

TITAN EFFECT

THE ROLE-PLAYING GAME



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KNIGHT ERRANT MEDIA

TITAN EFFECT

THE ROLE-PLAYING GAME

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To our families and friends, for believing in us.

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TITAN EFFECT™

L E G A C Y

CHRISTIAN L.
NOMMAY

VARGASNI

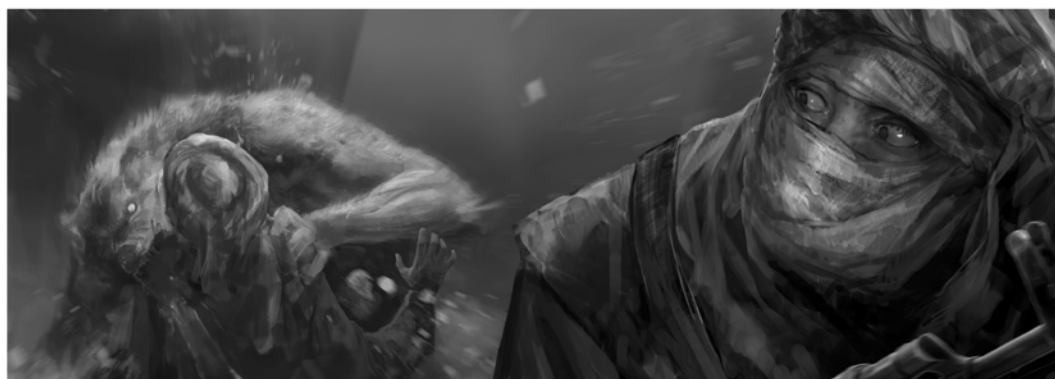
"Man is a rope, tied between beast and overman—a rope over an abyss."

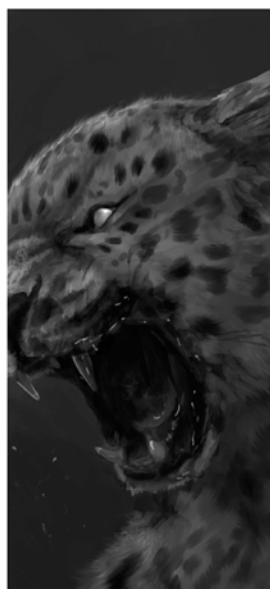
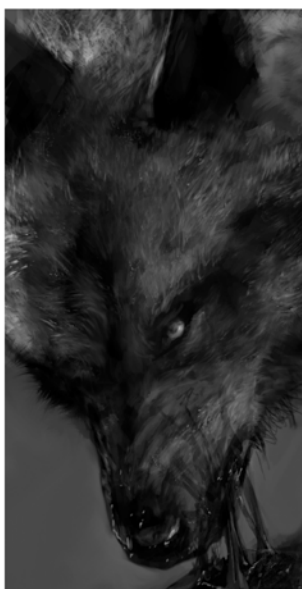
—*Friedrich Nietzsche, Thus Spoke Zarathustra*

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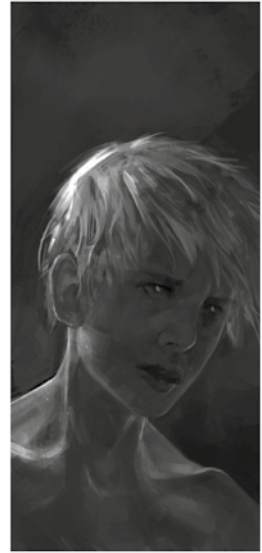
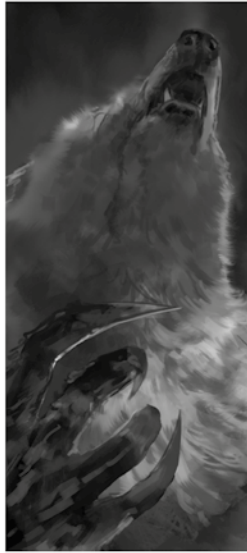
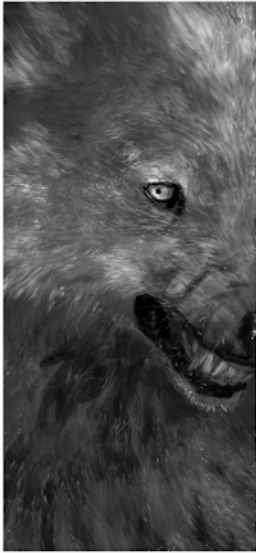
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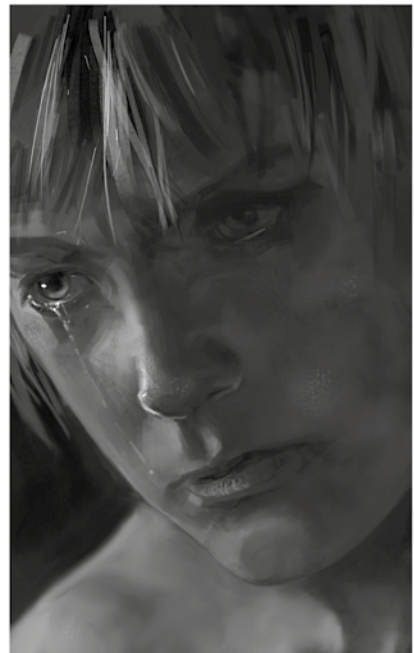




GOOD
WORK, MY
CHILDREN.
YOUR
TRAINING
IS OVER.



NOW, IT
IS TIME FOR
YOU TO
BECOME
TRUE
SOLDIERS.

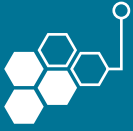


TO BE CONTINUED...



WELCOME TO
SPEARNET

ACCESS



INTRODUCTION



OVERVIEW

Titan Effect RPG is a science fiction/spy campaign setting, powered by *Savage Worlds* rules system, and requires the *Savage Worlds* core rules and the *Super Powers Companion* 2nd edition (both available at www.peginc.com).

Titan Effect takes place in a contemporary world where spies gifted with psychic powers clash with genetically enhanced soldiers, in a secret war in which the future of the human evolution is at stake.

Players take on the role of trained operatives gifted with psychic abilities working for the international clandestine organization known as the SPEAR. They have the task to perform dangerous missions all over the world, and fight against dangerous creatures and organizations. Some are there to make a difference, others to taste adventure, while some have no other place to go.

WELCOME TO THE SPEAR!

Welcome aboard operative! You have successfully completed your training and all the aptitude tests. You are now a full member of the Special Executive Assault and Recon or what everyone calls the SPEAR. You and your fellow operatives have the onerous task to protect the world from biological and paranormal threats, but you are not alone. The purpose of this section is to reveal the many dangers that await you and to prepare you for your future missions.

WHAT IS THE SPEAR?

The SPEAR is a clandestine organization, independent and with no affiliation whatsoever. The SPEAR operates at an international level, with the purpose of preventing the world from falling into chaos. Its existence however is unknown to all, but a few individuals and organizations.

The SPEAR was created during World War II by British intelligence to counter the Nazis and their psychic research program. Composed of psychic soldiers and spies, the organization proved to be an important asset in the fight against the Axis forces, before it was disbanded after the war. Its surviving members, considering that their mission was not finished, with the arrival of the Cold War and new threats, decided to reform the SPEAR into an international and independent task force.

The main objective of the SPEAR is to track and neutralize eugenics and psychic threats, without taking any sides. However, the world is changing at an alarming rate, and the SPEAR has to face new threats each day, while trying to adapt.

The SPEAR's priorities are the following:

- Ensure the organization's secrecy.
- Monitor individuals and organizations suspected to use eugenics or psychic abilities for illegal activities, terrorism or destabilization attempts.
- Preempt and combat eugenics and psychic threats.
- Recruit new potential agents.
- Search and secure psychics from malicious hands.

COSMOLOGY

The world is not what it seems. Ordinary people haven't realized how strange and dangerous it has become, but things are about to change...

PSYCHICS

Psychics are people able to manifest with their mind powers such as telekinesis, telepathy or even the ability to alter their own biology. They have existed since the dawn of humanity and carried many names throughout history (mystics, shamans, etc.). Likewise, psychic phenomena have always been considered to be supernatural, until the late 19th century with the appearance of parapsychology. Psychic abilities have often been in the guise of magic and miracles.

Most psychics work as soldiers or spies for companies, intelligence agencies, criminal organizations and some splinter groups. The same organizations that use them also ensure that their existence is kept from the public eye. Although individuals gifted with psychic powers have long been rare, their number has grown mysteriously in recent decades. Some people believe that psychics are the next step in human evolution, while others consider them a threat to the world and try by all means to control or eliminate them.

BIO-AUGMENTED

SOLDIERS

Bio-augmented soldiers or BAS are people who operate beyond limits or normal human abilities, designed or enhanced usually by genetic engineering. Their existence is kept secret and violates all the laws of bioethics. Bio-augmented soldiers are the next phase of warfare; unlike drones, or emergent cyber augmentation and nanite technologies, they cannot be hacked or disabled with EMP weapons and there is virtually no limit to their applications. Several governments and private organizations have developed their own BAS programs, but the Olympians, with the help of ARES, are much more advanced in this area than anyone.

FACTIONS

THE OLYMPIANS

Formerly responsible for administering the East India Company in the 17th century, the Olympians have evolved into a secret influence group whose goal is to establish a world government. They have a stranglehold on most of the media, banks and control the military industrial complex of several countries. Their influence spreads in North America and Europe where they have infiltrated the highest echelons of power. Their main obstacle is the increase of psychics in the world, with the fear that one day the rest of humanity will awaken and rebel against them. They intend to eliminate them by creating a new breed of soldiers and controlling biological evolution. The Olympians represent everything the SPEAR stands against, and the two organizations have fought each other for decades.

ARES

One of the most powerful private military companies in the world, ARES is specialized in the areas of armament, biotechnology, and provides armed security services worldwide. It serves as the armed wing of the Olympians and carries out their clandestine operations. With its biotechnology division, ARES is also responsible for developing bio-augmented soldiers. Its two biggest hits to date are the Neo-Therianthrope program (shapeshifting augmented soldiers created by cutting-edge genetic engineering) and its successor, the Chimera program which enhances soldiers by splicing their genome with animal DNA. Both programs are only the first step for the creation of a more powerful augmented soldier breed.

THE DIRECTORATE

The Directorate is a secret organization that conspires to build a new Soviet Russia, dominated by psychics. The Directorate was created at the end of the Cold War by several intelligence and military officers, who were all psychics. They control several biotech companies and private military companies all over the world. The Directorate and its terrible Baba Yaga unit, composed of powerful psychic agents, are adversaries that no SPEAR operative should ever underestimate.

TYPHON

TYPHON is a terrorist organization with a posthumanism agenda. Its members are almost all augmented (neo-therianthropes, chimeras, etc.) or scientists who rebelled against ARES and the Olympians. Hence the organization's name, which is a clear reference to the titan Typhon in the Greek mythology, and an enemy of the Olympian gods.

Its existence is pretty recent, and SPEAR operatives are instructed to only approach this group with extreme caution.

ORDER OF THE

HOLY MYSTERY

The Order of the Holy Mystery (Ordo Mysterii Sacri in Latin) is a secret organization hiding within the Roman Catholic Church with the mission to eliminate psychic threats and bio-augmented soldiers.

For centuries, its members have existed solely as lore keepers and watchmen of the occult until modern times when they were forced to take a more active role. The Order accepts religious-minded psychics in their ranks (whom they call Magi) but no therianthropes or bio-augmented soldiers. The Order is probably one of the most neutral organizations in the secret war.

OTHERS

The world of *Titan Effect* hides many other dangers and secrets that are challenges for the SPEAR and its agents. Do you think you have what it takes? Find out now!





SPEARNET

OPERATIVE DATABASE

USERNAME

Agent Kilgore

PASSWORD

CANCEL

CONFIRM



CHARACTER CREATION



The players in *Titan Effect* play operatives or agents who work for the SPEAR. They come from different nationalities and backgrounds.

The operatives are part of the Tactical Response Teams (TRT), and are grouped by teams of three to six agents and work for one of the SPEAR's units around the world. They are specialized in different fields like counter-terrorism, espionage, exfiltration, infiltration, investigation, reconnaissance, sabotage, target elimination, etc.

CONCEPTS

Demolition expert: Every team needs to blow things up from time to time. Demolition experts know everything about explosives, from planting land mines to defusing bombs.

Field investigator: These agents are specialized in finding and analyzing clues on the field. Most field investigators are ESPers and have an intelligence or a police background.

Infiltration specialist: Also nicknamed "Ghosts" or "Ninjas" in the intelligence community, infiltration specialists are masters in the art of disguise and stealth. Biokinetics and telepaths make great infiltration specialists.

Intelligence specialist (Spy): This specialist is an expert in intelligence and counterintelligence. They are good at gathering and analyzing information, and know how to counter enemy espionage.

Marksman: Firearms hold no secrets for the marksman. Often experts with sniper rifles, many of SPEAR's marksmen are also ESPers and use these powers to improve their already remarkable skills.

Medic: Every team needs someone to patch them up on the field. Medics are skilled healers and can also act as scientific specialists.

Operator: These are highly trained commandos and elite soldiers. Most of them are experts in close-quarters battle (CQB), counter-terrorism, and reconnaissance. Biokinetics, ESPers and psychokinetics make good operators as well.

Pilot: These operatives know how to handle vehicles unlike anyone else, whether it is a land vehicle, an aircraft or a boat.

Point man: As skillful fighters and experts in survival which specialize in reconnaissance, these agents take care of leading their team through hostile or unsecured territory.

Psychic expert: Possessing powerful psi abilities, these agents know everything about psychic phenomena and how to deal with psychic threats.

Team leader: A good team leader with charisma is an essential key to a team's success and survival. Team leaders are often experts in small unit tactics.

Tech expert: When it comes to hacking enemy computers and security systems, the tech expert is the guy for the job.

Telepath: These psychics are specialized in mind reading and other telepathic powers. They can extract information from their enemy's mind. They often act as the team support, creating illusions or making their teammates invisible to enemy eyes.

CREATING AN OPERATIVE

RACE

Only humans are allowed in *Titan Effect*. All operatives start with the Arcane Background: Super Powers Edge and an additional Edge of their choice for free during character creation.

TRAITS

ATTRIBUTES

Attributes work just like in the *Savage Worlds* core rules. Every character starts with a d4 in each attribute, and has 5 points with which to raise them. Raising a d4 to d6, for example, costs 1 point. No attribute may be raised above a d12.

SKILLS

Every SPEAR operative goes through an intensive paramilitary training to ensure his safety on the field. To reflect their training, each operative starts with the following skills for free: Athletics d4, Fighting d4, Notice d4, Shooting d4 and Stealth d4.

Starting characters then get 10 additional points for the rest of their skills. They must spend 1 point to get each skill at a d4. They spend 1 point to raise a skill to the next die type, as long as the new skill level is equal to or less than the linked attribute. Raising any skill above the linked attribute costs 2 points per step. No skill may be raised above d12.

LANGUAGES

Every character starts with his native language and a number of languages equal to half his Smart die for free. A character can later learn more languages by spending a progression for each new language.

SECONDARY STATISTICS

Charisma is a measure of your character's appearance, manner, and general likability. It is 0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls, and is used by the GM to figure out how non-player characters react to your hero.

Pace is how fast your character moves in a standard combat round. He walks 6" in a round and can move an additional 1d6" if he runs. Write "6" on your character sheet beside the word Pace. This is 6" on the tabletop—every inch there represents 2 yards in the "real world."

Parry is equal to 2 plus half your character's Fighting (2 if a character does not have Fighting), plus any bonuses for certain weapons. This is the Target Number (TN) to hit your hero in melee combat. For stats such as d12+1, add half the fixed modifier, rounded down. For instance, a Fighting skill of d12+1 grants a Parry of 8 (2+half of d12), whereas a d12+2 gives a Parry of 9 (2+half of d12+2).

Toughness is your operative's damage threshold. Anything over this causes him to be rattled or worse. Toughness is 2 plus half your operative's Vigor, plus Armor (use the armor worn on his torso). Vigor over a d12 is calculated just like Parry.

EDGES AND HINDRANCES

See the *Savage Worlds* core rules for more information on purchasing Edges and Hindrances. **New Edges and Hindrances** are provided later in this chapter.

BACKGROUND

Each of SPEAR's operatives had a job or a career before joining the SPEAR. You need to choose your character's previous occupation, which also determines his Common Knowledge. SPEAR is an international organization, and hires agents from any ethnicity or nationality.

Here is a non-exhaustive list:

- **Artist** (musician, writer, actor, etc.)
- **Athlete** (American football player, climber, extreme sports athlete, etc.)
- **Blue-collar worker** (construction worker, firefighter, miner, etc.)
- **Bureaucrat** (clerk, human resources, local government official, etc.)
- **Criminal** (fixer, hitman, mob enforcer, robber, etc.)
- **Dilettante** (jet setter, playboy, etc.)

- **Diplomat** (ambassador, counselor, envoy, secretary, etc.)
- **Driver/pilot** (professional pilot, race driver, stunt performer...)
- **Law enforcer** (detective, FBI agent, SWAT officer, etc.)
- **Medical practitioner** (doctor, nurse, surgeon, etc.)
- **Soldier** (Army, Special Forces)
- **Scholar** (historian, scientist, teacher, etc.)
- **Spy** (intelligence officer, intelligence analyst...)
- **Technician** (cyber threat analyst, IT, technical security officer, etc.)
- **Psi phenomena:** The operative knows a lot about the history of psychics and everything linked to them (secret societies, ancient traditions, the secret war). He also has knowledge about psychic threats and how psychic powers work in general.
- **Tradecraft:** Tradecraft is a series of methods and techniques used in modern espionage such as: document forging, coded message creation, counter-surveillance, use of dead drops, interrogation techniques, etc.

GEAR

Operatives start with an encrypted smartphone, a subvocal commlink, a firearm and 10 points of equipment. Equipment Points increase by 5 for each Rank above Novice. See [Gear](#) chapter.

NEW SKILLS

A few skills have been changed for *Titan Effect*. If an Edge requires one of the deleted skills, use the replacement instead.

ATHLETICS (AGILITY)

Climbing, Swimming, and Throwing are now combined into Athletics. This represents the operatives' military training, whether it is their former career or their training at one of the SPEAR military camps. This skill is also used for foot chase rules, parachuting and scuba diving tests as well.

KNOWLEDGE (SMARTS)

- **Battle:** This skill covers tactics, strategy, and general military knowledge.
- **Computers:** Whenever a character wants to hack a computer or attempt to alter a network he hacked, the character must make a Knowledge (Computers) roll. See the [Setting Rules](#) chapter for more information.
- **Demolition:** This skill is used to handle explosives and defuse bombs. The character can also make artisanal bombs if he has access to the right chemical components. Refer to the [Setting Rules](#) chapter for more information.

TITAN EFFECT SKILLS

Athletics (Agility)
 Boating (Agility)
 Driving (Agility)
 Fighting (Agility)
 Gambling (Smarts)
 Healing (Smarts)
 Intimidation (Spirit)
 Investigation (Smarts)
 Knowledge (Smarts)
 Notice (Smarts)
 Persuasion (Spirit)
 Piloting (Agility)
 Repair (Smarts)
 Shooting (Agility)
 Stealth (Agility)
 Streetwise (Smarts)
 Survival (Smarts)
 Taunt (Smarts)
 Thievery (Agility)
 Tracking (Smarts)

THIEVERY (AGILITY)

Lockpicking, safecracking, picking pockets, sleight of hand, setting and disabling traps and similar acts of misdirection, sabotage, subterfuge, and manipulation are called Thievery. This skill replaces Lockpicking.

As always, the Game Master should assign penalties for particularly difficult circumstances. Picking an electronic lock in an ARES secret facility, for example, might have a -4 penalty, while hiding a handgun in a winter coat might grant a +1 bonus. Failure typically means the character is spotted or it takes a certain amount of time (then the character can try again).

NEW HINDRANCES

The following hindrances are not used in *Titan Effect*: Alien Form*, Allergy*, Dependency*, Dependent*, Distinctive*, Doubting Thomas, Illiterate, Monologuer*, One arm, One Leg, Outsider, Poverty, Power Negation*, Yellow, Young.

**Super Powers Companion*

AMNESIA (MINOR OR MAJOR)

Your character suffers from memory loss and can't remember some or all events of his life. This can be the consequence of an accident, the result of a drug-testing program or you could have even been abducted by an enemy faction to become a sleeper agent. If Minor, a portion of your character's memories are lost (days, months, even years) and the consequences of his missing time is up to the Game Master.

If the Hindrance is Major, your operative's past is a blank page.

DISGRACED (MINOR)

Your operative made a bad decision or a mistake that resulted in his expulsion from his former agency or organization. His Charisma is lowered by 2 when he is in contact with people from the same background (intelligence, military, law enforcement, etc.).

NEW RECRUIT (MINOR)

Your operative has no field experience. Everybody in the agency calls him "newbie" or rookie, and he suffers a -2 to his Common Knowledge rolls. Also, he can't have any intelligence or military background. After his character reaches Seasoned rank, the player can buy off this Hindrance with the

Game Master's consent.

NOTORIETY (MINOR)

Discretion is not your character's greatest virtue. He has a habit of showing off, destroying things around him or making sure every enemy he crosses knows his name.

His past exploits have earned him a reputation and unwanted attention. Every time someone from a similar or related background meets him, he must make a Notice roll to see if that person recognizes your character.

PUPPET (MINOR OR MAJOR)

Your operative has contracted a debt to a powerful individual who manipulates him to do his bidding. At the Game Master's discretion, your character can be asked at any time a favor during a mission. The Hindrance's level indicates how powerful your master puppet is and how big the favor is.

If your hero fails or refuses to pay his debt, Puppet is replaced by Enemy Hindrance with the same level.

SECRET (MINOR OR MAJOR)

Your agent has a secret that could be embarrassing (Minor) or have severe repercussions (Major) if it becomes revealed. If the secret is discovered, the operative gains one of the following Hindrances at the same level of Secret: Debt, Enemy or Wanted.

TRIGGER-HAPPY (MINOR)

Your character is impulsive, and she usually jumps into the action before she thinks or before considering the repercussions.

NEW EDGES

The following edges are not used in *Titan Effect*: Adept, Arcane Resistance, Brave, Champion, Followers, Gadgeteer, Giant Killer, Holy/Unholy Warrior, Noble, Power Surge, Rapid Recharge, Sidekick, Soul Drain, Weird Edges (except Danger Sense), Wizard.

**Super Powers Companion*

BACKGROUND EDGES

ARCANE BACKGROUND (SUPER POWERS)

Requirements: Novice, Special

There are four different types of Arcane Background. Every character starts with this edge for free and must choose one of the following categories:

- **Biokinesis:** Ability to alter DNA and body functions of oneself and/or others. A biokinetic can use his powers to heal, enhance temporarily his physical abilities, change his own look, or even control plants and other life forms.
- **ESP:** Ability to perceive things with the mind instead of ordinary senses. Most of the ESPers can see or hear things through great distance, can see past and future events, and can also enhance their senses.
- **Psychokinesis:** Aptitude to control matter and energy with the mind. It covers abilities such as levitation, moving objects, controlling fire or electricity, etc.
- **Telepathy:** Ability to read or control people's minds, and create mental illusions. Telepaths can also perform mental attacks or put someone to sleep.

See **Psychics** chapter.

DOUBLE GIFTED

Requirements: Novice, Arcane Background (Super Powers)

A rarity, psychics with this edge possess more than one specific genetic marker enabling psychic abilities, effectively allowing such characters to pick two categories of powers instead of one. As a consequence, they can have powers from each of these two categories. Refer to the **Psychic** chapter for more information.

EIDETIC MEMORY

Requirements: Novice

Characters with this Edge can recall images in great detail. They add +2 to their Common Knowledge rolls and on Smarts checks to remember something they saw.

OLD-TIMER

Requirements: Novice, Knowledge (Tradecraft) d6+, Shooting d6+

Your operative knows the game and has seen a lot of things most people would believe impossible. He begins at Seasoned (or one rank higher than the rest of your fellow operatives), meaning he gains 20 Experience points.

However, Old-Timers have also done some nasty things in their career, made a lot of enemies, and/or saw things they wish they'd never seen. You must draw a single card from the action deck once you are done creating your operative. Show it to your Game Master and he will check the table in the **Debriefing Log** chapter to see what kind of mess your character got himself into.

RED TAPE

Requirements: Novice

Your character knows her way around the SPEAR's administration or has a privileged connection with her unit commander. Your character receives 5 additional Equipment Points before each mission. However, if she makes a habit of not returning her equipment or bringing it back destroyed, she could temporarily lose the Edge's benefit, at the discretion of the GM. See **Gear** chapter for more information.

IMPROVED RED TAPE

Requirements: Veteran, Red Tape

The bonus you receive from the Red Tape Edge is increased by 5 for a total of 10 Equipment Points.

COMBAT EDGES

BLIND FIGHTING

Requirements: Novice, Martial Artist, Fighting d6+

Your operative is trained to use all his senses and can fight opponents in the dark. Divide by 2 any Illumination Attack Modifiers (Dark inflicts only a -1 penalty, Pitch Darkness inflicts a -2 penalty). This Edge only works with melee attacks.

CLOSE-QUARTERS BATTLE (CQB)

Requirements: Seasoned, Fighting d6+, Shooting d8+

Your character is skilled in close-quarters battle and he is trained to engage enemies with firearms at very short range, like in hostage situations. Your operative can fire in close combat with Submachine Guns, Shotguns and Assault Rifles.

IMPROVED CQB

Requirements: Veteran, CQB

The Innocent Bystander rule only applies if the character rolls a critical failure when Firing Into Melee (see *Savage Worlds* core rules). He also gets a +1 to Shooting into melee only.

PROFESSIONAL EDGES

DEMOLITIONIST

Requirements: Novice, Smarts d6+, Knowledge (Demolition) d8+, Repair d6+

Explosives have no secrets for an agent with this Edge. They add +2 to their Knowledge (Demolition) rolls when they use explosives and when they try to disarm bombs and mines. See **Setting Rules** chapter for more information.

HACKER

Requirements: Novice, Smarts d8+, Knowledge (Computers) d8+

These computer specialists know how to exploit weaknesses in computer systems and networks. They add +2 to their Knowledge (Computers) rolls to hack computers and security systems.

MASTER OF DISGUISE

Requirements: Novice, Notice d8+, Persuasion d6+, Stealth d8+

Masters of Disguise are chameleons able to assume the identity of anyone. An operative with this Edge adds +2 to his Stealth rolls to disguise himself.

Provided he had time to prepare his disguise in advance, the character can switch to the new identity in one round.

SOCIAL EDGES

ALTERNATE IDENTITY

Requirements: Novice, Streetwise d6+

Your operative possesses a full alternate identity he can assume anytime (including social security number, driver license, and so on). If his identity is busted, your character needs 2d6 days to build a new one. This Edge can be taken multiple times, granting a new alternate identity each time.

WEIRD EDGES

MIND SHIELD

Requirements: Wild Card, Novice

Your character possesses some kind of protection against telepathic powers, whether it is natural or technological (like a mind shield implant). Your character gains +2 to any roll to resist mind-based powers and she may choose not to resist non-harmful mind powers, like telepathic communication. Mind Shield also grants a +2 protection against *mental attacks*.



ARCHETYPES

Sometimes you are in a hurry and don't have the time to create a character from scratch. Here's a list of archetypes that you can directly pick up or use as a template to quickly create your own operative. Add a name, Hindrances, Background, Languages and gear. All archetypes are Novice with one free Edge and the Arcane Background (Super Powers) Edge.

COMBAT TELEPATH

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

Skills: Athletics d6, Fighting d6, Intimidation d6, Knowledge (Psi phenomena) d4, Notice d6, Persuasion d6, Shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Level Headed, Mentalist

Super Powers (Telepathy):

- **Attack, Ranged (4):** Range 12/24/48, Damage 3d6, RoF 1, Mental Attack. (Mind blast).
- **Deflection (2):** -2 to hit with ranged attacks. (Surface mind reading).
- **Parry (2):** +2 Parry. (Surface mind reading).
- **Telepathy (2):** Telepathic connection.

DEMOLITION EXPERT

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

Skills: Athletics d6, Fighting d4, Knowledge (Demolition) d8, Notice d6, Repair d8, Shooting d6, Stealth d6, Thievery d6

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

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Demolitionist

Super Powers (Psychokinesis—Fire):

- **Attack, Ranged (4):** Range 12/24/48, Damage 3d6, RoF 1. (Fire blast).
- **Energy Control (5):** Fire manipulation. (Fire manipulation).
- **Resistance (1):** Fire. +4 to resist fire based powers.

FIELD INVESTIGATOR

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

Skills: Athletics d4, Fighting d6, Investigation d8, Notice d8, Shooting d6, Stealth d4, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Connections, Investigator

Super Powers (ESP):

- **Aura Reading (1):** ESP.
- **Gifted (2):** Photographic memory.
- **Psychometry (3):** ESP.
- **Remote Viewing (4):** Clairaudience. (Astral projection).

INFILTRATION SPECIALIST

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

Skills: Athletics d6, Fighting d6, Notice d6, Persuasion d6, Shooting d6, Stealth d8, Thievery d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Assassin, Thief

Super Powers (Biokinesis):

- **Extra Actions (3):** One extra action. (Accelerated reflexes).
- **Heightened Senses (1):** Low Light Vision. (Enhanced senses).
- **Chameleon (4):** Voice. Minor Limitation (doesn't affect clothes). (Physiology alteration).
- **Stasis (2):** Metabolism control.

INTELLIGENCE SPECIALIST

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

Skills: Athletics d4, Fighting d4, Intimidation d6, Knowledge (Tradecraft) d8, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d6

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

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Connections

Super Powers (Telepathy):

- **Illusion (1):** Level 1, 4" radius. Minor Limitation (doesn't affect electronic devices). (Mind illusions).

- **Mind Reading (6):** Mind Rider. (Telepathy).
- **Speak Language (1):** Surface mind reading.
- **Telepathy (2):** Telepathic communication.

MARKSMAN

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

Skills: Athletics d6, Driving d6, Fighting d6, Notice d6, Shooting d10, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Alertness, Marksman

Super Powers (ESP):

- **Awareness (3):** Ignores obscurement penalties. (ESP).
- **Danger Sense (2):** Sixth sense.
- **Heightened Senses (1):** Eagle Eyes. (ESP).
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced danger sense).

OPERATOR

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

Skills: Athletics d6, Driving d6, Fighting d6, Notice d6, Shooting d8, Stealth d6, Survival d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Close-Quarters-Battle, Combat Reflexes

Super Powers (Psychokinesis—Cold):

- **Attack, Ranged (5):** Range 12/24/48, Damage 3d6, RoF 1, Heavy Weapon. (Ice projectile).
- **Ensnare (3):** Ice trap.
- **Matter Control (2):** Ice. Level 1, Strength d10.

PILOT

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

Skills: Athletics d4, Driving d10, Fighting d4, Notice d6, Piloting d10, Repair d6, Shooting d6, Stealth d4

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

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Ace, Level Headed *, Quick

Super Powers (ESP):

- **Danger Sense (2):** Sixth sense.
- **Super Edge (2):** Level Headed. (ESP training).
- **Super Skill (2):** Driving +1, Piloting +1. (Ability learning).
- **Uncanny Reflexes (4):** -2 to hit. Blinding Reflexes. (Extra-sensory perception).

POINT MAN

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

Skills: Athletics d6, Fighting d8, Notice d6, Shooting d8, Stealth d6, Survival d6, Tracking d4

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Block

Super Powers (Biokinesis):

- **Attack, Melee (3):** Str+1d6, AP 2, Lethal. (Retractable claws).
- **Heightened Senses (2):** Low Light Vision, Tracking (smell). (Animal senses).
- **Leaping (1):** Leap 2" vertically and 4" horizontally. (Enhanced strength).
- **Uncanny Reflexes (4):** -2 to hit. (Accelerated reflexes).

TECH EXPERT

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

Skills: Athletics d4, Fighting d6, Knowledge (Computers) d8, Notice d6, Shooting d6, Repair d6, Stealth d6, Thievery d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Arcane Background (Super Powers), Hacker, Level Headed

Super Powers (Psychokinesis—Electricity):

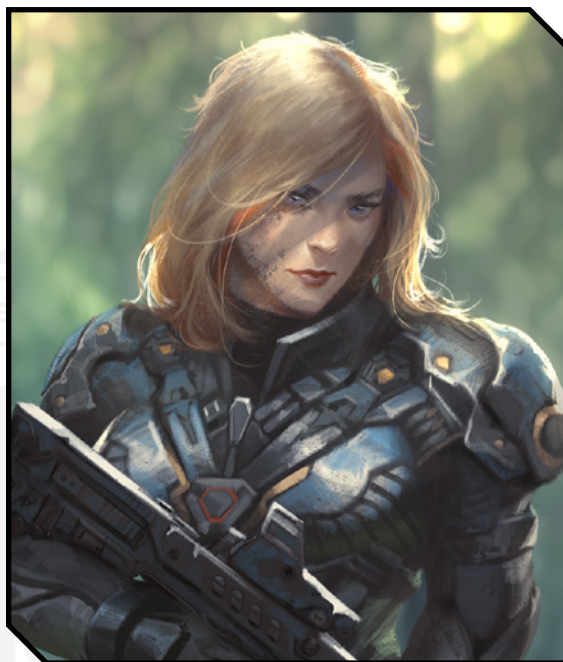
- **Energy Control (5):** Electricity.
- **Interface (3):** Code Breaker. (Electronic manipulation).
- **Malfunction (2):** Minor Limitation (affects only electronic devices). (Electromagnetic pulse).

KATE "WHISPER" MACMILLAN

Concept: Team leader

Nationality: USA

Background: Kate is a former CIA Special Psychic Operations Group operative. She idealistically followed in her father's footsteps (during the 1970s, Kate's dad was a member of the late Project STARGATE, a US military program aimed at studying psychic phenomena) much to the latter's pride. Kate's destiny, however, took a turn when she started to investigate a corrupt politician. Unfortunately, this man was in league with the Olympians. They framed Kate with spying for a foreign power and had her "burned" by the CIA. She was not only blacklisted by her agency, but her father disavowed her, believing she was a traitor; that day she lost everything that mattered to her. The SPEAR, noticing the involvement of the Olympians, contacted Kate and offered her a position. Kate has been with the SPEAR since, and the only thing she wants now is to clear her name and expose the Olympians.



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

Skills: Athletics d6, Fighting d6, Knowledge (Battle) d4, Knowledge (Tradecraft) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6

Languages: English, Arabic, Japanese, Russian, Spanish

Cha: 0/-2; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4)

Gear (10 EP): Armored stealth suit (+2/+4, +2 to Stealth rolls), combat knife (Str+d4), encrypted smartphone, subvocal commlink, 3 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags, Tavor TAR-21 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 1, reflex sight, suppressor) + 2 extra ammo mags.

Hindrances: Curious, Death Wish (clear her name), Disgraced

Edges: Arcane Background (Super Powers), Command, Power Points

Super Powers (Telepathy):

- **Mind Control (5):** One target. Range 12". (Telepathy).
- **Mind Reading (3):** Advanced telepathy.
- **Speak Language (1):** Surface mind reading.
- **Stun (2):** Smarts roll each round to revive. (Mental surge).
- **Telepathy (4):** Switchboard. (Telepathic link).

JOI "GHOST" LAU

Concept: Infiltration specialist

Nationality: Chinese (Hong Kong)

Background: Joi studied martial arts from an early age and developed incredible physical abilities from his training, unknowingly unlocking his biokinetic abilities. One day, his school was targeted by the Triad for racket. He soundly beat the gangsters but failed to have them arrested as he was not a police officer. He decided to join the Hong Kong Police Force in order to get the legal authority to dispense justice.

Impressed by his skills and dedication, his superiors recruited Joi for a special task force with the mission to infiltrate and disband the triads in Hong Kong. Working undercover on the Triads' activities for a couple of years, he discovered the existence of the secret war. Before he was able to learn too much, he was betrayed by a corrupt cop and forced to leave Hong Kong to save his life. His contacts arranged for him to join the SPEAR so he could pursue his mission.

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

Skills: Athletics d6, Fighting d8, Notice d6, Shooting d6, Stealth d8, Streetwise d4, Thievery d6

Languages: Cantonese, English, Mandarin, Vietnamese

Cha: 0; **Pace:** 12; **Parry:** 6; **Toughness:** 7/9 (2/4)

Gear (10 EP): Encrypted smartphone, FN P90 (5.7x28mm, Range 12/24/48, Damage 2d6, RoF 3, Shots 50, AP 2, 3RB, suppressor) + 2 extra ammo mags, infiltration kit, karambit (Str+d4), Maxim 9 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 12, AP 1, integrated suppressor) + 2 extra ammo mags, 3 Sleeping gas grenades (Range 5/10/20, Vigor roll at -4 or be Knocked out for 2d6 hours), stealth suit (+2, +2 to Stealth rolls), subvocal commlink, 4 throwing blades (Range 3/6/12, Damage Str+d4).

Hindrances: Enemy (Major—Triads), Quirk (chews toothpicks), Trigger-Happy

Edges: Arcane Background (Super Powers), Martial Artist, Thief

Super Powers (Biokinesis):

- **Chameleon (4):** Voice. Minor Limitation (doesn't affect clothes). (Cellular alteration).
- **Extra Action (3):** One extra action per round. (Adrenaline surge).
- **Leaping (1):** Can leap 2" vertically and 4" horizontally. (Powerful legs).
- **Speed (2):** Pace 12. (Accelerated metabolism).



ORISA "SOLO" ONI

Concept: Tech specialist

Nationality: Nigerian

Background: Despite being the granddaughter of a renowned marabout in her small village in Nigeria, Orisa had always been wary of superstition, being more interested in computers and technology.

Realizing her potential, her teachers arranged for her to receive a scholarship in computer engineering in Lagos, much to her grandfather's disappointment. Undeterred by his disapproval, the rebellious Orisa moved on to follow her dreams.

However, she had to interrupt her studies when Olympians' agents, who identified her grandfather's abilities as authentic, tried to kidnap him. Orisa was there, visiting her family when the Olympians arrived, throwing her into danger. The SPEAR fortunately intervened and saved both of them. During that event, Orisa discovered she actually inherited some of the old man's ESP abilities. Shocked by her own affinity with the psychic world, the young woman decided to join the SPEAR and learn how to control her abilities as a way to reconnect with her roots.

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

Skills: Athletics d4, Fighting d4, Knowledge (Computers) d8, Notice d6, Repair d6, Shooting d6, Stealth d6, Thievery d6

Languages: Yoruba, English, French, Mandarin

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 7/9 (2/4)

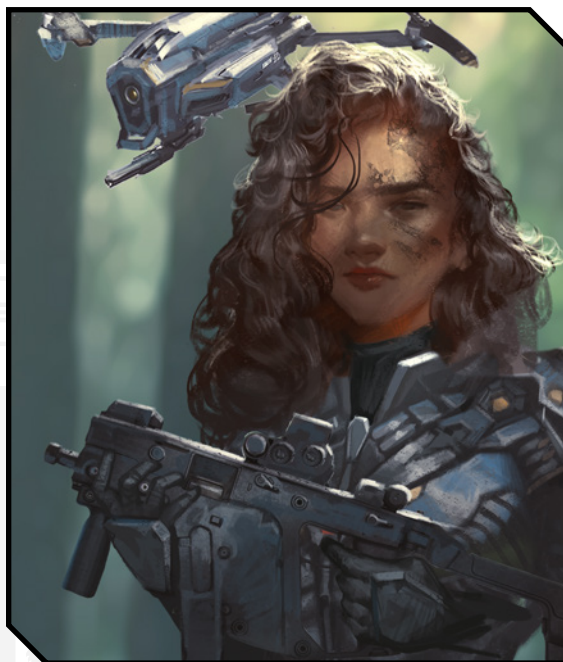
Gear (10 EP): Armored stealth suit (+2/+4, +2 to Stealth rolls), encrypted smartphone + hacking upgrade, subvocal commlink, SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags, KRISS Vector (.45, Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1) + 2 extra ammo mags, Sentinel.

Hindrances: Heroic, Loyal, Stubborn

Edges: Arcane Background (Super Powers), Hacker, Level Headed

Super Powers (ESP):

- **Danger Sense (2):** ESP.
- **Remote Viewing (5):** Extended Range +1, Subtle. (Astral projection).
- **Retrocognition (3):** Impregnation, Overwhelming. (Psychometry).



JEFF "CYPH3R" RUIZ

Concept: Marksman

Nationality: USA

Background: Born in California, from a Cuban-American family, Jeff grew up in the mountains near Lake Tahoe. Physically gifted from a young age, Jeff quickly became one of the top biathletes of his county, and later, of the state.

Jeff wanted to use his athletic abilities to earn a scholarship but a medical test revealed some unexplained biochemical anomalies in his body, leading to the assumption that he was using steroids. Despite his denials, and much to his surprise and disbelief, Jeff was expelled from his team. Bitter and disappointed by the injustice, Jeff sank into despair and started to sell his shooting skills to some disreputable people.

Fortunately, before things went too far, the SPEAR, tracking his medical records, understood Jeff was a psychic and asked him to join the organisation. Jeff accepted more for the challenge and thrills than for real commitment.

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

Skills: Athletics d8, Fighting d6, Notice d6, Shooting d8, Stealth d8, Tracking d6

Languages: English, German, Russian, Spanish

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear (10 EP): Cloaking suit (+4 to Stealth rolls, invisible to infrared), combat knife (Str+d4), encrypted smartphone, 4 GPS tracker rifle rounds, HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1) + 2 extra ammo mags, M24 (7.62, Range 30/60/120, Damage 2d8+1, RoF 1, Shots 5, AP 2, scope, suppressor) + 4 extra ammo mags, smoke grenade (Range 5/10/20, LBT), subvocal commlink.

Hindrances: Loyal, Overconfident, Quirk (cynical)

Edges: Arcane Background (Super Powers), Alertness, Marksman

Super Powers (ESP):

- **Awareness (3):** Ignores all obscurement penalties. (ESP).
- **Danger Sense (2):** Sixth sense.
- **Heightened Senses (1):** Eagle Eyes. (Enhanced senses).
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced danger sense).



JEREMY "SEELEY ONE" SEELEY

Concept: Demolition expert

Nationality: United Kingdom

Background: Jeremy is English but born in Northern Ireland, from a loyalist Protestant family. His father was a police officer and Jeremy learned early in his life that dedication to the country, honor and duty were everything to a man. Shocked by the violence on both sides of the Irish conflict, he decided that he would try to make a difference for the common people and joined the British Army. Jeremy became an explosive disposal specialist operator for the 321 EOD squadron RLC, with the goal of protecting people. Destiny had other plans for him. His powers manifested, exactly at the right time to save him from a bomb he failed to disarm. The story of his "miraculous survival" attracted attention from the SPEAR. Wanting to make a difference, Jeremy agreed to become one of their field agents.

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

Skills: Athletics d6, Driving d4, Fighting d6, Knowledge (Demolition) d8, Notice d6, Repair d6, Shooting d6, Stealth d6

Languages: English, French, German, Irish

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4)

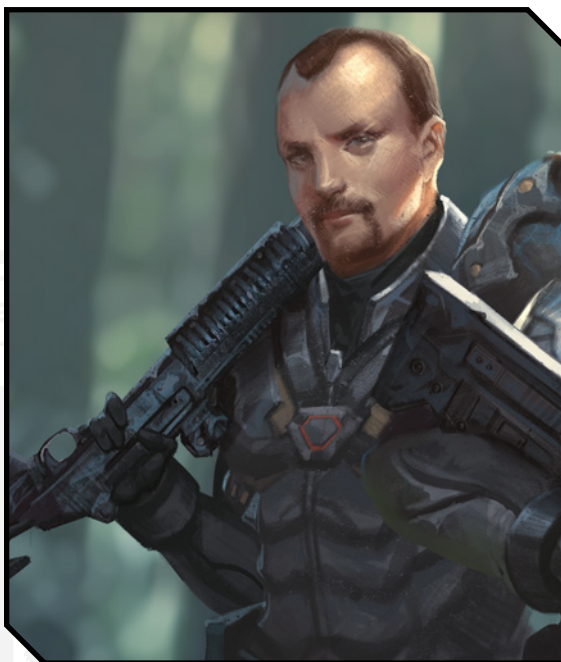
Gear (10 EP): Armored stealth suit (+2/+4, +2 to Stealth rolls), Benelli M4 (12 gauge, Range 12/24/48, Damage 2d10, RoF 1, Shots 7, slugs) + 14 extra slugs, 2 Breaching charges (Damage 2d6, AP 10 vs doors, HW), demolition kit, encrypted smartphone, 2 HE Grenades (Range 5/10/20, Damage 3d6, MBT, HW), multi-tool, subvocal commlink, SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags.

Hindrances: Heroic, Loyal, Quirk (makes jokes all the time)

Edges: Arcane Background (Super Powers), Demolitionist, Luck

Super Powers (Psychokinesis—Kinetic):

- **Deflection (2):** -3 to hit with ranged attacks. Requires Activation. (Kinetic shield).
- **Explode (6):** Level 2, Damage 3d8, HW, LBT. Heavy Weapon, Large Template. Switchable (*telekinesis*). (Telekinetic burst).
- **Telekinesis (8):** Level 3, Strength d12+1. Switchable (Primary with *explode*)



KUNAL "AGNI" SINHA

Concept: Scientific specialist

Nationality: Indian

Background: Kunal is born near Chennai, India in a wealthy, influential family. Kunal grew up in a comfortable environment although, as the youngest of five sons, he would never inherit the family business. Kunal turned his interest to science instead.

Kunal discovered he had supernatural abilities in his adolescence after an incident during a yajna (a Hindu ritual involving fire) left him unharmed despite being engulfed in flames.

At first, his keen logical mind kept telling him there was a rational explanation, but a local priest managed to convince him that he was "blessed by Agni". The story fortunately caught the attention of the SPEAR before the Olympians.

The SPEAR was able to explain the nature of psychic powers to Kunal and recruited him as a science operative. Despite understanding his abilities, however, Kunal still thinks they are evidence that he is somehow "chosen"; which causes inner conflict between his reason and his faith.

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

Skills: Athletics d4, Fighting d4, Healing d6, Knowledge (Psi phenomena) d8+2, Knowledge (Science) d8+2, Notice d6, Shooting d6, Stealth d4

Languages: Hindi, English, Bengali, French, Sindhi

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7/9 (2/4)

Gear (10 EP): Advanced first-aid kit (Healing +1), armored stealth suit (+2/+4, +2 to Stealth rolls), encrypted smartphone, HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 2) + 2 extra ammo mags, HK MP5SD (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 30, AP 1, 3RB, suppressor) + 2 extra ammo mags, restraints x10, smart binoculars, subvocal commlink.

Hindrances: Delusional (Minor—believes he is chosen by Agni, the Hindu fire god), Loyal, Overconfident

Edges: Arcane Background (Super Powers), Power Points, Scholar (Knowledge (Psi phenomena), Knowledge (Science))

Super Powers (Psychokinesis—Fire):

- **Attack, Ranged (4):** Range 12/24/48 or Cone Template, Damage 3d6, RoF 1, Lethal. (Fire bolt).
- **Heightened Senses (1):** Infravision.
- **Energy Control (5):** Fire.
- **Resistance (5):** Fire. +4 to resists effects, direct attacks cause half damage.



TAKESHI "STRIKER" KUZE

Concept: Point man

Nationality: Japanese

Background: Takeshi's grandmother had just arrived in Tokyo to see her grandson when she took the metro the fateful day of the sarin gas attacks in 1994. She survived but was left crippled for life. From that day on, Takeshi grew up with guilt, feeling responsible for his grandmother's now failing health, and also a deep hatred for terrorists of any kind. He decided to dedicate his life to fighting them by becoming an operator in the Japanese Special Forces Group.

He quickly rose through the ranks due to his peak physical abilities and skills, despite his show-off attitude on the field. Soon, he was assigned to counter terrorist missions outside Japan despite the commitment of the Japanese army not to operate abroad.

He met the SPEAR (who had heard of him before) during one of these missions in southern Asia. He discovered there were things out there more dangerous than mere terrorists. So he joined the SPEAR out of sympathy for their cause.

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

Skills: Athletics d8, Fighting d8, Healing d4, Notice d6, Piloting d6, Shooting d8, Stealth d8, Survival d6

Languages: Japanese, English, French, Mandarin

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

Gear (10 EP): Armored stealth suit (+2/+4, +2 to Stealth rolls), combat knife (Str+d4), encrypted smartphone, 3 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1) + 2 extra ammo mags, subvocal commlink, Tavor TAR-21 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 3, AP 1, reflex sight, suppressor) + 2 extra ammo mags.

Hindrances: Code of Honor, Loyal, Notoriety (Kuze has made a name for himself in the field and as someone who likes to show off)

Edges: Arcane Background (Super Powers), Close-Quarters Battle

Super Powers (Biokinesis):

- **Super Skill (4):** Athletics +1, Fighting +1, Shooting +1, Stealth +1. (Reflex memory).
- **Thermal Adaptation (1):** Metabolism control.
- **Toughness +1 (1):** Reinforced bones.
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced danger sense).



ALICIA "BOLT" REYES

Concept: Operator

Nationality: Mexican

Background: Little is known of Alicia before she was found by the SPEAR in Mexico City a few years ago after a massive blackout. A special intervention team found her amnesiac in a tank, half drown and surrounded by charred corpses. She had apparently been abducted by the Cartels and used as some sort of bait or war spoil.

One of the team officers, a veteran named Reyes, took the girl under his wing and nurtured her back to health. The SPEAR taught "Alicia" how to control her abilities and trained her to become a skilled fighter. However, the SPEAR, despite all its technology and contacts, was unable to assess the true identity of Alicia as all biometric data from her had somehow been erased from official records.

Alicia stays with the SPEAR out of gratitude and because she still hopes they can help her find out who she really is.

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

Skills: Athletics d6, Driving d6, Fighting d6, Notice d6, Shooting d8, Stealth d6, Thievery d4

Languages: Spanish, Arabic, English, Portuguese

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4)

Gear (10 EP): Combat knife (Str+d4), encrypted smartphone, FN Five-seveN (5.7x28mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 20, AP 2) + 2 extra ammo mags, 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), HK 416 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2) + 2 extra ammo mags, subvocal commlink, tactical body armor (+3/+6, torso only), tactical sling (416).

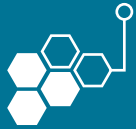
Hindrances: Amnesia (Major), Loyal, Phobia (Minor—water)

Edges: Arcane Background (Super Powers), Close-Quarters Battle, Combat Reflexes

Super Powers (Psychokinesis—Electricity):

- **Attack, Ranged (5):** Range 12/24/48, Damage 3d6, RoF 1, Heavy Weapon. (Lightning strike).
- **Deflection (1):** -3 to hit by ranged attacks. Minor Limitation (only affects metallic projectiles), Requires Activation. (Electromagnetic shield).
- **Malfunction (3):** Electromagnetic pulse.
- **Resistance (1):** Electricity. +4 to resists effects.





GEAR



Operatives can't solve every situation with their powers. To help them fulfill their missions, the SPEAR provides its agents with the best weapons available and state of the art equipment. In this chapter you'll find rules about gear management, and a list of new weapons and equipment.

All modern gear and weapons found in *Savage Worlds* core rules can also be used in *Titan Effect* (see [Annex II: Gear Conversion](#) for cost chart in EP).

EQUIPMENT POINTS

Each operative automatically receives an encrypted smartphone (see below), a subvocal commlink and a SIG P226 pistol with 2 extra ammo magazines. At character creation, operatives also receive 10 Equipment Points (EP) to spend on equipment for their default loadout. Equipment Points increase by 5 for each Rank above Novice. For example, a Veteran character receives 20 Equipment Points. This also reflects his standing within the agency and the difficulty of missions the operative is sent on.

Operatives can return and upgrade their default loadout with the Quartermaster of their unit between each mission to upgrade or swap gear to better suit his next mission. GM's can also allow minor substitutions for specific mission needs during the session.

Note: the operatives can switch their P226 for any other handgun that costs the same EP or pay the difference if the EP is higher.

WHY EQUIPMENT POINTS?

Titan Effect uses Equipment Points instead of regular money since the SPEAR provides everything the characters need. Each operative receives enough money to cover his/her expenses and to live in a good apartment.

Alternate rule: for GM's preferring to use money instead of EP, players can get 1000\$ at start and 500\$ at each rank. EP conversion is 1 EP per 100\$ so if something costs 2 EP buying it outside of SPEAR would cost 200\$. Don't forget that the GM may decide to adjust this cost based on availability.



PERSONAL EQUIPMENT

Audio/video bug (2): A little surveillance device that transmits both audio and video signals up to 1000 feet. The device is very small and can be placed in a room or on a person. Without a bug detector, it takes an opposed Notice roll versus the spy's Thievery roll +4 to detect the device. Feed is sent directly to the operatives smartphone. A/V bugs come in sets of 2.

Climbing gear: Includes gloves, a harness, rappelling gear and everything needed to climb a mountain or a highly secured skyscraper. The operative adds +2 to Athletics rolls involving climbing.

Concealable holster: A holster that increases the handgun concealment when its user wears it under clothes. -1 to Notice roll to detect the weapon. The holster can be worn on the shoulders, on the belt or on the ankle (only weapons with the concealable bonus can be worn on the ankle). The character can also attach two extra ammo magazines.

Concealed lock picks: Thievery rolls are made at -2 without these tools. The lock picks are disguised as mundane objects (credit card, pen, etc.). When not in use, a Notice roll at -4 is required to detect the object's real function.

Encrypted smartphone: Affectionately referred to as the "ISPEAR" by some agents, this smartphone appears and functions as a regular device. With an autonomy of 24 hours, the smartphone possesses, in addition to its usual features, the following applications: audio and video recording (when synced to a Bug), GPS navigation and tracking. It is equipped with a military-grade encryption software (-6 to hack or jam the signal) and can be turned into an emergency beacon with a free action.

The smartphone allows satellite communications and a direct access to the SPEAR's secured database: SpearNet. If anyone, besides its dedicated user tries to unlock it, without the right facial recognition and fingerprint, the smartphone fries.

Detection upgrade: This package adds the following features to the operative's smartphone: bug detection (+4 to Notice roll to find the bug), upgrades the camera to support thermal imaging (see thermal goggles), motion detector gives you +4 to Notice motion within a range of 12" (24 yards), and can be used to scan, listen or jam radio frequencies, +2 to Knowledge (Computers) while staying within a range of 12".

Hacking upgrade: For an additional EP, the operative can add an upgrade to perform hacking operations like a computer, and "clone" other smartphones and cell phones. This last function, allows the operative with a successful Knowledge (Computers) roll to track people, to listen through the cloned phone's microphones and to download data. The character needs to be within a range of 12" (24 yards) of the target's phone, and it takes one full round. The difficulty is standard (TN 4) for most civilian smartphones, but corporate, government and military models are usually heavily encrypted and are more difficult to clone. See the Hacking Modifiers in the **Setting Rules** chapter for more information.

Gas mask: Protect the wearer from most airborne poisons and toxins. Affixing a gas mask takes 1 round.

GPS tracker (4): This tiny device emits a GPS signal that can give its position from anywhere in the world. The character needs a successful Fighting or Thievery roll to plant the tracer on someone. These tracers can also be converted into pistol or rifle rounds and stick to any surface with a successful Shooting roll. GPS trackers come in sets of 4 devices, or 4 pistol or rifle rounds.

Laser microphone: This device uses a laser beam to detect sound vibration on a hard surface like glass. The operative needs to aim at a window or any other glass surface to hear a conversation from the other side. The SPEAR developed a handheld device that can also be mounted on a firearm and function as a laser sight. It takes a Notice roll -4 to spot the laser beam on a window.

Multi-tool: Portable hand tool that combines several functions (knife, screwdriver, wire cutter, etc.). Repair rolls made with a multi-tool instead of a regular repair kit are at -1.

Night-vision goggles: Headgear that allows its user to see in low-light conditions. Eliminates Dim and Dark lighting penalties.

Restraints (10): Flex cuffs using polymer straps, used to restrain prisoners. A character needs to succeed a Strength roll at -4 to snap the restraints. They can be easily cut with a knife or any sharp object. Restraints come in sets of 10.

Scuba gear: Contains everything an operative needs to conduct deep sea operations. It includes a wetsuit, a mask with an integral commlink, oxygen tank with 1 hour of autonomy, utility knife, etc.

Sentinel: The Sentinel is a mini stealth drone designed for reconnaissance and surveillance. It can be folded to fit inside a small box, strapped to a combat vest or a utility belt. It is equipped with a night vision mode, has a range of one mile radius and autonomy of one hour. The Sentinel can be controlled with the smartphone, manually or programmed for autonomous navigation. It's difficult to detect due to its small size. Spotters need to make a Notice roll at -4 to spot it at Short range and beyond, and -2 at Close Range. The base model includes GPS tracking and Audio/Video bugs that relay the feed to the operator. It is also equipped with an infrared camera. To pilot the Sentinel, a character uses the highest skill between Piloting or Knowledge (Computers). Acc/Ts: 4/8, Toughness: 2.

Combat upgrade: The Sentinel is equipped with a micro gun with 4 shots and an integral silencer (-4 to Notice roll to hear the shot). The operative can choose two different models: lethal (see disguised pistol for stats) or non-lethal (see Tranquilizer pen for stats).

Stealth upgrade: The Sentinel is covered with smart materials and several integrated micro cameras to imitate its local surroundings. Notice roll at -6 to spot the drone, even at Short range

and beyond, and -4 at Close Range. It also blocks infrared and thermal imaging (cameras, infrared binoculars and goggles, etc.).

Smart binoculars: These binoculars provide magnification up to 500x, including a digital rangefinder and a compass direction. Binoculars add +2 to vision-based Notice rolls to see things at a distance.

Subvocal commlink: Consists of a mini wireless earpiece (Notice rolls at -4 to spot it visually) and a throat microphone that can easily be concealed inside a shirt collar. This powerful communication device has a range of one mile and is protected by military-grade encryption software (-6 to hack or jam the signal). The microphone absorbs vibrations directly from the wearer's throat and allows him to speak silently. The commlink can be combined with the encrypted smartphone for cellular and satellite communications.

Tactical sling: Attached to a submachine-gun, a shotgun or a rifle, the sling allows its user to draw and fire his weapon as a free action. With a sling, a character can also switch weapons without losing his primary weapon.

Tactical webbing: Consists of a combination of a utility belt and load-bearing suspenders, or a vest. It is adjustable and can be attached to a body armor or worn over a stealth suit. Various pouches and attachments (hard or soft-sided) can be added to carry ammunition magazines, holsters, grenades or any similar piece of equipment. The webbing balances the weight distribution, allowing +25% load limit (rounded down) and can carry 30 pounds of equipment.

Thermal goggles: Headgear that allows its user to see in the dark by detecting heat signatures. Thermal imaging isn't affected by smoke, but fire can make it inoperative. The goggles halve darkness penalties (rounded down) for heat-producing targets.

PERSONAL EQUIPMENT

Type	EP	Wt	Notes
Audio/video bug (2)	1/2	—	See notes
Climbing gear	1	5	+2 to Athletics when climbing
Concealable holster	1/2	—	–1 to Notice to detect the weapon
Concealed lockpicks	1/2	—	Thievery rolls are made at –2 without these tools
Encrypted smartphone	Free	—	See notes
Detection upgrade	1	—	See notes
Hacking upgrade	1	—	See notes
Gas mask	1	2	Protects from airborne poisons and toxins
GPS tracker (4)	1/2	—	See notes
Laser microphone	1	1	See notes
Multi-tool	1/2	1	Repair at –1 (instead of –2)
Night-vision goggles	1	2	Eliminates Dim and Dark lighting penalties
Restraints (10)	1/2	—	Strength roll at –4 to snap the restraints
Scuba gear	1	50	See notes
Sentinel	3	2	See notes
Combat upgrade	2	—	See notes
Stealth upgrade	2	—	See notes
Smart binoculars	1/2	1	+2 to vision-based Notice rolls to see things at a distance
Subvocal commlink	Free	—	See notes
Tactical sling	1/4	—	Draw weapon as a free action, see notes
Tactical webbing	1	1	+25% load limit, can carry up to 30 pounds
Thermal goggles	1	2	Halves darkness penalties (rounded down)



TOOLKITS

The SPEAR provides different kinds of portable toolkits that contain all the equipment and tools an operative could need in the field. Any trait attempt made without the required tools is made at -2. Each kit cost 1 EP, and is assigned to one of the following specialties:

Demolition kit: Contains blasting caps, dentist mirror, radio detonator, sensors, timers, wires, etc.

Disguise kit: Contains latex molds, false facial hair, pigments, wigs, etc.

Infiltration kit: Contains electronic bypass, glass cutter, lock picks, etc.

First aid kit: Contains surgical instruments, bandages, hypodermic needles, mini-defibrillator,

several doses of antitoxin, epinephrine, and painkillers, etc.

Repair kit: Contains all the tools required for mechanical reparations in the field.

Survival kit: A backpack that contains 10 days of military rations, flares, machete, compass, GPS system, and everything the character needs to survive in mountains, jungles or forests.

Tech kit: Contains small electronics kit, a suite of intrusion softwares and a hardened laptop or tablet. It can also be tethered to your smartphone and used remotely for portability.

Advanced toolkits contains state-of-the-art tools and give its user a +1 at his rolls. Each Advanced toolkit costs two Equipment Points instead of one.

TOOLKITS

Type	EP	Wt	Associated skill
Demolition kit	1	5	Knowledge (Demolition)
Disguise kit	1	5	Stealth
Infiltration kit	1	5	Thievery
First aid kit	1	5	Healing
Repair kit	1	5	Repair
Survival kit	1	5	Survival
Tech kit	1	5	Knowledge (Computers)

Advanced toolkits cost 2 EP and add +1 to the associated Skill roll

ARMOR

Ballistic helmet: This helmet offers a good protection for the head. It offers +4 protection. Gas mask, night-vision or thermal goggles can be mounted on the helmet.

Concealable body armor: This body armor uses lightweight material and can be easily concealed under clothes (Notice roll at -4 to see if he character is wearing body armor). It offers 2 points of protection to torso against most attacks and +4 protection against bullets.

Cloaking suit: A cloak or a poncho designed with smart materials and several integrated micro cameras around the wearer's body. Based on retro-reflective projection technology, the suit can imitate its local surroundings to hide the user. This adds +4 to Stealth rolls against visual detection. The suit also blocks infrared and thermal imaging (cameras, infrared binoculars and goggles, etc.). The suit is vulnerable to electricity.

Any electricity based attack will disable the suit for 1d6 rounds making the wearer visible. When the wearer receives any other type of damage there is

a 50% chance that the suit will desync causing the wearer to be visible until his next action. The suit can be worn over any other armor for better protection.

Stealth suit: This form-fitting suit was designed by the SPEAR Research division to give the operatives good protection without sacrificing mobility. Made with the next generation of advanced fibers, the suit provides the user 2 points of protection for torso, vitals, arms and legs. The suit comes in different colors and patterns according to the type of mission (jungle, desert, night operations, etc.), and possesses sound-dampening soles, giving a +2 to Stealth checks versus visual (if the pattern matches the environment) and sound detection.



Armored stealth suit: This custom molded armor uses the same technology as the Stealth suit but has an extra layer of protection made of lightweight kevlar and polymer inserts. This gives the suit 2 points of protection for torso, vitals, arms and legs against most attacks, and 4 points of protection against bullets.

Tactical body armor: This body armor offers 3 points of protection to torso against most attacks and +6 protection against bullets due to ceramic inserts. The vest works like a tactical webbing and can accept various pouches (hard or soft-sided) to ammunition magazines, holsters, grenades or any piece of equipment. The webbing balances the weight distribution, allowing +25% load limit and can hold 30 pounds of equipment.

ARMORS

Type	Armor	EP	Wt	Notes
Armored stealth suit	+2/+4	4	7	+4 vs bullets, covers torso, legs and arms, +2 to Stealth rolls involving visual and sound, see notes
Ballistic helmet	+4	1	3	Head only
Concealable body armor*	+2/+4	2	4	Covers torso only, see notes
Cloaking suit	—	3	5	+4 to Stealth rolls versus visual detection, invisible to infrared detection
Stealth suit	+2	2	5	Covers torso, legs and arms, +2 to Stealth rolls involving visual and sound, see notes
Tactical body armor*	+3/+6	4	10	As concealable body armor, but ceramic inserts are +6 vs. bullets, see notes

* Please note Kevlar rules do not apply in Titan Effect, all armors that would normally receive this bonus do not gain -4 AP

WEAPONS

Below you will find a large list of weapons and accessories for *Titan Effect*. These are in addition to any modern weapons from the *Savage Worlds* core rules (see [Annex II: Gear Conversion](#) for cost chart in EP). Any new term or rule found in this book takes priority.

Concealable: Concealable weapons can be easily hidden in a pocket, under a vest or a coat (–2 to Notice rolls to detect the firearm).

Rare ammo: Some weapons use rare or unique ammo that is harder to find or more expensive to produce. These rounds cannot usually be found in the field.

Suppressed: These firearms are designed to suppress the sound of gunshots by either using special ammo, custom suppressor barrels or air canisters. Any suppressed weapon gains –4 bonus to Notice checks to hear the shot or spot the shooter's position, but no penalties to concealment or damage. These modifications are built into the weapon and are impossible to remove or to combine with a regular suppressor.

NEW WEAPONS

Accuracy International AWM: The AWM is a powerful military sniper rifle, intended for long range combat. It is equipped with a scope and a bipod.

AKS-74U: A shortened version of the AK-74, between a submachine gun and an assault rifle, making it more maneuverable in tight quarters. The AKS-74U is used by various Russian police groups and special operations forces.

AK-15: A modern version of the AK-47, essentially used by Russian military and special forces. *Equivalent:* AK-47, FN FAL.

Auto Assault-12: An automatic shotgun equipped with a selective fire allowing it to shoot in semi-automatic mode or fully automatic. It is fed from either an 8-shell box magazine or if upgraded

a 20 round drum. *Equivalent:* Saiga 12 auto.

Barrett M82: A semi-automatic anti-material rifle used by many units and armies. It is equipped with a scope and a bipod. *Equivalent:* AS50.

Barrett XM109: The XM109 is an anti-material rifle prototype that shoots 25mm grenades. It is equipped with a scope.

Benelli M4: Semi-automatic shotgun used by police forces and special forces all over the world. It can accept any kind of scope or sights on the top. If upgraded the tube can hold 12 rounds.

Disguised pistol: This is a custom made single shot pistol that has been disguised into a mundane item. It's very hard to detect (–4 to Notice roll to detect the item as a weapon). *Examples:* Lipstick gun, Pen gun, belt buckle gun, ring gun, etc.

FN Five-seven: A lightweight semi-auto pistol with a large magazine capacity. It uses the 5.7×28mm, also used by the P90, a high-velocity cartridge with a better penetration than other pistol and submachine gun ammunitions.

FN P90: The P90 was developed to replace conventional submachine-guns, with a compact design and that uses a high-velocity cartridge that can more easily defeat body armors.

FN SCAR-H: This assault rifle was specifically designed for US Special Forces and can accept most weapon accessories.

Glock 18: A fully-automatic pistol that can fire in both semi-automatic or fully automatic mode.

HK 416: A modern and improved version of the M16, used by a lot of military and special forces. *Equivalent:* AK-12, H&K G36, M4, M16, Sig 516.

HK G36C: A compact version of the G36, designed to operate in confined spaces.

HK USP: A very accurate and reliable semi-automatic pistol that has been adopted by a large

number of law enforcement and military personnel. *Equivalent: Glock 41, MK23.*

HK MG4: A lightweight belt-fed machine gun in 5.56 caliber. *Equivalent: FN minimi, M27, M249.*

HK PSG1: A semi-automatic sniper rifle with high accuracy and mostly used by counter-terrorism units and military. It is equipped with a scope. *Equivalent: Dragunov SVD, HK MSG-90, SR-25.*

HK MP5SD: This modified version of the MP5 is equipped with an integral sound-suppressor and has been used for decades by elite forces all over the world. This weapon is integrally suppressed and imposes a -4 penalty to any Notice rolls to hear the shot.

KRISS Vector: A heavy submachine gun with a compact design. The Vector can be easily hidden under a vest or coat when its stock is collapsed.

Maxim 9: This pistol designed by SilencerCo was built from the ground up to be integrally suppressed without the issues of the extra bulk of an attached suppressor. This weapon imposes a -4 penalty to any Notice rolls to hear the shot.

Mk48: A lightweight belt-fed machine gun. *Equivalent: FN MAG, M240, RPK.*

M24: The M24 is one of the best bolt action sniper rifles available and has been used extensively by police and military across the globe. *Equivalent: FN SPR, M40, Sako TRG, Savage 110 BA.*

NRS-2 knife: a knife with a built-in single-shot shooting mechanism developed for the Spetsnaz (Russian Special Forces). The NRS-2 uses silenced ammo like the PSS silent pistol (-4 to Notice rolls to hear the shot).

PSS-2 silent pistol: The PSS2 is a silenced pistol based on the cold war model used by Russian Special Forces for clandestine operations. The PSS-2 is small and can be easily concealed in a pocket or under a vest (-2 to Notice rolls to detect the firearm). The pistol uses a unique cartridge that

contains an internal piston making it virtually silent, giving it a -4 to Notice rolls to hear the shot. The PSS-2 can accept one attachment under its barrel (flashlight, laser sight, etc.), but no silencer.

Ruger MkIV: A .22 Long Rifle semi-automatic pistol with a built-in suppressor. Not ideal for combat, the Mk IV is the preferred weapon used by Mossad agents for close assassinations. This weapon is integrally suppressed and imposes a -4 penalty to any Notice rolls made to hear the shot.

SIG-Sauer MPX: This short-barreled submachine gun is chambered in 9mm. *Equivalent: MP5, Steyr TMP, Uzi.*

SIG-Sauer P226: The P226 is a semi-automatic pistol widely used by law enforcement and military organizations all over the world. It is praised for its precision, reliability and great ammo capacity. Most SPEAR operatives prefer to use the P226 for the same reasons. *Equivalent: Beretta 92, Glock 19, Walther P99.*

Tavor TAR-21: An Israeli bullpup assault rifle, heavily reliable and durable. *Equivalent: FAMAS G-2, FN F2000, Steyr Aug.*

Tranquilizer gun/pen: A custom built weapon that shoots tranquilizer darts, using compressed air making it nearly silent (-4 to Notice rolls to hear the shot). The gun has to be reloaded manually after each shot since there is no recoil. The darts don't affect armored targets; the shooter must aim for non-covered areas. A target hit by a dart must make a Vigor roll at -4 (-6 if the Shooter got a raise) or be Knocked out for 2d6 hours. There is also a version concealed inside a pen that uses the same rules but with a shorter range and is single shot.

VSS Vintorez: A suppressed sniper rifle that uses a heavy subsonic and armor-piercing cartridge, specifically designed for Russian Special Forces. It is equipped with a scope. This weapon is integrally suppressed and imposes a -4 penalty to any Notice rolls made to hear the shot.

Walther PPK: Popularized by a famous British spy, this small, concealable pistol is still used by many police, military and government agencies. The PPK

can be easily concealed in a pocket or under a vest (–2 to Notice rolls to detect the firearm). *Equivalent:* Makarov PM.

RANGED WEAPONS

Throwing Weapons*	Range	DMG	RoF	EP	Wt	Shots	Min Str
Compound bow	20/40/80	2d6+1	1	1	5	1	—
Hand crossbow	10/20/30	2d6	1	1	2	1	—
<i>Notes:</i> AP 2							
Khukri knife	3/6/12	Str+d4	1	1/2	1	—	—
<i>Notes:</i> AP 1							
Throwing blades	3/6/12	Str+d4	1	1/4	1/4	—	—
Pistols	Range	DMG	RoF	EP	Wt	Shots	Min Str
Disguised pistol (.22)	3/6/12	2d6–1	1	1	1/4	1	—
<i>Notes:</i> –4 to Notice rolls to detect the item as a weapon							
FN Five-seveN (5.7x28mm)	12/24/48	2d6	1	2	2	20	—
<i>Notes:</i> AP 2, Semi-Auto, Rare ammo							
Glock 18 (9mm)	12/24/48	2d6	3	2	2	17	—
<i>Notes:</i> AP 1, Auto, Semi-Auto							
HK USP (.45)	12/24/48	2d6+1	1	1	3	12	—
<i>Notes:</i> AP 1, Semi-Auto							
Maxim 9 (9mm)	12/24/48	2d6	1	2	3	12	—
<i>Notes:</i> AP 1, Semi-Auto, Suppressed							
PSS-2 silent pistol (7.62x43mm)	10/20/40	2d6	1	2	1	6	—
<i>Notes:</i> Concealable, Rare ammo, Semi-Auto, Suppressed							
Ruger Mk IV (.22)	10/20/40	2d6–1	1	1	1	10	—
<i>Notes:</i> Semi-Auto, Suppressed							
SIG Sauer P226 (9mm)	12/24/48	2d6	1	1	2	15	—
<i>Notes:</i> AP 1, Semi-Auto							
Tranquilizer gun	5/10/20	See notes	1	1	1	10	—
<i>Notes:</i> Suppressed, Vigor roll at –4 or be knocked out for 2d6 hours							
Tranquilizer pen	3/6/12	See notes	1	1/2	1	1	—
<i>Notes:</i> Suppressed, Vigor roll at –4 or be knocked out for 2d6 hours, –4 to Notice rolls to detect the item as a weapon							
Walter PPK (.32)	10/20/40	2d6	1	1	2	7	—
<i>Notes:</i> AP 1, Concealable, Semi-Auto							

* Throwing weapons are completely silent

RANGED WEAPONS

Submachine Guns	Range	DMG	RoF	EP	Wt	Shots	Min Str
AKS-74U (5.45)	15/30/60	2d8	3	2	7	30	d6
<i>Notes:</i> AP 2, Auto, Semi-Auto							
FN P90 (5.7x28mm)	12/24/48	2d6	3	2	7	50	—
<i>Notes:</i> AP 2, Auto, 3RB, Semi-Auto							
HK G36C (5.56)	15/30/60	2d8	3	2	7	30	d6
<i>Notes:</i> AP 2, Auto, Semi-Auto							
HK MP5SD (9mm)	12/24/48	2d6	1	3	6	30	—
<i>Notes:</i> AP 1, Semi-Auto, 3RB, Suppressed							
KRISS Vector (.45)	12/24/48	2d6+1	3	2	7	25	—
<i>Notes:</i> AP 1, Auto, 3RB, Semi-Auto							
SIG MPX (9mm)	12/24/48	2d6	3	2	6	30	—
<i>Notes:</i> AP 1, Auto, Semi-Auto							
Shotguns	Range	DMG	RoF	EP	Wt	Shots	Min Str
Auto Assault-12 (12 gauge)	12/24/48	1-3d6	3	3 (4)	12	8 (20)	d6
<i>Notes:</i> Auto, Semi-Auto							
Benelli M4 (12 gauge)	12/24/48	1-3d6	1	2 (3)	9	7 (12)	d6
<i>Notes:</i> Semi-Auto							
Assault Rifles	Range	DMG	RoF	EP	Wt	Shots	Min Str
AK-15 (7.62)	24/48/96	2d8+1	3	4	10	30	d6
<i>Notes:</i> AP 2, Semi-Auto, Auto							
FN SCAR-H (7.62)	24/48/96	2d8+1	1	4	10	20	d6
<i>Notes:</i> AP 2, Semi-Auto, 3RB							
HK 416 (5.56)	24/48/96	2d8	3	3	9	30	d6
<i>Notes:</i> AP 2, Semi-Auto, Auto							
Tavor TAR-21 (5.56)	24/48/96	2d8	3	3	7	30	d6
<i>Notes:</i> AP 2, Semi-Auto, Auto							
Sniper Rifles	Range	DMG	RoF	EP	Wt	Shots	Min Str
Accuracy International AWM (.338)	40/80/160	2d10	1	6	18	5	d6
<i>Notes:</i> AP 4, Bipod, Scope, Snapfire							
Barrett M82 (.50)	50/100/200	2d10	1	7	32	10	d8
<i>Notes:</i> AP 4, Bipod, Heavy Weapon, Scope, Snapfire							
HK PSG1 (7.62)	30/60/120	2d8+1	1	5	12	5	d6
<i>Notes:</i> AP 2, Semi-Auto, Scope, Snapfire							
M24 (7.62)	30/60/120	2d8+1	1	4	12	5	d6
<i>Notes:</i> AP 2, Scope, Snapfire							
VSS Vintorez (9x39mm)	15/30/60	2d6	1	5	7	20	—
<i>Notes:</i> AP 4, Rare ammo, Semi-Auto, Scope, Suppressed							

RANGED WEAPONS

Machine Guns	Range	DMG	RoF	EP	Wt	Shots	Min Str
HK MG4 (5.56)	30/60/120	2d8	3	5	22	100	d6
<i>Notes:</i> AP 2, Auto, Snapfire							
Mk 48 (7.62)	30/60/120	2d8+1	3	6	25	100	d6
<i>Notes:</i> AP 2, Auto, Snapfire							
Launchers	Range	DMG	RoF	EP	Wt	Shots	Min Str
Barrett XM109 (25mm)	50/100/200	3d6	1	6	34	5	—
<i>Notes:</i> AP 6, SBT, Heavy Weapon, Scope, Comes with 2 mags (use rifle rules for ammo)							
Grenade launcher (40mm)	24/48/96	See grenade	1	2	4	1	—
<i>Notes:</i> MBT, can be fixed under the barrel of an assault rifle or be used single-handedly, one action to reload. Comes with 4 grenades of your choice							
M32GL (40mm)	24/48/96	See grenade	1	4	16	6	—
<i>Notes:</i> MBT, Comes with 6 grenades of your choice							
RPG-7	24/48/96	4d8+2	1	7	15	1	—
<i>Notes:</i> AP 30, Heavy Weapon, MBT, Scope, Snapfire, comes with 2 rockets							



EXPLOSIVES & GRENADES

Type	Range	DMG	EP	Wt	Burst
Breaching charge	—	2d6	1/2	1	—
<i>Notes:</i> Heavy Weapon, These charges are designed to blast doors, AP 10 vs Doors					
C-4 Explosive	—	4d6	1	1	MBT
<i>Notes:</i> Heavy Weapon, each additional charge adds 1d6 to damage					
Demolition charge	—	4d8	2	5	LBT
<i>Notes:</i> Heavy Weapon					
Micro explosive	—	2d8	1/2	1	SBT
<i>Notes:</i> -4 to Notice rolls to detect the item as a weapon					
HE grenade*	5/10/20	3d6	1/4	1	MBT
<i>Notes:</i> Heavy Weapon					
Flashbang grenade*	5/10/20	See notes	1/4	1	MBT
<i>Notes:</i> Targets must make an Agility roll at -2 (-4 if attack roll gets a raise) or become Shaken and get -2 parry until next round					
Incendiary grenade*	5/10/20	3d6	1/4	1	MBT
<i>Notes:</i> Ignores Armor, targets catch fire on a 4-6					
Smoke grenade*	5/10/20	See notes	1/4	1	LBT
<i>Notes:</i> The affected zone is considered Pitch black, doesn't affect infrared or thermal imaging. The smoke lasts for 1d6 rounds (2d6 in a closed area, 1d4 with high winds)					
Sleeping gas grenade*	5/10/20	See notes	1/4	1	MBT
<i>Notes:</i> Every target who doesn't wear a rebreather or a gas mask must make a Vigor roll at -4 or be Knocked out for 2d6 hours. The gas dissipates after 3 rounds					

Note: *40mm grenades have the same cost as regular grenades and use grenade launcher stats for Range

MELEE WEAPONS

Type	DMG	EP	Wt	Notes
Combat knife	Str+d4	1/4	1	
Expandable baton	Str+d4	1/4	1	Concealable
Folding knife	Str+d4	1/4	1	Concealable
Karambit	Str+d4	1/4	1	-4 to Disarm instead of -2
Kubotan	Str+1	1/4	—	Appears as a keychain or a pen, Notice at -4 to detect the item as a weapon
NRS-2 knife	Str+d4/2d6	1	1	Hides single shot silent round (range 3/6/12), Suppressed

AMMUNITION

When a character buys a firearm (pistol, assault rifle, etc.), he receives two extra ammo magazines. With the exception of weapons using ammunition belt (like machine guns) who don't get any extra ammo. If he wants more ammo, he has to buy it. Ammo is bought by additional sets of two loaded magazines or any other feed system.

Arrows/Bolts: These are used with bows and crossbows, they can be found in a variety of different types, from armor piercing to explosive. Arrows or bolts come in sets of 12 and include a mini quiver that can be strapped to your back, arm or leg.

Standard rounds: This is the standard ammo type for the specific firearm.

Armor Piercing rounds: This type of ammo is designed to penetrate armor and hard surfaces, but does less damage to soft targets. AP rounds gain +2 AP, but they subtract 1 to their total damage if the target doesn't wear armor. Weapons that use Rare ammo cannot be upgraded to AP rounds.

Slugs: Instead of using regular shotgun shells, shotguns can also fire slugs. The attacker doesn't get the +2 shotgun bonus to his Shooting roll, but the damage is 2d10 regardless of the range increment.

AMMUNITION

Type	EP	Wt	Notes
Arrow or bolt	1	1	12 arrows or bolts per set
Barb upgrade	2	1	+1 damage to unarmored targets
HE upgrade	3	1	These custom tips are filled with explosives. They add +2 damage and an SBT. Weapons using the HE arrow have their range increments reduced by 5, as these are much heavier than normal projectiles
Teflon upgrade	2	1	+2 AP, –1 Damage to unarmored targets
Pistol ammo	1	1	2 full pistol mags
AP upgrade	2	1	+2 AP, –1 Damage to unarmored targets
Rifle ammo	1	2	2 full rifle mags (includes rifle, submachine guns, assault rifles and sniper rifles ammo)
AP upgrade	2	2	+2 AP, –1 Damage to unarmored targets
Machine gun ammo	1	2	1 full belt
AP upgrade	2	2	+2 AP, –1 Damage to unarmored targets
Shotgun ammo	1	1	2 full mags/tubes of shot
Shotgun slugs	1	1	2 full mags/tubes of slug
Projectiles	1	3	2 rockets/missiles

WEAPON ACCESSORIES

Most ranged weapons can mount accessories or be upgraded, but are limited to 1 item per category depending on the base weapon.

BARREL

Silencers and suppressors: Reduces the flash and the noise of a firearm. When a silenced weapon is used, people have to succeed a Notice roll at -4 to hear the shot or spot the shooter's position, but Damage is reduced by -1. Silencers can be used with any firearm, except revolvers, machine guns or Heavy Weapons. It takes one round to fix or detach the silencer from the firearm. When a suppressor is attached to a firearm it is more difficult to conceal causing a -2 penalty to any rolls made to hide the weapon.

FRAME

Disassemble: The firearm can be broken down into four or five pieces and stored in a suitcase. It takes three rounds to assemble or disassemble the weapon. Only assault rifles and sniper rifles can be disassembled.

MAG

Extended Mag: Pistols and Sniper rifles get +5 ammo, Submachine guns and Assault rifles get +15 rounds, for Shotguns please see description. That upgrade can't be taken for Machine guns or Launchers. This upgrade is taken per weapon and applies to all Mags for that weapon including any additional mags.

SIGHT

Reflex sight: An optical device that projects an aiming point or a red dot through a glass. It gives a +1 Shooting at Short range. Unlike a laser sight, the reflex sight doesn't reveal the user's position. Reflex sight can be fixed on any firearm.

Magnifier upgrade: updating a reflex sight with a magnifier will let the operative quickly swap from Short to Medium range with a move action. +1 shooting bonus can now be used at Short or Medium range.

Scope: Scopes may be mounted on rifles or submachine guns. They provide a +2 Shooting bonus to shots at Medium and further as long as the shooter does not move this round. In addition, scopes add a

+2 to Notice rolls made to view things at a distance. All sniper rifles are already equipped with a scope.

Thermal scope: Functions like an optical scope and halves darkness penalties (round down) for heat-producing targets.

Night-vision scope: Functions like an optical scope, but also eliminates Dim and Dark lighting penalties.

Multivision scope: Multivision scope lets the shooter switch between both thermal and night vision displays in one package. Requires a move action to switch between modes.

Smart fire system: The smart fire system gives the shooter detailed info directly into the scopes HUD for range, wind and speed. Operatives using the Smart fire system get a +3 shooting bonus at Medium Range and further as long as the shooter does not move this round. Can only be used in Semi-auto mode.

ATTACHMENT

Bipod: Bipod can be used with any rifle, machine gun or HW to stabilise its position and reduce recoil. When deployed it will reduce the autofire penalty by 1. Bipods take 1 round to deploy and shooter can't move while using it. Does not stack with foregrip.

Flashlight mount: A small flashlight that can be attached to the barrel of a gun or a rifle. As an action, the operative can also blind an opponent when in low light conditions. The target must be facing the operator at 4" (8 yards) and make an Agility roll at -2. If the roll fails, the target is blinded for one round and suffers a -6 to all physical tasks that require vision.

Foregrip: Reduces recoil and muzzle rise when firing consecutive shots, The foregrip reduces the autofire penalty by 1. Does not stack with bipod and does not reduce the Minimum Strength.

Laser sight: +1 Shooting at Short range. +1 to Notice rolls to spot the shooter's position.

WEAPON ACCESSORIES

Type	Accessory	EP	Wt	Notes
Bipod	Attachment	1	1/2	-2 to notice when fired, +1 to notice when concealed
Breckdown	Frame	2	—	Weapon can be disassembled in 3 rounds and fit into a suitcase or hidden in mundane items
Extended magazine	Mag	1	1/2	Increases ammo capacity for all mags associated to this weapon
Flashlight	Attachment	1	1/4	Helps see in low light conditions and may be used to blind opponent
Laser sight	Attachment	1	1/2	+1 shooting at short range, +1 to Notice rolls to spot the shooter's position
Reflex sight	Sight	1	1/2	+1 shooting at short range
Magnifier upgrade	Sight	1	—	Swap bonus from short to medium range with free action.
Scope	Sight	1	1	+2 shooting bonus at medium or longer range
Multivision scope	Sight	4	1	+2 shooting bonus at medium or longer range. Gives the option to switch between both thermal and night-vision with move action.
Night-vision scope	Sight	2	1	+2 shooting bonus at medium or longer range. Eliminates Dim and Dark lighting penalties
Thermal scope	Sight	2	1	+2 shooting bonus at medium or longer range, halves darkness penalties vs heat targets
Smartfire scope	Sight	3	1	+3 shooting bonus at medium or longer range
Suppressor	Barrel	1	1/2	Notice roll at -4 to hear the shot, Damage is reduced by -1

LOADOUTS

Choosing the right equipment can sometimes be time-consuming. Here's a list of prebuilt loadouts to help you equip your operative quickly. You are free to customize these loadouts anyway you want.

DEMOLITION LOADOUT (10 EP)

- Encrypted smartphone (free)
- Subvocal commlink (free)
- P226 pistol (free)
- Benelli M4 shotgun (2 EP)
- Breaching charge x2 (1 EP)
- Demolition kit (1 EP)
- Grenades x5 of choice (1 1/4 EP)
- Multi-tool (1/2 EP)
- Tactical body armor armor (4 EP)
- Tactical sling (1/4 EP)

INFILTRATION LOADOUT (10 EP)

- Encrypted smartphone (free)
- Subvocal commlink (free)
- P226 pistol (free) + silencer (1 EP)
- Infiltration kit (1 EP)
- Karambit (1/4 EP)
- Night-vision goggles (1 EP)
- TAR-21 assault rifle (3 EP) + suppressor (1 EP)
- Sleeping gas grenade x3 (3/4 EP)
- Stealth suit (2 EP)

INTELLIGENCE LOADOUT (10 EP)

- Encrypted smartphone (free) + hacking upgrade (1 EP) + Detection upgrade (1 EP)
- Subvocal commlink (free)
- P226 pistol (free) + silencer (1 EP)
- Audio/Video bug x4 (1 EP)
- Concealable body armor (2 EP)
- Concealed holster (1/2 EP)
- Concealed lockpicks (1/2 EP)
- Disguise kit (1 EP)
- GPS trackers x4 (1/2 EP)
- Laser microphone (1 EP)
- Tranquilizer pen (1/2 EP)

MARKSMAN LOADOUT (10 EP)

- Encrypted smartphone (free)
- Subvocal commlink (free)
- P226 pistol (free)
- Combat knife (1/4 EP)
- PSG1 sniper rifle (5 EP) + suppressor (1 EP) + bipod (1 EP)
- Smart binoculars (1/2)
- Smoke grenade (1/4)
- Stealth suit (2 EP)

MEDIC LOADOUT (10 EP)

- Encrypted smartphone (free)
- Subvocal commlink (free)
- P226 pistol (free)
- Advanced first aid kit (2 EP)
- Concealable body armor (2 EP)
- Gas mask (1 EP)
- MP5SD (3 EP)
- Sleep grenades x2 (1/2 EP)
- Smoke Grenades x2 (1/2 EP)
- Tranquilizer gun (1 EP)

OPERATOR LOADOUT (10 EP)

- Encrypted smartphone (free)
- Subvocal commlink (free)
- P226 pistol (free)
- Combat knife (1/4 EP)
- Grenades x6 of choice (1 1/2 EP)
- 416 assault rifle (3 EP)
- Night vision goggles (1 EP)
- Tactical body armor (4 EP)
- Tactical sling (1/4 EP)

RECONNAISSANCE LOADOUT (10 EP)

- Encrypted smartphone (free) + detection upgrade (1 EP)
- Subvocal commlink (free)
- P226 pistol (free)
- Camo suit (3 EP)
- Night vision goggles (1 EP)
- P90 submachine gun (3 EP) + suppressor (1 EP)
- Throwing blades x4 (1 EP)

TECH LOADOUT (10 EP)

- Encrypted smartphone (free) + hacking upgrade (1 EP)
- Subvocal commlink (free)
- P226 pistol (free)
- Concealable body armor (2 EP)
- Infiltration kit (1 EP)
- Sentinel (3 EP)
- Tech kit (1 EP)
- Vector submachine gun (2 EP)



SETTING RULES



Titan Effect uses the following setting rules:

- **Blood & Guts**
- **Born A Hero**
- **Joker's Wild**
- **Multiple Languages**
- **Synergy***
- **Power Stunts***
- **Power Tricks***

**Super Powers Companion*

NEW SETTING RULES

PSYCHIC SURGE

Sometimes, psychics have to push their abilities beyond their limits. A character can use Psychic Surge to increase one of his powers in one of the following methods:

- The power gains +1 level (if it has any) for one round, and only once per round.
- The psychic can add +2 to his Trait roll relevant to his power or impose a -2 to the Trait roll of a foe who tries to resist the power's effect.

In exchange the character gets a Fatigue level the next round. Psychic Surge is not subject to the psychic's power limit, and doesn't work on permanent powers. Fatigue suffered from Psychic Surge can eventually lead to Incapacitation or even death. Fatigue is recovered normally.

Example #1: Carolyn "Hexe" Kruger is a telepath. She wants to read the mind of a foe, but he is more resilient than most of her adversaries. Hexe decides to use a Psychic Surge with her mind control and add +2 to her Smarts roll. Her next round, Hexe will suffer a Fatigue level.

Example #2: Dust and his companions are trapped inside a bunker resulting from an explosion. Dust tries to remove the debris blocking the entrance, but the debris weighs more than 300 pounds and his telekinesis' Strength is only d12. Dust uses his Psychic Surge to gain 1 additional level in telekinesis. With a Strength of d12+1, he can now move up to 400 pounds of debris as shown in the **Superhuman Strength Table** (Super Powers Companion).

HACKING

Each time a character needs to hack a secure network or security system, she must make a Knowledge (Computers) roll modified by the appropriate penalties and bonus (see the Hacking Modifiers Table). Instead of using Thievery, the hacker can choose to use Knowledge (Computers) to disarm traps and lockpick electronic doors if they are connected to a computer network. She needs to have access to a computer (desktop or laptop), a tablet or a smartphone with the right

HACKING MODIFIERS

Modifier*	Situation
+2	Knows the login and password
+1	State of the art hardware and software, backdoor
-1	Poor quality hardware and software, altering operations (alter data, change access or add new access, etc.)
-2	Civilian security
-4	Corporate and most government security
-6	Military security

**Bonuses and penalties are cumulative.*

apps and softwares. With a success on the roll, the hack is successful, but leaves a trace of the attempt (Knowledge (Computers) to detect it).

With a raise, the hack leaves no trace. A failure means the hack doesn't work.

If the character rolls a 1 on his Knowledge (Computers) die, whatever the Wild die result, he activates an alarm in the system. With a critical failure, the system locates his position. This rule works for most attempts (disarming an alarm, shutting down security cameras, using a backdoor, etc.). However, if the task must be done in a certain amount of time or when the character tries to get access to a highly-secured network, the **Dramatic Tasks** system is used instead.

Example: *Jolt tries to hack the server of a biotechnology company named Oborot to neutralize security cameras. Oborot has a corporate level security (-4), but Jolt possesses a tablet with a state-of-the-art decryption app (+1). Jolt makes a Knowledge (Computers) roll with a penalty of -3 (-4 + 1). Jolt rolls a 12; he shuts down the cameras and manages to not leave any trace of his intrusion.*

DEMOLITION

In certain cases, the use of explosives can be crucial for a mission's success, or cause its failure or worse. Any time an operative wants to set explosives he must succeed a Knowledge

(Demolition) roll and spend one minute. Explosives like breaching and demolition charges (see **Gear** chapter) are designed to be used by anyone and do not require any Trait roll under normal circumstances.

A failure means the bomb doesn't explode or explodes too early or too late. A Critical Failure will immediately detonate the explosive. With a success on the roll, the explosive is successfully planted, with a raise the character can choose one of these three effects: +1d6 to the damage total, extend the Burst template by one level or change it for a Cone template.

To disarm a bomb or any explosive, the character makes a Knowledge (Demolition) roll at -2. However, if the task must be done in a certain amount of time, the GM can use the **Dramatic Tasks** system instead.

The operative can also make a Knowledge (Demolition) roll to make homemade explosives. For that, the character needs to have access to the right amount of chemicals (determined by the Game Master). With a success and one hour of working, the operative produces one pound of explosives (use C-4 explosive in **Gear** chapter for stats). With a raise, the character can use the stats of a Demolition charge. A failure indicates that nothing happens, but if the character rolls a critical failure, the explosive detonates instantly.





PSYCHICS



A WORD ABOUT PSYCHICS

ORIGINS

The first psychics were mostly shamans and warriors during the prehistoric era. They surrounded psychic phenomena with mysticism, and used complex rites (combining gestures, sounds and symbols) to develop and use their psychic abilities. When humans evolved from nomadic tribes to civilization, so did the practice of psychic abilities. Shaman groups evolved to esoteric and secret societies, which improved ancient rites.

During the Medieval period, the Roman Catholic Church, fearing they could be a threat to its power, tracked down every psychic it could find across Europe, and eventually the rest of the world. However some psychics managed to survive, some even working for the Catholic Church (like the Order of the Holy Mystery) and others hiding, waiting for a better day to come. During the Renaissance, a major phase in the development of Western esotericism began, with the translation of classical literature of Neoplatonism, allowing psychics to come out from the shadows. However, the Church and the Inquisition were more dangerous than ever, and psychics had to stay on their guard or suffer a terrible fate.

The 19th century saw a major occult revival, with the appearance of the new esoteric philosophy called Theosophy and spiritualism, as well as a major increase of psychics. By the end of the late 19th century, scientists and scholars pursued the idea that psychic abilities might be explainable by science. It was also at that time, a new kind

of psychic appeared, free from superstitions and the practice of rites, announcing a new era. World War II marked a turning point for psychics who were hired by both camps as spies and soldiers. A lot of psychics continued to play these roles during the Cold War, and were also recruited by some criminal organizations and terrorist groups. However, their involvement is one of the best kept secrets in history and most people don't even believe they exist, thanks to a criticism movement and media manipulation.

PSYCHIC DEMOGRAPHY

No one knows exactly how many psychics there are in the world, but experts among psychics have estimated that more than 0.01% of the world's population has an active psi gene, let alone those who have developed their psi abilities. However, this number has been steadily increasing in recent years. No one has found the true reason for this phenomenon. Some theories suggest that pollution, GMOs and some chemicals could be the cause. Similarly, some experts say that climate change with the melting of the polar ice caps would have caused the release of old viruses that could have activated the psi gene in a part of the population. No matter the reasons, if this increase continues, the existence of the psychics will not remain secret very long.

TODAY

Everyone is innately psychic, but for most this ability is so weak they can only occasionally experience flashes of intuition or déjà vu, precognitive dreams or even limited telepathic connections. The aptitude to make effective use

of psychic abilities is genetically inherited, more precisely to those who possess a psi gene. The gene seems recessive, with psi abilities mostly observed when both parents have an active psi gene, which would explain why these psi powers run, most of the time, in certain families or ancient bloodlines.

However, a lot of active psychic are unaware of their potential and only a few have been able to activate and develop their psi abilities. Most of the time, the activation of psychic potential occurs during puberty, intense stress, near death experiences, shamanic trances, or even drug use and genetic manipulation, etc. The types of psi abilities a psychic possesses are related to his physiological characteristics. Most of the time, a psychic learns to develop his powers through martial arts, meditation, or occult practice.

Ordinary people can sometimes develop psi abilities too with genetic manipulation (like the Russian psi program, Projekt Bogatyr), cranial trauma or brain surgery (often with other complications), or through enlightenment.

HOW TO PLAY PSYCHICS

In *Titan Effect* characters use the *Super Powers Companion* version of Arcane Background (Super Powers) to determine their powers. Psychics start at the **Street Fighters Campaign Power Level**, and use the **Rising Stars** rule.

New psychic characters start with 10 Power Points. They may take the Power Points Edge (no more than once per Rank) to add 5 additional points to their existing powers, or new ones. They can't have more than 30 Power Points, and they may not spend more than 10 points on a power (use the total after all Modifiers are accounted for).

Each psychic possesses a specific genetic marker that determines the kind of power he or she has access to.

The Arcane Background (Super Powers) is divided into four categories:

- **Biokinesis**
- **Extra-sensory perception (ESP)**
- **Psychokinesis**
- **Telepathy**

Each category determines the **Powers**, **Power Modifiers** and **Trappings** allowed to a character. A psychic can only be of one category unless he has the Double Gifted Edge.

POWER CATEGORIES

BIOKINESIS

This is the ability to alter DNA and body functions of oneself and/or others. A biokinetic can use his powers to heal, enhance temporarily his physical abilities, change his own look, or even control biochemicals, plants and other life forms. However, even if he can alter his biology and some of his features to imitate some animal abilities (heightened senses, aquatic respiration, etc.), a biokinetic cannot take an animal form; shapeshifting is a unique ability only mastered by a few powerful individuals, and by therianthropes.

Power suggestions: *ageless (slow aging DNA), animal control (pheromones), aquatic (growing gills), armor (sub-dermal plating, scales), attack, melee (poisonous touch, retractable claws, etc.), attack, ranged (poisonous gas, spikes...), awareness (enhanced senses), chameleon (cell alteration, facial reconstruction, Minor Limitation: doesn't affect clothes), damage field (bioelectric field, poisonous skin...), decay (organic acid, flesh-eating bacteria, Minor Limitation: can only destroy organic matter), deflection (fast-reaction), doesn't sleep (predatory senses), ensnare (plant control, powerful arms, etc.), extra actions (adrenaline surge), fear (pheromones, toxin...), healing (cellular activation), heightened senses (enhanced senses), gifted (photographic reflexes, Minor Limitation: physical skills only), invisibility (skin alteration, Minor Limitation: doesn't affect clothes), illusion (hallucinogen), immune to*



poison/disease (boosted immune system), infection (bacteria, virus...), leaping (enhanced strength), matter control (plants, swarm of insects), mind control (pheromones), paralysis (neurotoxin), parry (fast-reaction), poison (toxin), regeneration (accelerated metabolism), speed (accelerated metabolism), stasis (metabolism control), stun (bioelectricity), super attribute (enhanced strength or agility), super edge (reflex memory), super skill (reflex memory, Minor Limitation: physical skills only), swinging (natural webbing), thermal adjustment* (metabolism control), toughness (reinforced bone structure), uncanny reflexes (enhanced reflexes), wall walker (adhesive hands).*

See **New Powers*

Limitations: Powers like *chameleon* and *invisibility* cannot affect clothes and must have the Minor Limitation (doesn't affect clothes) modifier or the Personal Modifier in the case of *invisibility*.

ESP

ESPers have the ability to perceive things with their minds instead of their ordinary senses. Most of them can see or hear things through great distance, and see past and future events. Some of them possess enhanced senses, intuitive aptitude, or are able to project their mind out of their body. ESPers are frequently underestimated by other psychics, but with the right powers they can be a match against any biokinetic or psyke.

Power suggestions: *attack, melee (enhanced combat, pressure points intuition), awareness (ESP), aura reading* (true sight), broadcast (frequency detection), danger sense (ESP), deflection ("sixth sense"), extra actions (analytical mind), fearless (emotion mastery), gifted (photographic memory), heightened senses (enhanced senses), parry ("sixth sense"), postcognition* (premonition), remote viewing* (astral projection), retrocognition* (flashbacks), speak language (enhanced intuition), super attribute (Minor Limitation: Mental Attributes only), super edge (photographic reflexes), super*

skill (ability learning/replication), uncanny reflexes (enhanced danger sense).

*See **New Powers**

PSYCHOKINESIS

This is the aptitude to control matter and energy with his own mind. It covers abilities such as levitation, moving objects, controlling fire or electricity, etc. Psykes have more fire power and are more versatile than other psychics, but in return most of their abilities are less discrete. Psykes have to choose one **Power Type** that will define their powers and trappings. Powers must be coherent with the **Power Type**, and the Game Master has final word. For example, a psyke with the Electricity **Power Type** could generate lightning bolts (*attack, ranged*), possess an electromagnetic vision (*heightened senses: spatial sense*), connect and control electrical devices (*interface*) or create power surges (*malfunction*). They can't become invulnerable to their **Power Type**, but they can develop some resistance (*resistance power up to 5 points*).

Power suggestions: *absorption (fire absorption), armor (ice shield), attack, melee (electrical punch), attack, ranged (fire blast), broadcast (electricity only), chameleon (light control), damage field (electrical field), decay (accelerated corrosion), deflection (telekinetic shield), earthquake (vibration), energy control (fire/heat), ensnare (ice bonds), extra actions (electricity only), flight (levitation/kinetic), force control (telekinesis), heightened senses (heat detection, electroperception), illusion (photokinesis), interface (electrokinesis), invisibility (light control), jinx (minor telekinesis), leaping (minor levitation), malfunction (electromagnetic pulse), matter control (metal/magnetic, earth control, etc.), parry (telekinetic shield), resistance (cold, electricity, fire...), speed (electricity*

only), stasis (cryostasis), storm (air control), stun (electricity), telekinesis (kinetic), uncanny reflexes (electric reflexes), whirlwind (kinetic, air control).*

*See **New Powers**

TELEPATHY

Telepaths can read or control people's minds, and create mind illusions. They can also perform mental attacks or put someone into a sleep state. Telepaths are highly prized by intelligence agencies, but other psychics tend to be paranoid around them.

Power suggestions: *animal control (animal telepathy), attack, melee (telepathic blade), attack, ranged (mental blast), awareness (mental awareness), chameleon (mind illusion), danger sense (mental anticipation), deflection (mental combat), fear (emotion control), fearless (emotion mastery), gifted (photographic memory), heightened senses (telepathic sonar), illusion (mind illusion), invisibility (mind illusion), mind control (concentration), mind reading (concentration), paralysis (mind paralysis), parry (mental combat), possession (mind control mastery), resistance (mental shield), speak language (surface mind reading), stun (mind lash), super attribute (mental training, Minor Limitation: mental attributes only), super skill (knowledge replication), telepathy (psychic connection), uncanny reflexes (telepathic combat).*

Limitations: Telepaths can't affect inanimate objects or electronic devices such as cameras, drones, sensors, etc. Powers like *chameleon*, *illusion* and *invisibility* must have the Minor Limitation (only affects living creatures) modifier. *Illusion* can also take the Target modifier.

POWER TYPES

A psychokinetic must choose one (and only one) **Power Type** as described in the *Super Powers Companion*. The **Power Type** should be based on a real world element, energy or matter (Cold, electricity, water, etc.) and determines the trappings for all his powers. Here's a list of available **Power Types**: air, chemical, cold, earth, gravity, heat/fire, kinetic, light, magnetic, vibration/sound, water.

ADDITIONAL RULES

BANNED POWERS

The following powers are not allowed to psychics: *altered form*, *doesn't breathe**, *doesn't eat**, *construct*, *copycat*, *duplication*, *extra limbs*, *growth*, *intangibility*, *invent*, *minions*, *negation*, *shape change*, *shrink*, *sidekick*, *super sorcery*, *teleportation*, and *undead*.

*See *stasis* (**New Powers**).

POWER MODIFICATIONS

Some of the *Super Powers Companion's* powers have been modified to fit with *Titan Effect's* universe. The following powers are modified:

- **Absorption & Energy Control:** Matter / Energy Master and Master modifiers are not allowed.
- **Armor:** The Heavy Armor modifier is not allowed.
- **Earthquake:** The Trigger modifier is not allowed.
- **Resistance:** This power can't have more than 5 points.
- **Storm:** The storm is 1 mile in diameter instead of 10.

NEW POWER MODIFIERS

MENTAL ATTACK (+1)

Telepaths should apply this Modifier to their *melee* or *ranged attack* powers. This Modifier bypasses any physical armor (including *armor* power), but since it can only affect living creatures the attack can't cause any damage to inanimate objects or vehicles.

NEW POWERS

AURA READING (2)

Trappings: Concentration.

Aura Reading is the ability to "see" the energy field (also called aura) surrounding any life form (person, animal, plants).

The character needs to make a successful Smarts roll to learn one information about the target: know the general state of a target, like his health or emotional state (anger, joy, fear...). A roll at -2 also tells the psychic if an observed person is

talented (psychic, genetically altered, etc.), a raise on the roll indicates the nature of the "talent". The character can't use this power on more than one target at a time. *Aura reading* only provides general information: for example, a character can see if someone is sad, but can't know the reason.

PRECOGNITION (3)

Trappings: Closing eyes, Concentration, dreams, automatic writing, etc.

The psychic can perceive possible future events. With a successful Smarts roll, the character receives a vague vision of the future with regard to a specific situation, person, or question. With a raise, the vision is more precise. The Game Master chooses what information to disclose. If the circumstances change, a potential future event may not occur.

Modifier

- **Overwhelming (-1):** Normal senses don't work while using this power.
- **Premonition (+1):** The premonition can reach farther in the future (months, even years).
- **Uncontrolled (-1):** The psychic has no control over his power and receives visions randomly, at the Game Master's discretion. Alternatively, the premonitions comes each time the character touches anything with his bare hand.

REMOTE VIEWING (3)

Trappings: Astral form, closing eyes, concentration.

Remote viewing allows a psychic to acquire direct visual information about a location across great distances by projecting his mind. The ESPer can see the location as if he was standing there. His vision is very clear, but he can't use any other sense (normal or enhanced).

The character must concentrate one full round and succeed a Smarts roll to set his *remote viewing* anywhere within one mile. He is unaware of his surroundings while using this power. The psychic needs a line of sight to the location, or to have been to the location before. He can also use GPS coordinates but suffers a -2 to his Smarts roll, or a

video or photograph of the location (–4 to the roll). It takes one round to establish a link, and the remote viewer can maintain it as long as he concentrates.

The character can move his remote sense within the chosen location at his normal Pace, as if he was physically visiting, and can use his Notice skill to observe small details. Each new location requires a roll. Anyone standing in the area remotely observed by the ESPer can sense something is odd by making a Notice roll at –2. Most people will only feel uncomfortable, but any psychic might understand exactly what is going on.

Modifiers

- **Clairaudience (+1):** The character can also hear things across vast distances.
- **Conduit (+1):** The psychics can use other powers through *remote viewing* as if through normal senses.
- **Extended Range (+1):** Each time this Modifier is taken, the range increases by a factor of 10. At +5, the psychic can observe any location on Earth.
- **Subtle (+1):** The Notice roll to feel observed is at –4 instead of –2.

RETROCOGNITION (3)

Trappings: Closing eyes, concentration, somatosensory imprint, sonic psychometry.

With this power, a psychic can obtain information about the past of a person or an object. He must touch the subject or the object, and each success and raise on a Smarts roll give a piece of information about it. A prolonged contact allows for extra attempts, with a cumulative –2 penalty on the roll. The Game Master chooses what info to disclose, but it should not go beyond a few hours in the past, maybe 1 day for info on the owner of an object.

Modifiers

- **Extended Reach (+1):** Concentrating for a few minutes, the character can roll at –2 to learn things from anytime in the past of the target.
- **Feedback (–1):** The character has a flash from the past so vivid that it can cause psychosomatic damage if the event was traumatic or involved

the death of someone. The character suffers 1 level of Fatigue for reliving traumatic events or if someone was badly injured. He suffers 1 Wound if the event involves the death of someone.

- **Impregnation (+1):** After a minute in a specific place, the psychic can get a glimpse from the past of the place.
- **Overwhelming (–1):** Normal senses don't work while using this power.
- **Uncontrolled (–1):** Your character has no control over his power and receives flashes of information randomly, at the Game Master's discretion.

STASIS (2)

Trappings: Metabolism control, cryostasis, meditation.

Most biokinetics have the ability to control their own biological functions such as blood flow, digestion, heartbeat, and respiration. First, a character with this power needs to concentrate for an entire round, during which he can't do anything else. With a success on his Vigor roll, the psychic enters into a deathlike trance. Without a close medical examination (Healing roll at –4), he seems dead. He may set a mental 'alarm clock' that will awaken him after a certain amount of time.

In this state, the character reduces his need for oxygen, water, and food to a minimum level, effectively benefiting from the effects of the powers *doesn't breathe* and *doesn't eat* for the time being. A psychic can survive without food and oxygen for a maximum of (Vigor die type) days. He is unaware of his surroundings during this period, but automatically awakens if he takes any damage.

THERMAL ADAPTATION (1)

Trappings: Metabolism control, cold manipulation, heating aura.

The psychic can adapt to harsh environment temperatures, gaining effective immunity to any but the most intense Cold and Heat environments. This has no effect against attacks from Cold or Heat.



WARNING!



LEVEL 6

AUTHORIZATION REQUIRED

USERNAME

Agent Kilgore

PASSWORD



SPEARNET

DIRECTOR DATABASE

USERNAME

Faiasutomu

PASSWORD

CANCEL

CONFIRM



THE SPEAR



HISTORY

The CIPR

The SPEAR traces its roots back to the Cromstone Institute of Psychic Research (CIPR), a British non-profit organization with the purpose to study and understand psychic phenomena using scientific methods. Founded in 1872 by Lord Cromstone, a Fellow of the Royal Society and a retired officer of the Royal Artillery, the CIPR gathers a lot of eminent scientists and philosophers, men and women from all over the world. Some are even psychic themselves. The CIPR starts quickly to attract other psychics who seek shelter or want to find a way to control their abilities.

During World War One, the CIPR assists the Secret Service Bureau or SSB (British intelligence service) against Germany. This event is the beginning of a long relationship between the two organizations, which will lead the CIPR to assist the SSB on multiple occasions.

After the Great War, the CIPR cross paths with the Thule Society, a German occult organization that seeks to use psychic abilities for power and wealth. That event leads the CIPR members to create a special group of men and women charged to watch over psychic activities. They are convinced that psychic abilities are meant to be used only by wise men and women, and that in the wrong hands they can bring humanity to a dangerous path.

World War II

A new war is raging in Europe, and Britain is under attack. Hitler's right hand, Heinrich Himmler, creates the Ahnenerbe, a special Nazi branch with the mission to study psychic phenomena and to create bio-augmented soldiers. After learning the Nazis have an entire unit of psychic spies,

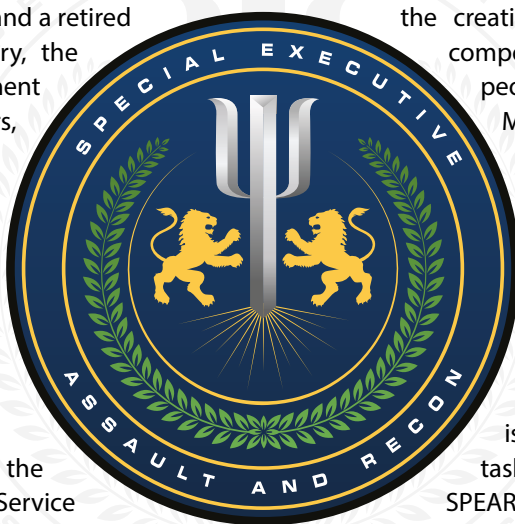
Churchill, still doubtful but wary of Nazis, orders the creation of a special task force composed of psychics and other people with special abilities. The

MI6 (formerly known as the SSB) and the CIPR compete against the Ahnenerbe to find and gather the best psychics in Europe and form the Special Executive Assault and Recon (SPEAR). Lord Cromstone's grandchild, William O'Malley, is asked to lead this new task force. In a few months, the SPEAR proves itself as an important

asset in the war effort. Churchill and

Roosevelt ensure the secrecy of the SPEAR and psychics to keep the public from learning of the existence of psychic spies.

In 1944, the SPEAR discovers the existence of the Project BERSERKIR, a Nazi program that aims to create bio-augmented soldiers by using psychic vampires and therianthrope DNA. The MI6 and the OSS launch a military operation called Operation Winter Night and charge the SPEAR to sabotage the program before the Nazis could use it to skew the balance of the war in their favor. The mission is a success, but a mole placed by a secret group called the Olympians inside the commando team, allows Heinrich Mölhen, the man responsible for the Project BERSERKIR, to escape. The SPEAR loses



some of its best agents because of the Olympians involvement. Right after that, the SPEAR starts to investigate on its own to discover the truth about this mysterious group.

After the end of the war, the European branch of the Olympians uses its influence to "push" Churchill into shutting down the SPEAR and the CIPR. William O'Malley and the surviving members go off the grid, realizing that the Olympians have undercover agents everywhere spying on their every move. However, considering that their original mission is not finished yet, O'Malley and his comrades hunt in secret what remains of the Ahnenerbe and the Project BERSERKIR. Parallel to that, they try to discover the Olympians' identity and what their true goal is. O'Malley uses his inheritance to build the Cromstone Foundation, a philanthropic organization, which is used to finance and cover their activities.

REBIRTH

1954. After witnessing the horrors of the war, the atomic bomb, the appearance of bio-augmented soldiers and new psychic threats, the former SPEAR members realize that now the genie being out of the bottle, the world's safety is at risk. Worse, they discover that the Olympians are linked to several of these events, and that they apparently try to create an environment suitable for their long-term plan of world domination by keeping governments and intelligence agencies busy fighting each other for ideological reasons and natural resources. O'Malley and his fellows conclude that the world needs guardians and protectors and that it is up to them to assume this role.

They secretly rebuild the SPEAR, and restructure it to become a global and independent task force, with the mission to fight the Olympians, and anyone or anything that threatens the world's balance. They gather all their personal wealth to finance this new organization, and receive the financial support of several "sponsors". They recruit new psychics and train them to become operatives. O'Malley and the SPEAR founding members form the Executive Committee to oversee the organization.

THE COLD WAR

Although their primary mission is to fight against eugenics and psychic threats, the SPEAR focuses its efforts on the Olympians, convinced that they are a bigger threat to the world. The SPEAR is able to carry out several operations against the Olympians' interests, and even tries to expose them. Seeking to deal a fatal blow to the SPEAR, the Olympians set a deadly trap by luring the organization on the trace of two powerful deviants in a small Romanian town. Convinced that it's dealing with a group of Ahnenerbe psychics, the SPEAR sends its best operatives to eliminate them. The operatives realize too late their mistake when they are finally ambushed by the deviants who massacre most of the team. Only a couple of operatives manage to make it out alive.

After that incident, the SPEAR discovers the Olympians' implication in the death of its agents, and launches an assassination mission in retaliation. The SPEAR sends two teams of operatives to the Swiss Alps to locate one of the Olympians' meeting places and eliminate them. The mission is a complete failure, with both camps losing precious men and women during the battle. O'Malley and the rest of the Executive Committee realize the mistake of their direct attacks on the Olympians, and decide to step back and learn more about their enemies, while fulfilling their primary objective.

In addition to confronting the last vestiges of the Third Reich, the SPEAR must now deal with Red Ghost (*Krasnyy Prizrak*), a deadly unit of psychic spies under the authority of the KGB. Unlike the SPEAR who trains its operatives to control their powers naturally, Red Ghost uses all kind of methods, even genetic engineering, to enhance its agents' abilities. With this new threat and the Soviet's dangerous experimentations on psychics, the Olympians and the SPEAR are forced into a tacit truce and focus their resources on a common threat.

A NEW ERA

As the Cold War comes to an end with the collapse of the Soviet bloc, the SPEAR can now focus again on the Olympians. However, the Olympians fund a large number of terrorist groups and mercenaries

to sow chaos on the political scene, incidentally keeping the SPEAR sufficiently busy. Facing the emergence of new threats like ARES, the Directorate, and a new breed of bio-augmented soldiers, the SPEAR is forced to fight on all fronts and divide its forces.

Today, more than ever, the SPEAR strives to prevent the Olympians from achieving their plan of global domination and eliminate psychics. But its opponents are legion, and rising internal struggles threaten the organization's effectiveness. The SPEAR faces an uncertain future and must train a new generation of operatives to survive and succeed in its mission.

ORGANIZATION

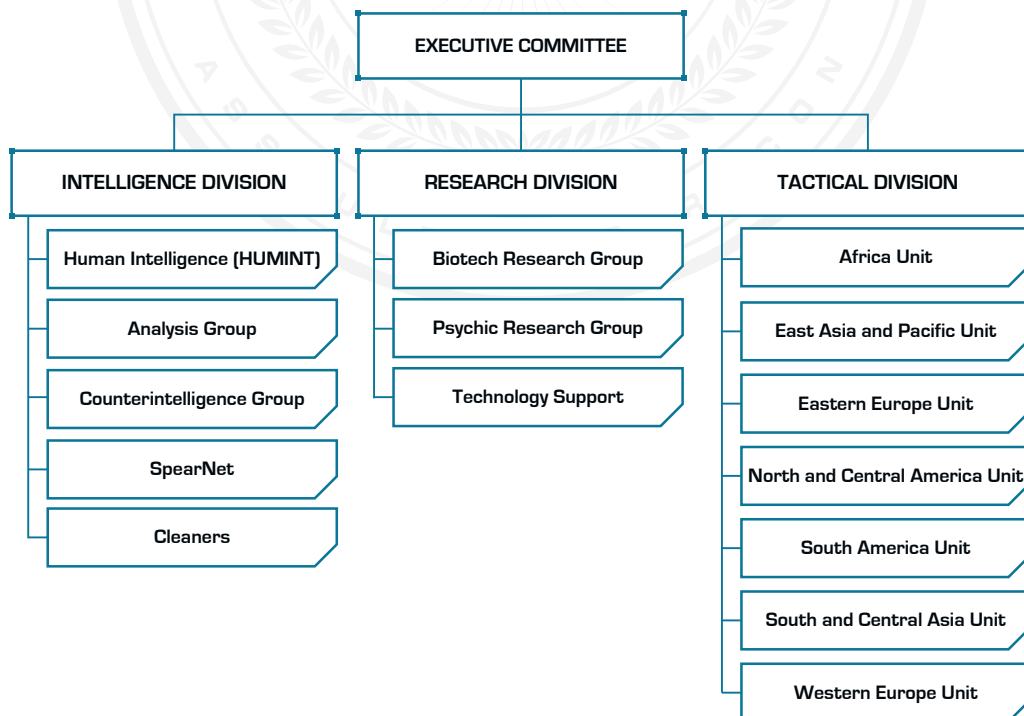
Only a handful of individuals in the criminal, military, political and intelligence spheres are truly aware of the SPEAR's existence. For the rest of the world, the organization is unheard of, an urban legend or a hoax at best. Some intelligence and

law enforcement agencies regularly investigate events involving the SPEAR, but without ever being able to make the connection.

The SPEAR's funding is a very well-kept secret and only senior members and operatives are aware of the details (at least a part of them). Originally, the SPEAR was funded by the personal wealth of some of its founding members who were part of European nobility and/or wealthy families. Additionally, the SPEAR has received financial support from several patrons who believe in its mission or have a score to settle with the Olympians. The organization also uses "seized assets" of its enemies and shell companies.

The SPEAR is composed of three main divisions, overseen by the Executive Committee: Intelligence, Research and Tactical. Each division is semi-independent and lead by a director. They have their own logistics, security and support branches and use front organizations to cover their real activities.

SPEAR ORGANIZATION CHART



In addition to its three divisions, the SPEAR has facilities all over the world with no traceable links to the main divisions (training camps, secret prisons, research labs, etc.). Not every SPEAR personnel have psi powers, but 90% of the field agents and operatives (Intelligence, Research and Tactical divisions) are psychics. The SPEAR also offers shelter to a few therianthropes and bio-augmented soldiers within its ranks. The latter are often integrated into a couple of high-risk teams.

The SPEAR has agents infiltrated into several military and intelligence agencies (CIA, MI6, etc.). At the same time, these agencies sometimes use the SPEAR to resolve impossible situations that involve its expertise. SPEAR has access to several construction, security, technology and transport companies, as well as medical facilities.

INTELLIGENCE DIVISION

The Intelligence division handles the recovering and analysis of information. The division has at its disposal an impressive pool of analysts, hackers, and infiltrated agents, and doesn't hesitate to hack other intelligence and military agencies, spy satellites, and other resources to fulfill its mission. In addition to using conventional spy methods, the Intelligence division uses psychics, especially ESPers and Telepaths to gather intel.

The division is also responsible for counter-intelligence and the SPEAR's internal security. One of its tasks is to clean up after the operatives who have messed up during a mission or when their actions draw attention to the SPEAR. Its agents, also called "cleaners", don't hesitate to destroy evidence, bribe the authorities, erase the memory of embarrassing witnesses or in the most extreme cases, resort to murder, when needed.

The Intelligence division performs the maintenance and updates of SpearNet, the SPEAR's secured network. It also collaborates with the Research division when it comes to recruiting new agents and operatives. The division is more independent than the other divisions and keeps a higher level of secrecy, for security reasons. This tends to create friction with the other divisions.

The Intelligence division headquarters are in Montreal, Canada, and are headed by Debrah Malick, a former NSA intelligence analyst and telepath. The division uses Quantic Technology Ltd., a software company, as a cover. It has local branches in Tokyo (Japan), Amsterdam (Netherlands), San Francisco (USA), and Mombasa (Kenya).

PRECOGNITION

Despite the ability of some ESPers to see future events, the Intelligence division rarely relies on these visions. The main reason is that precognition is subject to different interpretations and the future is always in motion. In the past, the SPEAR relied on some visions to launch a high risk mission, but the outcome was disastrous. Since then, the Intelligence division handles precognition very carefully.

RESEARCH DIVISION

This division has the mission to study psychic phenomena and their dangers, and identify new eugenics threats. It also takes care of developing and assembling the operatives' equipment.

The division possesses several facilities and laboratories all over the world, with small teams of engineers, experts in parapsychology, psychics, and scientists. The Research division is also responsible for locating new psychics, while the Intelligence and Tactical divisions are charged with securing them. Only a few of the psychics are recruited to become agents or operatives, while the others are given new identities and placed in secure locations to avoid being targeted by other organizations. These psychics can sometimes become informants and contacts.

The Research division's main headquarters are in Oxford, UK, hidden under the head office of the Cromstone Foundation, an international philanthropic organization serving as a front. The division is headed by Dr. Joseph Atiogbe, a biokinetic and an eminent biologist from Republic of Benin.



TACTICAL DIVISION

While the Intelligence and Research division provide the information and the support for the SPEAR, the Tactical division carries out the field operations.

The Tactical Response Teams (TRT) are the division's backbone, each composed of three to six operatives. They are well versed in black and covert operations: counter-terrorism, espionage, exfiltration, infiltration, investigation, reconnaissance, sabotage, target elimination, etc. Due to the clandestine nature of the SPEAR operations, operatives are most likely to exercise discretion, and avoid being identified. Each operative is given the freedom to choose his equipment and weapons as he sees fit, which makes them harder to be identified as part of the SPEAR.

The division's HQ is located in Hong Kong, China, inside a skyscraper belonging to Fianna International, a British private security company. Its director, Eiko Tanaka is a former Public Security Intelligence Agency (a Japanese intelligence agency) operative, with a

long career within the SPEAR. She is highly respected by her subordinates, by the other division directors, and by most members of the Executive Committee. She is also a powerful pyrokinetic.

The director oversees the division, but the operations are delegated to 7 operational units across the world. Each of these units is run by a commander, and have 2 to 3 TRTs, with their armory, logistics departments, and their own personnel (quartermaster, pilots, security personnel, technicians, etc.). Most of them use offices or facilities belonging to Fianna International or local security companies as a cover:

- **Africa Unit:**

- ♦ **Base of operations:** Lagos, Nigeria
- ♦ **Commander:** Adama Koroma

- **East Asia and Pacific Unit:**

- ♦ **Base of operations:** Sydney, Australia
- ♦ **Commander:** Wong Chen

- **Europe and Eurasia Unit:**
 - ◊ **Base of operations:** Prague, Czech Republic
 - ◊ **Commander:** Kiril Terekhov
- **North and Central America Unit:**
 - ◊ **Base of operations:** Los Angeles, USA
 - ◊ **Commander:** Jabari Freeman
- **South America Unit:**
 - ◊ **Base of operations:** Buenos Air, Argentina
 - ◊ **Commander:** Sofia Constanza
- **South and Central Asia Unit:**
 - ◊ **Base of operations:** New Dehli, India
 - ◊ **Commander:** Padam Bahadur Advay
- **Western Europe Unit:**
 - ◊ **Base of operations:** Madrid, Spain
 - ◊ **Commander:** Eva Archer

Units usually operate within their geographic area, but the TRTs can operate anywhere in the world. This facilitates the cooperation between units, but it also creates some rivalry among them.

SPEARNET

SpearNet is an encrypted communication network and database designed to share information and ease communications between each division and the operatives. The network uses a state-of-the-art cloud computing infrastructure. It is also segmented in a specific cellular pattern allowing each cellule of SpearNet to be independent from the other but sharing security information in real time with all the others in order to locate any security breach immediately and isolate compromised nodes from the network while rerouting regular communications into safe nodes.

Shortly put, SPEAR engineers make it "impossible" to hijack the network except by hacking a node, and any attempt to compromise a node and use it has a risk to spread alert to all the other nodes triggering a global reaction.

On top of its cellular structure, each node is protected by several high-level security checks

including quantum encryption, combined biometric checks and recently added, "psychometric" encryption (encryption and security access control using the user's brainwaves) making it almost impossible to decipher without the proper accreditation. A team of highly trained (and some of them psychic) hackers is entirely dedicated to its maintenance and safety.

Each operative can access SpearNet with his or her smartphone and computer. It allows the operatives to communicate with their unit or access precious information about threats and organizations on the SPEAR's watch list. The kind of information available depends of the agent's clearance level (see [Debriefing Log](#) chapter).

THE EXECUTIVE COMMITTEE

Each division director answers and reports directly to the Executive Committee, which is formed by senior members of the SPEAR. There are eight members and one chairman who is elected among them every year on the board. They oversee the entire organization and make sure every division and unit follows the SPEAR's precepts and global plans. They are former high-ranking operatives or directors and most of them are rumored to be powerful psychics. They also handle the organization's current affairs and manage the independent facilities.

RELATION WITH OTHER AGENCIES

On several occasions, particularly during the Cold War, the SPEAR has "unofficially" leased its services to certain agencies and organizations, such as the MI6, the CIA, the FBI or the MOSSAD. The SPEAR is called on when psychic phenomena are involved, and when the concerned agency wants to avoid getting its hands dirty. However, these same organizations are unaware of the SPEAR's real motives and tend to be suspicious of it. At best, the SPEAR is tolerated, at worst it is considered as a criminal organization or a potential terrorist threat.



SECRET HISTORY



Titan Effect is modeled after our own world, but with some differences due to the existence of psychics and bio-augmented humans. Here are a series of events that shaped the world of *Titan Effect*.

PREHISTORY

In Sub-Saharan Africa, the first modern humans start to develop psychic abilities. A lot of psychics assume the roles of shamans or warriors to guide and protect their own. The manifestation of psychic powers take the form of incantations, rituals and spells. However, a few psychics evolve differently, showing deviant behavior, and in some rare cases deformities. These "deviants" are rejected by the rest of their tribe and forced into exile due to the danger they represent.

THERIANTHROPE

During that period, each tribe seeks to protect itself from several exterior dangers: other tribes, wild animals and deviants. Shamans possessing biokinetic abilities discover a way to bound animal DNA to a human. Those who survive the painful ritual (or process) gain the ability to assume at will the form of the animal (or totem) and to become the ultimate warrior. The therianthropes are born. With time, some tribes establish a cult around the therianthropes. Half of them become sterile during the process, but the others manage to transmit their genes to their offspring, who in turn become therianthropes naturally, evolving with time into an entirely new species.

ANCIENT HISTORY

With the appearance of the first civilizations, psychics evolve as magicians and priests.

With the rise of organized societies and government structures, and the development of cities, rifts appear between psychics (closer to

urban societies and human social structures) and therianthropes (closer to nature and wilderness, and thus of primitive tribes). The subsequent conquests of the first empires, which are in expansion, benefit the psychics and relegate therianthropes to the fringes of human civilization.

Thanks to the psychics and their abilities, humanity can slowly but steadily improve; building vast empires like Egypt, Babylon and others. As humanity is now more educated, bolder, stronger, in a lot of cases, to protect their power or even their life from the envy of common stock, psychics feel the need for secrecy.

More numerous and organized, the psychics now form cults, occult brotherhoods and secret societies with various objectives according to interests and circumstances. One intent is to understand the nature of the psychic abilities, attempting to unlock their secrets and improve their power.

The concepts of magic and organized religion appear. Some psychics pose as incarnate gods or prophets. Powerful psychics, like Zoroaster or Hermes Trismegistus even write wisdom texts that could unlock the key to activate psychic abilities to those gifted and who are initiated.

THE GREAT EMPIRES

During the late Antiquity, the psychics around the Mediterranean Sea begin to face their first true global menace as Alexander the Great, who is first believed to be an immensely strong psychic, conquers most of Minor Asia. It turns out that the Greek conqueror is actually the pawn of something else. Something unknown that prompts a lot of the psychics to retreat even more than before in their privacy. The rise of the prophets like Jesus, generations later, increases more and more this tendency.

Simultaneously, Rome's legions decimate the last big packs of European therianthropes during the Germanic and Gallic wars, forcing the rest of them to take to the woods and mountains, far away from civilization.

The rise of the Christian Churches and Islam finally pushes all psychically gifted denizens into the shadows of history.

MIDDLE AGES

The Middle Ages herald the time of organized religion when psychics and therianthropes lose ground to Christianity and Islam. Most of them go into hiding. The witch hunts and pogroms deal with those who are not careful enough. Most of the ancient wisdom on psychics is lost and the last therianthrope bastions, the Berserkers and Ulfhednar of Northern Europe, are lost with the evangelization of Scandinavia.

In Asia, a therianthrope named Temüjin, also known as Genghis Khan or the Blue Wolf, unifies

the Mongols and the Turkish tribal confederations, and launches a series of conquests. After his death, he leaves behind him one of the greatest empires in history.

THE AGE OF REASON AND RECENT HISTORY

The Renaissance, followed by the Age of Reason, sees the return of psychic phenomena interest, with a major phase in the development of Western esotericism and the discovery of animal magnetism and spiritualism. Psychics takes advantage of the situation to come out from the shadows, but the Church and its inquisitors are never far behind.

The 19th century marks a mysterious increase of psychic phenomena all over the world. Many esoteric, occult and psychic research societies emerge, mostly in Europe and in the United States, accompanied by new scientific disciplines such as parapsychology.

TIMELINE – MODERN HISTORY

1914: The Cromstone Institute of Psychical Research (CIPR), a non-profit organization studying psychic phenomena aids the Secret Service Bureau (which will be renamed MI6 later) during The Great War by providing telepaths on the field to help with military communications.

December 30, 1916: The Secret Service Bureau asks the CIPR to send two of its best members in Russia on a mission to assassinate a dangerous psychic named Grigori Yefimovich Rasputin, who threatens the balance of the war. The Russian Revolution follows.

November 11, 1918: End of the Great war. In England, the CIPR returns to its former activities, but keeps strong relations in the intelligence and military communities.

1919: The therianthrope cult known as the Leopard Society (also called Anyota) threatens the Olympians' interests in the Belgian Congo. The Olympians manipulate the Catholic Church who send men of the Order of the Holy Mystery to eliminate the Leopard Society, but despite their efforts, the cult remain active until the Second World War. After that, the Leopard Society is officially dead, but rumors keep circulating that the cult has only gone underground, waiting for the right time to come back.

1929: The Olympians support Hitler's ascension by financing him, persuaded that he will serve their interests. However, they realize their mistake too late, and things quickly escalate with Germany's invasion of Western Europe in 1940.

1933: The Olympians try to overthrow President Franklin D. Roosevelt, after he seized their money to finance the New Deal, but the coup failed. Despite an investigation by the Congressional Committee, no prosecutions or further investigations are undertaken due to the Olympians' influence. This conspiracy, known as the "Business Plot", will not even be considered worth the media attention.

1935: Heinrich Himmler creates the Ahnenerbe, a Nazi organization dedicated to anthropological, archaeological and psychic studies.

1939: A young scientist named Heinrich Mölhen is noticed by Himmler who is impressed by his groundbreaking research in biology. Himmler recruits Mölhen within the Ahnenerbe, with the mission to create an augmented soldier race. The Olympians watch Mölhen's progress closely.

July 12, 1940: At the request of Churchill, the CIPR creates, jointly with the British Army and the Secret Service Bureau (now rebranded MI6), a task force composed of the best psychics in the world with the mission to fight the Ahnenerbe. This task force is soon called the Special Executive Assault and Recon (SPEAR).

1942: The Ahnenerbe finally launches an bio-augmented soldier program, called Project BERSERKIR. At the head of the project is the young Dr. Heinrich Mölhen. He tries to replicate deviant and therianthrope DNA to create powerful super soldiers, with more or less

success.

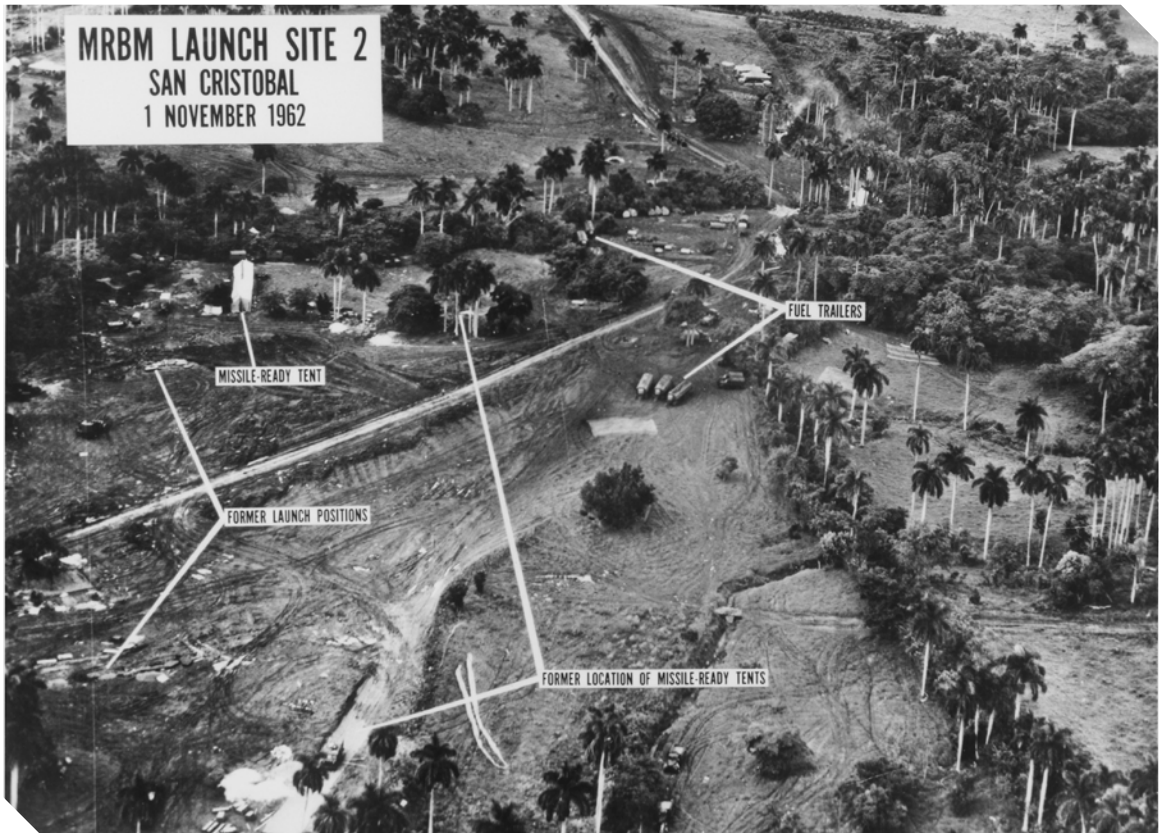
May 19, 1944: The SPEAR leads "Operation WINTER NIGHT", a combined operation with the MI6 and the O.S.S. to sabotage the Nazis' bio-augmented soldier program. During the operation, a mole, placed by the Olympians inside the commando team, lets Heinrich Mölhen escape. The mission is a success, but the SPEAR loses several good agents. This is the first time the SPEAR hears about the Olympians.

August 1945: Start of "Operation PAPERCLIP", conducted secretly by the Joint Intelligence Objectives Agency (JIOA), to smuggle and recruit Nazi scientists in the United States, among them Dr. Heinrich Mölhen who takes the name of Peter H. Keller. The operation is sponsored by the Olympians.

January 1946: As World War II is now over, The SPEAR is officially dismantled, under Churchill's orders. The surviving members go off the grid, but stay in contact with each other. The CIPR officially ceases its activities.

March 1946: Creation of the Cromstone Foundation, a philanthropic organization. The foundation is used as a cover for the former SPEAR members to track down the Nazis who fled Germany.





1947: Beginning of the Cold War.

To counter the increase of the USSR and Communism, which threatened their own interests, the Olympians lobby several actions of U.S. Policy. Among them, the National Security Act that leads to the reorganization of the armed forces, foreign policy and the creation of the CIA.

May 29, 1952: The Olympians found the Bilderberg Group, a think tank bringing together every year, hundreds of academic, business and policy personalities of different countries. Officially, the organization aims at strengthening cooperation between the United States and its European partners. In reality, the Bilderberg Group is a tool to promote the Olympians' interests and to expanding their sources of information.

June 3, 1953: Dr. Peter H. Keller joins the Project MK-ULTRA under the leadership of Dr. Sidney Gottlieb: a mental control program initiated by the CIA.

1954: Rebuilding of the SPEAR into an international and independent task force by its founding members.

January 17, 1961: Eisenhower, in his farewell speech, warns the American people against the military-industrial complex, without explicitly mentioning the Olympians.

1962: The Kremlin gives maximum priority to psychic research. The KGB sends investigators throughout the USSR, to rake towns and villages in search of real psychics.

January 26, 1962: Birth of Vanessa Keller, Mölhen's daughter.

October 1962: Cuban Missile Crisis.

1963: The KGB experiments on psychics to boost their abilities in order to turn them into augmented soldiers and spies. The program is known as Projekt Bogatyr.

November 22, 1963: JFK learns about the Olympians conspiracy, but he is murdered in Dallas, before he could expose them to the world.

January 1964: The KGB creates Red Ghost (*Krasnyy Prizrak*), a deadly unit of psychic spies, among them are a few therianthropes.

June 1964: To counteract the increase of psychics in the world and the Soviet's advanced research in this domain, the Olympians launch the Project TITAN, a super-soldier program under the CIA's authority. Dr. Peter H. Keller is hired to supervise the project, and act as the Olympians' mole within the CIA.

March 5, 1965: After several failures, the Project TITAN successfully genetically enhances six Special Forces soldiers. Among these bio-augmented soldiers, figures a certain Stavros.

April 9, 1965: The CIA forms a top-secret unit similar to Red Ghost and the SPEAR, called the Spartan unit. All of its members are bio-augmented soldiers selected from the Project TITAN, including Stavros.

1970: Worried by the KGB's progress in that domain, the CIA asks the Stanford Research Institute (SRI) to conduct psychic research for military applications.

Keller starts on his own initiative of the creation of a new type of bio-augmented soldier, based on his research on therianthropes.

Stavros is directly recruited by the Olympians to become their special agent and spy on Keller.

July 1, 1973: Creation of the Trilateral Commission, on the Olympians' initiative, to promote and build a political and economic cooperation between North America, Western Europe and Asia Pacific.

May 16, 1974: Several bio-augmented soldier prototypes escape and kill all the Project

TITAN personnel. Stavros and the Spartan unit are sent to neutralize the threat. The project's installations are ultimately destroyed, with the prototypes inside.

Keller barely survives, but most of the Spartan unit members die during the assault.

June 1974: The CIA shuts down the Project TITAN. Keller is held responsible by the Olympians for this fiasco.

July 1974: Expecting retribution from the Olympians for the Project TITAN destruction, Keller records his ideas and formulas to build bio-augmented soldiers. He then encodes his research inside his own DNA. He calls it his Legacy, also known as Keller's Legacy.

Keller, strongly believes that humanity is weak and corrupt, and considers that it needs to be replaced by a new breed. He leaves a message with instructions for his daughter (who is 12 at the time) with his trusted disciple Doctor Anton Kneefel in case something should happen to him.

September 15, 1974: Keller is terminated by Stavros on order of the Olympians. Keller's body is retrieved and placed in cryopreservation in a secure vault. For the CIA, Keller just vanished.

October 1974: The director of Central Intelligence, William Colby, is horrified when he discovers the truth about the Project TITAN. He orders the destruction of all documents related to most CIA dark projects, and the disposal of any "biological result" of the Project TITAN.

1975: The Defense Intelligence Agency (DIA) launch the Project STARGATE, a top secret military psychic research program, focusing on Remote Viewing (RV), despite the Olympians' attempts to shut down the project.

March 1975: The KGB unit Red Ghost manages to steal Keller's body from the Olympians.

April 1975: The KGB tries to exploit Keller's legacy, but all attempts to extract the data from Keller's DNA result in failure.

U.S. troops, diplomatic, military, and civilian personnel evacuate Saigon.

1976: The Olympians support the creation of the Committee for Skeptical Inquiry, an American organization dedicated to the critique of psychic phenomena and pseudo-scientific disciplines (parapsychology, cryptozoology, etc.). Its purpose is to discredit and marginalize psychics to the public to make sure their existence remains secret.

1979: Six months before the Soviet invasion in Afghanistan, the Olympians prompt the CIA to assist the Mujahideen. The purpose of this operation is to bring Moscow into a trap, scheduling the beginning of the fall of the USSR.

1984: After years of skirmishes and fights, the Olympians, manipulating the CIA, use a special task force, led by Stavros and a young U.S. Army Major named Richard Desmond, to get rid of most of the Red Ghost agents in Kandahar. Stavros fakes his own death and is considered Missing In Action by the CIA.

February 1989: End of the Soviet–Afghan War. Major Richard Desmond resigns from the U.S. Army.

With the financial help of the Olympians, Richard Desmond creates ARES, one of the first private military companies. Desmond recruits Stavros to become ARES' head of clandestine operations.

April 19, 1989: Stavros and a team of mercenaries manage to recover Keller's body and bring it back to the Olympians.

January 1990: Richard Desmond creates a biotechnology division inside ARES. The Olympians, charge him to restart the Project TITAN with the help of Doctor Kneefel.

Kneefel recovers a part of Keller's research and starts to exploit it, with the help of the daughter of his former mentor, Vanessa Keller.

February 1990: Stavros conducts raids in several world spots (Africa, Siberia, South America, etc.) to abduct women with latent therianthrope DNA. The women are destined to serve as guinea pigs for the most secret parts of Project TITAN II.

March 1991: Birth of the first neo-therianthropes inside the new Project TITAN facility thanks to the breakthrough innovations from Vanessa Keller. Keller becomes officially number two of the research division of Project TITAN.

Stavros and Keller grow closer together, and soon become lovers. She learns from him of the connection between her father and the first project TITAN. Needless to say, Stavros doesn't explain he is the one who killed her father

October 1991: Right after the collapse of the Eastern Bloc, in Russia, several intelligence and military officers found the Directorate (Direktsiya), a secret organization seeking to rebuild the Old USSR. They recruit many psychics and ex-KGB agents, among their members are Dmitri Sokolov and Ivan Dragonovich. The organization's name refers to the short-lived transitional government of Russia during the Russian Revolution. The remaining agents of Red Ghost are hired to become their agents and form a new unit codenamed Baba Yaga.

1995: The CIA creates its own psychic department, the Special Psychic Operations Group (SPOG). Composed of former members of Project STARGATE, this group is charged to monitor and neutralize psychic threats. While being rivals with the SPEAR, the two groups cooperate from time to time.

November 2001: Stavros creates the Phobos unit inside ARES, a black ops division that directly obeys him and whose existence is only known by a few. The unit is composed of highly experienced commandos.



January 2004: Through Stavros, Vanessa Keller accidentally hears for the first time about her father's legacy. She became less trustful of both Kneefel and Stavros and begins to investigate on her own. She decides to undermine Kneefel's position so that she could take his place and gain access to classified files.

August 7, 2004: The neo-therianthropes are integrated inside the Phobos unit and are sent into Afghanistan for their first mission to neutralize a group of terrorists

August 10, 2004: Mutilated bodies of Taliban terrorists are found in Afghanistan. Rumors spread about the use of bio-augmented soldiers by the U.S. government and private military companies, but no solid proof is found.

September 2004: After the success of the Afghan operation and months of intrigue from Vanessa Keller, Desmond places her at the head of the Project TITAN II. Kneefel is forced to become Keller's assistant, much to his rage

December 2004: After months without progress, Vanessa Keller contacts an old acquaintance, Ahmad Mushtaq, a technological genius from London, to help her find the truth about the Olympians and her father. In the following months, Mushtaq creates the Trans-Helix hacktivist network to further that goal.

September 2006: SPEAR agents confront for the first time a group of neo-therianthropes.

February 2007: Several neo-therianthropes show signs of mental disorders, and go rogue or AWOL. After these incidents, the Olympians begin to question the reliability of the neo-therianthropes.

2008: Ahmad Mushtaq is able to break into the digital vault of the Olympians, learning a part of the truth about Keller's legacy and the existence of the SPEAR. He is however compromised and flees.

Later that year, Mushtaq is able to trade shelter in exchange for information with the SPEAR.

February 2009: The Project TITAN II initiates the chimera soldier program to replace the neo-therianthropes, considered too unstable. Most of the neo-therianthropes are "retired" and held in stasis for research.

Kneefel takes advantage of the incident to blame Keller for this failure and try to regain his place. Yet, the Olympians let Keller in charge of the project.

January 15, 2011: Mushtaq double crosses the SPEAR and breaks into their system, learning some additional information.

April 2011: After a series of failures, the Project TITAN II produces the first operational chimera soldiers. They are integrated into the Phobos unit. As Vanessa Keller is seemingly regaining the Olympians' trust with this achievement, Kneefel decides to reveal their involvement in Peter Keller's death to her in the hope that she would turn against them and leave the project.

October 2011: Dr. Vanessa Keller fakes her own death after she sabotages one of the Project TITAN II facilities. Several neo-therianthrope and chimera prototypes are left for dead in the explosion.

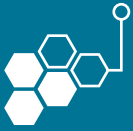
The Olympians and Desmond reinstate Kneefel as head of the Project TITAN, under Stavros' watch.

November 2011: Vanessa Keller takes the codename of Gaia, and with the help of Mushtaq (codenamed Tartarus) and her "children", creates the bio-terrorist organization known as TYPHON.

April 16, 2014: Kinshasa incident: the SPEAR sends a team of operatives to investigate one of ARES facilities. The operation results in the destruction of an ARES facility, but several bio-augmented soldier prototypes escape into the wild.

Today: ...





ORGANIZATIONS



For decades, a secret war has been raging between two sides: those who want to control human evolution with technology and those who believe psychics will replace humanity. So far, this war, also called the Shadow War or the Great Game has taken place without the public's knowledge. However, things are escalating quickly, and it's only a matter of time before this war explodes.

This section gives the Game Master information about each important faction and organization. Some are directly involved in the Great Game, while the others try to stay neutral and keep their place in the "food chain".

THE OLYMPIANS

"There is something behind the throne greater than the king himself."

— William Pitt, 1st Earl of Chatham

The Olympians are a secret society dedicated to unifying the world by creating a global government and controlling biological evolution. Its members are among the richest and most influential on the planet. They have a stranglehold on most of the media and banks. They also control global surveillance and the military industrial complex of several Western countries. Their influence has spread all over the world and they have infiltrated the highest echelons of power. They have orchestrated the economic globalization and the privatization of the war, with the advent of private military companies. The Olympians consider psychics as a threat to their eugenics program and try by any means to control or eradicate them.

DOSSIER

The Olympians' origin dates to the 17th century in England, where the organization was charged to manage the British East India Company. The Olympians' members quickly realized that, with their influence and money, they had the power to shape the world to their own ideal. They concluded that monarchy and religion were obstacles to humanity's progress, and started using their resources to influence conflicts and revolutions to weaken the Church and the states. Over the centuries, the organization's founding members disappeared to make way for new generations of Olympians, allowing the organization's objectives to slowly evolve.

Today, the Olympians are convinced that humanity can only evolve under their guidance and that free leads to chaos. Its members refuse the idea of destiny or karma, and believe that letting humans evolve naturally would only lead them to their destruction. They see the increase of psychics as a major threat to society and seek to control or eliminate them. The Olympians have striven to make sure the existence of psychics remains a secret for the public, through disinformation, control of the media, and elimination of witnesses. They have launched, over the past few decades, several genetic experiments to control human biological evolution, and to stop the increase of psychics. Among these studies, features the Project TITAN, a cutting-edge genetic program aimed at creating advanced bio-augmented soldiers (BAS) to serve as their armed guard and to hunt the psychics they can't control.

STRUCTURE

The Olympians are led by a group of twelve of the most powerful and wealthiest people in the world. They form a special council called the Pantheon or

simply the Twelve. Their true identity is one of the most coveted secrets by conspiracy theorists and those among the intelligence community aware of the existence of the Olympians. Only the Twelve and a few selected members are aware of the Olympians true agenda, as well as the existence of psychics and bio-augmented soldiers. The Twelve almost never meet physically or only in small groups, but live in highly protected residences and communicate by encrypted video communication. That way they make sure their enemies can't target all of them at once, as the SPEAR tried many years ago.

There is no real leader and the Twelve operate through majority voting. Each member of the Twelve is responsible for different sectors (biotechnology, finance, media, military, etc.) and supervise important projects while they entrust their subordinates to execute them. They never operate directly and use companies, criminal organizations and even terrorist groups instead. These organizations have no idea, most of the time, they are being manipulated by the Olympians to perform their deeds. When one of Twelve die or "disappear", the other ones select a new member to replace him or her.

The Olympians have thousands of members and supporters all over the world, composed of the world's elite. Due to its members' position and resources, the Olympians hold a great influence over most Western governments. To cover their activities and promote their interests, the Olympians have created and founded several lobby firms and think tanks, like the Bilderberg Group, the Council on Foreign Relations or the Trilateral Commission. This also allows them to recruit new members. They

control central banks and own many multinational corporations, especially in technologies, which they use to achieve their goals.

RELATIONSHIPS WITH OTHER FACTIONS

The Olympians consider the SPEAR a "necessary evil", a puppet organization doing their dirty work when it comes to eliminating dangerous psychics. However, the Olympians don't hesitate to capture or kill their operatives when they interfere with their own operations, and plan to destroy the SPEAR once it is no longer useful to them. Besides the SPEAR, the most dangerous enemies of the Olympians are the Directorate, especially with their research on psychics, the Order of the Holy Mystery and the new bio-terrorist organization called TYPHON.

MEMBERS

The Twelve are composed of bankers, business magnates, media moguls and even politicians. These men and women come from different countries and from different backgrounds, but they are gathered around a common agenda. However, there are tensions between the "old guard" who seek to destroy psychics and preserve the purity of the human race, and the new generation who wants to establish a new form of oligarchy ruled by the genetically fittest (a genocracy).

The oldest member of the Twelve is Christiaan de Vries, a Dutch industrialist and philanthropist, and one of the top 5 billionaires on the planet according to *Forbes*. He acts as the wise man of the group and is respected by most of the Twelve who seek his guidance. De Vries is often challenged by his former pupil, Richard Desmond, the founder of

AN INSIDIOUS ENEMY

The Olympians' influence is everywhere! They have infiltrated political spheres, government agencies, financial organizations, the media and technology corporations. Some have even advanced the theory that the Olympians' influence is so rooted in society, that they have become some sort of "ideology". If all the members would be killed, something else would fill the vacuum and continue the Olympians mission. Following the same idea, destroying the Olympians would mean destroying the world as we know it...

ARES and the "leader" of the new generation.

The Olympians use ARES for most of their clandestine operations (assassination, kidnapping, sabotage, etc.) and to handle the security of their interests and facilities. They also have independent agents or spooks (see spook and ESPer spy stats in [Watch List](#) chapter), and even psychic spies, brainwashed and dedicated to their cause. Among these agents, there are the Keres (see [Watch List](#)), an elite unit of psychic assassins charged with capturing or eliminating other psychics and threats to the Olympians. They report directly to Christiaan de Vries, and have been conditioned to be loyal to the Twelve.

USING THE OLYMPIANS

The Olympians are the big bad in *Titan Effect*. They are always scheming and two steps ahead of the SPEAR and most of the other factions. At first, the operatives won't even suspect the Olympians' implication, until it's too late. As they move forward in the campaign, they will discover that the Olympians' influence is everywhere. Most of the Olympians' operations involve ARES (see dedicated section below). However, SPEAR operatives can also be confronted by other entities (corporations, criminal organizations, government agencies and terrorist groups) and agents (psychic and regular) tied directly or indirectly (knowingly or not!) to the Olympians. This includes the deadly Keres who have the mission to hunt on sight any SPEAR agents.

KELLER'S LEGACY

Most of Project TITAN's studies are based on Peter Keller works. He was a pioneer in genetics and decades ahead of anyone else in his field. Before he "vanished", Keller kept records of new formulas and studies which he encoded inside his own DNA. He died shortly after the destruction of the first Project TITAN, but since then his corpse has been highly coveted. Over the past decades, rumors have circulated that Keller's DNA holds the key to create a new generation of bio-augmented soldiers, more powerful than anything created so far.

Today, Keller's corpse is cryopreserved inside one of the Olympians' highly secured vaults. Everyone is looking to recover the corpse for his own use: ARES, the Directorate, the bio-terrorist group known as TYPHON, and even some governments. Whoever will find it will gain a tremendous advantage over its adversaries in the Great Game.

ARES

One of the most powerful private military companies (PMC) in the world, ARES is specialized in the areas of armament, biotechnology, armed combat and security services worldwide. It serves as the armed wing of the Olympians and carries out most of their clandestine operations. With its biotechnology division, ARES is also secretly developing a cutting-edge bio-augmented soldier program on behalf of the Olympians.

DOSSIER

ARES was founded in 1989 by Richard Desmond, a retired U.S. Army Major. In the span of just a few years, ARES has established itself as one of the market leaders, providing intelligence and security services to more than fifty countries. ARES was involved in almost every major conflict since the end of the Cold War (Yugoslavia, Sierra Leone, Iraq, Afghanistan, etc.). Its main clients are the United States federal government, the Department of Defense (DOD), and even the United Nations. ARES also has many private contracts with multinationals and governments in unstable regions where top-notch private security is needed.



is also controversial because the majority of its research is aimed at the military, but the construction of orphanages and medical facilities allowed ARES to win public favor. The Biotech division serves as a cover for the Project TITAN.

- **Security Division:** ARES is the leading supplier of military and security contractors in the world and specializes in counter-terrorism, cybersecurity, intelligence, protection and military training. This division has surveillance and transport resources (airborne, maritime and ground) and a rapid reaction force. Officially, it offers services to governments, companies and NGOs. This division also provides the internal security of the PMCs' facilities. ARES tries to maintain at all costs a clean reputation, and entrust its illegal and clandestine activities almost exclusively to the Phobos unit, an off-the-books unit specialized in intelligence and black operations. Only Desmond, and some executives have knowledge of this unit.

RELATIONSHIPS WITH OTHER FACTIONS

ARES serves as a proxy army for the Olympians whenever they require covert and clandestine operations. Desmond considers the SPEAR and other factions as threats that need to be disposed of.

PROJECT TITAN

Originally initiated by the Olympians in the 60's under the CIA's supervision, the Project TITAN is a research program aimed to create genetically augmented soldiers. After the destruction of its facilities and the disappearance of its lead scientist, Peter Keller, in 1974, the Olympians were forced to put the project on ice and cut all links with the CIA. In 1990, the project was restarted under ARES and Richard Desmond's authority.

The Project TITAN is divided into several sub-projects, including the Neo-Therianthrope program,

STRUCTURE

ARES headquarters are located in Miami, Florida, and the PMC has offices, military bases, laboratories and training camps in dozen of countries all over the world.

ARES is composed of three main branches:

- **Armament Division:** This division handles the manufacture of light and heavy weapons, ammunition, explosives and weapon systems. This division works closely with the agency for projects of Defense Advanced Research (DARPA).
- **Biotech Division:** This branch specializes in biotechnology and more specifically, genetic engineering. ARES Biotech is dedicated to, among other things, the manufacture of medicines, prosthesis and vaccines. This division



with its genetically engineered shapeshifting soldiers, and the Chimera program which enhances soldiers by splicing their genome with animal and artificial DNA. However, the Olympians consider these programs as only the first step to creating the perfect soldier and finding a way to eliminate the psychic threat.

The main research facility is located in Alaska, but ARES has dozens of research labs all over the world, including offshore installations. All of them are heavily protected by ARES best contractors and by bio-augmented soldiers. The project's chief scientist is currently Dr. Anton Kneefel.

All the Project TITAN's guinea pigs are essentially prisoners secretly captured by ARES or people "provided" by human trafficking ring.

MEMBERS

ARES is led by by its founder, Richard Desmond, who is also part of the Twelve. Desmond's right hand man is the individual known as Stavros, a first generation bio-augmented soldier, and considered by many in the field as the scourge of the intelligence community.

For most of its operations ARES uses its contractors (see Private military contractor stats in [Watch](#)

[List](#) chapter). Only those who are loyal enough know the PMC's true activities. Stavros and his Phobos unit are charged to handle the clandestine operations for ARES and the Olympians. The unit is composed of enhanced black ops operators (see Phobos operator stats in [Watch List](#) chapter) and bio-augmented soldiers (see Chimera soldiers and Neo-therianthropes stats in [Watch List](#) chapter). Stavros himself is often accompanied by his own team of chimera soldiers.

USING ARES

ARES works as a proxy for the Olympians and handles most of their military and clandestine operations. Each time the Olympians or the Project TITAN are somehow involved, ARES troops are never far away, providing security for some installations or acting as proxy soldiers or assassins. However, Desmond and Stavros plot against the Twelve to take control of the Olympians. SPEAR operatives could discover that ARES is in fact playing a double game.

ARES can also be an opposition anytime the SPEAR investigates, spies or infiltrates the facilities of private companies or unstable regions' warlords looking for illegal bioengineering practices or psychic-related matters.

THE DIRECTORATE

The Directorate is a secret organization that conspires to build a new Soviet Russia, but dominated by psychics. They control several biotech companies and private military companies all over the world. The Directorate and its terrible Baba Yaga unit, composed of powerful psychic agents, are adversaries that no SPEAR operative should ever underestimate.

DOSSIER

The organization's name refers to the short-lived transitional government of Russia during the Russian Revolution. The Directorate as it is known today was created at the end of the Cold War by several intelligence and military officers who recruited a large number of psychics and ex-KGB agents and infiltrated every sphere of power: banks, corporations and even the Russian mafia.

The history of the Directorate actually goes back to 1916 when the psychic Grigori Rasputin was able to gain considerable influence over the family of the Tsar Nicholas II. Unfortunately for the monk, his lack of discretion drew the attention of the Olympians. The latter manipulated the British secret services and the CIPR so they could send agents to assassinate the "mad monk". The Olympians quickly lost control of the situation as Rasputin's death provoked indirectly a series of events, leading to the Russian Revolution. Lenin and Stalin, fearing to see another "Rasputin", ordered the Cheka and later the NKVD to hunt every psychic in the country and imprison them in special prison camps.

In 1945, however, Lavrentiy Beria, the head of the NKVD (Russian secret police), was able to secure several psychics who survived the Nazis gruesome experiments. One of them was a woman known as the "Old Lady". Beria hid them from his superiors, and used them to become his agents, but he didn't realize that he was the one manipulated. Unfortunately, leaks allowed some elements in the West, and Stalin, to learn of the existence of these psychic agents and their link with Beria. Stalin tried to get rid of him by preparing a future purge, but he mysteriously died before he could execute his plan,

leaving the field open for Beria... However, the Old Lady and her psychic followers had other plans. They allied with Khrushchev to eliminate Beria, and after that, with Brezhnev to get rid of Khrushchev, gaining more independence and influence each time.

In 1963, the Old Lady used the KGB to create a psychic research program named Projekt Bogatyr to recruit other psychics and therianthropes, and train them to become soldiers and spies. The best psychics from the program were recruited to join Red Ghost (*Krasnyy Prizrak*), a special KGB unit. After years of domination over the KGB, the Old Lady and the Red Ghost unit lost their influence when several key members were killed in Afghanistan and the Balkans in the 1980's, which led to their inability to prevent the Perestroika and the downfall of the Eastern bloc.

Right after that, they left the KGB to form the Directorate (Direktsiya) and regain some influence in Russian affairs. As of today, the Directorate has regained a strong influence, trading communism for pan-slavic nationalism and capitalism, becoming again one of the major powers in the Great Game.

STRUCTURE

The Directorate is managed by the Central Bureau (*Tsentrāl'noye Byuro*), a board which includes several powerful psychics and surprisingly some regular humans as well. They have control over several Russian biotech companies, like Oborot, and the private military company Akulin Group (see Operator in [Watch List](#) chapter for stats), and even several Bratva.

One the best and feared weapons of the Directorate are the Collectives (*Kollektiv*), enhanced telepaths whose minds are constantly linked to each other in clusters of three to five members. They carry out the orders of the Central Bureau in the field, allowing the organization to react quickly, without the interference of any threat to its integrity. Its other weapons are the Bogatyri (see below) and the deadly Baba Yaga unit, a special division composed of former Red Ghost agents and augmented psychics.

PROJEKT BOGATYR

A special program created by the late KGB during the Cold War and taken over by the Directorate. This program was designed to locate potential psychics and train them to become spies and soldiers. Unlike the SPEAR or the Order of the Holy Mystery, the people in charge of Projekt Bogatyr don't hesitate to use violent methods, drugs and other techniques to unlock and enhance psychic powers. Two subprograms have also been created to augment psychics through genetic engineering giving them unique abilities. Those who survive these subprograms either join the Baba Yaga unit or become Collective agents.

RELATIONSHIPS WITH OTHER FACTIONS

The Directorate, even in its previous form, has been enemies with the Olympians, the Order of the Holy Mystery and the SPEAR for decades. The Directorate has a specific hatred for the Olympians, whom it considers its direct nemesis. The Central Bureau doesn't hesitate to manipulate or use other factions to serve the organization's interests. The Directorate is extremely distrustful of the Order of the Holy Mystery and its "mages", viewing them as would-be theocrats.

MEMBERS

The organization is headed by a former KGB agent only known as the "Old Lady". Rumors abound on her: some say she could be one of the most powerful psychics in the world. Several theories exist to describe who or what the Old Lady is: some tell of a psychic entity able to transfer from body to body, gaining more power and experience each time; others tell about an immortal biokinetic or a rare therianthrope. Who or whatever she is, the fear she inspires is the common point between all rumors and theories on this bogeywoman of the secret war.

Right below the Old Lady, the most influential members within the Directorate Central Bureau are General Dmitri Sokolov, a powerful ESPer, and Ivan Dragonovich, a biokinetic able to animate and control dead cells. Sokolov and Dragonovitch are respectively high-ranking officers of the GRU (Russian military intelligence) and the SVR (Russian intelligence agency that replaced the late KGB).

Bogatyri are special psychic agents named after the project of same designation. They are used mainly for clandestine operations (assassination, sabotage, etc.), and to exert influence and gather information in the field.

Baba Yaga operatives are highly trained agents, both physically and mentally, with powerful psychic powers. Thanks to the psychic science of the Directorate, some of them even have their abilities artificially augmented by drugs or genetic engineering. Each one of them has been personally trained by the Old Lady herself and are under the direct command of Sokolov. The Directorate usually sends them for top priority and high risk operations.

USING THE DIRECTORATE

The Directorate is the other big bad in the game. However, it serves different purposes than the Olympians. Where these seek to control psychics, the Directorate recruits (and even protects them) for its own purposes. Don't misinterpret the organization's intents or ethics, however; its members have no issue torturing and experimenting on psychics for their cause. By nature, they are also here to represent a threat that is both inhuman (the telepathic clusters), and conquering (the psychic domination of the world).

As the Directorate experiments a lot in psychic science and aims at creating an invincible army, they can also be a source for "weird science": failed experiments, strange technology, and so on.

TYPHON

TYPHON is a terrorist organization with a posthumanist agenda. Its members are almost all bio-augmented: neo-therianthropes, chimeras, etc. Scientists who rebelled against ARES and the Olympians also joined the organization. Hence the organization's name, in reference to the titan from the Greek mythology, enemy of the Olympian gods.

Its members' goals are multiple. They are aggressively investing in technologies of various natures (biotechnology, cybernetics, nanotechnology, etc.) to enhance human intellect and physiology, and transform humanity into something superior. At the same time, they seek to disrupt the influence that the Olympians have on society by creating havoc. These two objectives are, as they see it, actually linked. TYPHON considers that humanity needs to evolve and free itself from the Olympians' influence, whatever the cost.

DOSSIER

Before the effective creation of TYPHON in 2011, the story starts in the 1970's when several bio-augmented soldiers ran amok and caused the end of the first Project TITAN. Shortly before that event, Peter Keller (formerly known as the Nazi scientist Heinrich Mölhen), the head of the project, decided to record and encrypt his research inside his own DNA with the untold purpose of transmitting this legacy to his daughter and ensure the coming of a superior race; something he had in mind long before he worked for Nazi Germany. The only person he shared this secret with was his trusted disciple, a scientist named Anton Kneefel. Considered a liability after the Project TITAN's destruction, the Olympians sent Stavros, ironically one of Keller's first successes to execute the scientist. Kneefel was keen enough to obtain Keller's body for preservation and thus secretly keep the legacy for his own use.

Kneefel started deciphering Keller's research, but before he could recover the data, the body of his former mentor was stolen by Red Ghost agents, leaving him empty handed and deeply frustrated. He had to wait 14 years before Stavros managed to recover Keller's body. Shortly after, Richard

Desmond, ARES' CEO, recruited Kneefel to restart Project TITAN.

Despite having Keller's legacy, Kneefel was unable to reach the level of his former mentor and provide any significant breakthroughs. Kneefel recruited Keller's daughter Vanessa, who had meanwhile become a brilliant geneticist, in the hope she might be able to help him complete her father's legacy. However, Kneefel hid from Vanessa the real origins of his research. Stavros, still resentful about executing the man who "created" him, took the young woman under his wing; eventually the two became lovers.

Exceptionally gifted and showing great promise, Vanessa was placed at the head of the project, while Kneefel had to step down, becoming her assistant. Stavros told Vanessa the truth about her father's legacy, hoping she could use it and succeed where Kneefel failed. Actually learning of this for the first time in her life, Vanessa Keller quickly understood that Kneefel had been stealing her heritage all along.

Recruiting Ahmad Mushtaq, an old friend of hers in her search, Keller started to dig for hidden information within project TITAN. The pair eventually found out the truth about the Olympians.

Understanding the danger, Keller decided to move on her own, using her intelligence and charisma to subvert several key members of the project to her side. Keller always had an almost mother-child relationship with her bio-augmented soldiers. So when she understood that the majority of her most unstable creations were to be terminated, tension increased even further.

She first decided to take revenge on Kneefel and conspired to make the Olympians believe that Kneefel sabotaged the neo-therianthrope program. At this time, she came to learn the existence of her father's DNA-encrypted legacy, and that Stavros, her lover, executed him 25 years before.

Her mind somehow snapped. Still rational and careful, she spent the following years planning her move and finally went AWOL, taking with her

several of her most talented colleagues and most of the neo-therianthropes of Project TITAN. She soon took the name of Gaia and created TYPHON as her tool to bring about the future that her father desperately wanted.

So far, Gaia and her "children" have kept a low-profile since they betrayed ARES, accumulating contacts and resources, waiting for the right moment to strike.

STRUCTURE

TYPHON is headed by Vanessa Keller, aka Gaia, and daughter of Peter Keller. Ahmad Mushtaq, codenamed Tartarus, is her closest advisor and fellow leader.

For such a small organization, TYPHON is surprisingly well structured and managed. A keen scientific mind, Gaia-Keller has an eye for order and planning and this reflects on her organization.

TYPHON is split in three divisions:

- **Biotech:** the biggest division is dealing with bio-augmented humans. Thanks to contacts in some unscrupulous governments, Keller has been able to secure several small vaults all over the world, but notably in Africa and Southern Asia, far away from the eyes of her main enemies, the Olympians and the SPEAR. From there, the laboratories of TYPHON are working on their projects for humanity. Including the dreaded project codenamed "SOMA virus", which Gaia is directly in charge of.
- **PsiTech:** Small and still in development, the PsiTech department is so far only a research lab in psychic science. The division is far behind what an organization like the Directorate can provide. Yet, Gaia is no woman to ignore something as promising as psi-science. A woman of Iranian origin, only known as "Hatif", leads the division.
- **Hard-tech:** the brain-child of Tartarus, Hard-tech division deals with the attempts of TYPHON to develop topics like cybernetics, nanotechnology aimed at medical purpose, and artificial intelligence. The division is also the point of contact for the hacktivist group known

as Trans-Helix, which serves as TYPHON's hands and eyes on the Darknet. Tartarus is in charge of this division.

RELATIONSHIPS WITH OTHER FACTIONS

TYPHON has, as expected, a deep hatred for the Olympians and their lackeys, including ARES. TYPHON was first created to counter the influence of the Olympians and second to build a new world. They consider that the plans of the Olympians to control evolution are both a hindrance to the progress of humanity and a blasphemy to nature as a whole.

With the Directorate, the relationship is more a rivalry than anything else. The two use similar methods but differ greatly on their long term objective. The Directorate has nothing to do with general mayhem as TYPHON wants, while TYPHON won't approve of the nationalistic approach of the Directorate.

TYPHON, through Tartarus, keeps their hate for the SPEAR. Not only because the organization crippled one of their leaders, but also because they try to prevent the coming of chaos that TYPHON wishes for so much.

MEMBERS

Vanessa Keller, alias Gaia, is the heart and soul of TYPHON. After years of watching atrocities committed by Project TITAN II, and then learning that her father was actually murdered by her lover, she finally embraced his theories and became the heart of TYPHON. Completely dedicated to her cause, she rules the organization with an iron fist, without the velvet glove. She is neither mad nor irrational, but totally driven.

The relationship between Stavros and Gaia is complex (Tartarus, privately, uses the word "perverse") and more love-hate than pure opposition (unlike the Olympians). How this reflects on their respective operations is yet to be assessed.

The other mind behind TYPHON is Mushtaq, aka Tartarus (a codename he hates). Mushtaq first

hacked into the Olympian digital vault, then sold some information to the SPEAR, to finally betray the SPEAR while taking their data to TYPHON, and injuring his spine in the process. Today Mushtaq has been able to regain some mobility by using technology to bypass his broken spinal cord, but his hate for the SPEAR still burns.

TYPHON field operations are handled by the fierce Calisto, Gaia's most trusted lieutenant and a neo-therianthrope ursine.

Using TYPHON

As per the Directorate and the Olympians, TYPHON, by nature, is expected to be an opponent. They are perfectly willing to use bio-terrorism to reach their goals, to cause global mayhem and to disrupt the plans of the Olympians or any other organization crossing their path. They are tough and determined enemies. Whoever crosses them is expected to meet harsh retribution: raids, hacking, sometimes even leaks to the media (despite the control that the Olympians have on global information networks).

However, Gaia is not ready to cause massive fatalities if they are not meaningful to their plans. They are more likely to engage in actions susceptible to triggering mutations or activating latent mutations. First on a small scale (for an initial test), then on a larger scale. Tartarus himself, however, is not that scrupulous. He is clever enough to understand the importance of communication (and not to alienate his network of free-minded hackers), but he has no qualms about sacrificing human life if TYPHON can hit at the SPEAR and still go unnoticed.



ORDER OF THE HOLY MYSTERY

The Order of the Holy Mystery (*Ordo Mysteriori Sacri* in Latin) is a secret organization hiding within the Roman Catholic Church with the mission to eliminate psychic threats and bio-augmented soldiers. For centuries, its members have existed solely as lore keepers and watchmen of the occult until modern times when they were forced to take a more active role. The Order accepts religious-minded psychics in their ranks (whom they call Magi) but no therianthropes or bio-augmented soldiers. The Order is probably one of the most neutral organizations in the Great Game. Yet, it has been known to oppose the various factions on inexplicable grounds.

DOSSIER

By far the oldest faction currently in activity, the Order of the Holy Mystery can track its roots to the late Roman Empire. Originally the Mysteries of Mithras or the Roman Cult of Mithra (a mystery religion practised in the Roman Empire), the future Order came to learn about psychics by the early mages, mystics and miracle makers from Persia. Apprehending psychic abilities as "magic", the Mages first developed rituals (actually centering ceremonies) to hone their powers and molded them into traditions.

Interested in gaining temporal power, the cult eventually moved to Rome in the first century AD and infiltrated the Roman nobility, gaining influence within the Empire. However, the society was destined to fade away several centuries later, and in the wake of the Theodosian Decree (banning any non-Christian religion from the Roman Empire), the Mithraic mysteries were left with no other choice than to merge with the Roman Catholic Church and become the Order of The Holy Mystery.

For centuries, the Order remained hidden inside the Catholic Church, existing solely as an order of scholars of the occult, sometimes whispered as the "White Mages". Over the years, they came to consider that they were the only people worthy to

use "magic". It lead them to exert their influence on Pope John XXII and assimilate any kind of supernatural ability to heresy, effectively causing the witch hunts of the 17th century.

The Order spent the two last centuries building their power, infiltrating and using the structure of the Church and other organizations (like the *Opus Dei*) to gain influence. As of today, it is a small but very influential organization, controlling from behind the scenes a significant part of the Catholic Church. Over the course of the last century, the increase of psychics and psychic anomalies as well as the emergence of bio-augmented soldiers have led the Order to take a more active role in the Great Game and to militarize itself.

STRUCTURE

The organization uses a system of ranks or degrees of initiation inherited from the Roman cult of Mithra of antiquity. It uses seven degrees; the three lowest being the pawns or allies of the Order, while the two highest being the inner circle of the Order (ten people).

From lowest to highest, the ranks are :

- **Corax** : The Corax form the base of the members. They are all civilians (doctors, lawyers, humanitarians, scholars, etc.), most of them concerned with the moral issues of the modern world. None of them are aware of the Order's true agenda and believe they are working for one of the many Roman Catholic Church's institutions, like the *Opus Dei*. They serve essentially as contacts for the Order.
- **Nymphus** : Second rank of the Order. Composed of both civilians and priests all around the globe, these members serve as informants and spies for the Order.
- **Miles** : These members are the elite soldiers who serve and protect the Order. They act as security guards, and operators when the Order needs some muscle to handle dangerous situations. Most of them have been recruited from (or currently serve in) the Pontifical Swiss Guard. Miles wear civilian clothes (or dark battledress for clandestine operations) instead of the traditional Swiss Guard uniform, and

are equipped with the best gear and weapons available. Use Operator stats in [Watch List](#) chapter.

- **Leo** : The Leos are the field commanders and are almost exclusively biokinetics. They are dispatched to deal with psychic threats and anything the Order regards as "unholy". Their training makes them dangerous opponents, equal in level to some bio-augmented soldiers. Leo commanders work often with Miles soldiers.
- **Perses** : Perses are composed of a dozen powerful psychics and scholars. Their main occupation is to hone their abilities through the study of esotericism and meditation, and to study psychic phenomena. Considered to be the most precious asset of the Order, they are seldom used for combat purposes. When Perses have to go into the field, they are usually accompanied with one or two Leos and a team of Miles.
- **Heliodromus** : There are five Heliodromus who are the right hands of the Paters (see below) to whom they report (or "confess" in their terminology). They are the heavy hitters and high level specialists of the Order. The heliodromus manage the Order's operations, and are dispatched only in dire need and only when a direct confrontation with a high level paranormal threat is certain. Rumors say that a single Heliodromus is able to handle an entire team of SPEAR operatives.
- **Pater** : The five Pater (also called fathers) are the leaders of the organization, the inner council of the Order. Once admitted in the inner circle, the paters give up their identities and take a "Gospel name" (John, Matthew, Luke, Mark and the last one for the Apostle Peter). They are thus referred to by "Father" followed by their gospel name. "Father Peter" is theoretically the head of the whole Order but he can be "dismissed" at any time by a vote of the other paters.

RELATIONSHIPS WITH OTHER FACTIONS

Despite sharing the same goal, the Order considers the SPEAR as a potential threat for itself and the Church. So far, the two factions have

avoided interfering with each other and have even collaborated on several occasions. However, some skirmishes can happen occasionally between SPEAR operatives and the Order's agents.

The Order has a long history with the Olympians. To put it very briefly, the Order hates the Twelve and everything they stand for, especially their eugenics program. That hatred is exacerbated by the fact that the Olympians have manipulated the Order a couple of times and even stolen some of their assets.

The other main adversary of the Order is the Directorate, whose enmity is a legacy from the Cold War, when the members of the organization were KGB agents. The Directorate has an atheistic philosophy that is opposite to the Order's view of the world. The fact that both factions are extensively using psychics fuels their rivalry even more.

Since TYPHON popped up on the Order's radar, its destruction has become one of the top priorities. The terrorist organization, in their glorification of "flesh corruption" is anathema to the Order. TYPHON is also viewed as routinely endangering innocents and disrupting the operations of the Order in the Third World. The Order, on its side, has been known to attack wild therianthropes, something TYPHON considers to be akin to genocide and necessary to be stopped.

MEMBERS

The current "Father Peter" and head of the Order is cardinal Joao Álvarez da Cunha, a veteran priest with almost forty years of experience behind him. He has been leading the order for the last twenty-five years. He is a powerful ESPer and displays impressive precognitive abilities. Father Peter is far from being a religious fanatic. He has been pushing for small openings toward other occult traditions (like kabbalah) and even some unaffiliated therianthropes. However, several of his peers in the council do not share his vision and the old cardinal must adapt to the divergent currents within the Order and seek consensus at every turn.

Father Luke is his main "rival" in the council. Born Anselme Camara in Senegal, the current Father Luke failed to earn the seat of Peter a few years ago and is still resentful over this. Very influential in the Order, Father Luke is also one of the most uncompromising members in the council. As the Order has been under attack from both the Olympians and the Directorate, and is completely at odds with an "army of monsters" like TYPHON, Father Luke is in favor of violent action against all their rivals, including the SPEAR.

USING THE ORDER

The Order can be used in several ways. First, you can present them as a morally ambiguous rival and possible ally for your operatives. The Order, despite being as willing as the other factions to get their hands dirty, is careful not to involve innocents in their operations and avoid any collateral damage.

The Order can also be used to give a more "occult" tone to the campaign. The Order is heavily involved in everything that covers the secret history and in the fight against dangerous psychics and psychic anomalies like deviants (psychic vampires) and shades (psychic ghosts), and natural therianthropes.

Over the centuries, the Order has accumulated a huge amount of information and "relics" about psychic phenomena, but also documents and secrets on each faction (the Olympians, the Directorate, etc.), which are jealously kept inside its heavily guarded vaults. Needless to say, all the organizations involved in the Great Game, covet the contents of these vaults.

OTHER ORGANIZATIONS

Not all organizations are involved in the Great Game, or at least not directly. Some are considered as threats by the SPEAR and others can become potential allies. Here is a sample of them, more will be developed in future *Titan Effect* sourcebooks.

CRIMINAL ORGANIZATIONS

While most criminal organizations have no direct role in the Great Game, the five big factions use some of them as proxy. A few of them even use psychics as soldiers or do psychic and bio-augmented soldiers technology trafficking. Here's a list of some criminal organizations.

ALBANIAN MAFIA

Highly active in Europe, North America, Middle East and Asia, the Albanian mafia is divided into clans or "families" all over the world. The most nefarious of these clans is the Dobroshi Clan, lead by Barren Dobroshi, a former officer in the Kosovo Army of Liberation. The Dobroshi Clan don't have access to any psychics, but they specialize in the trafficking of bio-augmented soldier technology and bioweapons. Rumors say that the clan got a new mysterious supplier that goes by the codename of TYPHON.

MEXICAN DRUG CARTELS

Some drug cartels like the Los Diablos cartel have been known for kidnapping children with psychic potential and even use psychics as sicarios (hitmen).

RUSSIAN MAFIA

Located in St-Petersburg, the Voronin Bratva serves as a proxy for the Directorate. Its leader, Alexander Voronin is a natural therianthrope, and his son Ilya is also a member of the Baba Yaga unit.

CHINESE TRIADS

A lot of Chinese triads use psychics as soldiers. The White Lotus Society is the most powerful triad in Hong Kong, and its leaders are even psychics.

The SPEAR's Tactical Division, also located in Hong Kong, had to deal with the triad numerous times.

YAKUZA

Yakuza are organized crime syndicates established in Japan, but operate all around the globe. Most of them own legal front companies or banks. The Kageshima clan in Tokyo is known to hire psychic assassins and work with Asian companies having ties with the Olympians.

INTELLIGENCE AND MILITARY AGENCIES

Almost all the intelligence and military agencies have moles working for either the Olympians, the SPEAR or both, and other factions. This situation often brings internal conflicts. Here are a few of them.

CIA

While the Olympians played a role in the creation of the Central Intelligence Agency and used it as a proxy for decades, the agency has slowly begun to get rid of their influence. This is true with the creation of the Special Psychic Operations Group (SPOG), despite the Olympians efforts to shut down any psychic program within government agencies. This group is composed of a dozen psychic spies and operators, and is charged with monitoring and neutralizing psychic threats.

MI6

The MI6 (British intelligence agency) shares a long history with the SPEAR, which dates back to World War I, when it was still the Cromstone Institute of Psychic Research. After World War II, the MI6 had to officially cut all ties with the SPEAR, but the two organizations kept some contact. The MI6 turns a blind eye to the SPEAR's activities, while the latter gives a hand from time to time to the agency to deal with powerful psychics. Other than that, the MI6 has a handful of psychics working for it.

MOSSAD

The Israeli intelligence agency or MOSSAD has been using psychics since its creation in 1949. In fact, a couple of its first psychic spies were former

SPEAR agents. During the first decades, after World War II, their main purpose was to track and eliminate ex-Nazis and members of the Ahnenerbe. The MOSSAD and the SPEAR are allies and collaborate from time to time.

MSS

The MSS (Ministry of State Security) is an intelligence agency of the People's Republic of China. For years, psychics have been banned from China, until the late 70's. The MSS has a special "education" program to train potential psychics into spies and operatives. The MSS has also taken an interest in bio-augmented soldiers and has launched its own BAS program.

SVR

Unlike its predecessor, the KGB, during the Cold War, the SVR (Foreign Intelligence Service of the Russian Federation) don't have any psychics among its ranks, at least not officially. In reality, the SVR is highly infiltrated by Directorate agents who are charged with locating psychics and recruiting them for the organization.

TERRORIST

ORGANIZATIONS

Most extremist religious terrorist groups hate psychics and kill them on sight, and usually stay away from bio-augmented soldiers, considering them as aberrations. Other terrorist groups have fewer qualms to recruit psychics or use BAS technology to fulfill their goals.





DEBRIEFING LOG



This chapter contains additional rules and guidelines to give more flavour to your campaign and help your players plunge into the atmosphere of *Titan Effect*. You can choose to ignore these rules or use them as long as it suits your campaign playstyle.

PSYCHIC RULES

Psychic phenomena have always been there, some even believe they predate humanity. They are manifestations of psi energy or abilities, but science hasn't yet been able to explain exactly how they work. Some theories suggest they are linked to the manipulation of the quantum field, others associate them with the psi energy theory. Since psychic abilities have been discovered, people have tried to control them or to neutralize them by using drugs and other techniques. These same people have also discovered some materials, energy waves or equipment that can also enhance or negate psychic abilities.

Note: the GM must be careful when using these rules. They are here to make the setting more interesting and create good challenges for the players. The GM should use these rules sparingly or risk frustrating the players.

DRUGS

Ethemerol: Developed by the KGB during the Cold War, Ethemerol is a drug that can temporarily suppress psychic abilities. The drug can be administered by mouth in pill form or by injection. Once the Ethemerol is used, the psychic must succeed a Vigor roll at -2. If he succeeds he can't use his powers for 2d6 hours, the duration is doubled with a failure, while a raise reduces the duration to 2d6 minutes. The Ethemerol doesn't affect bio-augmented soldiers and natural therianthropes.

If an NPC has both psychic powers and special abilities (like deviants), the Ethemerol will only affect the Powers. Ethemerol is expensive to produce, and only a very few organizations have access to it. Rumors say the Olympians are trying to create a weaponized version of Ethemerol to use it with dart guns and rifles.

PSYCHIC DEVICES

Anti-psi Generator: During the Cold War, the KGB discovered a way to create an energy field dampening psychic powers to contain dangerous psychics. The anti-psi generator comes in two sizes. The first one looks like a big generator that can fit inside a truck and has a two mile radius. The other one is a portable version that can be worn as a backpack, with the range of a 200 yard radius.

Both versions of anti-psi generators cause the following effects:

- For Powers that require a roll, the psychic has a -2 penalty (ex.: a telepath using mind reading makes his Smarts roll at -2).
- Powers with levels like energy control, super attributes or telekinesis lose 1 level and any effect related to it (ex.: a psychic affected can lose one instance of heightened senses or lose one die type for telekinesis).
- If the target of a power has to make a roll to resist it, it receives a +2 bonus (ex.: a character resisting stun makes his Vigor or Smarts roll at +2).

Anti-Telepathic Bioneural Chip (ATBC): Implanted inside the brain, this biochip grants its user a protection against mental intrusion and other telepathic powers. Due to its costly and risky procedure, only a small group of select people have access to this implant, including high-ranking members of the Olympians. People with an ATBC

have +4 to resist mind-based powers and against *mental attacks*.

Psychic shield: These built-in devices function like a Faraday cage and completely block ESP and Telepathic powers. They are usually installed inside secret meeting rooms, or secret laboratories. Unfortunately, they also cause interference with electronic devices, which makes their use limited.

WATER

Water tends to jam ESP based powers, especially Remote Viewing. If the target an ESPer tries to locate is on the water (on a boat or an offshore platform), like a big river, a lake or the ocean near the shore, he subtracts –2 to his roll. If the target is in the middle of the ocean, the roll is made at –4. If the target is deep underwater (inside a submarine or an underwater facility), the roll is at –6.

UNDERGROUND

Underground environments (cave, mine, etc.) have the same effect on ESP as water. If the ESPer tries to locate a target inside a small cave or an underground bunker, he makes his roll at –2, and –4 if the target is inside a large mine or an underground facility.

CLEARANCE LEVELS

"If you know the enemy and know yourself, you need not fear the result of a hundred battles."

— Sun Tzu, *The Art of War*

Before each mission, SPEAR operatives have access to any relevant information to help them achieve their objective. Most of the time they will know (if the information is available) who or what their target is, what are the opposing forces, and what the rules of engagement are, etc. However, as they gain more experience, they will progress within the SPEAR and receive additional clearance levels, learning more about the Great Game. For some specific missions, their commander can

temporarily give them a higher clearance level. At the end, it's up to you to decide what the characters are supposed to know according to your campaign.

LEVEL 1

Most maintenance personnel and recruits are Level 1. They have a very limited access to SpearNet, and have only a general idea about the SPEAR's mission and how it operates.

LEVEL 2

New operatives and administration personnel are Level 2 and have only access to the essential information they need to accomplish their mission. They know the SPEAR's mission and have an overview of its overall functioning. All Novice characters begin with this clearance level. They are aware of the SPEAR's three main divisions, but know nothing about the Executive Committee.

Example: *The operatives receive the mission to infiltrate one of ARES secret facilities used for the creation of bio-augmented soldiers. With their level 2 security clearance they know that ARES is a private military company that runs an illegal bio-augmented soldier program.*

LEVEL 3

This level gives access to more relevant information that is too sensitive for lower levels. Analysts, senior operatives and security personnel are all Level 3. This includes Seasoned and Veteran characters. At this level, the operatives are aware that each division has to answer to the Executive Committee.

Example: *With a security clearance level 3, the operatives can have access to extensive information about ARES and learn that the PMC's CEO, Richard Desmond is a member of the Olympians.*

LEVEL 4

Senior analysts and highly-qualified operatives, including Heroic characters are level 4. At this level, the operatives have access to more sensible information and know the SPEAR's history.

Example: With a security clearance level 4, the operatives know the identity of every high-ranking member of ARES and the true origins of the Project TITAN.

LEVEL 5

Unit commanders and some key members of the SPEAR have a Level 5 clearance, which grants them access to everything except the most sensitive information. This includes level Legendary characters as well.

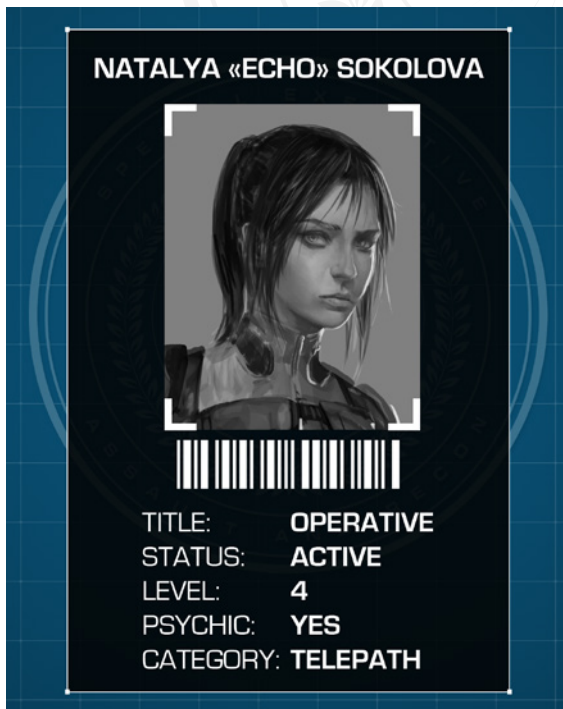
Example: With a security clearance level 5, the operatives have access to any available knowledge about ARES and its relationship with the Olympians.

LEVEL 6

This level allows the SPEAR division directors to have complete access to SpearNet. While the characters can't normally have a higher clearance level than 5, they can be temporarily granted a level 6 for some high-risk missions.

LEVEL 7

This is the highest clearance level, which is only available to the Executive Committee members and the chairman.



PLANNING A MISSION

MISSION BRIEFING

As a rule of thumb, it's the unit commander or his/her second in command who briefs the operatives about their mission. The briefing usually takes place at the unit's HQ, but the operatives can receive their orders via SpearNet with their smartphones if they are off-site. Their commander gives them all the available information they need to accomplish their mission: their target, operating forces and threats, terrain information, logistics, etc. They also receive instructions about the weapons and equipment they can carry, if any (ex.: no machine guns or launchers in urban centers).

GEAR UP

Depending on the mission, the operatives can use their Equipment Points to take any equipment and weapon they see fit. Some missions require specific equipment or gadgets like explosive charges for sabotage missions, scuba gear for underwater operations or parachutes. The operative's unit can provide the additional equipment for free.

Some missions impose that the operatives travel incognito as civilians, forbidding them to carry any weapon other than a pistol (and sometimes none at all). In such cases, the operatives usually retrieve their equipment by meeting a local contact or finding a secret location (dead drop, safe house, etc.). This part can be used to create dramatic situations, or even a full adventure.

COVER

For civilian missions, each operative receives a cover provided by the Intelligence division, with a fake ID and any other necessary documents (driver's license, passport, credit cards, local currency, etc.). If the mission requires that the operatives impersonate government agents or local police, they also get the proper accreditations.

Here's a list of the covers the SPEAR use the most. You can use any of them or create your own as it fits your campaign:

TYPES OF MISSION

Civilian: For these type of missions, the operatives use false identities and covers and have to pass for regular civilians. Civilian missions require discretion which means the operatives can only carry small weapons and concealable body armor, and should avoid showing off their powers in public. This is true especially in crowded areas or urban centers.

Military: Most military types of operations take place in remote areas, wilderness or military facilities. Usually, the operatives can carry any kind of weapon and armor that they see fit to accomplish their mission. However, it doesn't necessarily mean that they can go out guns blazing and blow up everything. A lot of military operations require a stealthy approach, at least to infiltrate the objective's location.

On-site Procurement (OSP): OSP missions are high-risk operations that forbid the use of any weapon or equipment that can be traced to the SPEAR. Aside from their comlink and encrypted smartphone, the operatives can't carry any other armor, equipment or weapons. They have to find them on-site during the mission. OSP missions can be either civilian or military. Only Seasoned operatives and above are generally considered experienced enough to perform this kind of operation.

- **Fianna International:** A UK private military and security company. Its main headquarters are in London, but the company has offices and training camps in more than a dozen countries. Fianna is the perfect cover for SPEAR operatives when they need to access military aircraft and transport without raising suspicions.
 - **Kestrel Export:** An international import/export company based in the United States with a large number of offices, warehouses, and transport vehicles (aircrafts, freighters, trucks) all around the globe.
 - **Quantic Technologies Ltd.:** A software company based in Montreal, Canada. This cover is mostly used by the Intelligence division.
 - **Cromstone Foundation:** An international non-government organization (NGO) based in Oxford, UK. The Cromstone Foundation focuses on charity and humanitarian relief, and collaborates a lot with the United Nations and UNESCO. The operative can use this cover to travel in areas of conflict by posing as volunteers.
- a vehicle if necessary (boats, helicopters, etc.). For most civilian missions, the operatives take commercial flights and/or go by train or bus.
- For military operations, the unit can also supply a vehicle with a pilot for insertions in hostile territory. For extractions, the SPEAR uses the same methods used by military forces and private military companies (boats, planes, helicopters, etc.). In some situations, it's not possible for a plane or a helicopter to land. In that case the SPEAR uses three principal methods:

HELICOPTER ROPE SUSPENSION TECHNIQUE (HRST)

This system consists of a rope deployed from a helicopter. Each operative has to wear a special harness for **rappelling**, **fast roping** or **Special Patrol Insertion/Extraction (SPIE)**.

Rappelling requires an Athletics roll (–2 in difficult conditions like strong winds or storm) and it takes two full rounds for the character to touch the ground. If the roll fails, the time to reach the ground is doubled. If a 1 is rolled with the Athletics die, the operative hits an obstacle (tree, house roof, wall, etc.) and takes 1d6 damage.

LOGISTICS

Most of the time, the operatives will have their vehicles on-site during their mission or use public transports. In some cases, their unit can provide

Fast roping allows an operative to reach the ground in one round, but the Athletics roll is made at -2 (-4 in difficult conditions like strong winds or storm). If the roll fails, the time to reach the ground is doubled. If a 1 is rolled with the Athletics die, the operative hits an obstacle (tree, house roof, wall, etc.) and takes 1d6 damage.

SPIE is used to extract the operatives. They must attach their harness carabiner to the helicopter's rope, then they are lifted until they reach a safe landing zone. During that time, they are vulnerable and can become targets. If they try to shoot at their attackers, Shooting rolls are made at -2.

PARACHUTING

Mostly used for stealth insertions, there are two different parachuting techniques:

- **HALO (high altitude low opening):** The operatives are dropped with their equipment at high altitude (between 15,000 feet and 35,000 feet) and open their parachute at low altitude (usually at 2000 feet). This method allows the aircraft to avoid surface-to-air missiles and the operatives to remain invisible to the enemy's radars. The operatives receive a parachute, an altimeter and a GPS. They also have to carry a breathing mask with a small oxygen tank, to compensate for the lack of pressure and oxygen. Each operative can carry up to 150 pounds of equipment with him.
- **HAHO (high altitude high opening):** Similar to HALO jumps, operatives are dropped at high altitude, but they deploy their parachute a few seconds after their jump. This technique allows them to travel a bigger distance (20 to 40 miles according to drop altitude) with their parachute and limits the risk of detection. They carry the same equipment as for HALO jumps.

Landing: Landing with a parachute requires an Athletics roll (-2 at night, and another -2 in difficult conditions like strong winds or storm). If the roll is a success, the operative lands 2d6 yards from his designated landing zone (the range is doubled with high winds). With a raise, the character lands directly on his target. A failure means she lands 4d6 yards from the target. If a 1 is rolled with the

Athletics die, the operative hits an obstacle (tree, house roof, etc.) and takes 2d6 damage.

FULTON SURFACE-TO-AIR RECOVERY SYSTEM (STARS)

Initially developed by the CIA during the Cold War, the Fulton system was designed to recover operatives on the ground using an aircraft. Each operative has a special harness equipped with a self-inflating balloon which carries reinforced lift-line. An aircraft (usually a transport model) equipped with a special hook on its nose catches the line and lifts the operatives. Then someone inside the plane pulls up the line to bring the operatives on board.

It could take several rounds or minutes between the moment the operatives inflate the balloon and the moment the aircraft recovers them. That time can be used to create dramatic situations where the characters have to defend themselves while waiting for their transport.

The first model could carry one or two people, but the SPEAR's Research division improved the Fulton system to carry up to 6 operatives.

DEBRIEFING

At the end of each mission, in addition to bringing any items or people that were part of their mission objectives, operatives return their weapons and surrender any equipment they took to enemy factions. They need to give a report of their mission and share any information (new enemies or technology, faction switching sides, etc.) they managed to gain. This information is then put inside SpearNet's database. Sometimes, the unit's commander can decide to withhold the information until confirmed by other sources, and/or send the operatives on another mission to recover further information.

Game Masters are encouraged to ask for a written report or that the players roleplay a short report during the debriefing. This can contribute to some extra XPs.

OLD-TIMER

When one of your players take the Old-Timer Edge, draw one card and tell him the result.

Deuce (Bad Karma): You know what they say, "Karma's a bitch". The operative cheated death one too many times, and now he's out of luck. He gains the Bad Luck Hindrance. If he already has it, he gets two less Bennies per game session instead of one.

Three (Tracked): The operative failed to finish his last mission, and now someone or something is after him. It can be a spiteful hitman, a terrorist group, an augmented soldier or anything else. Whatever it is, it doesn't just want the character dead, it wants to make him suffer.

Four (Blackmailed): A powerful individual or an organization knows all the character's dirty little secrets, and frequently asks him favors. She doesn't have a choice and is forced to comply, or does she?

Five (Dependent): The operative has seen things that would drive most people crazy. The only thing helping him to hold up is his addiction to booze, narcotics or something similar. He gains the Major Habit Hindrance.

Six (Paranoid): To survive, operatives must be cautious, almost paranoid, but sometimes one of them cracks. He strongly believes that the source of his Major Delusion is after him.

Seven (Damaged): The operative was badly wounded during one of his missions, and lost an eye or was almost crippled. He gains One Eye Hindrance or Lameness Hindrance if he already has it.

Eight (Disfigured): His last fight left him with a severe mark on his face or any other visible body part. The character is Ugly when his scar is visible.

Nine (Terrorized): The operative was deeply affected during an encounter and lost control. He suffers from a Major Phobia Handicap linked to the trauma from the encounter.

Ten (Weakened): The character's last fight with a deviant or a powerful biokinetic weakened her metabolism. She is highly susceptible to sickness, disease, environmental effects, and fatigue. She subtracts 2 from all Fatigue checks.

Jack (Burned): The agent was blacklisted by his former agency or organization. Maybe he really messed up or was framed. Regardless of the reasons, nobody from the intelligence or military community wants to deal with him. The character's Charisma is lowered by 4 when he is in contact with an NPC from the same background as his.

Queen (Sanctioned): The operative doesn't follow the rules and his previous actions brought attention to the SPEAR. He has two less Equipment Points per rank, and all his contacts made with the SPEAR personnel and direction are made at -2.

King (Marked for Death): The character has been captured and tortured for weeks or had a prolonged contact with a deviant. Whatever the situation was, it has severely weakened his body. His Vigor rolls are at -2.

Ace (Manchurian Candidate): The operative has been brainwashed by an enemy faction (ARES, the Directorate, the Olympians, etc.) to become a sleeper agent. Each time, he is "activated", the Game Master takes control of the character, and leaves the character with no memory of his actions once it's over. He's not aware of his condition, but the GM could leave some clues to make him realize something is off.

Joker (Double Agent): The operative is not who he claims to be, and works for an enemy faction. Maybe by conviction or because he is forced to. He received mental training or an implant to protect his real identity and agenda. All Mental Reading attempts are made at -2 against him. If he has Mind Shield, the attempts are at -4. It's possible for the operative to have a change of heart and decide to help the SPEAR, but this should be followed by big repercussions. He could be hunted by his former agency or the SPEAR could sanction him to test his loyalty.



MISSIONS



MISSION GENERATOR

It can be difficult sometimes to come up with a mission (or adventure) idea. That's why we've provided you with a mission generator to help you quickly build your adventures. This won't give you any plot, but you will have a good idea where to start.

Note: This generator uses a standard deck of playing cards with the Jokers left in.

THREATS

Most of the SPEAR's missions somehow involve eugenics or psychic threats, but the operatives can also be confronted by normal humans working in or linked to one of the SPEAR enemy organizations (ARES, the Olympians, the Directorate, etc.)

STEP ONE: THE MISSION

The first thing you need to establish is the objective and the type of mission. The objectives are broad enough to allow the gamemaster to add other objectives that are not included in the table. For example, a "heist" mission would be considered a Recovery mission.

Draw one card and refer to the table below.

2-3) Elimination: This type of mission is pretty simple: find and eliminate a target or a group of targets. The target can be anything from a team of enemy operatives (ARES, Baba Yaga, etc.), terrorists and rogue psychics, to bio-augmented soldiers or psychic phenomena.

4-5) Espionage: The goal of espionage missions is to obtain secret information. The operatives can be tasked to watch or tail a target, infiltrate a secret installation, and/or hack a system. Instead of obtaining intel, the operatives can also plant false information or surveillance devices. Usually, it's the Intelligence division agents that handle these operations, but TRT operatives can be tasked with that kind of missions as well. This often generates conflict between the Intelligence and Tactical divisions.

6-7) Exfiltration: There are two kinds of exfiltration missions (or exfil): friendly and hostile. Friendly exfiltrations require the rescue or removal of someone from a hostile environment. During hostile exfiltrations, the target is unwilling to cooperate, and is removed against his will.

8-9) Investigation: This kind of mission mostly involves investigating events and murders linked to psychic phenomena or bio-augmented soldiers, and solving mysteries. Generally, the operatives pose as detectives or federal agents with fake badges and credentials or as anything else required for the mission.

10) Protection: For these missions, the operatives are tasked with protecting someone or something, or even one of the SPEAR's installations. These missions are usually boring, until something bad happens...

Jack) Destruction: Destruction missions are used to sabotage or destroy enemy installations (bio-augmented soldier laboratory, secret base, weapons, etc.). Destruction missions can also be used to create chaos or as a decoy to assist another team of operatives.

Queen) Recovery: These missions require agents to recover or steal something: an encrypted hard drive, a piece of equipment, a bioweapon, or any other MacGuffin.

King) Transport: Transport missions include VIP escort, smuggling, and prisoner transport to one of the SPEAR's secret prisons.

Ace) Reconnaissance: Similar to espionage missions, the purpose of reconnaissance is to explore areas to locate enemies or installations. Reconnaissance can be combined with other missions like destruction, elimination or espionage.

Joker) Multipart: Draw 2 cards, note each result as objectives.

STEP TWO: LOCATION

As in any good movie or spy novel, mission locations in *Titan Effect* should be exotic and memorable.

Draw one card and refer to the two tables below. The suit of the card is used to determine the geographic area, while the value determines the type of location.

GEOGRAPHIC AREA

Suits	Type of area
Spades	City
Hearts	Countryside
Diamonds	Small town/Village
Clubs	Wilderness/Sea

2-3) Corporation: Corporate campus, factories, laboratories, offices, etc.

4-5) Criminal: Hideouts, strongholds, etc.

6-7) Estate: Anything from a penthouse, a house, a cottage, to a mansion or a castle

8-9) Government: Federal building, intelligence

agency installations, prisons, etc.

10) Military: Military base or facility, training camp. Includes rebels and private military installations.

Jack) Mobile: The mission takes place inside a plane, a ship or a train

Queen) Commercial and public space: Airport, casino, museum, parc, resort, square, train station, etc.

King) Remote: An offshore facility or oil rig, a private island, any isolated area or city, etc.

Ace) Underground: Natural caves, sewers, secret underground facility.

Joker) Conflict area: Any type of location inside a zone of conflict (civil war, ethnic conflict, guerrilla, etc.). Draw another card to determine the location.

STEP THREE: OPPOSITION

Every good mission needs a memorable villain. The opposition can be the mission's target or an enemy group with the same objective as the operatives. Draw one card and consult the table below.

2) Criminals: Drug cartel, mafia, triads, yakuza.

3) Government: Federal or intelligence agencies (FBI, CIA, SVR, etc.), corrupt agents or officials.

4) Military: Rebels, rogue army personnel, special forces, etc.

5-6) Eugenics: Bio-augmented soldiers (chimera, neo-therianthropes), Project TITAN, new genetic experiment gone wrong, etc.

7-8) PMC/mercenaries: ARES or any other private military company (security personnel, black ops operators), mercenaries, etc.

9-10) Psychic phenomena: Deviants, drones, shades or therianthropes.

Jack-Queen) Secret organizations: The Directorate (Baba Yaga operatives), the Olympians (ARES personnel or psychic agents) or any other secret organization.

King-Ace) Terrorists: Regular terrorist groups, TYPHON, etc.

Joker) Other: A rogue psychic, new players or threats, etc.

STEP FOUR: COMPLICATION

A mission never goes according to plan, and the operatives need to adapt or fail, or worse. Complications are here to add a twist to the mission and/or make it more exciting.

Draw one card and refer to the table below.

2) Ambush: The target or the opposition is expecting the characters and has a little surprise in store for them.

3) Assistance: Someone or an organization (allied, neutral or even enemy) decides to help the operatives. Maybe to pay off a debt or to ask them a favor in return.

4) Bad Intel: The operatives' information for the mission is outdated and the situation is not what they expect.

5) Bad Weather: The weather complicates the operatives' progression. Good news, though, their enemies have the same problem.

6) Betrayal: A contact, an ally or even a member of the SPEAR is a traitor and sells the operatives out to the opposition.

7) Crossfire: The operatives face another opposition with the same objective.

8) Moral Dilemma: The characters have to choose between the success of their mission or to obey their moral code. For example, they could be left with the choice to let innocent people die or let their target run away. Maybe their enemy's cause is sympathetic, etc.

9) Personal: One of the operatives knows personally the target or a member of the opposition. He or she can be a childhood friend, a former lover or a family member like a missing brother.

10) Person of interest: The operatives are wanted by the local authorities or a federal agency.

Jack) Retribution: Someone or something wants to take revenge on the operatives.

Queen) Shifting Priorities: The objective changes during the mission, forcing the operatives to adapt to the new mission's parameters.

King) We Weren't There: The operatives can't be seen and must avoid triggering any alarm or risk the mission's termination.

Ace) No killing: Operatives are not authorized to use lethal force.

Joker) Murphy's Law: Draw 2 cards, note each result as complications.

MISSION HOOKS

No ideas for your next adventure? We've got you covered with a series of mission hooks. You can choose from one of the six organizations, then pick one of the hooks from the list. Or you could roll 1d6 to choose the organization and another 1d6 for the mission hook.

1. ARES

1. One of ARES' cargo planes transporting a new prototype of Medusa (see **Watch List**) has crashed in the middle of the Amazonian forest. The operatives must track the chimera soldier down, who has no intentions of being captured. There are further complications when ARES sends the Phobos unit to recover its property.
2. A brilliant geneticist has made a breakthrough that could boost the production of BAS, but her research caught ARES' attention. The operatives must find her and bring her to the SPEAR before ARES operators capture her first.
3. Someone is sabotaging ARES facilities and is leaving a trail of bodies behind him, the operatives must find if he or it is a potential ally or threat.
4. ARES contractors are legitimately operating in the Middle East to fight against a local terrorist group, but the operatives are required to rescue them when they are attacked by an unknown powerful psychic working for the terrorists.
5. ARES is holding prisoner, in one of its black sites, a contact working for the SPEAR and possessing vital information. The operatives must infiltrate the base and rescue him.
6. One of ARES' scientists wants to escape Project TITAN. The operatives must exfiltrate him. Things go awry, and they are spotted and hunted by a team of chimera soldiers.

2. THE DIRECTORATE

1. An unknown psychic is transforming bio-augmented soldiers into drones to build an army. The Directorate seems to follow its track. It turns out that he is an artificial deviant who escaped from Projekt Bogatyr.
2. A small town in Eastern Europe is infested with shades (see **Watch List**), after the Directorate failed an experiment to weaponize them. The operatives have the mission to neutralize the shades and destroy the facility where they were created.
3. A cluster of three collective agents is sent by the Directorate to assassinate a high-ranking political leader during a world summit. With three telepaths who can control the mind of people and coordinate their attack, everybody's a potential killer.
4. The operatives must intercept a convoy transporting a dozen psychics, which are destined to be "stored" inside the Old Lady's private facility.
5. A tabloid reports that several hundred people in a Baltic country are having the same recurring dreams. The SPEAR suspects that the strange event is linked to the Directorate and send the PC to investigate.
6. A New Age cult leader identified as a con man without any paranormal abilities is suddenly on the Directorate's blacklist. The operatives must rescue him and find out why he has become their target.

3. THE OLYMPIANS

1. The SPEAR operatives must hack one of the Olympians' data-centers. The problem is the data-center is hidden underwater and heavily guarded by Akheilios soldiers (see Watch List).
2. During one of the Bilderberg Group conferences, an annual gathering of powerful bankers, politicians and former heads of intelligence agencies, the operatives have the mission to capture and interrogate a high-ranking and elusive member of the Olympians.
3. Melting ice in Arctic reveals a hidden bunker that was used by the Olympians for the first Project TITAN during the Cold War. The operatives must enter the bunker to recover any useful information before other factions do, but there is something inside, something alive and hungry...
4. The Olympians have sent Keres to capture a kid who developed powerful psychic abilities. The operatives must find him first.
5. A mysterious hacker is in possession of data about the identity of several members of the Twelve and is trying to expose them to the public.
6. The SPEAR finds out that an elusive and very private high school is funded by the Olympians behind an elaborate scheme. The operatives must discover what, in this high school, justifies such precaution.

4. ORDER OF THE HOLY MYSTERY

1. The operatives must organize a heist to steal something inside one of the Order's vaults, but they must avoid getting caught or risk a "diplomatic crisis" between the SPEAR and the Order.
2. The operatives are caught in a fight between members of the Order and a group of natural therianthropes who protect their territory. Which side will the operatives choose?
3. The Order is infiltrating several field agents in a humanitarian operation in Sub Saharan Africa. The SPEAR operatives must identify the infiltrated agents and discover their hidden goal.
4. One of the five Paters (the leaders of the Order) has been spotted in Jerusalem, visiting various political leaders and religious scholars of opposite sides. The SPEAR operatives must determine why the Order is getting itself involved in political issues.
5. Several cases of miraculous healings are reported in a small Spanish town. Sent to investigate, the operatives are confronted by the Order.
6. The Order asks for SPEAR's assistance after one of its members has been captured by an enemy faction. Time is of the essence as the Order member is being interrogated; the operatives must rescue him before he gives any valuable information to the enemy.



5. TYPHON

1. The OMS reports a strange outbreak of an unknown virus in a remote area of West Africa. The SPEAR is suspecting TYPHON to be involved and the operatives must determine whether it is the case.
2. One of TYPHON's animal (or human) test subjects escapes and goes on a killing spree in a small urban area. The agents are instructed to retrieve it and bring it to the SPEAR. Of course, TYPHON will not let them have it so easily and the subject is not cooperative.
3. Several cryptid sightings are reported in the Canadian Rocky Mountains after an operation from TYPHON is disrupted in the same area. The operatives must discover if the two events are linked.
4. Several collectors around the world are robbed by TYPHON with the same recurring modus operandi. Each time, the thieves take the same thing, while leaving more precious items aside: fossilised invertebrates in limestone or amber. The Operatives must follow a similar item and find out the purpose of TYPHON.
5. A SPEAR operation reveals that TYPHON is now able to produce animals with heightened cerebral capability. As they are sent to investigate, the agents must deal with very clever and vicious genetically engineered predators (lupines, sharks, etc.).
6. One of Trans-Helix's cells is stealing data from research labs all over the world dealing in artificial limbs and high-tech prosthetics. The operatives have the mission to track down the cell and find out what TYPHON intends to do with the data.

6. OTHERS

1. The Los Diablos cartel in Juarez is using an ESPer to identify and kidnap potential psychics before brainwashing and selling them to terrorist groups. The operatives must find and neutralize the ESPer while trying to save the people abducted.
2. A serial killer is leaving a trail of bodies and the authorities are helpless, but the killer happens to be a dangerous deviant (**Watch List** chapter)
3. A newly awakened psychic, more powerful than anything previously seen unleashes his power in the downtown of a big city. The authorities disguise the catastrophe as a terrorist attack, while all the big factions of the Great Game try to capture this psychic to use him/her as a weapon.
4. A political leader is caught in an especially dirty sex scandal. He officially claims he was "compelled" and "possessed". Of course, no one believes this line of defense. The operatives must find out if there is a psychic involved and why?
5. A triad in Hong Kong is selling a new synthetic drug that gives strange abilities to its user. The operatives must infiltrate the triad and discover how the criminal organization managed to synthesize psychic abilities and put an end to the operation.
6. A rogue SPEAR agent is about to sell some of the organization's secrets to the highest bidder, but is the agent really a traitor or just a decoy for one of the Intelligence divisions twisted plan?

SPEARNET MENU

OPERATIONS MAP



LEVEL 6

/////////////////
CLEARANCE AUTHORIZATION

LOGIN: FAIASUTOMU

PASSWORD: *****

WATCH LIST

ANOMALY DETECTED



21616	-	4564
1259	-	166340 0 0
6092	-	80162056 1 1 018-59
4345	-	6356.2616343454 1
2345	-	77456.3462 2 2 2
9336	-	356826547459
4847	-	82546382 1 0
1756	-	756352542345
6847	-	2345462723
4567	-	38563234566777
5685	-	2 36265462 26
4567	-	97923457 26356
4567	-	79 0 1 010 10 010

SUBJECT:

THE OLD LADY

REAL NAME:

UNKNOWN

AFFILIATION:

THE DIRECTORATE

STATUS:

WANTED



WATCH LIST



You will find in this chapter a number of creatures, psychics and other threats your operatives will have to face. You can adapt and modify any of these stat blocks to suit your campaign or use them as templates to create your own NPCs or creatures.

! Characters or creatures with this symbol are considered as Wild Cards.

Obligations (Major): NPCs with this Hindrance work for a government, a group or any organization. They have to obey the orders of their superiors and act in the interests of their government or organization. If for some reason an NPC betrays his organization (ex.: helping the operatives), he may replace Obligations with Enemy or Wanted. This Hindrance is exclusive to NPCs.

Note: Charisma is abbreviated as Cha for formatting.

MUNDANE

CRIMINAL, BOSS

These are stats for a criminal mastermind or a mob boss.

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

Skills: Driving d6, Fighting d6, Intimidation d8, Knowledge (Business) d8 Notice d6, Persuasion d8, Shooting d6, Streetwise d10

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Greedy

Edges: Charismatic, Command, Connections

Gear: Walther PPK (.32, Range 10/20/40, Damage 2d6, RoF 1, Shots 7, AP 1).

CRIMINAL, SOLDIER

These stats can be used for any kind of criminal.

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

Skills: Athletics d4, Driving d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy, Obligations (to their criminal organization)

Edges: —

Gear: Glock 17 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 17, AP 1), knife (Str+d4). Criminals can also carry submachine-guns and shotguns.



FIGHTER

These stats can be used for rebels and terrorists.

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

Skills: Athletics d4, driving d6, Fighting d6, Notice d6, Shooting d6, Stealth d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: —

Gear: AK-47 or FN FAL (7.62, Range 24/48/96, Damage 2d8+1, RoF 3, Shots 30, AP 2), 2 Mk67

grenades (Range 5/10/20, Damage 3d6, MBT). Fighters can also carry explosives, machine guns, sniper rifles or launchers.

OPERATOR

These stats are used for commandos, PMC black ops, counterterrorism and special forces units.

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

Skills: Athletics d6, Driving d6, Fighting d8, Intimidation d6, Knowledge (Demolition) d6, Notice d8, Piloting d6, Shooting d8, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9/12 (3/6)

Hindrances: Obligations (to their country/PMC)

Edges: Combat Reflexes, Improved CQB, Level Headed

Gear: Operators carry a large variety of weapons, depending on the job or their speciality (SMGs, sniper rifles, machine guns, etc.). Use AK-15 and Makarov PM (Walther PPK for stats) for Russian operators. Unless specified otherwise, they use the following gear:

Ballistic helmet (+4), combat knife (Str+d4), commlink, HK 416 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, reflex sight with magnifier), HK USP (45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1, silencer), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), night-vision goggles (eliminate Dim and Dark lighting penalties), tactical body armor (+3/+6).

PILOT

These stats are used for army pilots, helicopter pilots, smugglers.

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

Skills: Driving d8, Fighting d4, Notice d8, Repair d8, Shooting d6, Piloting d8

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Ace, Alertness

Gear: Vehicle. Army pilots and smugglers usually carry a pistol or a submachine-gun.

PRIVATE MILITARY CONTRACTOR

Contractors work for private military companies (PMC) as security personnel or soldiers. Most

of them are former police and army personnel. These stats can be used for soldiers, militia or mercenaries.

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

Skills: Athletics d6, Driving d6, Fighting d6, Notice d6, Shooting d6, Stealth d4

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4)

Hindrances: Obligations (to their company/employer)

Edges: Combat Reflexes

Gear: Contractors carry a large variety of weapons, depending on the job or their speciality (SMGs, sniper rifles, machine guns, etc.). Unless specified otherwise, they use the following equipment:

Body armor (+2/+4), combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW) HK 416 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, reflex sight), radio, Sig P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1).

SPOOK

These stats are for special agents working for intelligence agencies and spies.

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

Skills: Athletics d6, Driving d6, Fighting d6, Knowledge (Computers) d6, Knowledge (Tradecraft) d8, Thievery d6, Notice d6, Persuasion d6, Shooting d6, Stealth d8, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7/9 (2/4)

Hindrances: Cautious, Obligations (to their agency/country)

Edges: Connections (Agency), Thief

Gear: Concealable body armor (+2/+4), folding knife (Str+d4, concealable), Sig P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1, silencer).

PSYCHICS

❖ BOGATYR

A bogatyr or bogatyri is a psychic operative working for the Directorate and specialized in clandestine and covert operations. They all

have been indoctrinated and trained inside the Projekt Bogatyr. Biokinetics and psykes are more combat-oriented, while ESPers and telepaths are infiltrators and provide tactical support on the field. Bogatyri can operate solo or form teams of 3 to 5 operatives. These stats can also be used and modified for any other kind of psychic operative.

Note: by default, treat the leader of a bogatyr team as a Wild Card. Depending on the opposition level you want to confront your players, feel free to treat more bogatyr team members as Wild Cards too (for instance, one per players characters' Rank).

BOGATYR PSYKE

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

Skills: Athletics d6, Driving d6, Fighting d8, Intimidation d6, Knowledge (Demolition) d6, Notice d8, Shooting d10, Stealth d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9/12 (3/6)

Hindrances: Loyal (Bogatyr), Vow (Major—the Directorate)

Edges: Arcane Background (Super Power), Combat Reflexes, Improved CQB, Marksman, Nerves of Steel

Gear: Bogatyri carry a large variety of equipment and weapons, according to their mission (body armor, assault rifles, sniper rifles, explosives, etc.). For civilian operations, they wear concealable armor and carry only small weapons. Unless specified otherwise, they use the following equipment:

AKS-74U (5.45, Range 15/30/60, Damage 2d8, RoF 3, Shots 30, AP 2, reflex sight), PSS-2 silent pistol (7.62x43mm, Range 10/20/40, Damage 2d6, RoF 1, Shots 6, suppressed), NSR-2 knife (Range 3/6/12, Damage 2d6/Str+d4, Shot 1, suppressed), tactical body armor (+3/+6).

Super Powers (Psychokinesis—Pyrokinesis):

- **Attack, Ranged (4):** Range 12/24/48, Damage 3d6, RoF 1. (Fire bolt).
- **Energy Control (7):** Fire. Range.
- **Heightened Senses (1):** Infravision.
- **Resistance (5):** Fire. +4 to resist effects, direct attacks cause half damage.

BOBATYR TELEPATH

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Driving d6, Fighting d8, Knowledge (Tradecraft) d8, Notice d8, Persuasion d8, Shooting d8, Stealth d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7/11 (3/6)

Hindrances: Loyal (Bogatyr), Vow (Major—the Directorate)

Edges: Arcane Background (Super Power), Combat Reflexes, Improved CQB, Marksman, Nerves of Steel, Power Points

Gear: See Bogatyr Psyke.

Super Powers (Telepathy):

- **Attack, Ranged (3):** Range 12/24/48, Damage 2d6, RoF 1, Mental Attack. (Mental blast).
- **Illusion (5):** Level 2, 6" radius. Minor Limitation (only affects living creatures), System Shock.
- **Mind Reading (3):** Telepathy.
- **Telepathy (3):** Switchboard. (Mind link).
- **Uncanny Reflexes (4):** -2 to hit. (Telepathic combat).

COLLECTIVE AGENT

Collective agents are telepaths whose powers have been enhanced through genetic engineering. Collective agents form "clusters" of three to five members, and their minds are constantly linked to each other with no limit of distance. Most of the time, members of a cluster are located in different countries and cities. When a Collective agent is taken prisoner or killed, the rest of his cluster is instantly aware. Their role is essentially to gather intel and to relay the Central Bureau's orders in the field, avoiding any interception. There are some rumors that the Directorate has started to enhance some Collective agents to make them able to control armies of drones (see Drones below).

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Psi phenomena) d8, Knowledge (Tradecraft) d10, Notice d10, Persuasion d10, Shooting d6, Stealth d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal (Collective), Vow (Major—the Directorate)

Edges: Arcane Background (Super Power), Dynamic Duo, Mentalist

Gear: Concealable holster, Makarov pistol (9x18mm, Range 10/20/40, Damage 2d6, RoF 1, Shots 8, AP 1, concealable, silencer), various belongings.

Special Abilities:

- **Cluster:** Telepathy works with no range limitation among each member of the same Collective cluster.

Super Powers (Telepathy):

- **Mind Control (9):** Memory Alteration, Multiple Minds x2. (Telepathy).
- **Mind Reading (9):** Memory Mastery, Mind Rider. (Telepathy).
- **Telepathy (10):** Broadcast, Mind Rider, Switchboard. (Telepathic link).

ESPER SPY

Use these stats for psychic special agents or spies.

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

Skills: Athletics d4, Fighting d6, Intimidation d8, Knowledge (Tradecraft) d8, Notice d8, Persuasion d6, Shooting d6, Streetwise d6, Stealth d8, Thievery d8

Cha: 0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: Obligations (to their agency/organization)

Edges: Arcane Background (Super Power), Eidetic Memory

Gear: Walther PPK (.32, Range 10/20/40, Damage 2d6, RoF 1, Shots 7, AP 1, Semi-Auto, silencer).

Super Powers (ESP):

- **Aura Reading (1):** ESP.
- **Danger Sense (2):** ESP.
- **Retrocognition (5):** Impregnation, Extended Reach. (Psychometry).
- **Remote Viewing (4):** Extended Range. (Astral projection).

KERES

Keres are psychics working as assassins for the Olympians. They form an elite unit whose sole purpose is to capture or eliminate other psychics and threats to the Olympians. They have been brainwashed to be obedient and loyal to the Olympians. All Keres have been implanted with a cortical bomb, which is programed to explode if

they get captured by an enemy or if they disobey orders. With a very few exceptions, all Keres are either biokinetics or ESPers. Psykes are too obvious, and with their paranoia the Olympians avoid as much as possible to use telepaths. Keres wear an armored version of the cloaking suit (see page 39).

KERES BIOKINETIK

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d10, Intimidation d6, Notice d8, Shooting d10, Stealth d10, Thievery d6

Cha: 0; Pace: 6; Parry: 7; Toughness: 9/12 (3/6)

Hindrances: Obligations (the Olympians)

Edges: Arcane Background (Super Power), Assassin, Combat Reflexes, Martial Artist, Nerves of Steel, Quick, Thief

Gear: Keres carry a large variety of weapons, according to their mission. Unless specified otherwise, they use the following equipment:

Armored cloaking suit (+2/+4, covers torso, legs and arms, +4 to Stealth rolls involving visual, invisible to thermal vision), combat knife (Str+d4), HK MK23 (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1, laser sight, silencer).

Super Powers (Biokinesis):

- **Awareness (5):** Ignores obscurement penalties and Gang Up Bonus. (Enhanced senses).
- **Extra Actions (3):** One extra action. (Adrenaline surge).
- **Gifted (1):** Minor Limitation: physical skills only. (Memory reflexes).
- **Leaping (2):** Leaps 4" vertically, 8" horizontally. (Powerful legs).
- **Super Attribute (4):** Agility +1, Strength +1. (Enhanced physical attributes).
- **Thermal Adaptation (1):** Metabolism control.
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced reflexes).

KERES ESPER

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d10, Notice d8, Persuasion d6, Shooting d10, Stealth d10, Thievery d8

Cha: 0; Pace: 6; Parry: 7; Toughness: 9/12 (3/6)

Hindrances: Obligations (the Olympians)

Edges: Arcane Background (Super Power), Assassin, Combat Reflexes, First Strike, Level Headed, Thief

Gear: See Keres Biokinetic.

Super Powers (ESP):

- **Attack, Melee (6):** Str+d6, AP 4. (Dim Mak).
- **Aura Reading (2):** True sight.
- **Danger Sense (2):** ESP.
- **Deflection (4):** -4 to hit with ranged attacks. (Sixth sense).
- **Heightened Senses (2):** Eagle Eyes, Perception. (Enhanced senses).
- **Retrocognition (4):** Extended Reach. (Concentration).

Ballistic helmet (+4, commlink, gas mask, night-vision goggles), combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), KRISS Vector (.45, Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1, 3RB, reflex sight, silencer), tactical body armor (+3/+6).

Special Abilities:

- **Enhanced senses:** Due to their gene therapy, Phobos operators add +2 to their Notice rolls to hear and see.
- **Mind Shield:** +2 to any roll to resist mind based powers.
- **Quick Reflexes:** -1 to hit.

EUGENICS THREATS

PHOBOS OPERATOR

Each operator of the Phobos unit has been exposed to gene therapy to improve their senses and make them more efficient for combat. Unlike chimeras and other bio-augmented soldiers, their modifications are not visible. Phobos operators are equipped with the best equipment and weapons ARES can provide. They can be recognized by their trademark helmet that is equipped with integral night-vision system and a gas mask filter. They are completely obedient to ARES and Stavros and never leave one of them behind.

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

Skills: Athletics d8, Driving d6, Fighting d8, Intimidation d6, Knowledge (Demolition) d6, Notice d8, Piloting d6, Shooting d8, Stealth d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9/12 (3/6)

Hindrances: Loyal (Phobos operators), Obligations (ARES)

Edges: Combat Reflexes, Improved CQB, Level Headed

Gear: Phobos operators carry a large variety of weapons, depending on the job or their speciality (SMGs, sniper rifles, machine guns, etc.). Unless specified otherwise, they use the following equipment:



❖ CHIMERA SOLDIERS

Created by ARES, chimeras are bio-augmented soldiers who have been genetically enhanced with animal or artificial DNA. They are designed to be stronger, faster and to possess unique abilities. All chimeras are humans who have been abducted and forced to endure an accelerated gene therapy and brainwashed to be obedient. The first generation of chimera soldiers have human morphology with animal characteristics, but rumors say ARES is working on a new generation of chimeras indistinguishable from normal humans. Most of the time, chimeras wear a balaclava to hide their features. ARES programmed their DNA to provoke an accelerated decomposition of their bodies when chimeras are killed or deprived from a special enzyme they must take every 24 hours. That way ARES ensures that no one can identify them or replicate their design.

They are only deployed for blacker than black operations and are usually accompanied by Phobos operators. SPEAR operatives are more likely to come across chimeras than other BAS. There are different series of chimeras, each one designed for specific operations and tasks.

AKHEILOS SERIES

These chimera soldiers have been modified with shark DNA. They are specialized for maritime and underwater operations.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d10, Intimidation d8, Knowledge (Demolition) d8, Notice d12, Shooting d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 9

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Alertness, Combat Reflexes, Frenzy, Quick

Gear: Combat knife (Str+d4), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), KRISS Vector (.45, Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1, 3RB, reflex sight, silencer).

Special Abilities:

- **Aquatic:** Pace 8 under water. Akheilios can breath water and air equally.
- **Bite:** Str+d6.
- **Dependency (Water):** Akheilios must immerse themselves in seawater at least one hour every 24 hours or suffer Fatigue each day until Incapacitated. If they don't immerse after that they die.
- **Low Light Vision:** Ignore Dim and Dark lighting penalties.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.
- **Toughness:** Akheilios's skin is composed of reinforced placoid scales and adds +2 to Toughness.

CERCOPES SERIES

These soldiers have been enhanced with ape DNA. Particularly strong and agile,

Cercopes are suitable for all kinds of operations.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d12, Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8

Pace: 8; **Parry:** 8; **Toughness:** 10/13 (3/6)

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Acrobat, Combat Reflexes, Block, Dodge, Quick, Steady Hands

Gear: Auto Assault-12 (12 gauge, Range 12/24/48, Damage 2d10, RoF 3, Shots 20,



reflex sight), combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+3/+6).

Special Abilities:

- **Bite:** Str+d4.
- **Climb:** Cercopes move at their full Pace in trees or any gripping surface.
- **Fleet-Footed:** Cercopes roll a d8 when running.
- **Leap:** Jump distances are doubled.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.
- **Pummel:** Str+d6.
- **Prehensile feet:** Cercopes can use their feet to grab objects or perform an extra Fighting attack without any penalty.



GORGON SERIES

These soldiers have been enhanced with snake and other reptilian DNA. They are designed for combat and stealth operations.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d8, Fighting d10, Knowledge (Demolition) d6, Notice d8, Shooting d8, Stealth d10

Pace: 6; **Parry:** 7; **Toughness:** 10/13 (3/6)

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Combat Reflexes, Level-Headed

Gear: Combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), HK 416 (5.56, Range 24/48/96, Damage 2d8, RoF 3, Shots 30, AP 2, reflex sight), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+3/+6).

Special Abilities:

- **Constrict:** When succeeding a Fighting attack, instead of rolling damage, the gorgon can ensnare its victim in his powerful arms and deal Str+d6 damage, and each round thereafter. The victim can attempt to escape on his action by succeeding an opposed Strength roll.
- **Environmental Weakness:** Gorgons are susceptible to cold. They suffer a -4 penalty to resist cold environments and suffer +2 damage from cold or ice-based attacks.
- **Infravision:** Can detect and see heat signatures. Halves penalties (rounded down) for bad lighting when attacking heat producing targets.
- **Keen Sense:** +2 to Notice while using scent.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.
- **Spit Venom:** With a successful melee attack, the gorgon can spit a paralyzing venom in the eyes of its adversary. Anyone not wearing protection goggles or a gas mask, must make a Vigor roll. If the roll is a failure, the victim is paralyzed for 2d6 rounds, with a success he is only shaken, and with a raise the venom has no effect.

GORGON AND MEDUSA VARIANTS

ARES has developed several variants of Gorgons and Medusas for all kinds of use. The GM can add or replace any of the special abilities with the following:

- **Aquatic:** Pace 6 under water.
- **Armor:** The gorgon's body is covered with reinforced scales. Armor +2 to its entire body.
- **Bite/Claws:** Str+d6.
- **Constrict:** When succeeding a Fighting attack, instead of rolling damage, the gorgon can ensnare its victim in his powerful arms and deal Str+d6 damage, and each round thereafter. The victim can attempt to escape on his action by succeeding an opposed Strength roll.
- **Poisonous Skin (–2):** If the medusa touches someone unprotected with a successful Fighting roll or if a character touches the chimera with his skin, the victim must make a Vigor roll at –2. If the roll is a failure, the victim dies in 2d6 rounds, with a success he takes 1 wound and is Exhausted, and with a raise he is just Exhausted.
- **Prehensile Tail:** The medusa can use her tail as an extra Fighting attack without any penalty.
- **Slither:** The chimera's body allows her to perform evasion actions during a melee fight (–2 penalty to Fighting attacks) or to slither in narrowed places, like a ventilation shaft.
- **Venom (–2):** If the gorgon successfully bites a character, and deals at least a Shaken result with its damage roll, the victim must make a Vigor roll at –2. If the roll is a failure, the victim dies in 2d6 rounds, with a success he takes 1 wound and is Exhausted, and with a raise he is just Exhausted.

MEDUSA SERIES

A prototype variant of gorgon series, Medusa's DNA combines reptilian and amphibian genes. They are perfect assassins.

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d8, Shooting d8, Stealth d12, Thievery d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Assassin, Combat Reflexes, Improved Dodge, Quick

Gear: Combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW) KRISS Vector (.45, Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1, reflex sight), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical webbing.

Special Abilities:

- **Chameleon:** The medusa can change her skin colour and texture and blend with her surroundings. If she moves at half her Pace or

less, she gains +4 to Stealth rolls, or +2 if she moves up to their Pace.

- **Claws:** Str+d4.
- **Environmental Weakness:** Medusas are susceptible to cold. They suffer a –4 penalty to resist cold environments and suffer +2 damage from cold or ice-based attacks.
- **Infravision:** Can detect and see heat signatures. Halves penalties for bad lighting when attacking heat-producing targets.
- **Keen Sense:** +2 to Notice while using scent.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.
- **Regeneration:** Makes a natural Healing roll once per hour. Medusas can even regrow lost limbs. To prevent any regeneration, the head must be removed or the body destroyed.
- **Wall Walker:** Medusas can adhere and move at their full Pace on any surface.

MANTICORE SERIES

These soldiers have been enhanced with feline and big cat DNA. They are used for recon and stealth operations.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d12, Intimidation d8, Notice d10, Shooting d8, Stealth d10, Survival d6, Tracking d8

Pace: 10; **Parry:** 8; **Toughness:** 10/13 (3/6)

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Assassin, Combat Reflexes, First Strike, Quick

Gear: Combat knife (Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW), KRIS Vector (.45, Range 12/24/48, Damage 2d6+1, RoF 3, Shots 25, AP 1, reflex sight), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+3/+6).

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Fleet-Footed:** Manticores roll a d10 when running.
- **Keen Sense:** +2 to Notice while using scent.
- **Leap:** Jump distances are doubled.
- **Low Light Vision:** Ignore Dim and Dark lighting penalties.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.

STRIGA SERIES

These soldiers have been enhanced with bat DNA. They are designed for long range combat and reconnaissance.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d12, Shooting d10, Stealth d8, Tracking d8

Pace: 8; **Parry:** 7; **Toughness:** 10/13 (3/6)

Hindrances: Distinctive Appearance, Dependency (special enzyme), Obligations (ARES)

Edges: Alertness, Danger Sense, Combat Reflexes, Level Headed, Marksman

Gear: Cloaking suit (+4 to Stealth rolls versus visual detection, invisible to infrared), combat knife



(Str+d4), 2 HE grenades (Range 5/10/20, Damage 3d6, MBT, HW) HK PSG1 (.7.62, Range 30/60/120, Damage 2d8+1, RoF 1, Shots 20, AP 2, scope), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+3/+6).

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Echolocation:** Striga suffer no penalties in bad lighting, even in pitch black. They are not affected by smoke either. If its target is not moving the Striga suffer -2 for his attack.
- **Keen Sense:** +2 to Notice while using scent.
- **Mind Shield:** Due to their mental conditioning, all chimeras have a natural resistance against telepathic powers. They gain +2 to any roll to resist mind based powers.

NEO-THERIANTHROPE

Neo-therianthropes are genetically engineered soldiers, created by ARES to be able to infiltrate enemy bases and transform into a powerful animal-human hybrid. They were designed to be more powerful and more obedient than natural therianthropes. Unlike chimeras who were normal humans before, neo-therianthropes are born that way and can shape change anytime they want. In their human form, they are highly-skilled soldiers and use the same equipment as the chimera soldiers. They keep their human intelligence when they are in their hybrid form. After a series of incidents, ARES stopped the production of neo-therianthropes to replace them by the chimeras, but a few of them are still active. There are only three types of neo-therianthropes remaining: Bear, Leopard and Wolf.

Note: the first set of stats is for the neo-therianthrope's human form; the second is for its hybrid form.

All neo-therianthropes have the following Special Abilities in their hybrid form.

Special Abilities:

- **All Thumbs:** In their hybrid form, neo-therianthropes have a difficult time manipulating modern devices and firearms, they suffer a -2 penalty when trying to use them.
- **Bite/Claws:** Str+d6.

- **Fearless:** Neo-therianthropes are immune to fear and Intimidation.
- **Improved frenzy:** Two Fighting attacks per round at no penalty.
- **Shape Change:** A neo-therianthrope needs one full action to transform into a hybrid. If she is knocked unconscious or killed she reverts to her human form.
- **Regeneration:** Neo-therianthropes have a very fast metabolism and make a natural Healing roll once per hour.

NEO-THERIANTHROPE, URSINE

Ursine neo-therianthropes can take the form of a bear-human hybrid.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10/d12+4, Vigor d10/d12

Skills: Athletics d6, Fighting d8, Intimidation d10, Notice d8, Shooting d8, Stealth d6

Cha: 0/—; **Pace:** 6/8; **Parry:** 6; **Toughness:** 8/13 (2)

Hindrances: Obligations (ARES)

Edges: Berserk, Brawny, Combat Reflexes, Nerves of Steel

Gear: As Phobos operators when they are in human form.

Special Abilities (hybrid form):

- **Armor +2:** Ursine neo-therianthropes have a thick skin acting like an armor.
- **Hardy:** Neo-therianthropes does not suffer a wound from being Shaken twice.
- **Keen Sense:** +2 to Notice while using scent.
- **Size +2:** Ursine are powerful and bulky creatures.

NEO-THERIANTHROPE, LEOPARD

Attributes: Agility d8/d12, Smarts d6, Spirit d8, Strength d8/d12+2, Vigor d8/d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d10, Survival d6, Tracking d8

Cha: 0/—; **Pace:** 6/12; **Parry:** 7; **Toughness:** 6/9

Hindrances: Obligations (ARES)

Edges: Alertness, Quick

Gear: As Phobos operators when they are in human form.

Special Abilities (hybrid form):

- **Fleet-Footed:** Rolls d12 when running.
- **Keen Sense:** +2 to Notice while using scent.
- **Leap:** Jump distances are doubled.

- **Low Light vision:** Ignore penalties for Dim and Dark lighting.
- **Size +2:** Neo-therianthropes are powerful and bulky creatures.

NEO-THERIANTHROPE, WOLF

Attributes: Agility d8/d10, Smarts d8, Spirit d10, Strength d8/d12+1, Vigor d8/d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d10, Shooting d8, Stealth d10, Survival d8, Tracking d10

Cha: 0/—; **Pace:** 6/10; **Parry:** 7; **Toughness:** 6/8

Hindrances: Obligation (ARES)

Edges: Alertness, Berserk, Danger Sense, Level-Headed, Woodsman

Gear: As Phobos operators when they are in human form.

Special Abilities (hybrid form):

- **Fleet-Footed:** Rolls d10 when running.
- **Keen Sense:** +2 to Notice and Tracking while using scent.
- **Leap:** Jump distances are doubled.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Size +1:** Neo-therianthropes are powerful and bulky creatures.

LAMIA

In their quest to unlock human's true potential, TYPHON's scientists have carried out a large number of genetic experimentations. One of these experiments has led to the creation of the SOMA virus. This virus has been designed to modify the genome of its host, with various strains to fulfill TYPHON's goals. Unfortunately, a significant number of these strains are highly unstable and dangerous. SOMA HX-A9, namely, provokes uncontrollable mutations whose nature is related to the host's DNA. This failed experiment has given birth to the Lamias.

Once ordinary people, Lamias have mutated into horrible and deadly creatures. TYPHON have yet to use them on the field or test their combat abilities as they are extremely difficult to handle. If the first field tests were to be even a marginal success, TYPHON may produce more of them and even sell them to unscrupulous or unethical organizations and terrorist groups.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Athletics d8, Fighting d8, Notice d10, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 8



Special Abilities:

- **Bite/Claws:** Str+d6.
- **Fleet-Footed:** Rolls d10 when running.
- **Fear -2:** Lamias cause a Fear check at -2 the first time they are seen.
- **Fearless:** Immune to Fear and Intimidation.
- **Improved frenzy:** Two Fighting attacks per round at no penalty.
- **Infravision:** Can detect and see heat signatures. Halves penalties for bad lighting when attacking heat-producing targets.
- **Leap:** Jump distances are doubled.
- **Quick:** Lamias incredibly fast. They may discard any Action cards of 5 or lower for new card.



PSYCHIC THREATS

❖ DEVIANT

Also called psychic vampires, deviants are psychics who drain others' psychic energy. Their existence is the result of a rare genetic mutation that made them evolve separately from other psychics. They are more powerful than other psychics and are not restricted by **Power Categories**. In return they need to absorb people's psychic energy. Deviants can do that from normal humans and other psychics, but have a strong preference for the latter. They appear as normal people, but deep within they are predators and only care about their pleasure and survival. They are highly intelligent and rational, but lack empathy. They like to play and torture their prey before feeding on them.

Most psychics believe deviants are just rumors, but when they encounter one it's already too late. SPEAR operatives have instructions to approach deviants with extreme caution and kill them on sight. Most deviants are solitary, but there are rumors about conclaves or groups of deviants working together.

Note: these stats are used for a typical deviant. Feel free to create your own and give them the powers you want if it fits your campaign.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Athletics d4, Driving d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d10, Shooting d8, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: —

Edges: Arcane Background (Super Power)

Gear: Various items.

Special Abilities:

- **Drone Creation:** Any person completely drained by a deviant becomes a drone. The deviant has a telepathic link with his drones and can control them with no range limitation. A deviant can control as many drones as his Spirit die type.
- **Fearless:** Deviants are immune to Fear and Intimidation.
- **Psychic Drain:** To survive, a deviant needs to drain people's psychic energy on a regular

basis. He uses an action to make an opposed Spirit roll with his victim. If the deviant wins, its victim loses 1 Spirit die. If the victim's Spirit drops below d4, his mind is completely wiped, and he becomes a drone. Otherwise he regains 1 Spirit die per day. The deviant must be in close contact with its victim.

Super Powers:

Deviants can have access to any categories of psychic powers and authorized powers. Each deviant is unique and has different ways to hunt or kill.

- **Attack, Ranged (5):** Range 12/24/48, Damage 3d6, RoF 1, Heavy Weapon. (Fire bolt).
- **Aura Reading (1):** ESP.
- **Danger Sense (2):** ESP.
- **Heightened Senses (1):** Low Light Vision. (Mutation—biokinesis).
- **Invisibility (7):** -4 to Notice roll. Minor Limitation (doesn't affect cameras and electronic devices). (Mind illusion).
- **Mind Control (7):** Multiple Minds. (Telepathy).
- **Regeneration (2):** Healing roll every day. (Mutation—biokinesis).
- **Uncanny Reflexes (4):** -2 to hit. (Enhanced danger sense).

DRONE

When a person is completely drained by a deviant she becomes a drone. Drones have no psyche or memory of their previous life. They can't feel any pain or emotions. They become puppets in the hands of the deviant who created them. The deviant creates a powerful telepathic link with its victim, which can operate over long distances. Deviants use drones as soldiers or bodyguards. A psychic who is turned into a drone lose all his abilities, but a bio-augmented soldier may keep his special abilities.

Note: these stats are used for a typical drone. Feel free to adapt them as it fits your campaign.

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

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Various items or weapons.

Special Abilities:

- **Drone:** +2 Toughness; +2 to recover from being Shaken.
- **Fearless:** Drones are immune to Fear and Intimidation.



SHADE

The nature of psychic energy and how psychics use it to affect the physical world is still a mystery. When a psychic uses her powers under extreme duress or when she dies, sometimes (especially if the death has been very traumatic), a part of her psychic energy may remain and develop a level of individuality of its own. This energy forms an anomaly called a shade. Shades are an offshoot of their maker's mind. They have partial memories of their former self, but they don't have any real consciousness. They are often tied to the place of their death, but some shades have been known to travel miles away from it.

Shades are psychic remnants: they are immaterial and can only be seen by other psychics and some electronic devices. As they don't possess a true consciousness, a telepath reading their mind only gets random flashes of scattered thought. Most of the time, shades pursue their goals mindlessly and are not aggressive. However, as they rely on psychic energy to exist, they are very attracted to psychics and may attack them to feed on it. Unlike deviants, a shade must kill its prey before feeding on its psychic energy.

The Directorate is known to have been trying for years to "manufacture" shades and use them as weapons.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Intimidation d10, Notice d10, Stealth d10

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

Special Abilities:

- **Ethereal:** Shades are immaterial by nature and move through solid objects. To interact with the physical world, shades use their telekinetic powers.
- **Fear -2:** Anyone who encounters a shade must make a Fear check at -2.
- **Flight:** Shades fly at a rate of 6" with a Climb of -1.
- **Low Light Vision:** Shades ignore penalties for Dim and Dark lighting.
- **Invulnerability:** Shades are immune to all non-psychic attacks.

Super Powers (Psychokinesis):

- **Telekinesis (8):** Level 4, Strength d12+2. (Psychic animation).

! THERIANTHROPE

Use these stats for natural therianthropes. Unlike neo-therianthropes, natural ones can only take a full animal form, but they keep their intelligence and most of their skills. Their animal forms are usually bigger and stronger than the original ones. Most of therianthropes or therians are extinct, and those who remain stay hidden far from civilization. However, a few of them work for secret organizations. Most encountered therianthrope species are: crocodile, bear, leopard, shark, tiger and wolf.

Note: the first set of stats is for the therianthrope's human form; the second is for its animal form.

WOLF THERIAN

Attributes: Agility d6/d8, Smarts d6, Spirit d8, Strength d8/d10, Vigor d8/d10

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d8, Stealth d8, Survival d6, Tracking d8

Cha: 0/—; **Pace:** 6/10; **Parry:** 6; **Toughness:** 6/7

Hindrances: —

Edges: Danger Sense

Gear: Various items in human form.

Special Abilities (animal form):

- **Bite:** Str+d6.
- **Fleet-Footed:** Rolls d10 when running.
- **Go for the Throat:** Wolf therianthropes instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Keen Sense:** +2 to Notice and Tracking while using scent.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Shape Change:** A therianthrope needs one full action to transform into an animal. If he is knocked unconscious or killed he reverts to his human form.
- **Slow Regeneration:** Makes a natural Healing roll once per day.

ALLIES AND MOST WANTED

ALLIES

🔦 EIKO TANAKA

Eiko Tanaka is the current director of the SPEAR's Tactical Division. She oversees all clandestine and military operations of the SPEAR. Over the years, she has proven herself as a highly resourceful and no-nonsense leader. Born in Kobe, Japan, Eiko was originally an agent of the Public Security Intelligence Agency (PSIA) before she joined the SPEAR a few years ago and became one of the most respected members of the organization. Some operatives have given her the nickname "Faia sutōmu" (which means firestorm in Japanese); nickname she totally hates.

Eiko has a love-hate relationship with her pyrokinetic abilities, whom she uses very rarely, due to their inherent destructive nature. On duty, Eiko is dedicated and organized, almost cold, and always logical. She can easily assess any tactical situation and direct her subordinates to react accordingly.

Eiko is a petite woman in her forties with a discreet bearing. Her staff has learnt not to take her quiet demeanor for shyness. She has short black hair at chin length. She most often wears conservative looking tailored suits.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Investigation d8, Knowledge (Battle) d10+2, Knowledge (Computers) d8, Knowledge (Tradecraft) d12+2, Notice d8, Persuasion d10, Shooting d8, Stealth d6, Thievery d6

Languages: Japanese, Arabic, Cantonese, English, German, French, Russian, Mandarin, Mongolic, Portuguese, Spanish

Cha: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Cautious, Loyal

Edges: Arcane Background (Super Power), Alertness, Charismatic, Connections, Command, Eidetic Memory, Inspire, Jack-Of-All-Trades, Level Headed, Linguist, Mind Shield, Scholar (Knowledge

(Battle and Tradecraft)), Tactician

Gear: Encrypted smartphone, SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1).

Super Powers (Psychokinesis – Fire):

- **Absorption (6):** Fire. Reflection.
- **Attack, Ranged (10):** Range 12/24/48, Damage 5d6, RoF 1, Area Effect (MBT), Heavy Weapon, Lethal. (Fireball).
- **Energy Control (7):** Selective. (Fire control).
- **Resistance (5):** Fire. +4 to resist fire based powers.



🔦 RONIN

Ronin, a former U.S. Special Forces operator raised in Japan, is the field leader of the Tactical division's special team. Ronin is a living legend within the SPEAR. He is also a close friend and former mentor of Eiko Tanaka.

Ronin is a telekinetic whose powers manifested during a failed military operation in Australia. His powers manifested to save him from a burst of gunfire but unfortunately caused the death of a child, earning him the undying hate of his father, an albanian mobster named Radan Savić.

Ronin, despite strong feelings of guilt, even

years after this fateful event, is an extremely disciplined and focused person with a strong code of honor, inspired by the Bushidō. He was able to master his powers by sheer force of will, and meditation techniques acquired through contact with shamans and mystics during his many travels.

Ronin is an African-American man in his early fifties, albeit looking younger. He is athletic and well-built. He is clean-cut with a short beard. His face and his body still carry scars from his tumultuous past.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d10, Driving d6, Fighting d12, Knowledge (Battle) d12, Knowledge (Demolition) d6, Knowledge (Tradecraft) d8, Persuasion d8, Notice d8, Shooting d12, Stealth d10, Thievery d6

Languages: English, Japanese, Mandarin, Cantonese, Russian

Cha: 0; **Pace:** 6; **Parry:** 10; **Toughness:** 9/11 (2/4)

Hindrances: Code of Honor, Enemy (Minor—Radan Savić), Heroic, Loyal

Edges: Arcane Background (Super Powers), Blind Fighting, Improved Block, Combat Reflexes, Command, Connections, Improved Counterattack, First Strike, Improved CQB, Level Headed, Martial Artist, Natural Leader, Nerves of Steel, Tactician, Team Leader, The Best There Is (*force control*)

Gear: Armored stealth suit (+2/+4), combat knife (Str+d4), FN SCAR-H (7.62, Range 24/48/96, Damage 2d8+1, RoF 1, Shots 20, AP 2, 3RB, reflex sight), HK MK23 (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1, silencer).

Super Powers (Psychokinesis-Telekinesis):

- **Attack, Ranged (8):** Range 12/24/48 or Cone Template, Damage 4d6, RoF 1, Focus. (Telekinetic bolt).
- **Force Control (15):** Level 6, Strength d12+4, Force Field. (Telekinesis).
- **Leaping (2):** Leaps 4" vertically, and 8" horizontally. (Telekinetic jump).
- **Malfunction (3):** Telekinetic manipulation.

LETHO

Letho is the the recon specialist of the Tactical division's special team and an expert with blades and knives. Formerly part of ARES, Letho

is also a neo-therianthrope wolf. While his nature and past still earn him a lot of suspicion, Letho has proven both his loyalty and his worth as a SPEAR operative many times. His unique abilities and his extensive knowledge of the enemy's tactics make him one of the SPEAR's best assets in the fight against ARES and the Olympians.

Born and raised inside one of the Project TITAN's facilities, Letho was genetically engineered with the sole purpose of becoming the ultimate soldier. Impressed by his amazing fighting abilities and his capacity to adapt quickly, Stavros took Letho under his wing and even developed affection for him, considering him as his future successor. After years of service, however, racked by doubt, Letho started to question Stavros' authority and finally uncovered the truth about ARES and the Olympians. He confronted his former mentor in a terrible fight in Kinshasa, Democratic Republic of the Congo, and eventually earned his freedom and new allies (Ronin's team happening to be on a sabotage mission there). Letho joined the SPEAR with the goal of destroying ARES once and for all.

Letho is a loner and prefers to avoid people most of the time, but he will do anything to protect his friends. He's impulsive and overconfident, but won't hesitate to risk his life to help others.

Attributes: Agility d8/d10, Smarts d8, Spirit d10, Strength d8/d12+1, Vigor d8/d12

Skills: Athletics d12, Fighting d12+2, Intimidation d8, Notice d10, Shooting d8, Stealth d12+2, Survival d8, Thievery d10, Tracking d10

Languages: English, Arabic, French, Russian, Spanish

Cha: 0/—; **Pace:** 6/10; **Parry:** 10/8; **Toughness:** 9 (2)/10

Hindrances: Enemi (Major—ARES), Heroic, Loyal, Overconfident, Trigger-Happy, Vow (Major—destroy ARES)

Edges: Acrobat, Alertness, Ambidextrous, Berserk, Block, Combat Reflexes, Counterattack, Danger Sense, Expert (Fighting, Stealth), First Strike, Florentine, Improved Dodge, Improved Extraction, Level-Headed, Nerves of Steel, Quick, Quick Draw, Sweep, Tough as Nails, Two-Fisted, Woodsman

Gear: Change of clothes, encrypted smartphone, 2 karambit (Str+d4), SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1), stealth suit (+2,

+2 to Stealth rolls), subvocal commlink, 6 throwing blades (Range 3/6/12, Damage Str+d4).

Special Abilities (hybrid form):

- **All Thumbs:** In their hybrid form, neo-therianthropes have a difficult time manipulating modern devices and firearms, they suffer a -2 penalty when trying to use them.
- **Bite/Claws:** Str+d6.
- **Fearless:** Neo-therianthropes are immune to fear and Intimidation.
- **Fleet-Footed:** Rolls d10 when running.
- **Improved frenzy:** Two Fighting attacks per round at no penalty.
- **Keen Sense:** +2 to Notice and Tracking while using scent.
- **Leap:** Jump distances are doubled.
- **Low Light Vision:** Ignore penalties for Dim and Dark lighting.
- **Regeneration:** Neo-therianthropes have a very fast metabolism and make a natural Healing roll once per hour.

- **Shape Change:** A neo-therianthrope needs one full action to transform into a hybrid. If she is knocked unconscious or killed she reverts to her human form.
- **Size +1:** Neo-therianthropes are powerful and bulky creatures.

◆ DR. ELIZABETH CONNORS

Dr. Elizabeth Connors is the number 2 of the SPEAR Research division. A kind-hearted person gifted with a sharp intellect and an extensive knowledge of genetics, she is very appreciated by SPEAR agents. As a doctor, she is often in charge of treating the field operatives.

Born in the American Midwest as the daughter of a pastor, Elizabeth initially started her career as an unwitting geneticist for ARES, but came to discover their true nature. She was fortunately saved by Letho and Ronin, but took a bullet in her leg during the rescue, leaving her crippled for life.

Elizabeth's experience with ARES has left her very reluctant to work again in research. She prefers to



focus on medical practice. She is also keen about ethics and moral issues and her opinions can sometimes put her in conflict with more pragmatic elements of the SPEAR.

Elizabeth Connors is tall and slender, with shoulder length dark red hair. She wears glasses and walks with a cane due to her leg injury.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Athletics d4, Healing d12+2, Investigation d10, Knowledge (Genetics) d12+2, Knowledge (Medicine) d12+2, Knowledge (Psi phenomena) d10, Notice d10, Persuasion d6

Languages: English, French, German, Japanese, Spanish

Cha: 0; **Pace:** 4; **Parry:** 2; **Toughness:** 4

Hindrances: Bad Eyes (Minor), Lamé, Pacifist (Major)

Edges: Expert (Healing), Luck, Scholar (Knowledge (Genetics), Knowledge (Medicine))

Gear: Glasses, encrypted smartphone, tablet, white coat.

ARES

➡ RICHARD DESMOND

Richard Desmond is the founder and CEO of the private military company, ARES. He's part of the Olympians inner circle, the Twelve.

Desmond's father himself was a very influencing and powerful member of the Twelve in his time and a close friend to Christiaan de Vries. When Desmond was still a kid, his father inexplicably committed suicide and de Vries took the boy under his wing. Despite this, Desmond became convinced that de Vries and the Olympians were somehow connected to his father's demise.

He attended West Point and became a US Army Officer. That's where he met Stavros, with whom he befriended. He also used his father's connections to join the Olympians as a low-level member at first. This is when he discovered that his father was an unlucky victim of a power game between several members of the Twelve, including de Vries, fueling, even more, his rancor toward the Twelve.

After the end of the Soviet-Afghan War, Desmond left the Army and used his father's

inheritance to build ARES, with the help of Stavros. After successfully resurrecting the Project TITAN, Desmond proved his worth to de Vries and the other members of the Twelve, and managed to earn a seat among them.

Desmond used his new position to plot against the other Twelve so he could ultimately destroy them. Over time, lust for power replaced thirst for vengeance and Desmond is now just interested in overthrowing the Twelve and replacing them with his own allies so he can reign thereafter.

Despite his age (he's in his sixties), Desmond stays in shape and hasn't lost any of his skill as a soldier. He has a sharp and analytical mind, always keeping one step ahead of his adversaries. His only real weakness is his pride, as he believes no one can beat him.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d8, Investigation d8, Knowledge (Battle) d12+2, Knowledge (Business) d12, Knowledge (Tradecraft) d8, Notice d10, Persuasion d10, Shooting d8, Stealth d6

Languages: English, Dutch, French, German, Italian, Russian

Cha: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Arrogant, Obligations (the Olympians), Vow (Major—replace the Olympians)

Edges: Block, Charismatic, Combat Reflexes, Command, Connections, Expert (Knowledge (Battle), Knowledge (Business)), Filthy Rich, Hard to Kill, Level Headed, Strong Willed, Tactician, Tough as Nails

Gear: Colt 1911 (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7, AP 1).

Special Abilities:

- **ATBC:** Desmond has been implanted with an anti-telepathic bioneural chip. +4 to resist mind-based powers.

➡ STAVROS

Stavros is the head of ARES' clandestine operations and Richard Desmond's right-hand man. He's also responsible for overseeing the Project TITAN with Dr. Anton Kneefel. Stavros is known as the scourge of the intelligence community. Nobody knows his real past. Some even believe he never existed and that "Stavros" is just a codename used by various agents over the past forty years to

frighten young spies.

During the Vietnam War, Stavros was the youngest soldier to be recruited by the Special Forces (also known as Green Berets) and participated in several black operations in Vietnam and Southern China. He was among the first group of volunteers for the Project TITAN and became one of the first bio-augmented soldiers in history.

After the Project TITAN's closure, Stavros started to work as an agent for the Olympians, carrying out their dirty work (kidnappings, assassinations, espionage, sabotage, etc.). During that time, Stavros met and befriended another member of the Olympians, a young Major in the US Army named Richard Desmond. Realizing they both hated, for diverse reasons, the Olympians, Stavros and Desmond decided to join forces and set up a long-term plan to eliminate them. Together, they manipulated the Twelve to create ARES and eventually relaunch the Project TITAN.

Due to his extensive experience on the battlefield, Stavros is not only a potent adversary, but also a tactical genius experienced in guerrilla warfare, counterintelligence and interrogation. SPEAR operatives have the order to exercise extreme caution whenever encountering him. Only the most experienced operatives have the authorization to engage him.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12+2, Vigor d12+1

Skills: Athletics d10, Driving d6, Fighting d12+2, Knowledge (Battle) d12+2, Knowledge (Demolition) d8, Knowledge (Tradecraft) d12, Intimidation d12, Notice d10, Piloting d6, Shooting d12, Stealth d10, Streetwise d8, Survival d10, Thievery d6

Languages: English, Afrikaans, Arabic, Mandarin, Russian, Vietnamese

Cha: -1; **Pace:** 6; **Parry:** 11; **Toughness:** 11/13 (+2/+4)

Hindrances: Death Wish (destroy the Olympians), Loyal (bio-augmented soldiers), Obligations (the Olympians), One Eye (Major)

Edges: Block, Combat Reflexes, Command, Command Presence, Connections, Counterattack, Expert (Fighting, Knowledge (Battle)), Harder to Kill, Improved CQB, Improved First Strike, Improved Nerves of Steel, Improved Level Headed, Jack-Of-All-Trades, Leader of Men, Martial Artist, Strong Willed,

Tactician, Improved Tough as Nails, Weapon Master

Gear: Stavros has access to all of ARES' arsenal and can use any equipment or weapon according to the situation. Stavros always carries the following gear:

Combat knife (Str+d4), concealable body armor (+2/+4), Colt 1911 (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 7, AP 1).

Special Abilities:

- **Enhanced Attributes:** Stavros' Strength and Vigor have been enhanced due to a genetic process.
- **Immunity:** Stavros is immune to disease and poison.
- **Mental Shield:** +4 to any roll to resist mind based powers.
- **Quick:** Stavros can't draw any card lower than 5.
- **Slow Regeneration:** Makes a natural Healing roll once per day.
- **Slow Aging:** Stavros ages twice slower than ordinary humans.
- **Toughness +1:** Reinforced bone structure.
- **Uncanny Reflexes:** -2 to hit.



THE DIRECTORATE



THE OLD LADY

Baba Yaga, Matushka, , the Ogre, the Old Lady... People have given many names to the mysterious leader of the Directorate.

No one knows how old or what she really is. To the outside world, her existence is an urban legend. Among the elite of the USSR she was the hidden figure behind the rise of Rasputin, the first Projekt Bogatyr, and even Stalin's death. The truth is more sinister. The Old Lady is, so far, one of the most powerful deviants in activity today.

For centuries, she has extended her lifespan, by feeding secretly on other psychics, and has pulled strings from the shadows to take control of Russia. During World War II, she was forced to emerge from the shadows, but she used that opportunity to infiltrate and manipulate the Soviet government. Slowly she started building a legacy that would become the Directorate after the fall of the USSR.

The Old Lady wants to create a new Russian Empire, dominated by psychics with her in control. She surrounds herself with the most powerful psychics she can find; those not useful enough for the organization are no more than cattle to her.

The Old Lady is thin frail-looking with greying

hair, appearing to be in her early sixties; she seldom smiles, and never raises her voice, but her eyes are piercing enough to rip the soul apart.

Attributes: Agility d6, Smarts d12+2, Spirit d12+2, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d12, Knowledge (Battle) d10, Knowledge (Psi phenomena) d12, Knowledge (Tradecraft) d12, Notice d10, Persuasion d10, Shooting d8

Languages: Russian, English, Classical Mongolian, German, Romanian, Mandarin, Ukrainian,

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Cautious, Delusional (Minor—believes she's the incarnation of Motherland Russia), Enemy (Major—the Olympians), Secret (Major—her deviant nature is a well-hidden secret)

Edges: Arcane Background (Super-Powers), Charismatic, Command, Connections, Harder to Kill, Improved Nerves of Steel, Mentalist, Mind Shield, Scholar (Knowledge (Psi phenomena), Knowledge (Tradecraft))

Gear: Makarov PM (9mm, Range 10/20/40, Damage 2d6, RoF 1, Shots 7, AP 1, concealable)

Special Abilities:

- **Drone:** Any person completely drained by a deviant becomes a drone. The deviant has a telepathic link with his drones and can control them with no range limitation. A deviant can control as many drones as his Spirit die type.
- **Fearless:** Deviants are immune to Fear and Intimidation.
- **Psychic Drain:** To survive, a deviant needs to drain people's psychic energy on a regular basis. He uses an action to make an opposed Spirit roll with his victim. If the deviant wins, its victim loses 1 Spirit die. If the victim's Spirit drops below d4, his mind is completely wiped, and he becomes a drone. Otherwise he regains 1 Spirit die per day. The deviant must be in close contact with its victim.

Super Powers:

Deviants can have access to any categories of psychic powers and authorized powers. Each deviant is unique and has different ways to hunt or kill.

- **Ageless (2):** Very Old.
- **Animal Control (10):** Level 5. Telepathic Link.
- **Attack, Melee (5):** Str+2d6, Mental Attack.

(Psychic claws).

- **Aura Reading (2):** ESP.
- **Danger Sense (2):** ESP.
- **Doesn't Sleep (2):** Never sleeps. (Predatory senses).
- **Fear (3):** Cold stare.
- **Illusion (8):** Level 4, 10" radius. System Shock, Targeted. Minor Limitation (living target only). (Mind illusion).
- **Immune to Poison/Disease (2):** Genetic alteration.
- **Mind Control (9):** Memory Alteration +4, Multiple Minds x2. (Telepathy).
- **Mind Reading (6):** Memory Mastery. (Telepathy).
- **Possession (10):** Memories. (Mental possession).
- **Regeneration (2):** Level 1, rolls to heal every day. (Mutation—biokinesis).
- **Super Attributes (8):** Smarts +2, Spirit +2. (Mental training).
- **Telekinesis (9):** Level 4, Strength d12+2. Heavy Weapon.
- **Telepathy (2):** Mind Rider, Switchboard.

BABA YAGA UNIT

Note: Baba Yaga operatives are more powerful than most other psychics (due to their genetic augmentations and draconian training) and do not follow the same power limitations. Each one of them represents a challenge for your players. Depending on your campaign and the level of your players, Baba Yaga operatives can intervene separately, while being accompanied by bogatyri and/or operators, or work as a team for an epic finale. There are other Baba Yaga operatives in activity, who will be detailed in other campaigns and sourcebooks. You can also use these stats as a template to create your own Baba Yaga operative.

ARKADY VOLKOV

Arkady Volkov is the field leader of the Baba Yaga unit and the oldest member in activity. Born in the Urals, Volkov comes from a peasant family. Spotted for his psychic potential, he was recruited by the KGB during the Cold War at the age of 10. Volkov was trained and formed by the Old Lady herself. At the age of 16, Volkov was the youngest

operative to join the ranks of the Red Ghost unit. After his unit was dismantled with the fall of the Soviet Union, the Old Lady charged Volkov with forming a new unit of psychic operatives, Baba Yaga, with the mission to strike fear in the heart of their enemies.

Due to his training with the Old Lady and his genetic modifications, Volkov is one of the most powerful electrokinetics in activity who manipulates electricity to his wishes. Volkov is a practical man and is devoted to the Old Lady and the Directorate's cause. Despite being in his sixties, Volkov is in great shape.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Knowledge (Battle) d10, Knowledge (Computers) d6, Knowledge (Tradecraft) d8, Notice d8, Shooting d10, Stealth d8, Thievery d6

Languages: Russian, English, German, Hungarian, Romanian

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 11/13 (2/4)

Hindrances: Code of Honor, Loyal, Phobia (Minor—water), Vow (Major—the Directorate)

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, Command, Counterattack, Improved Nerves of Steel, Improved Tough as Nails, Level Headed, Mastery (attack, ranged), Tactician

Gear: AKS-74U (5.45, Range 15/30/60, Damage 2d8, RoF 3, Shots 30, AP 2, Auto, Reflex sight), armored stealth suit (+2/+4, +2 to Stealth), commlink, Makarov pistol (9x18mm, Range 10/20/40, Damage 2d6, RoF 1, Shots 8, AP 1, Concealable, Semi-Auto), NSR-2 knife (Range 3/6/12, Damage 2d6/Str+d4, Shot 1, suppressed).

Special Abilities:

- **No Limit:** Volkov has been enhanced to push his psychic abilities beyond their limit. He is not restricted by the **Campaign Power Level**.

Super Powers (Psychokinesis—Electricity):

- **Attack, Ranged (12):** Range 24/48/96, Damage 4d6, RoF 1, Focus, Heavy Weapon. (Lighting bolt).
- **Damage Field (9):** Damage 4d6. Heavy Weapon. Requires Activation. (Electric aura).
- **Deflect (4):** −6 to hit with ranged attacks. Minor Limitation (metallic objects only), Requires Activation. (Electromagnetic field).

- **Energy Control (11):** Electricity. Area Effect (LBT), Range, Selective.
- **Heightened Senses (2):** Spatial Sense. (Electromagnetic vision).
- **Interface (3):** Code Breaker. (Electric manipulation)
- **Malfunction (5):** Area Effect. Minor Limitation (only affects electronic devices). (Electromagnetic pulse).
- **Resistance (5):** Electricity. +4 to resist effects, direct attacks cause half damage.



⚡ ELENA SOKOLOVA

Youngest daughter of Dmitri Sokolov, Elena is an accomplished marksman and a recon specialist as a Baba Yaga operative. She volunteered to the Projekt Bogatyr, after her elder sister, Natalya, betrayed the Directorate to join the SPEAR. Eager to prove to her father she was worthy and better than her sister, she went beyond herself to become the best.

Elena's biokinetic abilities allow her to control animals and plants. The genetic manipulation she went through made her immune to poison and infused her body with toxic spores she can exhale in combat. Elena is arrogant and always needs to prove that she is the best. She likes to play with her prey, especially if she or he represents a challenge.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d10, Fighting d8, Intimidation d6, Notice d10, Shooting d12+2, Stealth d12, Survival d10, Taunt d8, Tracking d12

Languages: Russian, English, German, Mandarin, Ukrainian

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

Hindrances: Arrogant, Deathwish (earn her father's respect), Loyal, Vow (Major—the Directorate)

Edges: Alertness, Arcane Background (Super Powers), Assassin, Combat Reflexes, Dead Shot, Improved Trademark Weapon (compound bow), Level Headed, Marksman, Quick, Steady Hands, Strong Willed, Woodsman

Gear: Armored cloaking suit (+2/+4, covers torso, legs and arms, +4 to Stealth rolls involving visual, invisible to thermal vision), commlink, compound bow (Range 20/40/80, Damage 2d6+1, RoF 1), Makarov pistol (9x18mm, Range 10/20/40, Damage 2d6, RoF 1, Shots 8, AP 1, concealable), NSR-2 knife (Range 3/6/12, Damage 2d6/Str+d4, Shot 1, suppressed), thermal goggles.

Special Abilities:

- **No Limit:** Elena has been enhanced to push her psychic abilities beyond their limit. She is not restricted by the **Campaign Power Level**.

Super Powers (Biokinesis):

- **Animal Control (11):** Level 4. Animal Companion (crow), Telepathic Link. (Pheromones).

- **Doesn't Sleep (2):** Predatory senses.
- **Ensnare (5):** Area Effect (MBT). Switchable (*matter control*). (Tree branches and roots).
- **Immune to Poison (1):** Genetic mutation.
- **Matter Control (9):** Level 4, Strength d12. Range, Requires Material (plants and trees). Switchable (Primary with *ensnare*). (Plant control).
- **Poison (7):** Knockout, Strong. (Elena can exhale a cloud of toxic spores).
- **Regeneration (4):** Healing roll every hour. (Cellular regeneration).
- **Stasis (2):** Photosynthesis.

❖ KOIL KADNIKOV

Koil Kadnikov is a deadly cryokinetic and the heavy weapon specialist of the Baba Yaga unit. Koil is a former Bratva hitman and career criminal. Noticed for his ability to control ice, Koil was recruited by the Directorate for his brutality and his effectiveness as a killer.

During his genetic process, an accident left Koil maimed and disfigured and forced him to wear a sealed body armor designed to regulate his body temperature and help him control his abilities. Koil's cold powers are so powerful that he can even create ice constructs and manipulate localized ice storms. The trauma severely warped Koil's psyche and left him deeply psychotic and sociopathic as a result. His only joy left now is killing other people, if possible in numbers. This often pits him against Volkov and his ethics, or more casually the need for discretion.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d8, Driving d6, Fighting d10, Intimidation d8, Knowledge (Demolition) d8,

Notice d8, Shooting d10, Stealth d6

Languages: Russian, Albanian, English, Georgian

Cha: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 12/16 (4/8)

Hindrances: Bloodthirsty, Ugly, Vengeful (Major), Vow (Major—the Directorate), Weakness (Major—fire/heat)

Edges: Arcane Background (Super Power), Brawny, Bruiser, Combat Reflexes, Hard to Kill, Improved Killer Instinct, Nerves of Steel, Rock and Roll!

Gear: AK-15 (7.62, Range 24/48/96, Damage 2d8+1, RoF 3, Shots 30, AP 2), commlink, sealed body armor (+4/+8 versus bullets, covers full body, gas mask, body temperature regulating system, negates *damage field*; each time Koil receives a wound there's 50% chance that his sealed system stops functioning), Makarov pistol (9x18mm, Range 10/20/40, Damage 2d6, RoF 1, Shots 8, AP 1, Concealable, Semi-Auto), NSR-2 knife (Range 3/6/12, Damage 2d6/Str+d4, Shot 1, suppressed), thermal goggles.

Special Abilities:

- **No Limit:** Koil has been enhanced to push his psychic abilities beyond their limit. He is not restricted by the **Campaign Power Level**.

Super Powers Psychokinesis—Cold:

- **Attack, Melee (7):** Str +2d6, AP 4, Reach +1. Switchable (*matter control*). (Ice weapons).
- **Attack, Ranged (7):** Range 12/24/48, Damage 3d6, RoF 1, MBT. Heavy Weapon. (Cryo bomb).
- **Damage Field* (14):** Damage 5d6. Medium Template, Permanent. (Cold aura).
- **Deflection (3):** -4 to hit with ranged attacks. Requires Activation. (Icy sheath).
- **Ensnare (7):** Area Effect (MBT), Very strong. Contingent (attack, ranged).
- **Matter Control (11):** Level 6, Strength d12+2. Construct, Range 24". Switchable (Primary with



attack, melee). (Ice manipulation).

- **Resistance (5):** Cold. +4 to resist effects, direct attacks cause half damage.
- **Storm (5):** Downpour, Gale Force. (Ice storm).

**Koil wears a sealed body armor (see Gear) negating his damage field.*

ORDER OF THE HOLY MYSTERY

❖ FATHER PETER

"Father Peter" is the title worn by the head of the inner council of the Order. The current Father Peter is Joao Álvarez da Cunha, a Brazilian bishop with years of experience in the Roman Curia. He was elected as Father Peter a few years ago after the demise of the former one.

Father Peter is aware that he owes his seat only to his clairvoyant abilities. As a precognitive, he can easily assess the most efficient path of action and direct his operatives accordingly; which compensates for their small number and relative lack of resources.

Father Peter has pushed for increased involvement in the Great Game as he foresees the risks of letting the other factions take dominance. He also pushes for more acceptance of other "gifted" people, like bio-augmented soldiers or even therianthropes to bolster the numbers of the Order. Some conservative members of the council consider this a grave heresy and openly challenge him.

Father Peter is a thin Hispanic bearded man in his early seventies with a soft voice and a warm look. As a member of the Curia, he is most often dressed in his sacerdotal scarlet robe.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d4, Vigor d6

Skills: Investigation d10, Knowledge (Psi phenomena) d12, Knowledge (Theology) d12, Notice d12, Persuasion d12, Stealth d6

Languages: Portuguese, English, French, Italian, Latin, Spanish

Cha: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Elderly, Pacifist (Minor), Vow (Major—the Order)

Edges: Eidetic Memory, Charismatic, Connections, Mind Shield, Scholar (Knowledge (Psi phenomena), Knowledge (Theology))

Gear: Rosary.

Super Powers (ESP):

- **Aura Reading (2):** True sight.
- **Danger Sense (2):** ESP.
- **Fearless (2):** Emotion mastery.
- **Precognition (3):** Overwhelming, Premonition. (Automatic writing).
- **Remote Viewing (10):** Clairaudience, Extended Range +5 (anywhere on Earth), Subtle. (Astral form).
- **Retrocognition (4):** Extended Reach, Impregnation, Overwhelming. (Concentration).
- **Speak Language (1):** Enhanced intuition.



⚔ SWORD OF ST-GEORGE

Vittorio Emanuele Foscarini is the Heliodromus to father Peter and the head of the Order's special operations.

Born to catholic expatriated Italian parents in Switzerland, Foscarini developed biokinetic abilities in his youth, a likely reaction to the steroids he took as a professional athlete. He was recruited by the Order and in the pontifical Swiss Guard as a cover.

Father Peter, head of the Order (predecessor to the current father Peter), conscious of both the potential of the young man and his reluctance to join their organisation took Foscarini under his wing, both for mentoring and conditioning.

Under the tutelage of Father Peter, Foscarini learned to control his powers to turn his body into a weapon and even be able to heal himself and others with his hands. Now code-named "Sword of St Georges", the previously uneasy recruit has become one of the most feared and devout soldiers of the Lord.

However, his superiors are unaware that Foscarini is also a deeply tortured soul. His conditioning is challenged by "unmanly desires" that he struggles to conciliate with his faith. The previous Father Peter managed to channel his repressed feelings into ruthless and fanatical devotion for the Order. But, after years of complete devotion, Foscarini is starting to question his loyalty.

Foscarini is a handsome man in his late thirties. He always dresses conservatively when out of cover and in uniform when on duty.

Foscarini is a handsome man in his late thirties. He always dresses conservatively when out of cover and in uniform when on duty.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Athletics d12, Driving d6, Fighting d12, Knowledge (Theology) d6, Notice d10, Persuasion d8, Shooting d10, Stealth d8

Languages: Italian, English, German, Latin, Lombard

Cha: +2; **Pace:** 12; **Parry:** 10; **Toughness:** 9/11 (2/4)

Hindrances: Code of Honor, Delusional (Minor—believes his psychic powers are a gift from God), Loyal, Vow (Major—the Order)

Edges: Acrobat, Arcane Background (Super Powers), Attractive, Brave, Combat Reflexes,

Counterattack, Elan, Extraction, Fast Healer, Improved Martial Artist, Improved Sweep, Quick, Mind Shield

Gear: Concealable body armor (+2/+4), SIG P226 (9mm, Range 12/24/48, Damage 2d6, RoF 1, Shots 15, AP 1).

Super Powers (Biokinesis):

- **Awareness (5):** Uncanny senses.
- **Extra Actions (3):** One extra action. (Adrenaline surge).
- **Leaping (1):** Leaps 2" vertically, 4" horizontally. (Powerful legs).
- **Healing (5):** Healing touch.
- **Speed (4):** Pace 12. Catch and Throw. (Powerful legs).
- **Super Attributes (6):** Agility +1, Strength +2. (Enhanced physical abilities).
- **Uncanny Reflexes (6):** -2 to hit. Blinding Reflexes. (Uncanny reflexes).

TYPHON

⚔ GAIA

Vanessa Keller, aka Gaia, is the leader of TYPHON. Gaia is the daughter of the late Dr. Keller, who created the first bio-augmented soldiers. Gaia was drafted in the second project TITAN by Dr. Kneefel, in the hope that he could use her knowledge to decipher her father's legacy. However, Gaia learned about the involvement of the Olympians and her then lover Stavros in the death of her father. This, along with the "disposal" of several neo-therianthropes (whom she considered as her children) prompted her to defect from ARES and create the bio-terrorist organisation TYPHON to further her father's legacy.

Gaia is a fanatic. She sees herself as the architect of a future post-human society. For Gaia, improving humanity, by force if needed, is the only way to save it from a certain doom and extinction. Gaia has explored, at this point, various biological options. Her most recent breakthrough is the combination of human and insect DNA, which she tested on herself, giving her new abilities.

Gaia is a tall and slender blonde woman in her fifties, but looks younger than her age. She most often wears lab coats and conservative clothes. Her

chitinous skin somehow looks "plastic", inhumanly smooth, pale and rigid. Her face seldom displays emotions despite her often-passionate speeches about her grand design.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d8, Knowledge (Biology) d12+2, Knowledge (Genetics) d12+4, Notice d10, Persuasion d10,

Languages: English, Arabic, French, German, Italian, Russian, Spanish

Cha: +6; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (2)

Hindrances: Curious, Enemy (Major—the Olympians), Stubborn, Vow (Major—make humanity evolve)

Edges: Alertness, Charismatic, Expert (Knowledge (Genetics)), Luck, Scholar (Knowledge (Biology), Knowledge (Genetics)), Very Attractive

Gear: Lab coat, tablet.

Special Abilities:

- **Armor:** Gaia's skin is covered by a flexible and thin layer of chitin, which gives her "plastic" appearance. Armor +2 to her entire body.
- **Danger Sense:** Due to her enhanced senses, Gaia can detect hidden dangers with a Notice roll, and start the first round of an ambush or surprise attack on Hold with a raise.
- **Immunity:** Gaia is immune to disease and poison.
- **Insect Control:** Gaia has the ability to summon and control insects and spiders. This requires an action and a Smart roll (–2). If successful, 1d6 swarms of insects or spiders (see *Swarm*, *Savage Worlds* core rules) come from the surroundings in 1d6+2 rounds.
- **Quick:** Gaia can't draw any card lower than 5.
- **Slow Regeneration:** Makes a natural Healing roll once per day.
- **Uncanny Reflexes:** –2 to hit.

⚡ Af-Noh

Af-Noh is part of TYPHON's black operations team led by Callisto. While most TYPHON agents are bio-augmented soldiers, Af-Noh is one of the few psychics to have joined the organization.

Af-Noh grew up as an orphan in Trinidad and Tobago. He discovered he had the ability to generate powerful sound waves after his orphanage was destroyed by an earthquake, with him as the sole survivor. His story attracted the Olympians' attention. He was then abducted, experimented upon, and brainwashed. Years later, TYPHON freed him and Af-Noh decided to join them.

Af-Noh is a tall and well-built caribbean man. He's got several esoteric tattoos all over his body, each one represents a mission or someone he killed. However, finding violence distasteful, he prefers to solve situations quietly and only uses it as a last resort.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Driving d4, Fighting d10, Intimidation d6, Notice d8, Shooting d8, Stealth d6, Streetwise d6

Languages: Spanish, English, French, Hindi

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Hindrances: Amnesia (Minor), Loyal, Overconfident, Quirk (wears esoteric tattoos), Vow (Major—destroy the Olympians)

Edges: Arcane Background (Super Powers), Block, Brawler, Brawny, Counterattack, Improvisational Fighter,

Two-Fisted

Gear:

Metal rods

(Str+d4), AA-

12 shotgun (12

gauge, Range 12/24/48,

Damage 1-3d6, RoF 3, Shots 20).

Super Powers (Psychokinesis—Sound):

- **Attack, Ranged (6):** Range 12/24/48 or Cone Template, Damage 3d6, RoF 1, Heavy



Weapon. (Sound blast).

- **Deflect (3):** -4 to hit with ranged attacks. Requires activation. (Wall of sound).
- **Earthquake (5):** Earthshake. (Sound waves).
- **Heightened Senses (3):** +2 to Notice rolls with hearing. Spatial Sense. (Radar sense).
- **Leaping (3):** (Sound propulsion).

❗ CALLISTO

Callisto is Gaia's most trusted lieutenant, and handles TYPHON's black operations. She is also a powerful neo-therianthrope ursine.

Like Letho, Callisto was born in one of Project TITAN's facilities. She was raised by Keller, with whom she forged a mother-daughter bond. Growing up in the shadow of her "big brother", Callisto trained twice as hard as Letho to earn Stavros' respect and prove she was Letho's equal.

Callisto was one of the neo-therianthropes held in stasis after the debacle of 2007. She was ultimately freed by Keller during her escape from the Project TITAN. Since then, Callisto has blindly followed Gaia in her quest. She is keeping her animal urges under control thanks to medicine developed by Keller, but she is still a teenaged girl raised as a killing machine and struggling to adapt to a very unstable adult life.

Callisto is nothing like a pretty girl. She has been raised as a warrior and it shows in her attitude and her body. She is of average height but more muscular than usual due to her ursine nature. She keeps her hair short but with some style, looking more like a tomboy skater.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10/d12+3, Vigor d10/d12+2

Skills: Athletics d10, Fighting d12, Intimidation d8, Knowledge (Battle) d8, Notice d10, Piloting d8, Shooting d10, Stealth d10, Thievery d6

Languages: English, Arabic, German, Russian, Spanish

Cha: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 8/14 (2)

Hindrances: Enemy (Major—the Olympians), Loyal, Overconfident, Vengeful (Major)

Edges: Berserk, Block, Brawny, Bruiser, Close-Quarters Battle, Combat Reflexes, Command, Counterattack, Danger Sense, Dodge, Frenzy, Harder to Kill, Improved First Strike, Killer Instinct, Nerves of Steel, No Mercy, Quick, Rock and Roll

Gear: Combat knife (Str+d4), HK G36C (5.56, Range 15/30/60, Damage 2d8, RoF 3, Shots 30, AP 2)

Special Abilities (hybrid form):

- **All Thumbs:** In their hybrid form, neo-therianthropes have a difficult time manipulating modern devices and firearms, they suffer a -2 penalty when trying to use them.
- **Armor +2:** Ursine neo-therianthropes have a thick skin acting like an armor.
- **Bite/Claws:** Str+d6.
- **Fearless:** Neo-therianthropes are immune to fear and Intimidation.
- **Hardy:** The neo-therianthropes does not suffer a wound from being Shaken twice.
- **Improved Frenzy:** Two Fighting attacks per round at no penalty.
- **Keen Sense:** +2 to Notice while using scent.
- **Regeneration:** Neo-therianthropes have a very fast metabolism and make a natural Healing roll once per hour.
- **Shape Change:** A neo-therianthrope needs one full action to transform into a hybrid. If she is knocked unconscious or killed she reverts to her human form.
- **Size +2:** Ursine are powerful and bulky creatures.

OTHERS

❖ JACOB "DIOMEDES" BURNHOUSE

With his former brother in arms, Stavros, Jacob Burnhouse is one of the last survivors of the early Project TITAN and the leader of a small mercenary unit called the Achaeans.

Diomedes, as he is known, barely survived the incident that caused the shutdown of the Project TITAN and spent the following years comatose in a cryogenic tank. He was reactivated during the 2000's to serve as a field leader to the newly created Phobos unit. Growing more and more uneasy about working with those controlling most of his country, he took the opportunity to turn rogue with the unexpected help from Stavros.



Since then, Diomedes has received the support of one of the Olympians going by the name Athena. This Olympian seems somehow linked to Stavros and working against the interests of the Twelve from within for unknown reasons. Having the same goal and being promised information about his family that he lost contact with during his coma, Diomedes decided to work with her putting his distrust aside.

Despite this deal with the Devil, Diomedes sticks to a strict moral code and avoids harming innocents at all costs.

Diomedes' features give away his Navajo blood, with coppery skin tone, short dark hair, and strange icy blue eyes. He tends to dress in military-style even when out of a mission.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+2, Vigor d12+1

Skills: Athletics d8, Driving d6, Fighting d10, Intimidation d6, Knowledge (Battle) d8, Knowledge (Demolition) d8, Notice d8, Piloting d8, Shooting d10, Stealth d8, Streetwise d6

Languages: English, Navajo, Russian, Spanish, Vietnamese

Cha: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 12/15 (3/6)

Hindrances: Death Wish (to be reunited with his family), Code of Honor, Loyal (Achaeans), Vow (Major—destroy the Olympians)

Edges: Ambidextrous, Block, Combat Reflexes, Charismatic, Command, Counterattack, Demolitionist, Elan, First Strike, Hard to Kill, Improved CQB, Inspire, Level Headed, Marksman, Quick Draw, Rock and Roll, Tactician, Take the Hit, Team Leader

Gear: HK SCAR-H (7.62, Range 24/48/96, Damage 2d8+1, RoF 1, Shots 20, 3RB, AP 2, reflex sight), HK USP (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1), tactical body armor (+3/+6), tomahawk (Range 3/6/12, Damage Str+d6), xiphos (Str+d6).

Special Abilities:

- **Enhanced Attributes:** Diomedes' Strength and Vigor have been enhanced due to a genetic process.
- **Immunity:** Diomedes is immune to disease and poison.
- **Mental Shield:** +4 to any roll to resist mind based powers.

ACHEANS

The Achians are a mercenary group formed by Diomedes to help in his fight against the Olympians. Most of its members are former operators and soldiers (use Operator stats). The group also includes hackers and spies. All have lost someone or something because of the Olympians, and follow Diomedes faithfully. The group doesn't include any psychics, mostly because of Diomedes' bad experience with the Red Ghost unit during the Cold War.

- **Quick:** Diomedes can't draw any card lower than 5.
- **Slow Regeneration:** Makes a natural Healing roll once per day.
- **Slow Aging:** Diomedes ages at half the speed of ordinary humans.
- **Toughness +1:** Reinforced bone structure.
- **Uncanny Reflexes:** -2 to hit.

Knowledge (Law) d8, Notice d10, Persuasion d8, Shooting d8, Stealth d6, Streetwise d8

Languages: English, Arabic, French, Latin, Spanish, Russian

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Curious, Heroic, Obligations (FBI)

Edges: Alertness, Combat Reflexes, Connections, Investigator, Luck, Marksman

Gear: Handcuffs, FBI badge, Glock 22 (.40 S&W, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 15, AP 1).

! SPECIAL AGENT PEREZ

James A. Perez is an FBI special agent and an informant for the SPEAR.

Born in Los Angeles, USA, Perez comes from a Mexican immigrant family. He joined the United States Marine Corps right out of high school and served many tours in Iraq and Afghanistan, before

he became a USMC Criminal Investigation Division agent. After the attack on the base where he was interrogating prisoners, he was severely injured and spent several months recovering in a military hospital. Perez was honorably discharged from the service.

Willing to continue serving his country, Perez joined the FBI's National Security Branch. Perez was investigating possible ties between criminal organizations and the secret group referred to as the Olympians when he and other FBI agents were struck in the middle of a fight between chimera soldiers and SPEAR operatives. All the agents were killed except Perez, who miraculously survived. Taken in custody by the SPEAR for debriefing, he discovered the truth about ARES, the Olympians and the Great Game. Perez agreed to become an ally of the SPEAR, helping them in any way he could.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Driving d6, Fighting d8, Investigation d10, Knowledge (Computers) d6,



❖ GOLDIE ARGENT

When people hear for the first time the name of Goldie Argent they have no idea it belongs to one of the most deadly assassins in the world.

Goldie (real name Viktor Zoloto) started to work for the Bratva after he deserted the Ukrainian Ground Forces. He was spotted by the Directorate as a latent telepath and drafted in the Projekt Bogatyr where he received the codename of Vedmak ("Witcher"). He developed a potent ability to inhabit other people's bodies at will with simple physical contact.

Goldie became one of the Directorate's top assassins, until he was tired of being a pawn and betrayed them... It didn't end well and his original body was destroyed while his soul was trapped inside the person he was possessing at the time, forcing him to "jump" from body to body to survive.

Taking a whole new shadow identity as "Goldie Argent", he used his skills and abilities to become one of the top freelance assassins in the Great Game, while escaping the Directorate's agents trying to hunt him down.

Note: Goldie Argent doesn't have any true physical form and uses his host's physical attributes instead.

Attributes: Agility —/d8, Smarts d10, Spirit d10, Strength —/d8, Vigor —/d8

Skills: Athletics d8, Driving d6, Fighting d10, Notice d8, Persuasion d10, Shooting d10, Stealth d10, Streetwise d8, Thievery d8

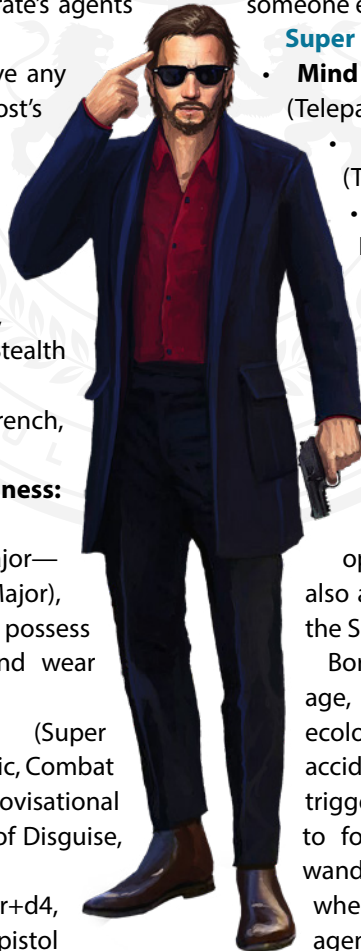
Languages: Russian, English, French, German, Italian, Mandarin

Cha: +2; **Pace:** 6; **Parry:** 8; **Toughness:** —/6

Hindrances: Enemy (Major—the Directorate), Greedy (Major), Overconfident, Quirk (prefers to possess attractive white males bodies and wear luxury clothes)

Edges: Arcane Background (Super Powers), Assassin, Block, Charismatic, Combat Reflexes, Connections, Dodge, Improvisational Fighter, Jack-of-All-Trades, Master of Disguise, Mentalist, No Mercy, Thief

Gear: Folding knife (Str+d4, concealable), PSS-2 silent pistol



(7.62x43mm, Range 10/20/40, Damage 2d6, RoF 1, Shots 6, suppressed).

Special Abilities:

- **Mind Transfer:** Goldie has lost his original body and is forced to stay in a host to survive. Once Goldie makes a successful opposed Spirit roll when using *possession*, he inhabits the body of the person he touched permanently (he does not get the –1 penalty for maintaining concentration). However, if the host is about to hurt a close one or do something against its very basic principles (ex.: murdering someone while having the Hindrance Pacifist), he can regain temporarily control of his body for a few minutes with an opposed Spirit roll. If the roll is successful, the victim can take the control for 1d6 rounds, with a raise 1d6 minutes. The only way to eliminate Goldie is to destroy his soul with a mental attack or to kill his host without giving him the chance to transfer his mind into someone else.

Super Powers (Telepathy):

- **Mind Control (9):** Memory Alteration. (Telepathic control).
- **Mind Reading (6):** Mind Rider. (Telepathy).
- **Possession (9):** Memories. Minor Limitation (requires touch). (Mind transfer).
- **Speak Language (1):** Surface mind reading.
- **Telepathy (2):** Telepathic connection.

❖ NDMREARE

Ndmreare is a senior Keres operative serving the Olympians, but also a double agent secretly working for the SPEAR.

Born in India and orphaned at an early age, Ndmreare lost all his family from an ecological disaster due to an industrial accident in Madhya Pradesh. The trauma triggered his ESP powers and his ability to foresee future events. Ndmreare was wandering the streets trying to survive, when he was spotted by Olympians agents who brought him back to the US

and placed him in a secret facility.

There, Ndreare received an education and military training to become a Keres. Showing a knack for military science and tactics, Ndreare became one of the Olympians' major assets. However, thanks to a natural resistance to mental control, his indoctrination process was imperfect.

During an operation, he had the vision of a terrible event to come involving the Olympians. Traumatized by what he saw, Ndreare overcame what remained of his conditioning. He arranged a meeting with the SPEAR to form an alliance and agreed to become a double agent.

Ndreare answers only to Debrah Malick, the head of SPEAR's Intelligence division and has the mission to spy on the Olympians activities. His role forces him to take any actions to protect his cover, even if it means hurting innocents or SPEAR operatives, but he does everything in his power to avoid these situations.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d10, Knowledge (Battle) d10, Knowledge (Tradecraft) d8, Notice d10, Persuasion d6, Shooting d10, Stealth d10, Thievery d8

Languages: Hindi, English, German, Vietnamese

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8/10 (2/4)

Hindrances: Obligations (The Olympians), Ruthless (Minor), Secret (Major—double agent), Vow (Major—take down the Olympians)

Edges: Arcane Background (Super Powers), Alertness, Assassin, Block, Combat Reflexes, Command, Dodge, Eidetic Memory, First Strike, Level Headed, Marksman, Martial Artist, Mind Shield, Tactician, Thief

Gear: Combat knife (Str+d4), HK MK23 (.45, Range 12/24/48, Damage 2d6+1, RoF 1, Shots 12, AP 1, laser sight, silencer), Keres armored cloaking suit (+2/+4, covers torso, legs and arms, +4 to Stealth rolls involving visual, invisible to thermal vision).

Super Powers (ESP):

- **Awareness (5):** ESP.
- **Aura Reading (2):** True sight.
- **Danger Sense (2):** ESP.
- **Fearless (2):** Emotion mastery.
- **Precognition (4):** Premonition. (Trance state).
- **Remote Viewing (6):** Clairaudience, Extended

Range (10 miles), Subtle. (Astral projection).

- **Uncanny Reflexes (4):** -2 to hit. (Danger sense).







APPENDIX I: GLOSSARY



Bio-augmented soldier or BAS: The term designates a soldier who operates beyond normal human limits or abilities. Bio-augmented soldiers are designed or enhanced through drugs, genetic engineering or any kind of biological agent.

Biokinetic: Refers to a psychic with biokinesis.

Black ops or clandestine operations: They are illegal operations, often run by states or by private military companies, but not claimed by them for political or diplomatic reasons. They are most often attacks, kidnappings, assassinations, rescues and commando or paramilitary operations.

Double-agent: An agent who works for two different intelligence agencies or organizations. Usually, a double-agent is only loyal to one side, but if gets caught he can be forced to mislead his own agency.

ESP: Extrasensory perception.

ESPer: Term to designate a psychic who possesses ESP powers.

Operative: A person working for an intelligence service and who, most of the time, performs clandestine missions in the field.

Private military companies: Private military companies (or PMCs) are commercial enterprises that provide services traditionally provided by national armed forces.

Psychic: Refers to any individual possessing psychic abilities, (extrasensory perception, psychokinesis, etc.).

Psychic phenomenon: A term used to describe a set of phenomena whose causes are not part of established scientific laws.

Psychic spy: Usually refers to an individual endowed with psychic abilities who works in the intelligence community and/or who specializes in covert operations.

This term was first used during World War Two and then the Cold War when the first psychic spies have emerged, mostly in the United States, Europe and Russia.

Psyke: Slang for psychics skilled in psychokinesis.

PK: Abbreviation for PsychoKinesis.

Sleeper: A psychic who hasn't manifested his powers yet.

Telepath: A psychic with the ability to access and sometimes control other people's minds.

Titan Effect: Titan Effect is a theory according to which, when evolution (natural or otherwise) produces a subspecies more powerful than its progenitors; their natural course is to overcome their parent species to become the dominant race. The term makes reference to the Greek mythology when Zeus and his brothers rebelled against their father, the titan Cronos.

Whisperer: Nickname given to telepaths.



APPENDIX II: GEAR CONVERSION



Here's a list of armors and weapons found in *Savage Worlds* core rules and available in *Titan Effect*. Refer to the table below for their cost in Equipment Points (EP) and extra notes.

ARMORS AND WEAPONS

Armors	EP	Notes
Flak Jacket	1/2	—
Kevlar Vest (police issue)	1	Does not get -4 AP
Kevlar Vest w/inserts	3	Does not get -4 AP
Hand Weapons	EP	Notes
Axe	1/4	—
Bangstick	1/4	—
Bayonet	1/4	—
Billy Club/Baton	1/4	—
Brass Knuckles	1/4	—
Dagger	1/4	—
Katana	1	—
Survival knife	1/4	—
Switchblade	1/4	—
Ranged Weapons, Medieval	EP	Notes
Axe, Throwing	1/4	—
Bow	1/4	Comes with 10 arrows
Crossbow	1/2	Comes with 10 quarrels
English Long Bow	1/2	Comes with 10 arrows
Knife/Dagger	1/4	—
Sling	1/4	—
Spear	1/4	—
Pistols	EP	Notes
Colt 1911 (.45)	1	—
Desert Eagle (.50)	2	—
Glock (9mm)	1	—
Ruger (.22)	1/2	—
S&W (.357)	1	—

WEAPONS

Submachine Guns	EP	Notes
H&K MP5 (9mm)	2	—
Uzi (9mm)	2	—
Shotguns	EP	Notes
Double Barrel (12 gauge)	1/2	—
Pump Action (12 gauge)	1	—
Sawed-Off DB (12 gauge)	1/2	—
Streetsweeper (12 gauge)	2	—
Rifles	EP	Notes
Barrett (.50)	—	See Barrett M82
Kar98 (7.92)	2	—
Assault Rifles	EP	Notes
AK47 (7.62)	4	—
H&K G3 (.308)	3	Damage 2d8+1
M-16 (5.56)	3	—
Steyr AUG (5.56)	3	—
Machine Guns	EP	Notes
M2 Browning (.50)	7	—
M60 (7.62)	6	—
MG42 (7.92)	7	—
SAW (5.56)	5	—
Rocket Launchers	EP	Notes
M203 40mm	—	See Grenade Launcher
M72 -Law	7	—
AT-4	7	—
Mines	EP	Notes
Anti-Personnel Mine	1/4	—
Anti-Tank Mine	1	—
Bouncing Betty	1/4	—
Claymore Mine	1/4	—
Flamethrowers	EP	Notes
Flamethrower	5	—
Grenade	EP	Notes
Mk 67 Pineapple	1/4	—



APPENDIX III: INSPIRATIONS



Several sources have served as inspiration and references for the creation of *Titan Effect*. Here are some examples that can both inspire players and game masters and give them the tone of *Titan Effect*'s universe.

ANIME & TELEVISION SERIES

- *Black Lagoon*, Madhouse.
- *Dark Angel*, Fox Television.
- *Darker Than Black*, Bones.
- *Ghost in the Shell: Stand Alone Complex*, Production I.G.
- *Witch Hunter Robin*, Sunrise.

COMIC BOOKS

- *Akira*, Katsuhiro Otomo, Kodansha.
- *Checkmate*, DC Comics.
- *Elephantmen*, Richard Starkings, Moritat, Image Comics.
- *Hellboy and the B.P.R.D. series*, Mike Mignola, Dark Horse Comics.
- *Queen & Country*, Greg Rucka, Oni Press.
- *Spriggan*, Hiroshi Takashige, Ryōji Minagawa.
- *X-Men*, Marvel.

FICTION

- *Carrion Comfort*, Dan Simmons, Dark Harvest, 1989.
- *Necroscope*, Brian Lumley, HarperCollins, 1986.
- *PRIMAL*, Jack Silkstone, 2011.
- *Rainbow Six*, Tom Clancy, G. P. Putnam's Sons, 1998.
- *The Island of Doctor Moreau*, H. G. Wells, 1896.
- *The Wolf's Hour*, Robert McCammon, Grafton, 1989.
- *THIRTEEN*, Richard K. Morgan, Victor Gollancz Ltd, 2007.

NON-FICTION

- *Remote Viewers: The Secret History of America's Psychic Spies*, Jim Schnabel, 1997.
- *Secrets & Lies: A History of CIA Mind Control & germ Warfare*, Gordon Thomas, 2006.
- *Shadow Knights: The Secret War Against Hitler*, Gary Kamiya, 2010.

MOVIES

- *Blade Runner*, Ridley Scott.
- *Casino Royal*, Martin Campbell.
- *Hanna*, Joe Wright.
- *Scanners*, David Cronenberg.
- *The Bourne Identity*, Doug Liman.
- *The Boys From Brazil*, Franklin J. Schaffner.

TABLETOP ROLE-PLAYING GAMES

- *Cyberpunk 2020*, Mike Pondsmith, R. Talsorian Games.
- *GURPS Bio-Tech*, Steve Jackson Games.
- *GURPS Psyonics*, Steve Jackson Games.
- *Interface Zero*, Gun Metal Games.
- *Mutants & Masterminds*, Steve Kenson, Green Ronin Publishing.
- *Shadowrun*, FASA.

VIDEO GAMES

- *Alpha Protocol*, Obsidian Entertainment, Sega.
- *Deus Ex*, Warren Spector, Ion Storm, Eidos Interactive.
- *Metal Gear Solid*, Hideo Kojima, Konami.
- *Resident Evil*, Capcom.
- *S.T.A.L.K.E.R.: Shadow of Chernobyl*, GSC Game World.
- *Tom Clancy's Splinter Cell*, Ubisoft.



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