

THE SAVAGE FEATURES



LEGION PUBLISHING PROUDLY PRESENTS

OUT OF SIGHT

F E A T U R I N G

SPECIAL AGENT JOHN SAVAGE

DETECTIVE KELLEY

SUMMER KEENE

CARL RACKETT



LEG1201

OUT OF SIGHT

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NAME: **SPECIAL AGENT JOHN SAVAGE**

SETTING: **SAVAGE FEATURES**

VOCATION: **FBI PROFILER**

RANK: **NOVICE**

ATTRIBUTES

4 6 8 10 12 AGILITY
4 6 8 10 12 SMARTS
4 6 8 10 12 SPIRIT
4 6 8 10 12 STRENGTH
4 6 8 10 12 VIGOR

SKILLS

4 6 8 10 12 **FIGHTING**
4 6 8 10 12 **GUTS**
4 6 8 10 12 **INVESTIGATION**
4 6 8 10 12 **KNOWLEDGE (CRIMINOLOGY)**
4 6 8 10 12 **KNOWLEDGE (CASE HISTORY)**
4 6 8 10 12 **NOTICE**
4 6 8 10 12 **PERSUASION**
4 6 8 10 12 **SHOOTING**
4 6 8 10 12 **STREETWISE**
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____

DERIVED STATS

6 PACE (6")
5 PARRY (2+ HALF FIGHTING)
5 TOUGHNESS (2+ HALF VIGOR)
0 CHARISMA (0)
GROUNDING -D6

HINDERANCES

VOW (TO UPHOLD THE LAW)

CAUTIOUS (TRIES TO DISCOVER THE FACTS BEFORE ACTING)

CURIOUS (ALWAYS ATTEMPTS TO FIND THE TRUTH)

EDGES

DANGER SENSE (NOTICE -2 TO DETECT SURPRISE ATTACKS)

WOUNDS



PERMANENT INJURIES:

FATIGUE:



GEAR

ITEM LOCATION WEIGHT

CURRENCY

TOTAL WEIGHT CARRIED: _____

WEIGHT LIMIT: _____

ENCUMBRANCE PENALTY: _____

NOTES:

Description: A straight-laced and upright agent, exactly as Hoover envisaged. John Savage, is the epitome of the incorruptible image of the FBI. He is serious-minded and dedicated, but is also sensitive and a good communicator. His handsome face and easy manner mean that Savage is often underestimated or seen as a soft touch. Nothing could be further from the truth, of course. Perhaps played by Cary Grant. Savage has a steely determination beneath his winning smile.

Special Ability: At the cost of one of his bennies, Savage can choose to command any person or creature the team encounters to answer a "yes or no" question. The answer must be truthfully given. Note that this benny must be permanently sacrificed - no Grounding roll can be made to regain it after the question is asked.

ARMOR

TYPE AREA PROTECTED PROTECTION WEIGHT COST

WEAPON RANGE ROF DAMAGE WEIGHT NOTES

AMMO/SPELL POINT COUNTER

○○○○○ 5 ○○○○○ 10 ○○○○○ 15
○○○○○ 5 ○○○○○ 10 ○○○○○ 15
○○○○○ 5 ○○○○○ 10 ○○○○○ 15

TOTAL XP: _____





NAME: **SUMMER KEENE**

SETTING: **SAVAGE FEATURES**

VOCATION: **PSYCHOLOGIST**

RANK: **NOVICE**

ATTRIBUTES

④ 6 8 10 12 AGILITY
④ 6 8 10 12 SMARTS
④ 6 8 10 12 SPIRIT
④ 6 8 10 12 STRENGTH
④ 6 8 10 12 VIGOR

SKILLS

④ 6 8 10 12 **GUTS**
④ 6 8 10 12 **INVESTIGATION**
④ 6 8 10 12 **KNOWLEDGE (FORENSICS)**
④ 6 8 10 12 **KNOWLEDGE (PSYCHOANALYSIS)**
④ 6 8 10 12 **KNOWLEDGE (PSYCHOLOGY)**
④ 6 8 10 12 **NOTICE**
④ 6 8 10 12 **PERSUASION**
④ 6 8 10 12
④ 6 8 10 12
④ 6 8 10 12
④ 6 8 10 12
④ 6 8 10 12
④ 6 8 10 12

DERIVED STATS

6 PACE (6")
2 PARRY (2+ HALF FIGHTING)
5 TOUGHNESS (2+ HALF VIGOR)
6 CHARISMA (0)
GROUNDING -D8

HINDERANCES

OVERCONFIDENT (BELIEVES SHE CAN DO ANYTHING)
BAD EYES (CORRECTED BY SPECTACLES OTHERWISE -2 TO NOTICE ROLLS AT GREATER THAN 10 YARDS)
VOW (TO UNDERSTAND CRIMINALITY)

EDGES

VERY ATTRACTIVE (+4 CHARISMA)
CHARISMATIC (+2 CHARISMA)

WOUNDS

★-1★ ★-2★ ★-3★ ★INC★

PERMANENT INJURIES:

FATIGUE:

★-1★ ★-2★ ★INC★

GEAR

ITEM LOCATION WEIGHT

CURRENCY

TOTAL WEIGHT CARRIED: _____
WEIGHT LIMIT: _____
ENCUMBRANCE PENALTY: _____

NOTES:

Description: A sassy and beautiful young woman struggling to make her way in a man's world. Summer Keene is a talented psychologist with a knack to understanding human beings. She is, despite the tough persona she adopts, a sensitive soul who feels the pain of those she studies. Hers is a difficult character to play - she tries to understand what made the repellent killer whose thoughts the team probes. The other characters are unlikely to be sympathetic to her attempts to understand the villain and hostile to her attempts to discover what drives Furnace. Perhaps played by Lauren Bacall. Summer is impatient with condescending male attitudes toward her.

Special Ability: Despite her tough image, Summer has a strong urge to protect the innocent. If ever another woman or a child is in danger, Summer shows a feisty (and fiery) ability. She gains the Bolt power along with 12 Power Points. The trapping can vary each time she uses the power and should be described as the power is used. The bolt can only be used to protect women and children and once the power points are gone, they cannot be regained.

ARMOR

TYPE AREA PROTECTED PROTECTION WEIGHT COST

WEAPON RANGE ROF DAMAGE WEIGHT NOTES

AMMO/SPELL POINT COUNTER

○○○○○ 5 ○○○○○ 10 ○○○○○ 15
○○○○○ 5 ○○○○○ 10 ○○○○○ 15
○○○○○ 5 ○○○○○ 10 ○○○○○ 15

TOTAL XP: _____





NAME: **DETECTIVE KELLEY**

SETTING: **SAVAGE FEATURES**

VOCATION: **COP**

RANK: **NOVICE**

ATTRIBUTES

4 6 8 10 12 AGILITY
4 6 8 10 12 SMARTS
4 6 8 10 12 SPIRIT
4 6 8 10 12 STRENGTH
4 6 8 10 12 VIGOR

SKILLS

4 6 8 10 12 **DRIVING**
4 6 8 10 12 **FIGHTING**
4 6 8 10 12 **GUTS**
4 6 8 10 12 **INTIMIDATION**
4 6 8 10 12 **INVESTIGATION**
4 6 8 10 12 **KNOWLEDGE (CASE HISTORY)**
4 6 8 10 12 **NOTICE**
4 6 8 10 12 **SHOOTING**
4 6 8 10 12 **STREETWISE**
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____
4 6 8 10 12 _____

DERIVED STATS

6 PACE (6")
6 PARRY (2+ HALF FIGHTING)
6 TOUGHNESS (2+ HALF VIGOR)
0 CHARISMA (0)
GROUNDING -D4

HINDERANCES

DOUBTING THOMAS (-1 TO GROUNDING CHECKS)
VOW (UPHOLD THE LAW)
HEROIC (COMPELLED TO SAVE THE INNOCENT)

EDGES

QUICK DRAW (DRAWS WEAPON AS A FREE ACTION)

WOUNDS



PERMANENT INJURIES:

FATIGUE:



GEAR

ITEM LOCATION WEIGHT

CURRENCY

TOTAL WEIGHT CARRIED: _____
WEIGHT LIMIT: _____
ENCUMBRANCE PENALTY: _____

NOTES:

Description: Kelley is a hard-bitten, hard-drinking cop of 40s detective fiction. Perhaps played by Humphrey Bogart. Kelley is a no-nonsense man's man. Despite his many flaws, he is fundamentally driven to find the truth and nail Furnace. However, he can be prone to violence and one-dimensional thinking.

Special Ability: Kelley carries a hip-flask with him at all times (it is still in his possession while immersed) and swigs from it frequently. Once during the game, Kelley may drain the hip-flask in a single swig before throwing his head back and screaming in rage. He grows in stature and his clothes split as his muscles bulge. With a fearful cracking and splitting, a suit of bone armor bursts out. Kelley's Strength and Vigor are boosted to d12 (raising his Toughness to 8, +2 for the bone armor) for the duration of the transformation, which lasts until he kills something, or until he is Shaken. While he is transformed, however, the team cannot interact with any friendly individual.

ARMOR

TYPE AREA PROTECTED PROTECTION WEIGHT COST

WEAPON RANGE ROF DAMAGE WEIGHT NOTES

AMMO/SPELL POINT COUNTER

○○○○○ 5 ○○○○○ 10 ○○○○○ 15
○○○○○ 5 ○○○○○ 10 ○○○○○ 15
○○○○○ 5 ○○○○○ 10 ○○○○○ 15

TOTAL XP: _____





NAME: **CARL RACKETT**
SETTING: **SAVAGE FEATURES**
VOCATION: **DEFENSE ATTORNEY**
RANK: **NOVICE**

ATTRIBUTES

4 6 8 10 12 AGILITY
4 6 8 10 12 SMARTS
4 6 8 10 12 SPIRIT
4 6 8 10 12 STRENGTH
4 6 8 10 12 VIGOR

SKILLS

4 6 8 10 12 **FIGHTING**
4 6 8 10 12 **GUTS**
4 6 8 10 12 **INTIMIDATION**
4 6 8 10 12 **INVESTIGATION**
4 6 8 10 12 **KNOWLEDGE (LAW)**
4 6 8 10 12 **KNOWLEDGE (LEGAL LOOPHOLES)**
4 6 8 10 12 **KNOWLEDGE (CASE HISTORY)**
4 6 8 10 12 **PERSUASION**
4 6 8 10 12
4 6 8 10 12
4 6 8 10 12
4 6 8 10 12
4 6 8 10 12

DERIVED STATS

5 PACE (6")
5 PARRY (2+ HALF FIGHTING)
5 TOUGHNESS (2+ HALF VIGOR)
0 CHARISMA (0)
GROUNDING - D6

HINDERANCES

GREEDY
OBESE
YELLOW (-2 TO GUTS CHECKS)

EDGES

SCHOLAR (+2 TO LAW AND MILES FURNACE
KNOWLEDGE CHECKS)

WOUNDS

-1 -2 -3 INC

PERMANENT INJURIES:

FATIGUE:

-1 -2 INC

GEAR
ITEM LOCATION WEIGHT

CURRENCY

TOTAL WEIGHT CARRIED: _____
WEIGHT LIMIT: _____
ENCUMBRANCE PENALTY: _____

NOTES:

Description: Rackett is an oily and slippery attorney who has made his living defending the indefensible. Appointed by the court to ensure that the team does nothing outside the scope of the warrant, Rackett is responsible for ensuring that no damage is intentionally done to Furnace. Perhaps played by Peter Lorre, Rackett is a complex character; however, beneath it all: a sensitive man who abhors violence and has a deep respect for the rights of the individual. His abiding fear is that people will discover the depth of his cowardice. He once let a woman die - too afraid to say anything to prevent her being attacked by a burly thug.

Special Ability: If any of the team is incapacitated and under attack, the hero inside Rackett makes itself known. He gives a great and deafening shout, which interrupts all attacks and prevents any others this round. All heroes and horrors must make an immediate Spirit check (-2) or be Shaken. Rackett can then command any Shaken creature to leave, a command it must obey. From this point onward, each member of the team gains the edge Common Bond (regardless of whether or not they have the required Spirit). This could prove very important toward the end of the scenario when time is short and the team cannot afford to fail Grounding checks.

ARMOR

TYPE	AREA PROTECTED	PROTECTION	WEIGHT	COST

WEAPON	RANGE	ROF	DAMAGE	WEIGHT	NOTES

AMMO/SPELL POINT COUNTER

○○○○○ 5 ○○○○○ 10 ○○○○○ 15
○○○○○ 5 ○○○○○ 10 ○○○○○ 15
○○○○○ 5 ○○○○○ 10 ○○○○○ 15

TOTAL XP: _____



What drives a man to kill?

What makes a murderer, and what secrets about his crimes are locked in his mind?



"Heavy clamps surround your head, preventing any movement, as technicians close in with an array of long needles and probes. Syringes are inserted into the base of the skull and into your eye sockets; through the eyelids just above the eyeball.

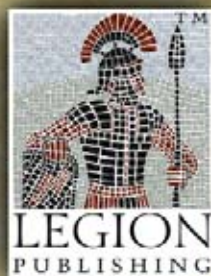
Almost immediately, you see a bright blinding flash in front of your eyes, obscuring everything. Before you know it, you feel as if you are falling through space and, suddenly, you emerge in the first scene of Furnace's mind..."

Out of Sight is the first in Legion Publishing's new Savage Features series for Great White Games' Savage Worlds.

In it, a team of law enforcement professionals must risk their sanity and their very lives as they use an experimental technique to explore the twisted landscape of the killer's mind.

At stake is the life of the murderer's last victim, and arrayed against them, all the horrors that plague the killer's thoughts.

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