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We would also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

Thank You

Brenda Pearce, you were a rock when my life was a storm, you brought me into this world and I will NEVER forget you. — Darren

To the Suzerain community, rocking across the universe since 1997... thank you for the inspiration. As ever, we want your feedback to make Suzerain even better. Email us on hello@savagemojo.com to tell us what you like and what you'd like more of.

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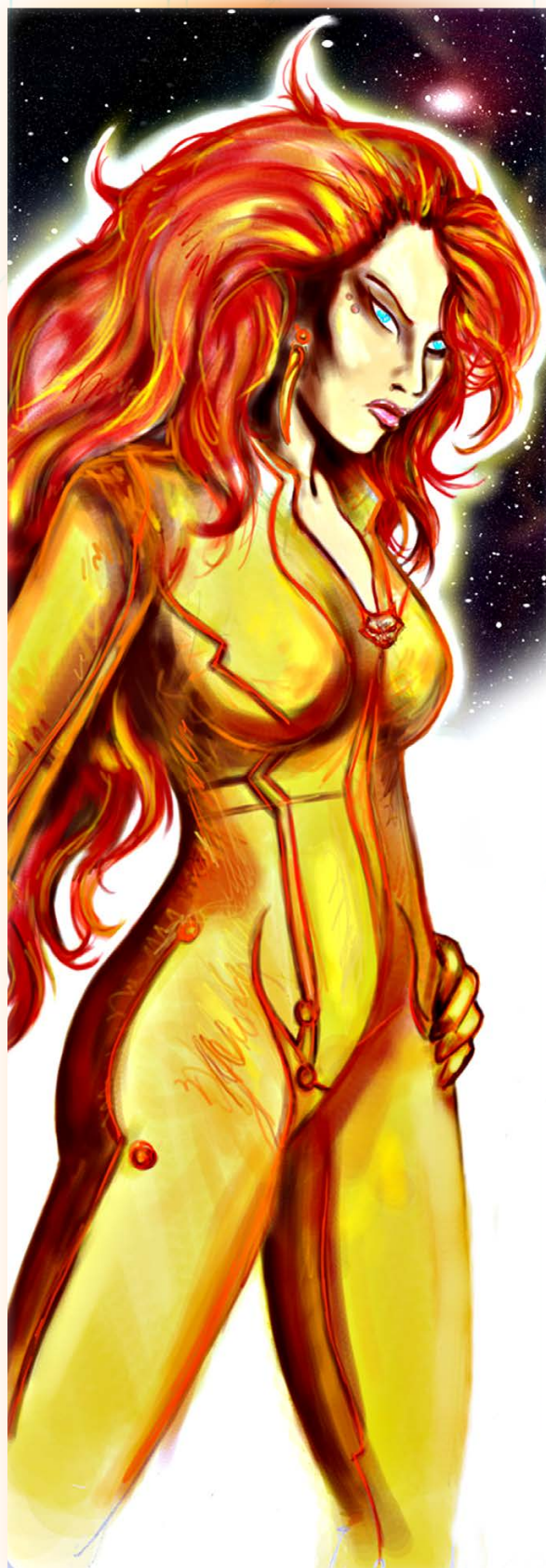
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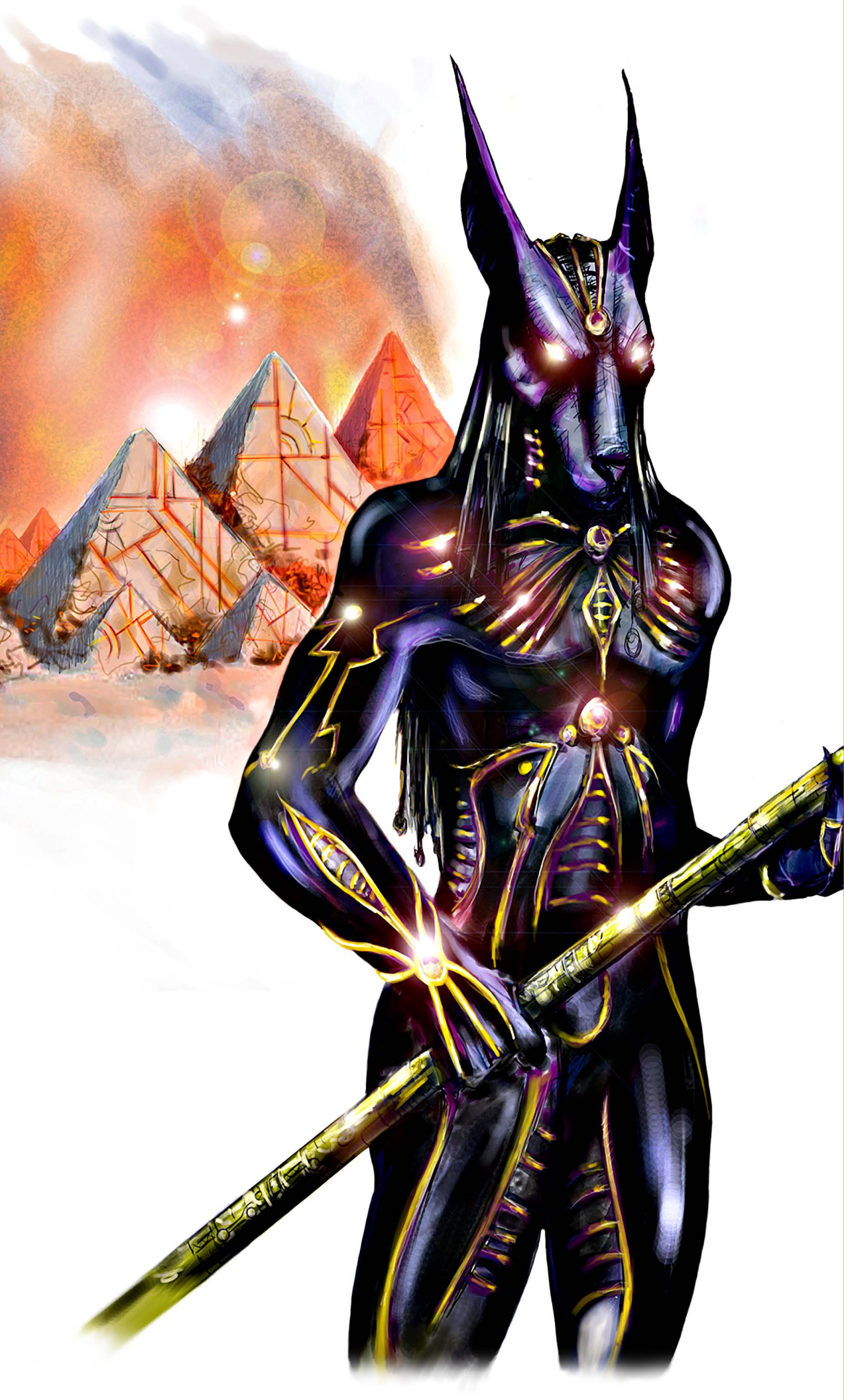
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Contents

For Players	4
Plans And Counter-Plans	4
Special Forces	5
A Base... With Wings!	5
Society In The Outer Kingdoms	7
Into The Thick Of It!	7
You Want To Come From Where?	7
The Hook	8
Archetypical Characters	8
Magic Meets Science Meets Ra	10
New Skills	11
New Hindrances	11
New Races	11
New Edges	15
Pulse Paths And Powers	21
Telesma Edges	26
Tech And Hypertech	26
Corporation Street	27
Technology For The Masses	27
Hypertech (Hard-light Technology)	28
Communications	28
Computing	28
Miscellaneous	28
Hypertech – Ground Vehicles	29
Hypertech – Air/Space Vehicles	29
Hypertech – Weapons	30
The Osiris At A Glance	32
Upper Deck	32
Mid Deck	33
Lower Deck	34
Osiris Stats	34
Using The Osiris In Battle	35





FOR FAYERS

For Players

Time is running out...

In the early days of mankind, a group of curious cavemen are kidnapped by shadowy figures. They wake screaming, trapped in ancient stone sarcophagi, their life force stolen by powerful, terrible magic.

In 1937, Amelia Earhart and her navigator, Fred Noonan, vanish while trying to circumnavigate the globe, their plane drawn into the Maelstrom. There seems to be no one to prevent their capture by Set's agents.

In 2327, in an alternate Norse winter, the Valkyrie have broken free of the Norse gods and overthrown them, ruling in their stead. One warrior maiden opposes this and her name is Sigrid. It's time for Set to take her out of the equation and because she has the spark he needs, the best way to do it is to kidnap her for his magical device.

In 4301, in a reality where magic is commonplace, a whole city of glass vanishes overnight; those who are questioned about the city can't even remember its name. It's as if it never existed.

In the chaotic, swirling eddies of the Maelstrom, something is wrong; something is *terribly* wrong. And on the other side of the Veil, across the whole of mortal time and space, people are going missing. Agents of a powerful god are wreaking havoc and transforming reality as they go.

Ripples of change whisper out across the ages and create a flex in numerous alternate realities (see *Savage Suzerain* for more about flexing a nexus) in which new masters rule existence. Reality is being manipulated and subverted into one of Set's choosing, and it's not a place most people will want to live.

Plans And Counter-Plans

People from all walks of life across countless worlds and realities are being kidnapped and placed within powerful spells to be used as living Pulse batteries, fueling a change to so many nexus points that it will alter the face of the Maelstrom forever.

Welcome to *Set Rising*!

Your character is a demigod, chosen by Mighty Ra, Father of the Egyptian gods to undertake a dangerous quest — to save reality from the ambition of Set, one of the former gods in his Egyptian pantheon.

What Is *Set Rising*?

Welcome to the world of the Egyptian gods. Set, a cunning and chaotic deity, has tired of life in his old pantheon's stomping ground. He's gathered a bunch of followers and claimed a new realm for himself; now he's planning to reshape reality in the god realms of the Maelstrom.

The other gods know how bad this is. They have a request: hunt down Set, reverse the damage he's already done, and make sure he can never threaten the universal order again.

Alternate realities? New god realms? It's all part of the *Set Rising* experience.

In this book you'll find more detail on the situation, new Powers and abilities for your characters, key gods of the pantheon, and a whole slew of Techno-Egyptian equipment (including the Osiris super future-tech war barge).

If you're the GM, you'll want a copy of the full *Set Rising* book where you'll get all the player stuff and also some neat things in your own section: there are secrets of the Maelstrom, a complete Plot Point Campaign, 20 Savage Tales set in different versions of the mortal realms, and a host of useful NPCs and critters inspired by Egyptian mythology.

Set will stop at nothing to become master of Ra's pantheon. He'll risk destroying everything in the Egyptian realms to remake reality to his design. It's up to your character as a demigod to stop him and reorder reality before it's irrevocably broken. The question is: how do you stop a god?

The gods have always had an uneasy alliance; your character knows this, having probably worked for a few of them by the time he reaches Demigod rank. Now, the Egyptian pantheon has come to your demigod (and his friends). The talking cats of the goddess Bast have spoken of a schism ripping through their pantheon and upsetting the balance.

Set has gathered an army of those who are loyal to his goal and those who believe their reality is too diseased and broken to continue as it is. They've been swayed by the promises of power and more. Ra has taken the main Egyptian realm, the Outer Kingdom, in the direction of super high tech wizardry and is reinventing his loyal

deities as a Techno-Egyptian pantheon. Meanwhile, Set recoils from this new vision for a classic pantheon, and has chosen his own, dangerous path.

Forsaking the techno-pyramids and science of the others, Set has gone to a hidden corner of the Maelstrom and founded a new realm built of ancient magic and blood where he has gathered servants, constructed mystical artifacts and wields dark powers. His spells have allowed him to send minions across reality to find and kidnap key individuals, bringing them to his home.

Inside Set's epic stone pyramid, the victims are placed into sarcophagi and bound with magic, their life force used to fuel his spell-engine of change. With this he plans to re-order Ra's pantheon, shape it to his will and then rule unquestioned, the master of mortals and gods alike.

Set's minions also abduct common mortals, those who aren't vital to any particular nexus. After all, the new realm needs slaves to construct his temples and expand it even further. Their Pulse has been drained and they're left as lifeless husks. The bleached bones of many thousands litter the dark sand.

Each new sacrifice allows the god to draw even more power, building his realm and adding yet another layer to a pyramid built of blood and ambition.

Special Forces

It's your demigod's task to fix the situation, to revert what's been subverted. He and his team are the special forces sent with take-down orders for a god. Ra and the other Techno-Egyptians are relying on the team, and the rest of the Maelstrom's gods trust Ra's chosen demigods will get the job done.

Where key individuals have been abducted, there are new rulers (loyal to Set and his cause) who keep the mortal realms from snapping back to its old path. These people need dealing with, and each reality needs restoring to its former state. They may also have information on the whereabouts of Set's new realm in the Maelstrom.

In some places Set's servants have been reorganizing reality to such an extent they've created entirely new realms, built from pure Pulse and kept in place with constant sacrifices from across time and space. Such places create a huge strain on the fabric of the Suzerain Continuum and must be destroyed entirely.

As a demigod, your character's task is a monumental one. He starts with all the information we've outlined above, but there's likely more to the situation, waiting to be uncovered by your team through investigation, guile or brute force.

Set's minions won't be easily stopped; some are renegade demigods who've allied with him, beings as powerful as your character and able to traverse time, space and reality just as well. Once Set learns of your team, he'll no doubt move to stop it — and he has a reputation as a wily adversary.

Fortunately Ra and the other Techno-Egyptian gods stand ready to help out. As far as the rest of the gods are concerned this is a matter for the Egyptian pantheon to sort out, and they're planning on doing just that. According to ancient agreements, they can't step into the mortal realms themselves, but they've hired the most competent help available... your demigod and his buddies.

The Theme

Set Rising is packed with the wonders of Egyptian Hypertech and the magical forces of Set's break-away faction. It's all about technology against magic, the fight between the progressive forces of Ra and Set's traditionalist views (which is to say, "old school" blood rites and sacrificial sorcery).

Time isn't going to matter too much on this one, not the march of days anyways. Time is running out for your demigods... but tracking the individual bits of it will become hard since you're going to be bouncing around the Maelstrom in the Osiris for most of it. Ra isn't going to want you to perform the equivalent of bookkeeping; he wants you to stop Set.

You're going to travel from realm to realm, fix what's broken, move on and eventually crack Set's hidden realm and bloody his nose hard.

A Base... With Wings!

The Techno-Egyptian gods make sure your demigod won't be sent naked and unarmed into this battle. He has enough power to garner their respect and with respect comes trust. And with trust comes the Osiris, the most powerful of the Techno-Egyptian artifacts, a combination of powerful magic and technology.

This bird-shaped vessel is the finest of Techno-Egyptian machinery, a capable ship and home for your demigod's journey through the treacherous realms of both

the Maelstrom and other realities. According to the spirit engineers who created this monumental war barge, it's more than capable of handling anything Set throws at it, and you'll be testing those claims!

From its stately rooms to the command center, your demigod will learn the ship inside and out. He has access to a considerable armory and store of equipment tailored to help him in his great undertaking. Inside he'll find defenses such as the Sun Armor of Ra and weapons like the deadly Judgment of Anubis, powered by Pulse and able to harm the monsters Set is sure to send once he divines your plan.

Your demigod's team has allies in this battle of course; the Osiris comes with a capable crew chosen from some of the finest soldiers, scientists and medical staff living among the Techno-Egyptian gods.

Anhur: The captain of the ship is a well trained and disciplined man; he'll provide your team of demigods with much knowledge and information about the current mission. He's watched many of the recent changes across the mortal realms and should be able to give advice when the ship reaches a new realm.

Ahwei: The ship's scholar and engineer, she has mastered many of the Techno-Egyptian secrets. She knows the workings of the Osiris and all of the weapons and technology, making her a valuable addition to any expedition. Ahwei offered to join the crew of the Osiris after her brother was killed by Set's master assassin and spymaster, but won't let a quest for personal vengeance hinder the mission at hand.

Svenrik Thorsonn: This mighty fighter comes to the Osiris from the Norse world-tree, Yggdrasil. The Norse gods aren't directly involved, but Thorsonn doesn't need an invitation to become a part of any military adventure. This bold and dangerous warrior is familiar with many battle tactics and keeps a tight ship. He has allied with the Egyptian pantheon in the past and Ra is happy to have him as the team's tactical advisor.

Gomedi: The ship's healer is a Sand Healer from the Sunfire Domain, favored of the goddess Bast and trusted of Isis. She can fix injuries, heal the soul and provide funeral rites should it come to it.

There are more crew, more secrets, and many things for your demigod to discover on the Osiris. Now, though, it's time for him to take flight through the Maelstrom. Only by stripping away the layers of Set's plan can your team of intrepid demigods tame the subverted realities and force a confrontation with their nemesis in his new realm.

Remove Set's henchmen to lessen his power. Only by defeating all of them can you hope to slow his plans. Along the way, you'll need to find weapons to leave Set weak enough to stand a chance against a full deity.

There's one more thing you should know: not everyone who seems friendly is allied to the team's cause. Set's a treacherous one. It's up to your demigod to negotiate with the various beings encountered along the way. Oh, and your demigod will find many of the realms simply don't know there's anything wrong, since to them it's the only reality they've ever known.

With all of this in mind, your team should prepare to board the Osiris, take up arms, and gather allies... then set out across the Continuum. Fail in this task, and we'll all serve the scheming manipulator of the Egyptian pantheon. Succeed, and your demigod will be one step closer to realizing his true potential, fulfilling his destiny and gaining his final reward — godhood!



Society In The Outer Kingdoms

Before your demigod gears up and rocks out to find Set and stop him, here are some things he would know about the Outer Kingdoms and how things work. Consider it a one-stop shop of Techno-Egyptian hierarchy.

Top Of The Heap: Ra and his Techno-Egyptian gods are right up there above the rest of Mundania (as he calls it). From his gold and glassy pyramids he oversees everything going on in the Outer Kingdoms. His people have the best of the best; they live in awesome architecture and have some amazing technology to play around with.

He and the other gods maintain their own cities, towns, villages and societies to the nth degree. If you're lucky enough to be a servant spirit born in the lap of luxury, you'll want for nothing — especially if you're a favorite of Ra.

They also maintain their own star navy and ground forces. Under the control of Sekhmet, the military is one of the strongest arms of the Techno-Egyptian pantheon.

Mundania: The mundane spirits of the Techno-Egyptian realms, those born here in this little part of the Maelstrom live below the majesty, only looking up at the awesome light of Ra's pyramid through a couple of hundred dollar solar-reactive shades, compared to the Hard-light sunglasses Ra's agents wear.

These people are still well looked after but they're nowhere as affluent as the *crème-de-la-crème* of society. They have their own mayors, elected officials and government structure — as well as their own military. Unlike the gods and their followers, they're not allowed a star navy, so they must make do with the typical ground pounding infantry and mechanized infantry. Considering the level of technology is well above mortal Earth in the 21st century, they don't do too badly.

Dregs: Dregs are those people who hide away from the light of Ra, sneak under the radar of the Mundania citizens and exist outside of laws and liberties. They're the homeless and the afraid, those who have no love for the Techno-Egyptian gods or their people.

The Dregs of many Outer Kingdom societies are a dangerous element Ra has to keep an eye on. He allows them some freedom, and why they hate Ra and his people is a mystery to the ruling gods. They have no organized government, they have no military — what you see is what you get.

Into The Thick Of It!

So just who the heck are the demigods for this one? What kind of character are you going to play? This is where you answer the BIG QUESTION. You're going to love this, or at least we hope you will.

Anything you want, and from any starting point.

While *Set Rising* is for Demigod rank characters, there's nothing stopping you from kicking off a Novice character, rising them through normal play, and rocking out with your fellow demigods come the time. Alternatively, create a Novice character and advance him to Demigod rank before the first session, then get straight into the tough stuff.

Regardless of the method, you're going to want to get up to speed pronto, and this is where things get real interesting, real fast. Later on you'll find we've given you a helping hand, just a leg up on where things stand with Ra's servants and the kinds of people he likes to employ. But for now you're going to want to concentrate on what makes your character tick.

Demigods are the ones Ra wants for this. He's picky, he's choosy and above all he's stylish and flamboyant. He's the Mack Daddy of the Techno-Egyptian pantheon and a legend in his own lifetime, as well as several others.

You Want To Come From Where?

Set Rising takes place across numerous realms, many of which have been subverted, so your character could come from any one of those, or someplace entirely new — as long as you can think up a suitable back-story, that's fine.

It shouldn't be too hard for a Demigod rank character to have an interesting story though; he's going to have seen action, lots of it. He might come from any of the other *Suzerain* settings, 1930's America, 2048 Shanghai, the far-future Garden of Athena, the fantasy realm of Relic; let your imagination lead you.

There's a second option, though. Play someone who works, lives, breathes and serves in the Outer Kingdoms, someone from the right hand of Ra or one of the other gods. There are all kinds of beings who work with the sun god and rock to his particular techno-beat. Those people get rewarded; after all the sun is warm, isn't it? Ra gifts his particular chosen with all the hottest toys.

There are all sorts of Techno-Egyptian cities and places to say your character comes from. Here's a few: Sunfire Domain, Moon Domain, Ra's Pyramid, Shifting Sands,

Golden Delight (yeah, if you're thinking it's a pleasure city, you'd be right on the money), Judgment (Anubis' domain) and more. Don't worry about this right now, there are details coming on many of those.

If you play as one of Ra's people though, you're going to have a seriously awesome time. Ra's cities are the biggest, most fantastic and seriously impressive of all. Gleaming pyramids of white and gold glass as far as the eye can see. Fantastical architecture redefines physics, and all of it built with Ra's Hypertech Corporation nano-constructors. There's a reason Hypertech Corp. has the slogan: *It works because we say it does*. There are some crazy-impossible things going on in the Outer Kingdoms.

When your demigod's in his realm, he's cruising at the speed of sound down a slick glass highway in a nano-constructed Golden Sunfire Chariot (Ra's personal favorite sports car), music blaring on the stereo, cool nano-shades giving him speed readouts, ambient temperature and other information flashing past.

This is style over substance... just how the Techno-Egyptian gods like it!

The Hook

Put yourself in your demigod's shoes for a moment. It's all well and good having this cool tech, these cool powers, these fantastic abilities and your Telesma... how do they all fit in? How in the Outer Kingdoms did you get picked by Ra?

Chances are you're a badass demigod already and you've done things, things which really put you on the map. Ra needs all the help he can get, he might hide it behind a beaming smile of pearly white teeth, acting all benevolent and cool behind his desk. Really though, he needs you as much as you need him.

Helping Ra is going to take more than cool shades and a badass attitude though; it's going to take a team. Set isn't going to send a minion or two after you; he's going to be throwing an army of trained manipulators, assassins, seductresses and the odd gun-toting psychopath your way. You can either run crying to mommy and daddy, or you can hook up with some friends and tear the way to the truth.

Taking on Set is a team game, there's no room for the Lone Wolf brooding operative in this one. Someone who doesn't listen to authority, well this is going to make Ra look for someone else to champion his cause. We're not saying the big guy is after 'yes men' — far from it. He wants someone dependable, and people who'll work as a team.

As a group, your demigods can be old friends or thrown together for the first time, right in the deep end. This kind of fun hook can make for interesting interplay in a team. It won't stop the setting being fun either way, so play it how you like it.

This is a Demigod rank setting and it's going to push your demigod hard; after all, you're not slaying goblins and orcs here. You're saving reality from a greedy, chaotic and avaricious cunning deity plus his minions. What's cooler than that? Perhaps Ra's car...

Give Me Action NOW!

Can't be bothered to roleplay your character's back-story from Novice rank onwards? Can't be bothered to work out the Advances for a Demigod rank character from scratch? Well, you could always use pre-generated characters. We've put some in the Treasure area of www.savagemojo.com

These folks are all ready for you to take out and test-drive today. Don't worry about breaking them either, they're pretty tough and ready for whatever Set can throw at them.

Archetypical Characters

To help you get up to speed, here are a few character archetypes. They're not necessary but they're going to give you an idea of the cool things Ra has on offer. Some of these can be found in the pre-generated characters. It wouldn't be fair to leave them out, since they're just as useful here.

Agent: Ra has people who he trusts; he trusts implicitly, none more so than his agents. Ra's agents are given access to the cutting-edge Hypertech and go into the most dangerous situations. The perks are worth it — they have the high-rise pyramids, the guns, the girls and the best nanotech Hard-light gizmos the sun god can throw their way. Of course Ra expects them to be the best at what they do. They're responsible for internal security, bodyguard duty, espionage and much more in the Outer Kingdoms. *Agent types:* bodyguards, spies, assassins and police officers.

Hard-light Hacker: So there's Hypertech and Hypertech computers. Well, the Hard-light hacker knows these systems like the back of his hand. He probably worked



for the corporation and wrote many of the subroutines in the light matrix processor. He knows how to make the lines of code dance to his tune. Hard-light hackers are the best at what they do, re-writing code, making new programs, cracking systems otherwise impregnable. They're the epitome of the Hypertech Age. Expect to be lauded for how awesome you are — Ra loves Hard-light hackers. *Hard-light hacker types:* whiz kid, systems analyst, data thief and corporate systems specialist.

Hypertech Engineer: With the high level of technology, requiring a mind-numbing grasp of physics that's enough to make quantum mechanics curl up in a ball and whimper, Hypertech is the next step on the engineer's ladder. This character understands the advanced concepts of Hypertech, of Hard-light nanotechnology and how to build some of the coolest gadgets in the Outer Kingdoms. Hypertech engineers are responsible for the construction, maintenance and design of ships like the Osiris and weapons such as the Sunstorm Cannon. *Hypertech engineer types:* Engineer, ship's mechanic, tinkerer and construction supervisor.

Hyper-Sorcerer: Ra may not like traditional magic, but as the big man often says, magic is just another form of science. And when you get down to the nitty-gritty of Hard-light Hypertech, you're walking a fine line right there. So the Hyper-Sorcerer is Ra's way of coming to terms with science and magic combined. Through the study of ancient hologlyphs — which are like hieroglyphs only more sparkly and cooler — Ra has gifted his sorcerers the power to hurl bolts of lightning, fly, call a beam of solid light into being and so much more. *Hyper-Sorcerer types:* Ra sorcerer (working for the big man), clairvoyant (great for helping you find lost car keys), astral warrior and civilian sorcerer (helping the little guy).

Mercenary: Ra doesn't really have a standing army, he prefers his agents. Of course the other gods like to keep their own private contractors going. So they basically use mercenaries, soldiers of fortune... if you can find them, you can usually hire them. They may or may not be wanted for crimes they did (or did not) commit. Most of the time they're just soldiers who are tired of a regimented military life and quit the corps. Mercenaries are combat specialists when it comes to being up close and personal, or for ranged battles. *Mercenary types:* soldier, soldier of fortune, demo specialist and military officer.

Negotiator: There are those character types who don't like to fight — they like to talk. To them, the pen or spoken word is truly mightier than the sword. They usually walk side by side with someone who can protect them though. These people are adept at talking down hostile situations and getting the best out of adversaries

who might otherwise just want to kill everyone. They have a silver tongue (sometimes psychic powers) and a knack for calming even the most savage beast. You really want one on your side when you're going up against odds as big as this. *Negotiator types:* corporate negotiator, police negotiator, debate specialist and empath.

Ranger: The ranger is a covert operations scout. They travel from place to place, realm to realm and engage only if ordered to. They work in small clandestine groups and are usually armed with a sidearm, a long range weapon and a Hard-light nano-knife. A ranger is adept at outdoor survival and works well in hostile climates such as the deserts of the Sunfire Domain. Rangers also chart out unexplored realms, dimensions and continents feeding the information back to Ra and the other gods. *Ranger types:* scout, explorer, saboteur and spotter.

Sand Healer: From the burning deserts of the Sunfire Domain, these are people who are skilled at healing wounds. They work with Hard-light technology and some mystical ability, though Ra keeps close tabs on anyone who uses such power. He's not fond of traditional magic, especially since Set and the others flew the coop and established their own little mystical "paradise" elsewhere in the Maelstrom. The life of a Sand Healer is a hard one unless they use purely Hypertech methods to fix broken bones, seal wounds and so on. *Sand Healer types:* doctor, field medic, healer and apothecary.

Star Navy: Ra maintains a fleet of Hypertech battleships. He doesn't talk about them much, preferring to leave his little ace-in-the-hole for when times get truly tough in the Maelstrom. He trains many young Egyptians to serve in his Star Navy, a fancy group to man and control the fleets of fine warships. The Osiris being a one-of-a-kind prototype doesn't fit in the regular Star Navy fleet structure, but a Star Navy character could easily know how to fly the ship, should the captain or helmsman be injured or killed over the course of the adventure. They could even serve as the first mate aboard the ship. Star Navy characters are adept at ship life, ship combat and know their stern from their bow. *Star Navy types:* ship's captain, naval officer, able starman and boatswain.

Sunsword: There are those people who really hate the idea of guns. Sunswords excel in close quarters combat and they love 'up close and personal' encounters. Armed with a Sunrod (a really impressive plasma sword) and a serious lack of personal safety, these character types are the first to run into any kind of battle situation. They live for the fight and trust their Personal Sunshield and prowess will keep them from getting blown into tiny bits. *Sunsword types:* swashbuckler, melee expert, champion gladiator and circus entertainer.

Trickster: A catch-all category for a civilian sector thief or con artist, these are the people who aren't part of any organization — they're certainly not military and usually operate under Ra's radar. They like to break into places they're not allowed, take things which don't belong to them and generally profit from the misfortunes of others. Of course not all tricksters are like this, just the really avaricious ones. Which is most of them. A trickster is a great addition to a team which enjoys sneaking around places and getting out again without being caught. *Rogue types:* thief, cat-burglar, conman and grifter.

Magic Meets Science Meets Ra

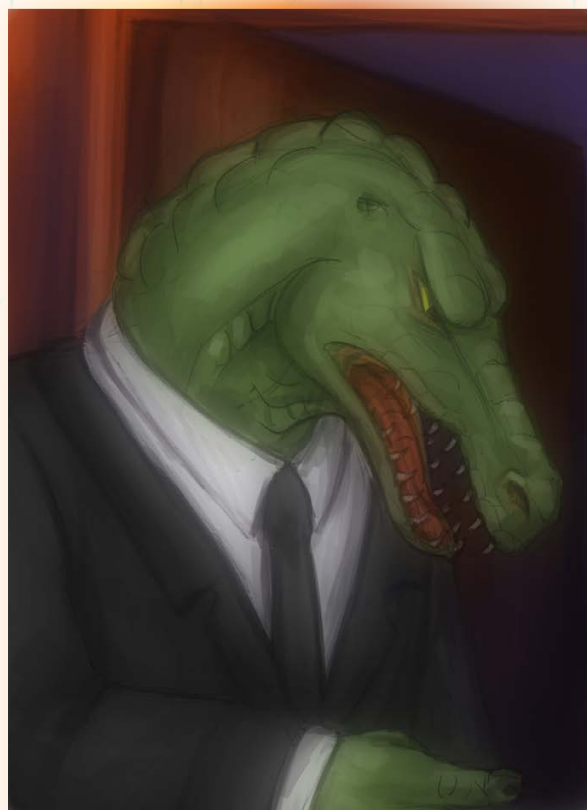
Ra's Hard-light Hypertech is very much science taken to the nth degree, pushed as far as the boundaries of physics can take it and then some. In thematic terms, it marks one extreme in the battle between technology and magic; only magic is the bad guy in this story. Set's broken with Ra's progressive ideas, gone off in a huff, and is doing magical things your demigod is going to stop. Or at least try to.

In *Set Rising* you'll find a lot of Hypertech equipment, new Edges with a Techno-Egyptian flavor to them, and new abilities to let your characters do things they couldn't do before. Ra's even been so kind as to beef up your character's Telesma Edges since he's that kind of guy. So here's a little guide to some of the things on offer here in *Set Rising*:

Pulse Paths: Magic is a bad thing, but Ra tolerates some of it — like Sand Healers and his Hyper-Sorcerers for instance. These are introduced in *Set Rising* and have their own Powers and Edges associated with them. Your demigod is able to do some pretty cataclysmic things but that's a demigod's right, and he shouldn't be afraid to stretch his demi-divine legs a little. You won't find player options for Set's sorcery though. This is the stuff Ra really hates and if your demigod is caught using it... well, it won't be pretty.

Hypertech: Ra has a saying: it works because it's Hypertech. Don't ask questions — I'm a god. It's a simple slogan built into his Hypertech Corporation. There's often no rhyme or reason to the technology the Techno-Egyptian gods are playing around with and physics doesn't seem to enter into it.

Imagine the really awesome sports car we mentioned earlier on. Now imagine it can move at the speed of light, avoid traffic instantly and, if Ra wants, fly. Why? Because it's Hypertech. People might accuse Ra of being lazy in



some respect, but he just grins and laughs — he's a god. Hypertech is going to allow your demigod access to some awesome tools of the trade: vehicles and the Osiris, for starters, but much (much) more besides.

Patron Gods: Ra might be the father of the Techno-Egyptian pantheon, but he's not the only one. You're going to find details on all those lovely gods who ally themselves with Ra, as well as the things they can offer your demigod should you choose to take one as a patron. We're talking good stuff here from Ra, Isis, Osiris, Anubis, Bast, Sekhmet (for the warrior inclined) and more. We're not going to spoil anything for you here, not even if you ask nicely.

Telesma Goodies: You've got a bracelet on your person, or a really nice gem encrusted watch, or perhaps you have always had an awesome red stone pendant. Your Telesma has been with you a long time; it has picked up new abilities as you've wandered the Maelstrom. Now it's going to get even more power, power to let your demigod accomplish so much more. And if you're wondering what a Telesma is, it's time to check out the *Savage Suzerain* book.

Ever wanted to throw your hammer and have it come back, just like Thor? Well, it's here and more besides. How about stealing time from people to do things with? OK, we'll let you do it. You get the idea. Powerful stuff.

New Skills

Knowledge: Hard-light/ Hypertech

Hard-light is used to construct nearly every complex item or system in Ra's realm; any character wanting to hack into a security system, reprogram an existing construct or build their own Hard-light item on the fly with need to understand the principles of Hard-light. Using a Hard-light item requires no special understanding just like using a sword doesn't require you to understand blacksmithing. However if you want to hack in to a Hard-light system that would require Knowledge: Hard-light.

To build a Hard-light item uses the lower of Knowledge: Hard-Light and Repair skills. A simple item like a knife would be a straight check, something more complex like a gun would be at a -2 and simple aircraft would be at a -4. Crafting any Hard-light item requires a solid object to serve as the focus for Hard-light construct to be built around. Suitable tools and larger or more complex items require proper facilities or further penalties are incurred. Knowledge: Hard-Light and Knowledge: Hypertech do the same thing, people coming from the theoretical side tend to call it Hypertech and those coming from the mechanical side tend to call it Hard-Light or H-L. There is no difference between the two names — when it comes to using the skill they're identical.

New Hindrances

Hard-light Hard-luck (major)

Requirements: Only available to characters from Ra's realm, the Outer Kingdoms.

Your character really can't hack this new tech, it does something to him, and he's not sure what. When the character rolls a 1 on their check, regardless of their Wild Die, while using a Hard-light device it simply just cuts out! Bad news if they're piloting a Hard-light hover-copter flying over the desert at the time. Ouch!

Magical Vulnerability (minor or major)

Your character has some problem with magic, especially when bad spells are thrown his way. Whatever the effect, it's doubled for the minor version, or tripled for the major. If it's a damaging attack then it's going to seriously hurt. And for positive magic, the effect is halved (minor) or a third of the usual effect (major).

New Races

Anubite

Type: Background, Racial

Requirements: Spirit d6+

Anubis' children resemble their father greatly, being human but with the head of a black-furred jackal. They usually have dark blue or green eyes, though other eye colors are possible. They prefer to dress in black and gold and have a penchant for funerary items. They're extremely in tune with the spirit world so they gain a bonus of +1 to any checks involving Spirit.

DOA: A macabre innate sense develops in all young Anubite. They can tell within a few minutes how long a corpse has been dead, as long as that's less than a day. With more skill (see below) they can also tell the proximity of the soul and whether it has gone on to the underrealm yet.

Speak To The Dead: The adventurer can speak to the dead, as long as the corpse is only around an hour old. Any older and it requires a much stronger connection to Anubis (see below).

Anubite: Improved

Type: Racial

Requirements: Heroic, Anubite, Spirit d8+

The hero's racial Edge improves in three ways: He now has +2 to his Spirit-based checks, he can now tell the time of death and soul proximity of a corpse as long as it's no older than a week, and he can also now speak to the dead as long as they haven't been dead more than a day.

Power And Obligation

The races that inhabit Ra's realm are exotic, based on the animal-headed gods who gave them life. Their Edges have a little more punch than if you'd played a human character but they're also supposed to maintain Ra's standards of behavior. Expect gods to be annoyed if your Bastet makes the techno-Egyptian pantheon look bad. Think of it as a major Hindrance to go with the extra perks.

Anubite: Mastery

Type: Racial

Requirements: Demigod, Anubite: Improved, Spirit d10+

The demigod's racial Edge improves in three ways: The demigod now has +3 to his Spirit based checks, he can now tell the time of death and soul proximity of a corpse as long as it's no older than a month, and he can now speak to the dead as long as the spirit hasn't been dead for more than a week.

Bastet

Type: Background, Racial

Requirements: Agility d6+

The graceful and feline children of the goddess Bast, the Bastet share their mother's looks right down to the cat head. Males tend to be built a little bigger than females and have a more lion-style mane of hair compared to the women. They all have the upper and lower body of a person and the head of a cat. They're lightly muscular and have a variety of fur and eye colors. They're very agile and anything they do involving an Agility check gains a bonus of +1. The children of Bast tend to dress fairly provocatively — the women prefer clothes which swish or cling.

Bast's Grace: The Bastet are able to land on their feet even if they fall with their backs facing the ground — their supreme agility allows them to twist in the air and right themselves (this adventurer gains the Cat's Descent as per the rules in the *Savage Suzerain* book).

Eyes Of The Mother: All Bastet are capable of seeing in the dark. They require a small amount of ambient light for this to be effective but in conditions less than pitch black (–3 penalty or less) they suffer no penalties due to low light.

Bastet: Improved

Type: Racial

Requirements: Heroic, Bastet, Agility d8+

The hero's racial Edge improves in three ways: his Agility check bonus is now +2, he gains the Cat's Descent: Improved Edge (as per the rules in the *Savage Suzerain* book), and he can also spend 3 Pulse per day to see in pitch black conditions for that day.

Bastet: Mastery

Type: Racial

Requirements: Demigod, Bastet: Improved, Agility d10+

The demigod's racial Edge improves in three ways: his Agility check bonus is now +3, he can spend 3 Pulse to negate falling damage of any kind, landing on his feet automatically and not even ruffling his clothes (the cool factor of this is the most important part for most Bastet), and he can spend 1 Pulse per day to see in pitch black and magically darkened conditions with no penalties for that day.

Horan

Type: Background, Racial

Requirements: Agility d6+, Smarts d6+

The Horan are the children of the god Horus and they appear rather like their god. Their head and neck is a hawk with the feathers melding into bronze colored skin. They've the lower half of a man and don't possess a bird's tail or tail feathers. Some of them are marked with the Eye of Horus symbol around their large dark eyes. Horan are naturally wily so they gain +1 to any Smarts based checks.

Ascendancy: Those who are born a Horan can leap as though they're almost flying. Note not every Horan actually has Horus as a patron, so there is some overlap with their ability (see the Patron God: Horus Edge on page 12). The character can add +2 inches to their jumps.

Natural Pilot: In a society with so much technology and with a god built about flight, Horans are naturally great at anything requiring aviation, so when behind the stick of a plane or some other craft soaring through the air, they gain a +2 to Pilot checks in aerial vehicles.

Horan: Improved

Type: Racial

Requirements: Heroic, Horan, Agility d8+, Smarts d8+

The hero's racial Edge improves in three ways: he now gains +2 to his Smarts-based checks, gets another +2 inches to his jumps, and now has a bonus of +3 to Pilot and air vehicle control checks.

Horan: Mastery

Type: Racial

Requirements: Demigod, Horan: Improved, Agility d10+, Smarts d10+

The demigod's racial Edge improves in three ways: he now gains +3 to his Smarts-based checks, gets *another* +2 inches to his jumps (so +6 inches together with Horan and Horan: Improved), and now has a bonus of +4 to Pilot and air vehicle control checks.

Sobeki

Type: Background, Racial

Requirements: Vigor d10+

The people of the god Sobek have a humanoid lower half, with the shoulders and head of a large crocodile. They've powerful jaws and slightly webbed fingers which aid in swimming. They've adapted to living out of water and are comfortable in the dry heat of the Sunfire Domain. They're loyal and work well in the heavy lifting and security sectors; they make excellent bodyguards and hired muscle for various illegal activities. They gain +2 to any check made to resist the effects of extreme heat and their scaly upper half gives them a bonus of +1 to Toughness against slashing and piercing weapons. They have gleaming green or gold eyes, a few of them may even have red eyes and there are a few cases where white scaled Sobeki are born, revered amongst their people.

Water Child: The Sobeki can move through water as though it's second nature. They gain +5 Pace when swimming.

Impassable Block: One of the abilities the Sobeki pride themselves on, they can root themselves to the spot and cannot be shoved, pushed or knocked down whilst doing so. This costs 8 Pulse to trigger and lasts for 10 minutes. It cannot affect the powers of a god, and the adventurer requires a solid surface to stand upon. If he moves, the ability ends.

Sobeki: Improved

Type: Racial

Requirements: Heroic, Sobeki, Vigor d12+

The hero's racial Edge improves in three ways: the cost for Impassable Block is lowered to 4 Pulse and the duration becomes 30 minutes. His Toughness bonus increases to +3 against slashing and piercing weapons, and resistance to heat extremes rises to +3.

Sobeki: Mastery

Type: Demigod, Racial

Requirements: Demigod, Sobeki: Improved, Professional (affected trait: Vigor)

The demigod's racial Edge improves in three ways: the cost for Impassable Block is lowered to 1 Pulse and can be extended for 1 Pulse per 10 minute period beyond the initial 30 minutes. His Toughness bonus is now +4 against slashing and piercing weapons, and his resistance to extremes of heat rises to +4.

Thothari

Type: Background, Racial

Requirements: Smarts d6+

One of the most reserved races in the Techno-Egyptian pantheon, the Thothari share their father's features, having the body of a human but the upper shoulders and head of a long necked Ibis. They usually have an austere knowledgeable look about them, preferring long flowing robes and coats. They also dress in outfits with a lot of space to store cards, books and other things within. Thothari have an innate knack for anything requiring information, so they gain a bonus of +1 to all Knowledge rolls.

Knowledge Obscura: Thothari can recall obscure facts they may have read days, weeks or months ago. In this case they can make a Smarts -4 check to recall an obscure fact relating to the current scene. They make great investigators; however they can only recall something from up to 48 hours ago.

Information Overdrive: Thothari are quick to read a hologlyph book, snap through a database and leaf through the pages of a 600 page manuscript for data. They can reduce any time it takes to get information by half.

Thothari: Improved

Type: Racial

Requirements: Heroic, Thothari, Smarts d8+

The hero's racial Edge improves in three ways: he now gains a +2 bonus instead of +1 in all Knowledge-based checks, he can now recall an obscure fact from a week ago as a Smarts -2 check (previously 48 hours and Smarts -4), and it now only takes a quarter of the time to get the information required from *Information Overdrive*.



14

For Players



Thothari: Mastery

Type: Racial

Requirements: Demigod, Thothari: Improved, Smarts d10+

The demigod's racial Edge improves in three ways: he now gains a +3 bonus instead of +2 in all Knowledge-based checks, he can now recall obscure facts from a month ago with a straight Smarts check (previously a week and Smarts -2), and it now takes virtually no time at all for him to search massive databases and books — he can get information from such sources in the blink of an eye. If it normally takes an hour, he'll have it in 10 seconds, if it takes a week he'll have it in an hour, and if normal people need a month of solid research, he'll get the information in a day.

New Edges

Aspect Form

Type: Racial

Requirements: Demigod, Patron God (any Techno-Egyptian)

If your character isn't from one of the native races of the Techno-Egyptian realm, he may still be able to get some of those sweet benefits with the help of a patron god. By the time a character's a demigod he's starting to come into his power, so if he has a patron god this is where he can get an extra boost, by taking on the form of his god's aspect. Not only can it put the scare on the bad guys, it looks cool to boot. Take Anubis as your character's patron god and he'll be able to shape-change to a sweet jackal-headed human, glowing with power and ready to unleash some righteous judgment. Your demigod wants to get in touch with his dexterous side? Pick Bast and prepare for him to move like a cat on a hot tin roof.

Aspect of Ra: Demigod's form changes to a golden Pharaoh infused with light, +1 to all trait checks.

Aspect of Bast: Demigod's form changes to a humanoid cat Pharaoh, +2 to all Agility and Spirit-based rolls.

Aspect of Anubis: Demigod's form changes to a humanoid jackal Pharaoh, +2 to all Vigor and Strength-based rolls.

Aspect of Thoth: Demigod's form changes to a humanoid bird (Ibis) or ape (Baboon) Pharaoh, +2 to all Smarts and Spirit-based rolls.

Aspect of Horus: Demigod's form changes to a humanoid falcon Pharaoh, +2 to all Agility and Smarts-based rolls.

Aspect of Osiris: Demigod's form changes to a green-skinned Pharaoh, +2 to all Spirit and Vigor-based rolls.

Aspect of Hathor: Demigod's form changes to a bull or alluring humanoid Pharaoh, +2 to all Vigor rolls and +4 to Charisma.

Aspect of Ptah: Demigod's form changes to a Mummified Pharaoh, +2 to all Smarts-based rolls and +4 to all Repair rolls. These bonuses stack.

Aspect of Isis: Demigod's form changes to a glowing Pharaoh, +2 to all Spirit-based rolls and +4 to Charisma.

Aspect of Sekhmet: Demigod's form changes to a humanoid lion Pharaoh, +2 to all Agility-based rolls and +4 to all Fighting rolls. These bonuses stack.

Aspect of Sobek: Demigod's form changes to a humanoid crocodile Pharaoh, +2 to all Agility-based rolls and gains Fear -2.

Hard-Light Honcho

Type: Professional

Requirements: Heroic

In the Techno-Egyptian world there's sunlight and there's Hard-light. It's a crazy little bit of Ra's Hypertech which totally blows the competition out of the water. It's basically solid light, light which can be used like mortals would bend metal, make objects out of wood and so on. In the case of Hard-light it's formed around a control surface and focus, springing into being in a blaze of radiance. It's used for weapons, vehicles, storage and anything Ra turns his corporate mind to.

The Hard-light Honcho is a master of Hard-light and can build Hard-light devices given enough time, money and the right circuitry for the focus object. From Ra's cool 'shades' to the fastest sports car in the Maelstrom, Hard-light is the way to go. Additionally, the Honcho can repair Hypertech-based items. Gain +2 on any Knowledge: Hard-Light or Repair checks relating to Hard-light. Your hero also counts as always having basic tools for the purposes of creating or modifying Hard-light items.

Patron God: Anubis

Type: Weird

Requirements: Heroic, no other Patron God Edges

In the old days Anubis was the god of the dead, specifically involved with embalming. Of course as things change, rites alter and like the rest of his pantheon he's jumped with the times. He stands for law and order in the Techno-Egyptian pantheon, judgment over the soul and all that jazz. Now Anubis tends to be the patron of vigilantes and those who want payback for a just cause.

He has a sideline as an embalmer still, and grants his followers powers to prevent them from crossing over to the underrealm until they've finished what they started. He often appears as a slick-looking guy in a black suit a tie, with the eyes of a jackal. However, when Anubis manifests properly he's a jackal-headed humanoid in a jet black bodysuit covered with hologlyphs.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Contract Of The Underrealm: Hero about to die? Evil all around him? Bad guy escaping with his girl? Or perhaps he used to be a rock musician who was killed with his fiancée on Halloween. Anubis grants the hero a chance at settling the score, protecting him from final death until he's finished what he started. Once his contract is finalized... it's to the underrealm with him, as usual for a deceased soul.

When your hero's out of Karma to stop himself dying and he activates this ability, he needs to state an achievable goal e.g. "Kill the bad guy and save the girl". Once your GM agrees the goal is suitable, the hero has all Wounds, Fatigue and any other temporary negative effects (i.e. Shaken) removed and he's able to act normally. Once the goal is complete, he's given just enough time to give a suitably moving farewell, is claimed by the underrealm... and dies. This ability can be used

after being reduced to Incapacitated, but if he's reduced to Incapacitated *again* after using this ability then he's out of luck. This ability can only be used once per adventure, even if he finds a way to get back from the underrealm, and if he's not fast enough in fulfilling his quest (the end of the next session of roleplay time), then he gets claimed anyway — revenge needs to be swift and decisive!

Heart Of The Jackal: The hero gains an innate sense of right and wrong. He can almost smell evil on a person's soul, reading a mortal's soul like a book and finding out their secret shame, evil deeds and gravest sins. For 2 Pulse the hero gains an understanding of the target's soul, giving him +2 to Intimidation, Persuade and Taunt checks against that target for the next 10 minutes. For 5 Pulse you can make an opposed Spirit check vs. the target, which gives your hero in-depth knowledge of the target's true self, secrets and motivations. Succeeding gives +4 instead of +2 to Intimidation, Persuade and Taunt checks against that target, plus your GM should share any juicy facts that might be relevant to the current adventure.

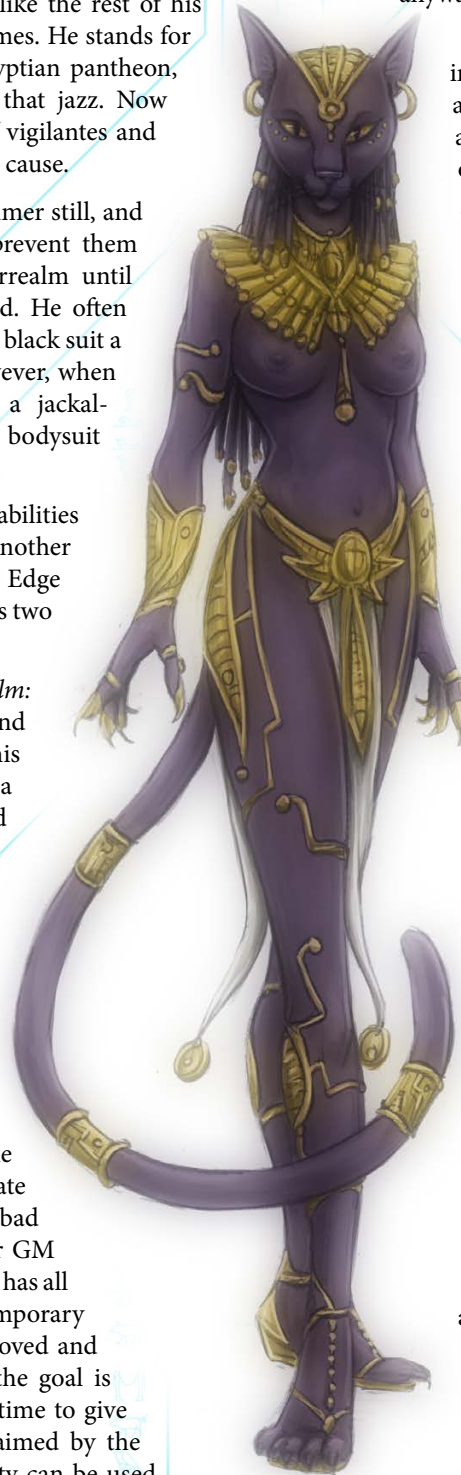
Judgment Rites: Should the hero come across a soul which cannot move on, with the aid of Anubis' power he can send them to their just reward. Of course in the case of an evil soul, this might be oblivion, or worse. For 5 Pulse and an opposed Spirit check the hero can reach out and touch the soul, communing with Anubis as he does so. If the god finds the soul worthy, it moves on to paradise... if not, well... there's a nasty reward waiting for those who've done ill through their lives.

Patron God: Bast

Type: Weird

Requirements: Heroic, no other Patron God Edges

Bast is the patron goddess of cats and the protector in the Techno-Egyptian pantheon, she was once associated with the sun, but Ra cornered that market... she prefers the moon anyways. As a Techno-Egyptian goddess she's branched out to nightclubs and the performing arts — as



well as bodyguards and security forces. She's often depicted as a cat-headed woman with a body to die for; of course... she can also appear to your demigod as a smoking-hot dark haired cat-eyed woman. Bast can be fickle too, just like cats themselves.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Cat's Gaze: The piercing eyes of Bast are granted to the hero for a full 24 hour cycle; the character spends 2 Pulse and can see in the dark perfectly, even in utter blackness. The gaze also allows him a +2 bonus to see what is hidden, via magic or otherwise.

Feline's Grace: The hero is given the grace of a cat, moving in a whole different way. Any Agility checks can gain +1 (and only +1) by spending 1 Pulse before the roll is made.

Moon's Embrace: A protective layer of moonlight-colored armor descends on the hero. It automatically soaks 3 Wounds before vanishing in motes of sparkling moonlight. It costs 5 Pulse to activate, forms instantly, and lasts for 10 minutes.

Patron God: Hathor

Type: Weird

Requirements: Heroic, no other Patron God Edges

Hathor leaves the protective duties to the other gods these days, she's moved on and found there's money to be made in sex. She's the corporate head and CEO of Wicked Desires Entertainment. Hathor looks after all kinds of sex industry workers and maintains a very discreet and very exclusive escort agency. She also dabbles in love and joy, keeping a small but thriving business going by ensuring people's continued happiness. She appears as a good looking middle-aged woman with dark brown hair, hazel eyes and a sensible but alluring dress sense.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Careless Whispers: Sometimes you just have to destroy something you love. The hero gains the ability to turn lovers against each other, perfect to break up an annoying evil-duo romance or prevent a disaster in the bedroom. Of course, the injured party might have something to say about it if they ever find out. By paying 3 Pulse and making a successful Persuasion check opposed by the target's Spirit, your hero can sow the seeds of doubt between two

people who would normally trust each other implicitly. It's a roleplay thing – we'll leave it to your GM to figure out the exact fallout.

Love Shack: The hero can summon a small dwelling wherever he is in time or space at the cost of 1 Karma. It appears as a building matching the current realm and exists for 24 hours. While the outside is in keeping with its surroundings the inside is luxuriously decorated and stocked with food and drink (all trappings appropriate to the local realm, but lavish). No one may open the door or a window without permission from the owner and breaking in requires causing 2 Wounds to a Toughness 14 object — the locks cannot be picked.

Seduce The Crowd: The hero can enthrall a large group of people to stop, listen and take note when he speaks. He spends 1 Pulse and places the Large Burst Template within 12 inches. Every Extra touched, even if hostile, has to succeed on a check against their Smarts or be completely enthralled by the hero. While enthralled they listen intently to everything he has to say and will only snap out of it when he stops talking, they're attacked or placed in harm's way — for example, driving a tank at them will snap them out of their rapture.

Patron God: Horus

Type: Weird

Requirements: Heroic, no other Patron God Edges

One of the gods of the sky in the old days, Horus has moved with the times and he's now in charge of the Aegyptus Air Corporation. The patron of flight and making sure Ra's deliveries get where they're going on time. He employs many couriers and also makes sure there are enough parts for various fliers. He was instrumental with Ra in building the Osiris, named after his father. Horus used to appear as a man with the head of a hawk; now he simply appears with a Hard-light hawk on his right arm, a short crop of golden hair and an elaborate eye patch. Around his neck he wears a circular pendant with the Eye of Horus symbol upon it.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Eye Of Horus: X-Ray vision? Horus gives the hero the cool power to see through solid objects up to 50 feet total distance — oh, and lead doesn't block this ability. No using it to peek at the ladies' underwear though, gentlemen! By paying 1 Pulse the hero can switch this ability on for the next hour and during that time may switch it off as needed. X-ray vision is distracting, though. While it's on, he gets -2

to all checks involving observation and thinking, except for Perception based on him looking through objects.

Horus Ascendant: The hero has been granted a limited form of flight by the god. For the cost of 3 Pulse, it allows him to move with a Rate equal to his Pace and a climb equal to half his Pace rounded up. He can move up to 100 inches before he comes to rest and must end his flight at that point.

Shield Of Horus: At will the hero can spend Pulse to summon a golden shield, emblazoned with the Eye of Horus. Not only does this shield deflect bullets, it's good against energy weapons and even armor-piercing rounds. It also defends against hostile spells. It works in the same way as the Pulse Armor Edge (as per the rules in the *Savage Suzerain* book) with two alterations: first, the Armor bonus is immune to AP. Second, the bonus can be used to resist hostile Powers that don't cause damage. Instead of x Pulse giving +x Armor, it can be used to give a +x to the appropriate resistance check, e.g. if targeted by the Blind Power you would get +x to the Agility check to avoid the results. The down side? It only works against incoming attacks and Powers from the front and shield-arm side.

Patron God: Isis

Type: Weird

Requirements: Heroic, no other Patron God Edges

The wife of Osiris and the mother of Horus, Isis these days has extended her protective powers to medical insurance. She provides this service at the Osiris Medical Center as well as granting demigods access to her ability to help others, usually by erecting barriers of force and preventing physical and spell attacks. She appears as a slim woman, beautiful and somewhat motherly with a sharp-looking dress sense. She dresses in gold and white like many of her peers and prefers to power dress where possible.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Dome Of Physical Protection: Isis grants the hero the power to produce a bubble shield, a dome of protective force appearing in a Medium Burst Template for 6 Pulse. This powerful protection is extremely effective against physical attacks from outside the shield and increases the Toughness of those inside by 4 against such attacks. It can't protect against Powers or magical effects. Only one physical protection dome can be active at a time. The dome can also be targeted at a target other than the hero and lasts 3 Rounds (1/1 Round).

Spellbreaker Dome: Isis grants the hero the power to disrupt hostile Pulse users' magic. Spells falter and fail to cast as they struggle to escape this energy dome centered on the target caster. It costs 4 Pulse to activate, granting Improved Arcane Resistance to everything targeted by the caster, and lasts for 4 Rounds.

Wall Of Isis: A 10 inch wide by 20 inch tall and 1 inch thick sheer wall of protective force is created, blocking both Pulse-based and physical attacks. Most often this is used to protect a group from a deadly volley of fire directed at them from the front, or to prevent a hero being shot in the back as he escapes. It costs 4 Pulse to activate and last for 3 Rounds - the wall has a Toughness of 16, 3 Wounds and obviously can't be Shaken.

Patron God: Osiris

Type: Weird

Requirements: Heroic, no other Patron God Edges

Osiris was the god of the dead, but more a guardian and caretaker than the judge. He leaves that job to Anubis these days. He's actually moved on to another part of his job — after Set murdered him, he spent a few years dead for tax reasons and came back better than ever. He's the patron god of augmentation, Hard-light and nanotech-based replacement technology and resurrection. Quite a list of things to keep an eye on, which is why he established the Osiris Medical Center. With the aid of Isis he was able to make people better than ever. He usually appears as a man in a silver suit with a walking cane and comes across as austere and somewhat gentlemanly; his right arm under his suit is a marvel of Hypertech with Hard-light augmentations built in. He's at the forefront of medical technology in the Techno-Egyptian Corporations.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Reboot: This ability lets the hero bring someone back from the dead! It costs 1 Karma and 10 Pulse per hour the target's been dead (or part thereof). The revived character returns from the underrealm with full faculties and stable, but with the same number of Wounds as when he died. People whose bodies were massively mutilated or totally blasted/squished/melted can't be revived in this way — there's simply nowhere for their soul to call "home" any more.

Regeneration: Osiris gives the hero the power to heal wounds and damage over time, and he can heal very quickly in combat. The hero gains the Slow Regeneration Ability as per the monstrous ability in the *Savage Worlds*

rulebook. For 4 Pulse per Round he can upgrade this to the Fast Regeneration version.

Replacement Limb: The hero's limb has been lost somehow. Perhaps he removed it himself, perhaps it was an accident or wound from an old foe. Regardless of the loss, it has been replaced by a Hard-light substitute and the limb can morph into a variety of useful forms (see Hard-lightware in Tech).

Patron God: Ptah

Type: Weird

Requirements: Heroic, no other Patron God Edges

The god Ptah was supposedly the creator, who spoke the words and brought the world into being. He's certainly a dab hand with Ra's Hard-light tech and this is exactly what he does. He works in the Hypertech Corporation as the head of Ra's Research and Development division and gives new projects the once-over. He appears as an elderly man, dark skinned with short graying hair (including a close cut grey beard) and has a deep sonorous voice. He wears a crisp white suit with gold trim and you'll never see him without a tech-spanner or some form of tool close to hand.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Creation Of Ptah: With a single spoken word, usually translated from a hologlyph — the hero can bring into being an inanimate object, even one as complex as a firearm. There's one limit: nothing bigger than you can easily carry in two hands. A bicycle, a gun, a fancy bottle of wine... those are all fine. The complexity of the item determines the Pulse cost — a very simple item costs 1 Pulse whereas something with complex moving parts like a gun, or complex chemicals (explosives or acid for instance), is a 3 Pulse cost. Nuclear bombs and Hard-light tech are too complex to make with this Power. Once created the item lasts for 4 Rounds, but can be maintained by paying the Pulse cost again for another 4 Rounds of use. And no, the hero can't create "the key to that vault" unless he already knows exactly what the key should look like. Nice try.

Crafter's Zone: Does the hero need a quiet place to work, a toolshed to make an awesome death-dealing device of ultimate destruction? Never fear, this is where Ptah gives him the ability to summon a portable workstation, replete with all the Hard-light tools he'd ever need and even a storage space for materials. For 1 Pulse the hero gains access to a workshop with all the tools needed for his

current task, giving him a +2 to Repair or appropriate skill checks. The workshop lasts for 6 hours or until the task is complete, whichever comes first.

How It Works: The hero gains a full insight into an inanimate object he touches. He knows how it was made, the steps of its construction and how to take it apart if need be. Note, this does not work on something as complex as the whole Osiris ship, but can be used on individual systems. The hero pays 1 Pulse and gains enough of an understanding to remove any penalties incurred by using an unfamiliar system. By paying 2 Pulse he gains an in-depth understanding of how it works and gains a +2 to any checks to Repair or operate the device. Both uses of this Power last for 3 Rounds, or for the duration of a single extended action e.g. 1 hour of work covered by a single Repair check.

Patron God: Ra

Type: Weird

Requirements: Heroic, no other Patron God Edges

Ra is the sun god, the all-father of the Egyptian Pantheon and the genius behind Hypertech. If this god is your demigod's chosen patron then prepare for good times, a decent paycheck and more importantly, the trust and friendship of Ra himself. He likes to get personal with his employees and those who shake the sun god's hand find themselves with perks galore. Ra offers several powers to those who follow him, based on his command of the sun and Hard-light technology.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Healing Blaze: Down and out, friends dying all around you? Ra can help; this aspect of his Edge will let your demigod burn away hurt like never before. It costs 20 Pulse to activate and takes 4 Rounds to power up. In a Large Burst Template: drive away disease, heal the sick and injured, bring back someone from the brink of death and wipe away pain. Ra's cleansing sunlight will also remove mental illness from the mind of the afflicted. The hero can choose who in the Large Burst Template is affected by this Power. Everyone affected is cured of any disease or poison they might be suffering from, have the *Healing* Power cast on them with a Raise, and remove any on-going negative effects they might be subject to, e.g. Stun or Puppet.

Ra's Generosity: Once per adventure your hero can call on Ra for a favor. It can be a sweet piece of equipment, some soldiers, or another favor entirely. It has to be within the bounds for Ra to grant, not a request he'd consider

greedy, and for a purpose he'd approve of — so you can't ask for a bajillion-squillion dollars to retire and live a life of boundless debauchery, for instance. He might send an attaché case with a cool million in though, if it'll pay the ransom on one of his favored servants.

Sunburst: Otherwise known as the Vampire Bane, this little trick allows the devotee of Ra to kick in a blast of powerful light. It blinds enemies in a Large Burst Template and drives back evil creatures. It will fry low rank vampires instantly, turning them to dust unless you happen to be in a realm where vampires go out in sunlight. That would be a downer, but some realms are like that. It costs 5 Pulse to activate. Place the Large Burst Template on the hero and everyone touched who doesn't have Ra as their Patron God takes **Damage:** 2d6 and is affected by the *Blind* Power cast with a Raise. Creatures with the Ethereal or Undead Abilities take **Damage:** 2d8 instead, unless they have special rules that say otherwise (Savage Worlds vampires take **Damage:** 2d10). The effect counts as direct sunlight.

Patron God: Sekhmet

Type: Weird

Requirements: Heroic, no other Patron God Edges

Sekhmet hasn't changed much. She's the goddess of war including cyber-warfare too. She loves violence and battle, adores the spilling of blood and even though she's replaced the red claret for a proper wine these days, she can still be tempted into drinking the real thing. She loathes beer and doesn't often talk about how she was tricked once. Sekhmet is in charge of the Techno-Egyptian military, ground pounders and special forces alike. She also acts as the head of Ra's anti-hacker groups to prevent cyber-criminals from breaking into his Hard-light systems. She appears as a green eyed killer-looking redhead with bloodlust in her eyes. She wears a lion head pendant and has a favorite Hard-light khopesh she likes to use in a fight.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Bloodlust: Sekhmet unleashes the warrior within, granting the hero incredible bonuses in combat and an impressive fortitude to take damage. For 4 Pulse the hero gains +2 Fighting, Strength and Toughness, as well as gaining Frenzy (or if he already has Frenzy he gains Improved Frenzy). This effect lasts for 4 Rounds, at the end of which he gains a level of Fatigue.

Claws Of The Lion: The hero gains massive claws and rips through armor with ease. For 2 Pulse the hero grows claws for 3 Rounds (**Damage:** Str+d8+2, AP4).

Roar Of Terror: A violent roar issues forth and stuns lower-rank enemies, killing mortals who hear it instantly. By spending 4 Pulse place the Medium Burst Template within 12 inches of the hero. Anyone touching it must make a Terror check. Wild Cards who fail must roll on the Fear table as normal. If they pass they suffer a -2 to their next action. With a Raise they're unaffected. Extras who fail take a Wound. If they pass they're Shaken instead.

Patron God: Sobek

Type: Weird

Requirements: Heroic, no other Patron God Edges

In the old days Sobek was the protector of the king, the god watching over the Nile. Now, Sobek has been put in charge of security at Ra's massive pyramid in the Outer Kingdoms. Those who follow Sobek will find he has no corporation and fits the bodyguard image very well. This is his primary function, right hand bodyguard of Ra and protector of the 'king' once more. Ra also uses him and his followers as shock troops if he really needs to make a statement, since Sobek's people are very resilient and can take a lot of punishment.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Breath Of The Nile: Sobek infuses his follower with the power to hold his breath for up to an hour per Pulse point used. The hero can operate underwater for a long time and exist in a toxic atmosphere as long as he has Pulse to burn.

Never Smile: Sobek makes sure his follower is resistant to mental coercion for an hour per Pulse point used. The hero can't be reasoned with or persuaded upon a particular course of action. He would make an excellent poker player since no one can read his mind or 'tells'. It's like one big, very determined crocodile has taken over the hero's mind, at least when it comes to this one belief, which must be stated clearly in one sentence when the Power is used.

Snap!: Sobek infuses the follower with a serious boost to his strength, allowing him to exert an incredible amount of force. Whilst this doesn't transfer over to the hero's teeth, it still mimics the crocodile's legendary ability to snap someone in two with their jaws... only this time the hero's using his hands. By spending 2 Pulse the hero can increase his Strength by a die type for 1 Round (it can go above d12). This doesn't require an action but can only be activated on the hero's action.

Patron God: Thoth

Type: Weird

Requirements: Heroic, no other Patron God Edges

The patron god of writing and knowledge, Thoth's the one maintaining the university structure in the Techno-Egyptian cities and is guardian of the library system. Thoth invented the language of hieroglyphs and then went on to modernize it with the hologlyph. Since then, he's added a few more iterations, including Information Technology. He dumped his old image of an ibis-headed humanoid, eschewing it for something a little snazzier. Thoth now appears as a guy in a grey suit with an ibis pin attached to his right lapel. He seems to be young, yet wise, with a wicked spark behind his eyes. He's the perfect patron for a demigod desiring knowledge and can often illuminate even the darkest mysteries.

The hero gets one of these abilities when he first takes the Edge, another at Demigod rank. If he takes the Edge when he's at Demigod rank, he gets two abilities immediately:

Direct Interface: Thoth isn't just the patron of the written word on paper; he can affect computer systems as well. Now the hero can too, by touching the computer in question to directly interface with it. This gives him a +4 to bypass security systems and run core level programs, all directly from his mind! This costs 2 Pulse per attempt.

Illuminate The Impossible: Thoth grants the hero the ability to break a complex puzzle down into separate pieces, unlocking a code, cracking a cipher and seeing the truth behind a hidden picture. For any such tasks the hero gains +1 to his roll per point of Pulse he uses before the roll, to a maximum of +4. Even when it's something secret he senses when his might be useful (so if you're the GM, give your player a hint that it's a good time to invest Pulse in scrutinizing that picture).

Universal Translator: Thoth grants the hero the ability to read any language, living, dead or otherwise (undead languages, perhaps?). This lasts for a full 24 hours and requires the expenditure of 3 Pulse.

Power Leech

Type: Weird

Requirements: Demigod

Don't you wish your demigod could borrow an Edge or Power, be able to shoot fire from his eyes, fly real fast, or just turn an enemy's Edge back onto them? Power Leech should do the trick. As long as he can touch the victim for a Round he can borrow any Edge of theirs, be it a cool Pulse Path or access to their patron god's power. This Edge

lets your demigod keep the chosen Edge for 1 Round per point of Pulse used during the initial leeching. If your target is killed or rendered unconscious, the effect ends.

Star Navy Tactics

Type: Professional

Requirements: Smarts d8, Knowledge (Battle) d8

Your demigod has begun his career as a Star Navy tactician; he knows the ins and outs of the operation of vessels in Ra's Star Navy. He can make Common Knowledge checks to give him a bonus of +2 to rolls using the systems or in combat as he intelligently orders the crew, making changes to his plans on the fly. Star Navy officers also gain a +1 to Smarts when they take this Edge, unless it puts them to the maximum Smarts attribute score.

Sunfire Conduit

Type: Weird

Requirements: Demigod

The fury of the sun has been unleashed, right inside your demigod. His heart is molten to the core, his body several degrees hotter than it was before. Fire smolders behind his eyes and he can unleash bursts of plasma energy from his hands. By spending 2 Pulse he can create a damaging attack (**Range:** 12/14/48, **Damage:** 3d8, **RoF:** 1). Alternatively he can convert his power inside to the power of flight; 5 Pulse allows him to fly with a roaring cocoon of plasma energy surrounding his body. Flight lasts for half an hour per 5 Pulse used and he can move at 3x Pace per Round, climb at half his Pace rounded up.

Pulse Paths And Powers

Hyper-Sorcerer

Type: Specialist Pulse Path

Requirements: Smarts d10, Strength d8, Heroic, Enabled (see *Savage Suzerain* for more on Enabled, and Pulse Paths in general)

A new tactic for Ra, his Hyper-Sorcerers are scribes-meet-wizards who combine technology and magic. The Hyper-Sorcerers are able to use the powerful hologlyph method to channel devastating mystical effects. They can hurl bolts of lightning, summon storms, cross vast distances in the blink of an eye and so much more. Of course, the only way to learn about this kind of thing is to enroll in Thoth's University, where the god of knowledge and the Hypertech Corporation teach it cooperatively.



Advanced concepts of hologlyph control are taught along with a healthy respect for the power itself.

Upon taking this Edge a character gains the skill Hyper-Sorcery at d4 and can choose 2 Powers from either the Savage Suzerain Enabled Pulse Path or the following hologlyphs:

Hard-light Blink, Hard-light Cascade, Hologlyph Duplicate, Hologlyph Storm, Refraction, Tri-Light Shatter Bolt

The Trappings for all Hyper-Sorcerer Powers center around Hard-light.

Hard-light Blink

Rank: Heroic

Pulse: 4+

Range: Special

Duration: Instant

This Hard-light sigil transforms the hero into a bolt of shimmering light. It's a useful way to get around from one line of sight to another. This light can only travel in straight lines of course, unless redirected somehow. For example, it could be bounced off a mirror or refracted either in a crystal or by the refraction spell itself.

Blink allows the hero to move up to 12" for each 4 Pulse spent, or 20" with a Raise, but counts as his movement for the Round. Adjacent opponents do not get a free attack against the blinking hero. There are no penalties for attempting to blink into an unseen or unknown area, but the Hyper-Sorcerer must be able to draw a straight line to the target location, using any method of reflection or refraction available to him.

Failure on the Hyper-Sorcery roll means the blinker still moves, but materializes d6" short of his intended location, is Shaken and takes a level of Fatigue. A roll of 1 on the Hyper-Sorcery die (regardless of the Wild Die) indicates a more serious disaster — in addition to the Shaken and Fatigue penalties, he also suffers **Damage:** 2d6.

This power cannot be used to carry others.

Hard-light Cascade

Rank: Heroic

Pulse: 3-9

Range: 24/48/96

Duration: Instant

Ever hear the term "hard rain"? This sigil unleashes a rain of Hard-light lancing down over a Medium or Large Burst Template, depending on Pulse expenditure. These bolts of white or gold light can pierce armor, break objects and cause widespread damage to targets caught within the area of effect. When triggered, this sigil works like the Blast Power from the Savage Worlds rulebook, but has AP5.

Hologlyph Duplicate

Rank: Legendary

Pulse: 5

Range: Smarts

Duration: 3 (1/Round)

The Hyper-Sorcerer makes a copy of himself from hologlyph magic and Hard-light. It's basically an exact duplicate, down to his personality and skillset. The duplicate can only take 1 Wound however, only has 5 Pulse, and God-level beings can tell the two apart. In all other ways this follows the rules for Summon Ally (Mirror Self) from the Savage Worlds rulebook, but the Hyper-Sorcerer can only make one duplicate per sigil he triggers.

Hologlyph Storm

Rank: Demigod

Pulse: 10

Range: Smarts x2

Duration: 5 Rounds

When this sigil is triggered, a Hard-light hologlyph storm manifests over a Large Burst Template, remaining in place for 5 Rounds. The hologlyphs distinguish friend from foe, and any enemy caught in the storm is buffeted by magical winds, thrown around, lashed with rain and suffers a impaired vision and hearing . This can allow a Hyper-Sorcerer to cover his attack or aid a group to escape hostile forces.

This sigil combines the effects of Havok and Blind from the Savage Worlds rulebook, with the additional effect of deafening any affected victim until he recovers from being Shaken.

Refraction

Rank: Heroic

Pulse: 5

Range: Smarts

Duration: 3 (2/round)

The Hyper-Sorcerer has learned a sigil that refracts magic through his hands. He can redirect a Power or other Pulse-effect targeting him as long as it has some form of missile component. He can choose to redirect this magic towards his enemies, or away from a friend. The Hyper-Sorcerer who triggers this sigil can use it to redirect an allied spell to hit a target otherwise out of its line of sight.

This sigil does not work against Powers cast by a God-level being. Don't even try it.

Tri-Light Shatter Bolt

Rank: Heroic

Pulse: 8

Range: 12/24/48

Duration: Instant

This sigil lets the Hyper-Sorcerer unleash a trio of energy bursts, which then each split in half, generating a total of 6 bolts. These bolts are extremely accurate and can hit one or more targets, based on the will of the Hyper-Sorcerer. This sigil is rolled just like automatic weapons fire but with no penalties, and it gains a +2 bonus to hit. Each bolt does **Damage:** 3d4.

Sand Healing

Type: Specialist Pulse Path

Requirements: Heroic, Spirit d10, Vigor d8, Empowered (see *Savage Suzerain* for more on Empowered, and Pulse Paths in general)

The art of Sand Healing is a powerful magic, practiced primarily in the Sunfire Domain. It soothes pain, heals wounds and can reset broken bones. It's the only "old school" magical power Ra really tolerates (it comes from the combined gods and goddesses of the pantheon). He can't see the harm in making someone better — even when his beloved technology fails him.

Still, he maintains a very close eye on this craft and those who use it. Practitioners must purchase a license from the CEO (Central Egyptian Overlord) to learn this particular Edge. It costs 100 dollars — Ra rather likes the sound of dollars — to obtain the proper credentials.

Upon taking the Edge a character gains the skill Sand Healing at d4 and can choose 2 Powers for either the Empowered Pulse Path list or from the following Sand Healer powers list:

Cauterize, Knockout, Numb The Pain, Reset Bones, Sand Saw, and Sand Surgery

Cauterize

Rank: Heroic

Pulse: 2

Range: Touch

Duration: Instant

Sometimes no amount of sawing or resetting can save a limb. Some wounds are so deep, only fire can do the job. Sometimes an infection runs rampant and antibiotics aren't enough. For such emergencies, Ra has loaned the Sand Healer a portion of the sun's power to burn away infection and cauterize the affected area. It's not as subtle as Sand Surgery but it does the trick.

This Power allows the Sand Healer to remove afflictions from his patient. On a success, one condition such as disease or poison may be removed. On a Raise, two conditions may be removed. This may also reverse the effects of radiation.

Wound penalties affect the roll as per the Savage Worlds healing rules.

Knockout

Rank: Heroic

Pulse: 1+

Range: Touch

Duration: Instant

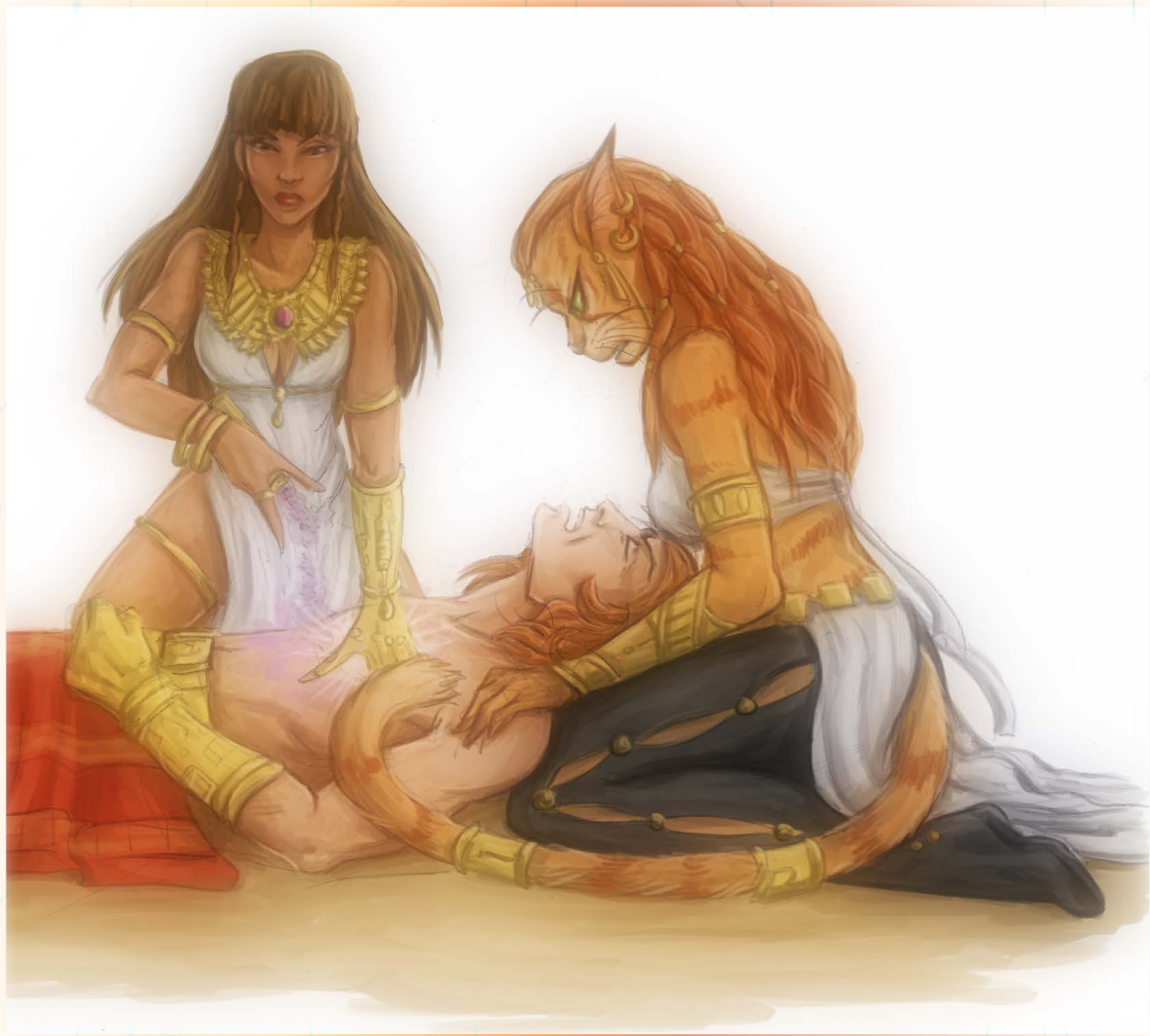
With a touch of his fingers, a little dab of sand and a whispered word, the Sand Healer can send his patient off to slumber-land. Once asleep, the patient is impervious to pain and can undergo the rigors of Sand Surgery or other invasive procedures without any upsetting screaming and sobbing.

This process only takes a few seconds and lasts for a number of hours based on the Pulse invested. For each

point of Pulse spent before the Sand Healing check, the patient is put into a near-death state for one hour. In fact, it simulates death so well it would take a trained medic to figure the person wasn't dead, which might have other uses during an adventure....

The patient can be brought out of the near-death state for an additional point of Pulse, or will awaken naturally after the allotted number of hours is up. While the Power is active, the patient counts as being stabilized.

This Power cannot be used against an unwilling target. We know you were thinking it, but no dice. Not even as a touch attack. Can a Sand Healer use Knockout on himself? If he's willing... sure, why not. He just can't cancel it early, because.



Numb The Pain

Rank: Heroic

Pulse: 1+

Range: Touch

Duration: Instant

A Sand Healer can use this magic to ease the pain of an injured patient. He whispers soothing words and touches the affected area, dripping sand across it. The sand feels warm or cool to the touch as required by the pain and the magic. The severity of the injury dictates how much power the Sand Healer needs to pay in Pulse.

This Power allows the Sand Healer to mitigate the effects of Wounds. For each Pulse spent, ignore the effects of one level of Wound when determining penalties to Healing Powers or Natural Healing that follows immediately after.

Reset Bones

Rank: Heroic

Pulse: 10

Range: Touch

Duration: Instant

The Sand Healer gently searches the patient's body with his magical touch to find a broken bone, realign it and kick-start its rapid regeneration. It hurts like hell, so we suggest the Sand Healer take steps to numb the area or at least knock the patient out.

This Power allows for the healing of major wounds. Using this Power on a target is very painful and the casting roll suffers a -4 to the check unless the target is unconscious or restrained for the 1d6 hours required to complete the process. On a Success, one Injury gained from the *Injury Table* can be removed from a character but he suffers 2 Wounds in the process. With a Raise, the suffering is reduced to 1 Wound. If the roll is failed the injury is permanent.

Although the Power traditionally heals broken bones, it can be used on any Injury. Blinded, brain damaged, or busted in the unmentionables, this is the Power to heal those ills.

Sand Saw

Rank: Heroic

Pulse: 1

Range: Touch

Duration: 3 (1/2 Rounds)

With just a little sand you can do wonders, or so the guys and gals in the Sunfire Domain say. With this Power, a Sand Healer can use a handful of sand pouring through his fingers as if it were a medical saw. It can cut through tissue and bone, slice off an infected limb, remove shrapnel and so on. No Sand Healer should be without this Power if he plans on being a field medic in the war against Set.

This Power allows the removal of limbs, major and minor surgery, and other surgical needs. It removes all penalties for not having surgical tools. If used as a weapon, it does **Damage:** 1d4.

Sand Surgery

Rank: Demigod

Pulse: 5

Range: Touch

Duration: 2 (2/1 Round)

The ultimate extension of the Sand Healer's abilities, Sand Surgery is where the true healer shines. With his hands covered in sand, he activates this magic and the patient's whole body is rendered before him as if it were transparent. The Sand Healer's augmented vision displays injuries as various colored areas. With this incredible insight into the inner workings of the patient's body, the Sand Healer can use mental commands to perform complex invasive procedures without opening the patient at all. He can even perform such surgeries on a microscopic scale, reaching tiny blood vessels as easily as Ra's billion-dollar Hypertech equipment does in the Osiris Medical Centre. It's no wonder Ra keeps such a tight eye on this kind of magic. Unfortunately, the procedure is extremely painful and the patient must be unconscious or suffer both incredible mental trauma and intense pain.

This Power grants the character +4 to all Healing-related rolls and Powers. If using Sand Healer Powers, the bonus is increased to +6.

Telesma Edges

Your demigod isn't the only one benefiting from entering the Techno-Egyptian realm. Nope. His Telesma gets to play with a few new abilities too. Ra is very fond of these little devices and he allows them to access some of his realm's choicest powers... but only if the Telesma's owner is a Demigod rank character already. Don't try adding these Telesma Edges to characters of Legendary rank or lower. That's a big no-no.

Dimensional Pocket

The demigod's Telesma has gained a mastery of Pulse creation; it can make a small pocket in the Maelstrom interconnected with the Telesma. For 5 Pulse, a demigod can place a single non-organic item in this "pocket". The item can't be longer than 6 feet or wider than 1 foot. The demigod can remove the item at any time for no cost, but must pay 5 Pulse again if he wishes to put it back.

Karma Bomb

For a single point of Karma, the Telesma can unleash hell on the demigod's enemies, bursting from the spirit world into the physical world as a bright light causing damage to living tissue and all objects around the demigod. Friendly fire is possible — what do you expect for a Karma Nuke?

The use of this Edge creates a Large Burst Template centered on the demigod. It does **Damage:** 3d8 to all targets within the affected area with AP5. Additionally, all targets within the area are Shaken and take a level of Fatigue. Objects within the affected area must make a Toughness check as per the Savage Worlds rulebook.

Karma Chameleon

For a single point of Karma the demigod's Telesma transforms him into a perfect replica of a being from the realm he's in. It can replicate monstrous beings as well as robotic ones. It's the ultimate form of shape-change and can fool even the most observant inhabitant of the realm. Of course, personality and mannerisms are another matter.

It can only change his appearance to a creature of the same size or up to 3 size categories larger, and while the effect is a physical one he gains no benefits (other than intimidation) from his increased size or any items or weapons the form appears to have. If the demigod moves into a different realm, the transformation is immediately undone; alternatively, the demigod may volunteer to undo the effect at any time.

Karma Regenerator

The demigod's Telesma is so in tune with both Karma and the demigod that he automatically gains a point of Karma when his check dice and his Wild Die Ace at the same time. However, this isn't like normal Karma; it's stored in the Telesma for 24 hours until it dissipates. Only one point of Karma can be stored this way at any time. If a second point of Karma is added, it simply resets the clock for another 24 hours.

Recall

Such a simple concept, but an important one for a Telesma attached to an item. The wielder can spend 2 Pulse to allow his Telesma to teleport the item back to his hand, even allowing a thrown weapon to return back to the thrower. This only works if the Telesma is incorporated into the item and works as long as the item and demigod are in the same realm.

Stolen Time

Got a minute, pal? The Telesma can take time and use it rather like a Karma flex (see *Savage Suzerain* for more on those). It allows a demigod to act first in combat, avoid a single attack which might have killed him or store the time to save someone from a single event which might otherwise see them dead or worse.

By expending 20 Pulse, the demigod can store a little time within his Telesma. The demigod disappears for five minutes, then reappears in the regular time stream. This time can then be used, within 24 hours, as a 1 Karma flex or as Karmic Influence (again, see *Savage Suzerain* for more on that).

Tech And Hypertech

We've bandied about the words Hypertech and Hard-light. These are the cornerstones of Ra's empire — compared to Set's realm where everything is a Kind of Magic and requires a lot of blood, sweat and tears (literally). In the Outer Kingdoms, technology is king and Ra is the daddy of it all. His corporation oversees all others and he has influence everywhere.

Your demigod is going to get access to some of this, but we feel it's important to give you an idea of the kinds of corporations in the Techno-Egyptian realm first.

Corporation Street

Ra isn't the only one with a corporation. Earlier we talked about a few and here's where we give you more on four of the big corporations. Of course, there are a few others — we're not giving away all our secrets... we've got some stuff for your GM too.

The Hypertech Corporation: Ra's very own corporation features an expansive arsenal of products and sub-companies. In fact, you could say all other corporations are a sub-company of Hypertech and not a single one of Ra's pantheon would argue with you. Hypertech products are the fanciest of all tech. They defy several laws of physics and the typical price tag might be "The Earth". Many of these items are unavailable to buy, but are instead loaned to Ra's agents or those chosen by the god as a form of delicious technological candy. Hypertech works because it works. No one argues with the 'how' or the 'why' of a Hard-light Hypertech cannon for instance. No one attempts to understand how the Osiris actually does what it does — it's just a fact of Hypertech, which Ra made sure was in the corporation slogan. *Hypertech – It works because we say it does!*

Aegyptus Air Corporation: Horus oversees this little airline and aeronautical manufacturer. The corporation emphasizes passenger comfort, military applications and delivery. Aegyptus Air covers all aspects of civilian and military flight, from fast transport jets to nimble military fighters to the civilian flier models seen flitting around the various Outer Kingdom cities — not to mention Ra's own giant pyramid. Horus' corporation was instrumental in the construction of the Osiris and is currently working on another version, a scaled down model with stealth applications.

Osiris Medical Centre: Osiris and Isis run this advanced healthcare provider. It's a thriving business because people can't stop getting hurt. Some cases require a bit of surgery; some require a complete Hard-light replacement limb. In some situations, the replacement limb is mandatory, especially when the Techno-Egyptians are experimenting with style over substance. There's nothing quite as exciting as having your right arm transform into a cannon, especially if you're providing security for a famous nightclub owner or rock star. Osiris and Isis also offer medical insurance to provide customers with financial peace-of-mind.

Wicked Desires Entertainment: Hathor has assembled an impressive conglomeration of media companies and intimate services. She likes to keep a slender fingernail in every single sex industry pie and her reach dominates numerous Outer Kingdom cities and towns. Unlicensed sex workers are quickly rounded up and told exactly how things are going to go down. Hmmm... maybe that was a poor choice of words.

In return for a modest take of their profits, 'Auntie Hathor' looks after them, gives them accommodation and make sure they're taken care of. All of her employees are well looked after and treated correctly. Sleaze of any kind is not tolerated — Hathor regulates her own industry very firmly. Wicked Desires runs numerous high-class escort services and several exotic nightclubs, designed to meet the demands of their discerning customer. The company also maintains a standing contract with the Osiris Medical Centre — an arrangement the gods usually find to be extremely cordial.

Technology For The Masses

Not every single Techno-Egyptian in the Outer Kingdom cities has access to Hypertech. The majority of the tech the normal people can access is pretty mundane stuff compared to the Hard-light tech of Ra and his peers.

We're not really concerned with a breakdown of the tech regular people use. Basically they have access to various civilian weapons, tools, vehicles and the like. The best toys are reserved for the demigods and Ra's own. You can expect to see some pretty slick outfits — nice hats, shades and the like — but nothing as mighty as Hypertech. A gun is a gun for these people and a computer is just a computer, although it can range from a simple handheld to an all-singing, all-dancing setup that performs complex functions lightning fast.

Use standard equipment from the Savage Worlds rulebook for regular people on the streets of an Outer Kingdom city. Average people use handset phones, wrist comms, ear-mounted communicators and even tiny rings equipped with short-range phones. Mundania tech is what you want to make it, because only the best get to play with the brightest new toys.

Hypertech (Hard-light Technology)

An important factor of Hard-light technology is that it's always built around a physical focus of some kind. If you have a Hard-light aircraft, you start with a slender focus rod and from that rod you construct your airship. Construction is near instantaneous and it's possible to jump off a tower block, kick-in a Hard-light fighter construct, and zoom away in true style before you've even fallen half the way to the ground.

Here's a smattering of cool Hypertech devices to get your demigod started.

Communications

Hard-light Comrig: When this rig activates, a burst of golden light appears around its focus. Communications can be routed to a fancy HUD on the lenses of your Hard-light shades or through a single sliver of light with a tiny microphone and earpiece. It's extremely customizable and stylish. The rig can manage communications from a variety of sources and relay video feeds from outside recorders.



Computing

Hard-light Arm Computer: This extremely powerful computer often originates from a bracelet focus. It can interface (via light streams) with a variety of Hypertech and mundane tech, given the right ports. It has incredible storage capacity, probably the equivalent of several large digital libraries, and it operates at mind-blowing processor speeds. The focus can project a fully tactile keyboard and an interactive HUD.

Hard-light Skill Rig: This data management system interfaces with the mnemonic centers of the brain and gives you AWESOME SKILLS™. It allows you to pick up to 3 Skills for 24 hours and switch between them. It's not re-writing your DNA, just soft-wiring your brain for a while.

Managing more than 3 Skills or changing which Skills have been chosen in a single span of 24 hours can overload the brain's neurology. There are fail-safes to prevent users even trying it.

These Skills are used at the same die-type as the matching Attribute, but the user can only have one of them active at a time. Switching between the Skills requires a Smarts check. A failure means the Skill is unavailable for the remainder of the 24 hours. A roll of a 1, regardless of the Wild Die, means the user is at -2 for all Skill checks and cannot use skill rigs. This unfortunate effect lasts 24 hours after the failed roll was made.

Sol Ark 309: A fully functional Hard-light computer system built around a small hologlyph cube. This system puts the arm version to shame and is incredibly powerful. In fact, Ra has an entire pyramid housing these things for his personal computing use.

Miscellaneous

Hard-light Accessories: This includes things like chronometers, jewelry and other miscellaneous items. They can have other functions. Sometimes a ring emits a special ring light. Who wouldn't like a special light ring?

Hard-light Apparel: Just like the mundane version, you can get Hypertech clothing. Just hope it doesn't short out when you're giving a speech to the masses — could be very embarrassing to lose your Hard-light halter top. Hard-light Apparel can give a bonus to Charisma in the appropriate situation.

Hard-light Holocorder: It's the best video and audio recorder money can buy. It can also come with a hover function, responding to voice commands or operating under AI control.

Hard-light Shades: Pioneered by Ra, these Hard-light techno-shades feature a variety of functions: HUD, target tracking, stock exchange feeds, communication video overlays and more. They look super-snappy too, which is the most important part for Ra.

Light Sphere: The Hard-light tech version of a lamp. These spheres can follow the user around responding to verbal commands or their own AI.

Hypertech – Ground Vehicles

There's no civilian class when it comes to Hypertech, so here's a short list of the kinds of ground vehicles you're going to find in the hands of the Outer Kingdom's elite and military.

Anubis Darkstar: This high-performance motorbike comes equipped with the latest anti-personnel weapons and an imposing sleek design.

Vehicle	ACC/TS	Toughness	Crew	Notes
Darkstar	30/50	10(3)	1+1	Weapons: can mount up to three weapons from the Hypertech Vehicular Weapons list
Flare	40/100	8(2)	1+1	+2 to Charisma
Sunfire	30/200	12(4)	1+3	Climb 2, Airbags
Rampager	15/40	100/80/80 (80/65/65)	2+10	Heavy Armor, Hover, Improved Stabilizer, Weapons: Two Ra Sunburst 20s in the turret, and a hull-mounted Ra King of Fire

Hypertech – Air/Space Vehicles

Anubis Darkhowl: A slim beast of a flier, the Darkhowl is the ultimate in stealth and detection. It rocks some serious speed and delivers deadly accuracy with tight payloads. It's armed with one single energy projector and four launchers for guided rockets and bombs.

Horus Venerable: The Venerable is a massive Hard-light transport plane, similar to an Osprey but much bigger. It can come fitted with extra lift for your heavier cargos.

Vehicle	ACC/TS	Toughness	Crew	Notes
Darkhowl	50/400	15(3)	2	Stealth Paint, Climb 2, Weapons: Ra Sunburst 10 (Fixed), 4 Hardpoints*
Venerable	25/100	15(4)	2+12	Climb 2 (Climb 1 if in Heavy Lift Mode), Weapons: None, but can be fitted.
Shimmer	100/1000	22(5)	2+2	Climb 4, Space/Atmospheric, Weapons: Ra Sunburst 10 (Fixed), 2 Hardpoints*
Madcat	80/800	18(4)	2	Climb 4, Weapons: Ra Sunburst 10 (Fixed), 2 AI Controlled Sunburst 10's (Turrets), 4 Hardpoints*

*Note: a 'Hardpoint' can be loaded with any Hard-light munitions.

All of these vehicles have night vision.

Ra Flare: A *really* high-speed sports bike, the Ra Flare doesn't have any weapons in the default configuration. It's been designed solely to get you from A to B in the blink of an eye.

Ra Sunfire Chariot: Ra had this puppy manufactured and designed at the Hypertech Corporation; it's a high performance Hard-light sports car with all the extras functions. Not the least of which is the ability to move at supersonic speeds.

Sekhmet Rampager: If you're looking for a powerful APC/tank, the Rampager is what you want. It comes armed with one single main cannon and two sub energy projector guns. The thing moves at high speed and can fly in short bursts, functioning like a prolonged jump.

Ra Shimmer: This very fast Hard-light flier is capable of operating in space or an atmosphere. It comes outfitted with a single cannon and two launchers.

Sekhmet Madcat: Designed with excellent speed and range, this multi-role attack flier delivers its payload with devastating accuracy. It comes with four launchers, one pilot-controlled energy projector and two AI-controlled energy projectors as standard.

Hypertech – Weapons

These are all the Hard-light toys your demigod gains access to when working for the Techno-Egyptian gods. Being designed by Ra, Hypertech weapons get distinctly more powerful when in direct sunlight.

Melee

Melee weapons gain an additional 2 AP when in sunlight.

Battle Staff: The principle is the same as its mundane counterpart, but this Hard-light weapon forms around the focus rod and can be extended to several lengths, providing a tricky weapon to block in combat. The device can be upgraded to extend blades or even curved axe heads upon a mental command by the user.

Damage: Str+d8, **Weight:** 4, **Notes:** Parry +1, Reach +1, 2 Hands, Reduces target's Parry by 1

Hard-light Khopesh: Just as it says, it's a khopesh made from Hard-light with a variety of designs and styles for the blade. An elegant curve-bladed sword for a civilized age.

Damage: Str+d10, **Weight:** 4

Knife Of Sekhmet: This Hard-light knife is perfectly balanced for stabbing and throwing.

Damage: Str+d6, **Weight:** 1, **Notes:** AP1

Ra Sunrod: You can use a plasma sword to cut through a lot of things and it burns flesh quite nicely. The rod focus can be upgraded to change the intensity of the blade and the shape.

Damage: Str+d12+2, **Weight:** 3, **Notes:** AP4

Ranged

Hard-light weapons create their own ammunition, hence their increased clip size. It takes one action to trigger the ammo-creation mechanism, reloading the weapon.

The Hard-light construction of these weapons vastly reduces their weight and recoil, removing any minimum Strength requirement usually associated with them.

These weapons can jam, meaning the Hard-light mechanism has temporarily failed.

Judgment Of Anubis: It's simply the best kind of pistol. The Judgment fires several colors of pain and has a selectable round type. No self-respecting badass should be without this weapon. It's the judge, jury and executioner, all in one gun. It harms things normal pistols couldn't hope to touch - perfect for monster hunting.



Range: 15/30/60, **Damage:** 3d6, **RoF:** 1, **Weight:** 2, **Shots:** 30, **Notes:** Semi-Auto, gains +2 AP in sunlight

Ra Halo: The Halo is a compact and dependable battle rifle, good for medium to long range. It boasts various optics and sub-features, including a flashlight and an under-slung grenade launcher.

Rifle: **Range:** 30/60/120, **Damage:** 2d8+1, **RoF:** 3, **Weight:** 6, **Shots:** 50, **Notes:** Auto, 3RB, ignores recoil penalties in sunlight

Grenade Launcher: **Range:** 20/40/80, **Damage:** 3d6, **RoF:** 1, **Shots:** 1, **Notes:** Medium Burst Template

Sekhmet Obliterator: The Hypertech Corporation first manufactured this rapid firing sub-machinegun for the goddess of war. She loves it. In addition to its firepower, the Obliterator's got good range and excellent optics as well.

Range: 15/30/60, **Damage:** 2d6+1, **RoF:** 5, **Weight:** 4, **Shots:** 100, **Notes:** Auto, +1 to Shooting rolls, ignores recoil penalties in sunlight

Sekhmet Raptor: This highly accurate rifle interfaces with your Hard-light shades' HUD and has an extremely long range. The Raptor comes packed with rounds which can rip through vehicles and it features target acquisition, distance compensation, plus recoil compensation as standard plugins.

Range: 50/100/200, **Damage:** 2d10+2, **RoF:** 1, **Weight:** 15, **Shots:** 20, **Notes:** AP6, gains +2 AP in sunlight, HW, gives 1 to Shooting rolls or +2 if used in combination with a pair of Hard-light shades, Snapfire

Explosive

Hard-light Grenade: It does what a mundane grenade does and so much more. It can be set to track a target, even adhere to it. Once stuck, the grenade emits a high-pitched whine designed to disorientate the enemy before a violent detonation.

Range: 5/10/20, **Damage:** 3d8, **RoF:** --, **Weight:** 1, **Notes:** +2 to Throwing rolls

Vehicular

Ra Sunburst: The Sunburst is a massive Hard-light projector capable of destroying the toughest vehicle armor in a single shot.

Sunburst 10: **Range:** 75/150/300, **Damage:** 3d10+2, **RoF:** 1, **Notes:** AP25, Small Burst Template, HW

Sunburst 20: **Range:** 150/300/600, **Damage:** 5d10, **RoF:** 1, **Notes:** AP100, Small Burst Template, HW

Hard-light Munitions: For these, use the rules for missiles from the Savage Worlds rulebook.

Hard-light Sunfire: **Range:** 75/150/300, **Damage:** 5d8, **RoF:** 2, **Notes:** AP150, Medium Burst Template, HW

Hard-light Sunbird: **Range:** 150/300/600, **Damage:** 5d8+6, **RoF:** 2, **Notes:** AP100, +2 to Shooting rolls, HW

Hard-light Torpedo: **Range:** 200/400/800, **Damage:** 6d10, **RoF:** 1, **Notes:** AP200, HW

Ra King Of Fire: This is a massively devastating long-range battle system. It looks like a four-shot rocket launcher and fires rounds that explode with a thermonuclear energy kept in check by a projected energy shield. The shield hits with a Large Burst Template and scorches anything inside the dome.

Note: This is an absolutely brutal weapon system, and is presented as an example of the extreme upper-edge of Ra's Hypertechnology. It isn't available to demigods except in the most dire of circumstances. The theft of a Rampager armed with this system would be a major disaster!

Range: 200/400/800, **Damage:** 6d12, **RoF:** 1, **Shots:** 4, **Notes:** AP200, Large Burst Template, 20 Round reload time, HW

Protection

Light Armor: It's relatively low-tech, but even the standard light infantry armor looks cool. It grants +1 Armor to your torso, arms and legs. You can include a helmet to also protect your head. **Weight:** 10

Medium Armor: This is an improved version of the standard infantry armor. It offers a mix of close combat,

ballistic and magical protection. Wearing this grants +2 Armor to all location and negates 1 AP. **Weight:** 20

Heavy Armor: The heavy armor isn't messing around. It's dense and restrictive — much like a bomb disposal suit, but it provides good protection. It grants +5 Armor to all locations and negates 3 AP, but it also reduces Pace by 1, and you can't run while wearing it. **Weight:** 35

Hard-light Shield Belt: While wearing this lightweight belt, you can use it to project a field of Hard-light around yourself. This provides +2 Armor to all locations and reduces the AP of weapons used against the wearer by 2. In sunlight, it gives the wearer +1 Toughness too. **Weight:** 1

Hard-light Projector: Using this projector, you can configure and deploy a large Hard-light barrier. The projector can be carried or dropped to provide protection from projectiles, magic and other sources of harm. It can even block spirits from crossing the threshold. The projected barrier can sustain a large amount of damage before it shuts down. After that, it can't be reactivated until it recharges.

Activating the projector creates 12 squares of protective wall, which can be shaped into any form as long as the squares are all adjacent (not counting diagonals). The barrier is Toughness 50, provides Heavy Cover and takes 5 Rounds to recharge if taken down. Due to the light-bending nature of the Hard-light, actions through the barrier (such as Notice checks) are at -4. Damaging Powers cannot pass through the barrier, but non-damaging Powers can, with a -4 penalty to the roll.

Sun Armor Of Ra: Sleek and sexy, this is the Hard-light battle armor developed by Ra in response to a need for his agents to be self-sufficient in the field. It has various foci built into a tight-fitting bodysuit and projects Hard-light armor around the wearer. The system has a fully integrated AI and weapon suite which can be tuned towards several environments such as underwater, space and other hostile climate environments. It has failsafe mechanisms and a recharger if it shuts down. On top of everything else, it gains a bonus if it's in bright sunlight when operational.

While wearing Sun Armor of Ra, it provides +10 Armor and grants an additional +1 Toughness in direct sunlight. It provides full environmental protection, and grants +2 to all rolls against environmental effects, such as extreme heat. It contains a full day of air supply. Spending 1 Pulse provides an additional hour of breathable air and the suit regenerates one hour of air each day. It can carry 10 Weight Units of equipment and/or weapons and provides its own light equal to a bright lantern or to a focused beam of light with a range of 20".

The Osiris At A Glance

The Osiris - masterpiece of Techno-Egyptian vehicle design, designed to glide effortlessly through oceans, any planet's atmosphere, deep space, or the Pulse tides of the Maelstrom. A battle barge like no other. And she looks awesome too.

Ah yes, it's safe to say Ra and the rest of the Techno-Egyptian pantheon are quite proud of her. Rather than weigh you down with descriptive text, here's a lovely picture of the ship as it passes through the Maelstrom.

The Osiris is a thing of functional beauty, with arched corridors echoing Egyptian design. Hologlyphs line the walls and everything is gold and silver inside. Crystalline lamps (actually made from Hard-light) light the interior and each deck smells vaguely of incense. The ship releases the scent to produce a calming effect for the crew. It means that anyone who makes a Spirit check on the ship gets a +2 bonus to his roll. This bonus is negated under times of high stress, such as combat, or if the ship has become heavily damaged.

It's possible for the Osiris to erect Hard-light barriers to detain intruders or prevent a catastrophic hull breach. These usually appear across doorways or corridors and look like a hexagonal mesh of golden light.

There are three sectors aboard the Osiris: the upper deck (command), middle deck (power core, engines and so on) and lower deck (cargo bays, computer systems and other areas). A transitional elevator runs between the 3 decks and moves at high speed. It's a hexagonal platform made from silver light and allows six people to stand comfortably on it.

Upper Deck

The gleaming lights of this sector reveal a carefully constructed atmosphere of professional shipboard conduct. This is the sector that houses the officers and VIPs. It's usually a flurry of activity as the crew carry out their orders quickly and efficiently.

Bridge: The vital command systems, control modules and navigational systems are all located here. There are several crew stations for helm, weapons control, navigation, command and defensive measures located around the bridge. It's a well-lit affair and the crystalline v-shaped window allows a good view outside of the ship. For other views, there are holographic displays, which can render any angle on the exterior of the Osiris. The controls are holographic panels created using Hard-light technology. Each panel is packed with customizable touch-sensitive

controls and displays, and any control scheme can be replicated elsewhere on the bridge.

The captain is placed in the front of the bridge, at the middle point of the v; this allows him to monitor the most important stations aboard the vessel from his command chair. Several screens give him constant feedback on the other stations and crew members.

Officers' Quarters: This is where you'll find cabins (packed with amenities) for the high-ranking crew aboard the Osiris. There are also eight guest cabins that are just as luxurious. Four of these guest cabins are situated on each side of the corridor. The Captain's cabin can also be found along this corridor, closest to the bridge.

Officers' Mess Hall: This is decked out better than the mid deck mess hall and the food is much better. There are several Hard-light computer games that the crew can play to help them relax and a fully equipped bar, complete with a music center.

Upper Deck Weapons Battery: If you want lots of big guns, you've come to the right place. The Osiris' upper deck weapons are divided between two batteries, one port and the other starboard. Each of these batteries consists of two Linked Sunburst 20s, one Hard-light torpedo bay, and six Sunburst 10s. Although they can all be controlled from the bridge, the crew can also use stand-alone control systems, in case of emergency.

Airlocks: There's an airlock on the port and starboard side of the ship's upper shell. These airlocks can be extended and reconfigured to fit a custom docking port, or even create a secure docking attachment to fit a non-standard port.

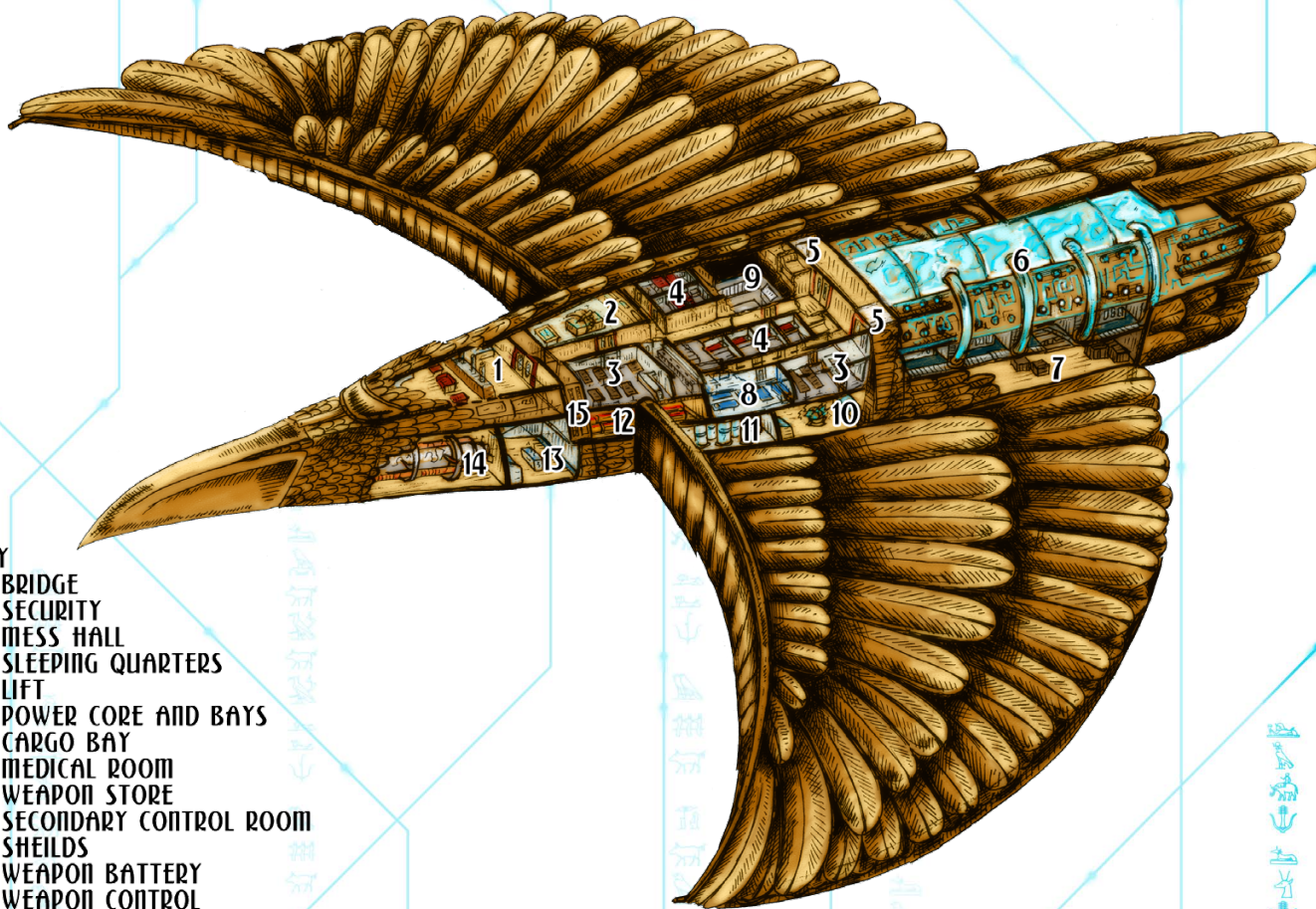
Recreational Center: A fully stocked gym, training machines and more are in this room. The Hard-light configuration has currently set up a basketball court, since that seems to be the new fad of the Osiris crew since discovering the sport from mortal realm videos.

Security: The Officers' security station is where secure weapons and experimental devices are stored, including all of your demigod's requisitioned equipment.

Transitional Stairwell: As the name implies. It's a set of spiral stairs that can be used to get from the upper deck to the mid or lower decks. If you're feeling reckless you can jump down too, so that's kind of cool.

Elevator: The hexagonal Hard-light lift that takes you between the three decks. It's quick too, moving smoothly between floors.

THE OSIRIS



KEY

1. BRIDGE
2. SECURITY
3. MESS HALL
4. SLEEPING QUARTERS
5. LIFT
6. POWER CORE AND BAYS
7. CARGO BAY
8. MEDICAL ROOM
9. WEAPON STORE
10. SECONDARY CONTROL ROOM
11. SHIELDS
12. WEAPON BATTERY
13. WEAPON CONTROL
14. MISSILE STORAGE
15. AIRLOCKS

Mid Deck

Engines And Power Core: Off limits to lower rank crew, the engines and power systems of the Osiris are at the back of the vessel. Gleaming vaults of techno-Egyptian machines spark and hum with a life of their own in here. The ghosts of ancient engineers flit about the back of the ship, interacting with the energies only they can manipulate.

Crew Cabins: The crew berths and cabins are in the middle of the mid deck and they serve for all the lower and mid-ranking crew. This area also contains a small mess hall. It has a similar layout to the one on the upper deck except the food isn't as good and the amenities are a little poorer. The atmosphere isn't as stuffy though and the crew here knows how to kick back, relax and have a good time.

Storage Hold 1&2: At the front of the mid deck are a couple of storage rooms, each loaded up with basic supplies. The demigods can find any simple equipment

they might be looking for in here. It's also the place to find mundane food packs and drinks to take with you when exploring hostile environments outside of the ship's landing zone.

Mid Deck Weapons Locker: Hand weapons and ranged weapons are stored securely here. The Sun Armor of Ra and other armor can be obtained here, but a complex security system and defense barriers protect them.

Mid Deck Weapons Battery: Like the upper deck, the mid deck weapons batteries are divided between port and starboard. Each battery is comprised of a single Sunburst 20, one Hard-light torpedo bay, and three Sunburst 10s. These are also tied into main Bridge control and run on a redundant system as well, allowing the crew to assume control of the weapon systems if need be.

Medical Bay: This is the state of the art Hard-light Hypertech medical bay where the Sand Healer Gomedi can be found. This bay is packed with medi-beds, scanner

gurneys and auto-surgeon machines that can return even the most injured patient back to full health given enough time. There are stasis fields to keep a dying soul from leaving the body and enough technological wizardry to rebuild someone who has been blasted into tiny bits. It all takes time of course, and power from the ship's other systems.

Airlocks: There is an airlock on the port and starboard side of the ship's midsection. These airlocks can be extended and reconfigured to fit a custom docking port, or even create a secure docking attachment to fit a non-standard port.

Weapon Ammo Storage: This is where you'll find munition-creators for items like the ship's torpedoes and cannon rounds. Hard-light manufacture rigs create ammunition on the fly and quick-travel loaders ensure the ammo gets to where it needs to go. There are numerous machines and auto-loaders in this expansive bay and a barrier shield defends the whole thing against external attack.

Barrier Shield Systems: This area is off limits to all save for Ahwei, the chief engineer, and her staff. This is where the ship's Hard-light barrier projectors are housed. These barriers defend the vessel from external attack and allow for full coverage of the ship's vital areas. There are several back up systems kept ready in case a main system fails. They're not as powerful but they can still prevent the Osiris being damaged.

Escape Pods: There are enough pods here to get the whole crew and all passengers out if the ship is ever damaged enough to warrant it. These pods are self-contained sarcophagi-style vehicles with auto-navigation and engines capable of navigating the Maelstrom to a safe haven.

Transitional Stairwell: As the name implies. It's a set of spiral stairs that can be used to get from the upper deck to the mid or lower decks. If you're feeling reckless you can jump down too, so that's kind of cool.

Elevator: The hexagonal Hard-light lift that takes you between the three decks. It's quick and moves smoothly.

Lower Deck

Lower Deck Computer Systems: A bank of high-powered CPU's and other devices sits here just below the mid deck transitional lift. This room feeds all of the important systems and sub-systems of the Osiris. Its computational power is staggering.

Engineering Cabins: This section contains Ahwei's cabin, the engineer's cabins and other lower-ranking crew

cabins. There are also two sub-control rooms, which can be used to control many of the ship's systems, and power conduits, allowing for quick re-routing of power between critical systems.

Cargo Bay: This spacious cargo bay can fit a couple of Ra fighters inside it as well as a few ground vehicles. It has a large ramp at the back, which deploys quickly and is protected by two turret-mounted Sunburst 10s placed on either side of the ramp, allowing the crew to open fire on hostile targets at the rear of the ship.

Front Weapons: Two Sunburst 20s are mounted under the nose and can be fired in unison or independently. A single Hard-light torpedo launcher is also mounted under the nose.

Rear Weapons: Two Hard-light torpedo launchers are mounted at the rear of the ship and can engage targets trying to attack the Osiris from the back, along with a turret-mounted Sunburst 20.

Transitional Stairwell: As the name implies. It's a set of spiral stairs that can be used to get from the upper deck to the mid or lower decks. If you were feeling reckless and jumped down from the upper levels, this is where you'd land.

Elevator: The hexagonal Hard-light lift that takes you between the three decks. It's quick too, moving smoothly between floors.

Osiris Stats

The Osiris is the pinnacle of Ra's Hypertechnology. As such, she's subject to a number of special rules, which are detailed below. If your demigods are going to be in command of the Osiris, you're expected to know how she works. Treat her like an extra character in your group and help your GM run scenes with the Osiris by knowing the following:

Osiris (Acc/TS: Hover 20/160, Amphibious 20/100, Transpheric 100/2000 **Toughness:** 50 **Climb:** 0 **Crew:** 20+60 **Cost:** Military Only)

The Osiris is capable of travelling in all conditions, including underwater and outer space. The acceleration and top speed reflect the base maneuvering for each mode of travel. Changing the ship's drive to another mode takes several Turns. However, if this is an expected mode change, preparations can be done in advance, and the actual changeover is instant. Transpheric drive is used in the air and outer space. The Osiris can always choose to be immobile, in any mode.

All of the Osiris' energy weapons are turret-mounted, with a 180 degree arc of fire based on their facing. Thus, the Osiris' nose cannons can fire in a 180 degree arc forward. The Hard-light Torpedo bays are all fixed forward, except for the two aft tubes.

Weapons Chart

Sunburst 10: Range: 75/150/300, Damage: 3d10+2, RoF: 1, Notes: AP25, Small Burst Template, HW

Sunburst 20: Range: 150/300/600, Damage: 5d10, RoF: 1, Notes: AP100, Small Burst Template, HW

Hard-light Torpedo: Range: 200/400/800, Damage: 6d10, RoF: 1, Notes: AP200, HW

Hard-light torpedoes are designed to destroy other capital-class vessels. They require three successful Rounds of "Lock On", as per the missile rules in the Savage Worlds rules. They can't be snapfired, and each tube takes five Rounds for the Hard-light construction machinery to reload. Torpedoes can be fired at amphibious, flying or ground targets. Any craft smaller than the Osiris (such as a fighter aircraft) cannot be targeted at all unless it has been immobilized by some means.

The Osiris benefits from these Savage Worlds vehicle rules: Anti-Missile Systems*, Air Bags, Amphibious, Heavy Armor, Hover, Night Vision, Sloped Armor, Spacecraft/Atmospheric, Improved Stabilizer (all weapons).

* **Note:** The anti-missile systems are good against ALL incoming fire, including missiles, energy attacks, damaging Powers such as Bolt, etc.

The Osiris has a plentiful supply of weapons, food and Hard-light technology. Any equipment from the Ra inventory is available, as well as more mundane equipment from the Savage Worlds rulebook.

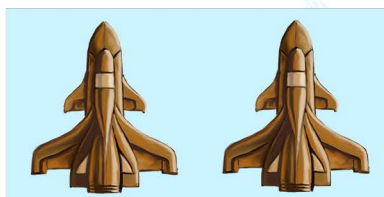
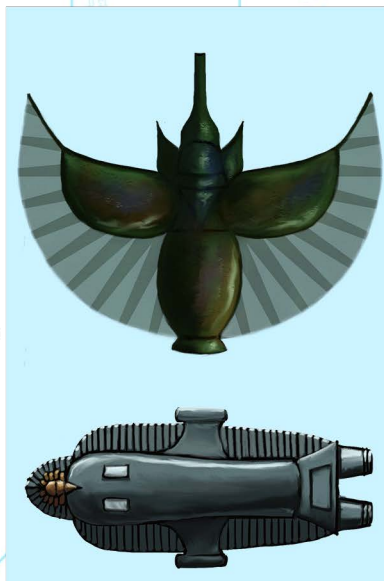
The ship's state-of-the-art design and equipment mean characters gain a +2 to rolls when made in the appropriate area. For example, the medical bay grants +2 to all Healing rolls. This bonus stacks with all other boosts, such as from a demigod's tools.

Using The Osiris In Battle

Since the Osiris is such a massive vessel, some modifications to the Savage Worlds vehicle rules must be made.

Tabletop

It's better to place the Osiris in the center of the tabletop, and have all other vehicles move in relation to it. We suggest you use the supplied templates for the Osiris and Fighter craft.



The Osiris suffers from “The Broad Side of a Barn” problem, so all attacks against her gain +4 to the roll.

Remember to use the anti-missile systems to negate incoming attacks!

The Osiris will simply fly over any terrain, so this is a chance to do some really freewheeling World War I style dogfights, like the “Balloon Busters” of old. The Osiris doesn’t use ‘maneuvers’, and only needs a pilot for testing if an attacker can lock on.

The Osiris is never a Fast Target during a tabletop scene.

Any time an attack beats the Toughness of the Osiris, roll on the Critical Hit chart below and apply the effects.

Collisions work against the Osiris, but everyone inside benefits from safety harnesses and the Air Bags rule. During battle, the Osiris counts as an Unstable Platform, but this only affects characters attempting to fire their personal weapons out of an open port, or other similar activities.

The Osiris will never go Out Of Control due to damage. It’s also important to remember the Osiris can switch to her main drive and simply leave an engagement unless the drive is damaged. Of course, this means you’re abandoning the mission....

Chase Scenes

Using the Osiris in a chase scene follows the normal Savage Worlds rules for a chase. The ship always has the option to engage the main drive and abort the mission. Much like in a tabletop scene, the Osiris can’t go Out Of Control, but can be damaged. Follow the same rules as in the Tabletop section above.

Complications happen in chaotic roleplay combat - feel free to select an entry from the Critical Hit chart below if you want a fast and easy complication.

Damage And Critical Hits

To reflect the damage-absorbing capacity of the Osiris, instead of forcing an Out Of Control roll, specific areas are damaged, reducing the capacity of the ship. It’s important the Osiris is fought over in a dramatic way. A single lucky shot should not take out the ship.

Osiris Critical Hits

Roll 2d6, and consult the chart:

(2) Breach — A hole is punched through the hull. Pick a point on the Osiris, and mark it. Any character — player or NPC — can now access the ship through the hole, or fire out of it. Reduce the Osiris’ Toughness by 2.

(3) Engine Room — The Drive is damaged and will need repair. No Mode Change is possible until repairs are completed, nor can the ship land. It can, however, attempt a controlled crash. All rolls to attack the Osiris are at +6 until the damage is repaired.

(4) Solid Hit — Pick a random area of the ship, other than the Engine Room, and damage it. Items inside are wrecked (such as a crew cabin) or the room loses its functionality until repaired (such as the medical bay). Weapons bays are a separate result.

(5) Weapon — Choose a random weapon facing the attacker. That weapon is disabled until repaired. If a weapon receives this result again (even if it’s been repaired), it’s destroyed and can’t be repaired.

(6-8) Chassis — A hull hit, smoke, fire, and the ship shakes. Reduce the ship’s Toughness by 1.

(9) Crew — A random demigod or key NPC is hit. Apply a Wound to the crewmember or demigod and he’s Shaken. He can recover from or resist this as normal.

(10) Defenses — The ship’s defenses have been disrupted. The anti-missile system no longer functions, and the ship’s improved stabilizers are offline. The ship counts as being only Toughness 30, which is further reduced by the damage already taken. This can be repaired.

(11) Solid Hit — Pick a random area of the ship, other than the Engine Room, and damage it. Items inside are wrecked (such as a crew cabin) or the room loses its functionality until repaired (such as the medical bay). Weapons bays are a separate result.

(12) Fire — The ship is on fire. Pick a location on the ship, and mark it as being on fire. This room’s contents are damaged as per a Solid Hit, above. Each Round the fire is not put out, the fire spreads to an adjacent location (including up and down decks) unless contained.

Note: Should the Osiris be reduced to Toughness 10 or less, the ship must either land or abort the mission by activating the main drive. If the ship’s engines are damaged, the Osiris will have to make a controlled crash.

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