows you to take one additional action per round with no multi-action penalty. A character with this power could take two actions at no penalty, for example, or three actions at only -2 each. The power may be taken multiple times to gain additional actions. A character may not perform the same action more than twice in a round as usual (he can't make a gun fire faster than it would normally, or attack with a melee weapon in the same hand twice).

Blind Fighter [2] Wham! Wa-pow! "Gentlemen, it doesn't help to turn off the lights when you all breathe as loudly as overweight water buffalo." The phrase "blind as a bat" makes you chuckle. After all, bats never run into things. This edge may compensate for blindness or it may be the result of extensive training. Regardless, darkness holds few secrets for you. While surface and texture do not exist for you in darkness, you can 'see' everything else as well as in broad daylight. Characters with Blind Fighter suffer no penalties due to bad lighting, fog, or other obscurement. Cover modifiers for solid protection (hiding behind a wall, prone, etc.) apply normally.

Optimized Metabolism [5] "Almost 60? You can't be serious; you don't look a day over 30!" You may not live forever, but so far, so good. You get most of your energy from absorbing telluric radiation and other forms of pure energy. Since your body cannot process anything it can't use, you're conveniently immune to many poisons. Your character has limited immunity against poisons and disease. Background effects of either of these are completely negated. Damage from direct attacks from these are halved (roll normally, then halve the total). The character's aging process. This power should usually only be purchased during character creation, but special circumstances might apply depending on the situation. For an extra [+1], the character is

already quite old, increasing his life experiences so that he adds +2 to most Common Knowledge rolls. To actually reflect this life, you might want to put additional points in increasing his skills as well (via Inspired Skill). In addition, the character can hold his breath for five times as long as a normal human.

Piledriver [2/level] "The guy wasn't human, boss - he punched through the brick wall and dragged me outside!" Some girls break hearts; others break laws. You prefer to break bones and bricks and the occasional steel girder. Whether it's from a special diet, cosmic radiation, years of meditation or an inexplicable telluric energy pattern in your bones, your kicks and punches often land with inhuman force. Each time this power is bought adds +1d6 to his hand-to-hand attack damage, to a maximum of +3d6. This counts as a Heavy Weapon.

Sun Tzu's Blessing [1/2 die raises] "If I were him, I'd make a diversion over there and bring my men in from the south what's that alarm? Well, there ya go!" The French call this the Touch of Napoleon, while greeks often harken back to the glory of Belisarius. Whatever the label, the effects are the same: you have an intuitive flair for the geometry of battle. You can access any tactical situation at a glance, and a moment's reflection tell you where best to exert pressure to break the enemy's forces. Beware hubris knowing what orders to give is not the same as knowing how to give them. The character gains 2 die raises in his Knowledge (Tactics) skill for each level of this power purchased. If the character doesn't already possess the Knowledge(Tactics) skill, then the first level of this power grants the skill at d4.

Touch of the Muses [1/2 die raises] "Another masterpiece? You flatter me. This is just something I whipped up before breakfast." The gods smile upon your artistic efforts...or maybe the Devil inspires you to greatness. Whatever the source, you can achieve a level of aesthetic creativity to which most people aspire in vain. The character gains 2 die raises in his Knowledge (insert any art form here) skill for each level of this power purchased. If the character doesn't already possess the Knowledge (insert any art form here) skill, then the first level of this power grants the skill at d4.

Body of Bronze [2/level] "I must stop getting into gunfights. My wardrobe's taking a beating!" Your skin retains its normal consistency to a casual caress, but it's strong as steel when it comes to resisting injury. You laugh at clubs and knives, and bullets are as but wasp stings. You might want to watch out for those antitank rifles, though. Your character's base Toughness improves by +1, from mystical protection, super-strong skin, dense bones, etc. Note that this is different from armor because it cannot be negated by Armor Piercing attacks. The character may reduce the cost by [-1] point by making the power require activation to function. Activation is a free action.

Indisputable Analysis [1/2 die raises] "Sherlock Holmes? An amateur." You adjust your senses to function in a breathtaking synergy of observation and deduction. Indeed you have an ability not unlike Sherlock Holmes' capacity of extreme logical deduction - you can reach (almost always correct) conclusions from the barest scraps of physical

evidence. The character gains 2 die raises in his Knowledge (Investigation) skill for each level of this power purchased. If the character doesn't already possess the Knowledge (Investigation) skill, then the first level of this power grants the skill at d4.

Man of Many Faces "I know I just left, but I forgot something in my room. Would you mind letting me back in?" You can change your physical features to look like someone else. With minimal effort, you can become a bland "everyman", while more precise command can alter your features, voice, physical dimensions, garb, race, and even gender! This power allows the character to assume the appearance of another being or animal. The character cannot emulate someone more than 2 Size levels different from himself. Someone familiar with the original target gets a Notice roll at -2 to detect that something is off (but even then only after short range interaction). Clever roleplaying and intimate questions might also see through the disguise as well. Men of Many Faces do not gain any of the target's abilities or traits—only his appearance. For [+2] points, your character can emulate voices as well. The mimicry is perfect enough to fool voice identification devices. Combined with an assumed form, this modifier increases the Notice roll allowed to detect the chameleon to -4.



Reptilian Regeneration [5] "Damn; the grizzly bit my hand off! How inconvenient!" Thanks to this distinctly unnatural ability, you can endure injuries that would destroy any normal person from knitting torn flesh to even re-growing missing pieces of yourself in mere minutes! The character enters a deep trance which nothing short of a wound can awaken him from. Make a Vigor roll in this state once every hour. If successful, heal one wound. For an additional [+5] points, you gain Fast Regeneration - rolling Vigor every minute instead of every hour. For another [+5] points, you gain True Regeneration - rolling Vigor rolls to recover every round.

Sensory Filtering [4] "We're looking for a man with a red tie? Give me a moment - there he is!" Some wives complain of husbands with selective hearing they can hear baseball scores but not requests to mow the lawn. You really can tune out the din of a crowd to zero in on a single conversation! Not only that, you can refuse to see everything of a particular color, or ignore the flashes of a blinding strobe light. Always active, Sensory Filtering negates all penalties for distractions such as noxious smells, deafening noises, blinding lights, and the like. In addition to being immune to sudden sensory shock, the character can choose to isolate a single sensory impulse, blocking out all sound save for a single conversation or picking the smell of poison out of a dinner buffet. When used in conjunction with Heightened Senses, this power removes the danger of sensory overload that otherwise accompanies that power.



Threat Awareness (2) "Look out; he's about to -" Whack! "- ha! There; never mind." Whether it's an instinctive feel for body language, or uncanny precognition, you know when someone is about to launch an attack just in time to throw the first punch yourself! Be careful, though; "I knew she was going to shoot me" isn't the best defense against charges of unprovoked murder. The character gains the edge Danger Sense. If the character already has Danger Sense, the character loses the -2 Notice penalty associated with that edge.

Parting Words

Well, that's it. This is what I used to run my own Adventure!-Style pulp game. The only thing which I never really dealt with here was the Adventure! game's dramatic editing system. To my way of thinking, that's what bennies are for anyway, right? Have fun, and if you haven't already done it, run right out and get the following books:

ADVENTURE! the pulp-prg - This is the best pulp game made yet! I just haven't liked the systems it was coupled with. Now that I've got it jiving with Savage Worlds, the world is a better place! The background and fluff in this book are amazing! Warren Ellis has even done an ADVENTURE! story! If you want to crank up the timeline and play in ADVENTURE's slightly post-modern future, pick up a copy of the Aberrant rpg, and it's suppliments.

Savage Worlds core book - Best system ever! Period. The new book is in pdf format and the original can still be found here and there. Go to Great White Games or Pinnacle's websites to get this game!

Neccissary Evil - The first Savage Worlds Super hero (?) setting and what they've done is great! If you want to link Neccissary Evil up with Adventure! instead of Aberrant, you can DO it! It works great! Maybe even have PCs stumble across evidence of the Atlanteans!

Everything I've done here is appropriated from other sources, so don't think that any of this is original material. Everything here is essentially Neccissary Evil set into an ADVENTURE! framework, with bits of Brian Misiarzsek's excellent INTRODUCTION TO THE PULPS essay thrown in for good measure. To view Brain's essay, go to fantasylibrary.com and look for something called Pulp Avengers. It's awesome!

Nothing in this book is my work with the exception of the translation of ADVENTURE! to Savage world, by way of Neccissary Evil. So, pretty pleasedon't sue me.

I hope you all enjoy gaming in the pulp of the 20s and 30s as much as I do!

Margrave

