

# SAVAGE TRINITY™

HOPE — SACRIFICE — UNITY



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## Races

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### **Chromatic**

Agile (Agility d6)

Edges:

Arcane Background (Psionics)  
Electrokinesis (Photokinesis – Step 4+)

Hindrances:

Enemy (Humans) - Major

### **Human**

Use the standard rules from the Savage Worlds Rulebook to generate a Human character.

### **Qin**

Intelligent (Intelligence d6)

Edges:

Arcane Background (Psionics)  
Telepathy (Empath – Step 5)  
Very Attractive (when inside Bio-Suit)

Hindrances:

Ugly (when outside of Bio-Suit)  
Outsider

## Skills

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### **Knowledge –Bureaucracy (Smarts)**

If you don't have your paperwork in order, it could take months to accomplish a mission that was supposed to be done yesterday. Knowledge (Bureaucracy) allows a character to navigate the maze of red tape and legal regulations.

### **Knowledge –Computer Hacking (Smarts)**

In a world where computers are everywhere (even making up the clothing), knowing how to hack the system can be a keen advantage in bypassing various security measures. This skill goes beyond Intrusion, and involves the actual breaking into other computer systems.

### **Piloting –Space Craft (Agility)**

Piloting (Space Craft) allows a character to pilot any of the common Space Craft (both Biotech and Hardtech craft).

### **Piloting –Varg (Agility)**

Piloting (Varg) allows a character to pilot a Varg (both Biotech and Hardtech).

### **Psionics (Spirit)**

The Psionics skill for Savage Trinity has been changed to Spirit instead of Smarts. This is the skill that allows a person to wield Psionic powers and manipulate the noetic universe around them.

## Background Edges

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### Arcane Background (Psionics)

**Arcane Skills:** Special (Smarts)

**Starting Power Points:** 10

**Starting Powers:** 3

Psionics have the ability to tap into the noetic world around them, and manipulate it at will. The noetic universe is broken down into 7 key areas: Biokinesis, Clairsentience, Electrokinetics, Psychokinesis, Telepathy, Vitakinesis and Quantikinesis. Each of those areas are further broken down into three groupings (see Powers for a more detailed description).

In the world of Trinity there are two types of people with psionic abilities: Those that have entered the Prometheus Chamber (Psions), and those that have not (Artless/Psychomorphs). When taking this Edge, indicate which type of psionist the character is (see below for more details).

**Artless/Psychomorph:** Artless are very rare. In fact, according to the Aeon Trinity, they don't exist at all. These are psionists that have their ability naturally, and did not have to go through the Prometheus chamber to be endowed with psionic ability. The Artless are not locked into any one specific power base (see the 7 key areas above).

Because all the people with the ability to be a Psion are actively sought after, the Artless must be very cautious about who knows about their abilities, or they will find themselves "enlisted" into the rank and file of the Psions (although, no one knows what would happen to someone that undergoes the Prometheus Affect that is already "Gifted"), if they did not become the subject of extensive tests and experiments. For this reason, the Artless start with the Hindrance Wanted (Major). However, they also have Conceal Arcana active at all times (except while using a Psionic ability). They also automatically get the power Attunement (see power descriptions below).

**Psion:** Of all the Psionists, Psions are the most prevalent. These are psionists that have entered the Prometheus Chamber, unlocking their psionic ability artificially. The Prometheus chamber also locks a Psion into one of the key areas listed above – for the most part they are only able to draw upon powers linked with that key area (see Powers for more details). The exception is that a Psion can gain Auxiliary powers (a power from the other key areas) but only at Step 1, and can not advance beyond that. However, these restrictions do not come without benefits, the Psion gets a Free Professional Edge (see the professional edges below). This professional edge is not optional for Psions. They also get Attunement (see power description below). In addition to these benefits, the Psion starts with Smarts at a d6 at character creation as opposed to the standard d4.

**Backlash:** When an Artless rolls a 1 on his/her Power die (regardless of his/her Wild Die), s/he is automatically Shaken. In the case of the Psion, a roll of a 1 on his/her Power die and Wild Die results in the character automatically being Shaken.

**Format Tolerance:** A hero's Format Tolerance is equal to his Spirit die type. Format ratings translate on a one for one basis (i.e. A Psion with a d4 Spirit could have 4 items whose FT ratings were 1 each, or any combination thereof.) from the Trinity Core Rule Book.

## Professional Edges

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**The Aeon Trinity is broken down into three different divisions. Each division has different responsibilities, however, each supports the other two. The three divisions are: Neptune, Proteus, Triton. Each division is explained below and what the benefits of following that "career path" would be.**

### Neptune

**Requirements:** Novice, Arcane Background (Psionics– Psion) or Knowledge (Bureaucracy) d6+ and Investigate d6+

The Neptune Division of the Aeon Trinity is the Administrative Branch. They are responsible for making sure that everything runs smoothly. They are the ones performing the thankless work of administration ensuring that the others in the organization are able to claim the glory. These are the people that keep the boat afloat and moving. Members that choose the Neptune route gain a +2 in Bureaucracy and Investigation rolls.

### Proteus

**Requirements:** Novice, Arcane Background (Psionics– Psion) or Stealth d6+ and Shooting d6+

The Proteus Division is the Special Operations division. These are the ones that get all the exciting jobs, but are typically less visible than the Neptune Division. This is by design, of course. Proteus Division is The Watcher of the The Watchers. They keep the world safe from Aberrant incursion, and allow the rest of us to sleep peacefully. Members of the Proteus Division must rely on their wits to save them and bring them home. Members of Proteus receive a +2 on Stealth and Shooting rolls.

## Triton

**Requirements:** Novice, Arcane Background (Psionics— Psion) or Notice d6+ and Streetwise d6+

The Triton Division handles the research and investigation for the Aeon Trinity. It is the most visible of all the divisions in the Aeon Trinity. It acts as a kind of FBI whereas the Proteus would be more CIAish. While they receive some negative press, the majority of it is very positive. Members of the Triton Division receive a +2 to Notice and Streetwise rolls.

## Gear

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### Biotech

Biotech is an integral part of Trinity. Formatting biotech works the same in Savage Trinity as it does in Trinity. That is to say, that the a character can only have so many devices formatted to her. To number of items a character can have formatted to her is equal to her Spirit die-type. Formatted Ranged weapons will apply a +2 to hit modifier.

### Weapons

Weapons in Trinity are very similar to the counter parts in the Savage Worlds Core rules. There are a few exceptions to take note of. Those being mostly the Laser type weapons. Below is a very incomplete generic chart that may give an idea of how weapons in Savage Trinity look.

Type	Range	Damage	RoF	Cost	Min Str Notes
Autopistol	12/24/48	2d6	2	150 – 350	AP 1; Semi-Auto burst
Heavy Autopistol	12/24/48	2d6+2	2	200 – 400	AP 1; Semi-Auto burst
Automatic Carbine	20/40/80	2d8	40	500 – 700	AP 2; Full Auto, Semi Auto, Suppressive
Shotgun	12/24/48	1-3d6	2	150 – 450	See notes (p. 50 SWCR)
Laser Gauntlet		1d6+2	2	500 – 700	Capable of Suppressive Fire
Laser Pistol	15/30/60	2d6	2	150 – 350	Capable of Suppressive Fire
Laser Carbine	25/50/100	2d8+2	20	600 – 800	Capable of Suppressive Fire
Flechette	8/16/32	Special	Special	150 – 350	See notes below
Sonic Weapon	12/24/48	3d6	1	400 – 600	Non-Lethal Damage
Taser Weapon	6/12/24	3d6	1	150 – 350	Non-Lethal Damage, Ignores Armor
Web Emitter	2/4/8	2d6+1	1	150 – 400	See Notes below; Ignores Armor

### NOTES:

**Flechette Weapons** have adjustable fire settings. “Low” inflicts the lowest amount of Damage (2d6+1) and releases the fewest (5) darts. “Medium” does a mid-range Damage (3d6) and releases a greater number of darts (10). “High” does the greatest amount of damage (2d8) and releases the most (15) darts.

**Web Emitters** don't do damage. The damage each success and subsequent raise reduces the targets Dexterity die type by 1 to a minimum of d4. If there are other raises that would lower the dexterity, they apply a -1 to any dexterity rolls. These penalties are in effect until the victim escapes the webbing.

## Powers

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The psionic powers of Trinity are slightly different than those in the Core rule book. While some of the powers may be similar, each psionist (with a few exceptions) are locked into one area of psionic ability. They are masters of that area, however, and can accomplish anything that ties in with their ability. For example a Biokinetic can manipulate their bodies at will, growing extra limbs when required etc.

In an effort to keep things simple and to maintain the feel of the Trinity Universe, the powers from Trinity can be directly translated (with a few minor adaptations) to SW. Both power systems are Power Point based (in Savage Worlds, they are called Power Points, in Trinity the term is Psi Points). The power level of each game is slightly different, and to compensate for this, it is recommended that the GM consider doubling the point cost for a particular power over what the Trinity Core Rules indicate. The GM may also desire to change the duration of certain powers from the Trinity results, but this isn't strictly necessary. In Trinity, when a Psi Roll is made at +1 Difficulty the TN for Savage Trinity should be modified at a +2, and multiple successes should read as raises. The power structure in Trinity is kept in tact as well, requiring an edge to advance to the next level of capability in the power. When advancing from Adaption • to Adaptation ••, the Savage Trinity Character would need to purchase the New Power Edge, and indicate which rank of Adaptation the character has. This allows for the continuance of Psionic Dysfunctions as well. The result of this is fast, furious Psionic powers.

The powers below are defined by Key Group (e.g. Biokinesis, Vitakinesis, Psychokinesis, etc.), then by Key Sub-group (e.g. Adaptation, Transmogrify, etc.) the ranks of each Key Sub-group can be found in the Trinity Core Rule book and in expansion material published by White Wolf. As an optional rule a Gifted character can attempt to perform powers of higher level within the same sub-group. For example, a Biokinetic with the Adaptation – Rank 1 power is still learning how to master changing her body. She will have a very difficult time trying to enhance her reflexes (an Adaptation - Rank 3 type power), etc. When attempting to perform a power effect beyond one's current ability (i.e. Trying to do a Rank 3 power effect while only at Rank 1 ability) there is a -2 modifier for every level of difference added to the skill roll.

*Example: Oberon Radley has Pyrokinesis – Rank 1 and wishes to perform a Rank 3 effect. He rolls his Psionics skill and applies a -4 to the roll.*

When the Arcane Background (Psionics – Psion) is taken, the player needs to determine immediately which Key Group the character will be locked into. The character then selects three powers (or Ranks) from that Key Group (i.e. Oberon could spend all three power slots on Pyrokinesis to get Pyrokinesis – Rank 3, and remain deficient in the other two powers under Psychokinesis).

### **Attunement**

Attunement is free to all characters with an Arcane Background of Psionics. Attunement represents the Gifted's attachment to the noetic universe around them. Great disturbances in the noetic totality can have adverse affects on one of the Gifted, such as the crash of the Esperanza. When there is a major disturbance (such as the death of a loved one, a major explosion, etc), the Gifted character must make an Attunement check. To do this make a Psionic skill check. The more successes one gets against a TN of 4 (die rolls modified as appropriate), the more in tune the Psion is with the noetic totality. In cases where there were major disruptions in the noetic totality, a Psion may have to roll on the Backlash Table (see Below). A Gifted does not need to roll on the Backlash Table if the Attunement roll beat the TN but did not score a raise, but the Gifted is Shaken until a successful Vigor check is made – essentially, the Gifted was aware of what was happening and was able to raise a "buffer", but it was insufficient, or slightly too late. If the Attunement roll beat the TN and scored a Raise the Gifted was aware enough of his surroundings to successfully shield himself and suffers no adverse affects from the disruption. If the Gifted failed the Attunement check, he must roll on the Backlash Table adding the difference between the roll and the TN to the roll – if both dice (Psionics Die and Wild Die) come up 1, add 4 to the roll on the Backlash Table.

*Example: Oberon Radley is piloting a Locust Fighter, trying to fend off the attack of a band of Pirates. In one unlucky shot, the Pirate vessel destroys the frigate Oberon was defending. As the frigate explodes a massive surge in the noetic universe is unleashed, hitting Oberon Radley. Because Oberon Radley is gifted, he must make an Attunement roll. Oberon rolls his Psionics skill (d10). He rolls 1d10-4 and gets 6. Oberon is very in tune with the noetic universe (successful Attunement roll), but not as much as he could have been, so he is Shaken.*

### **Biokinesis**

**Rank:** Novice

**Power Points:** Special

**Range:** Touch

**Duration:** Special

**Trappings:** Special

Biokinesis allows the Biokinetic control over his own body – even to the cellular level. Within the capabilities of this power, is the ability to change one's shape, appearance, etc.

Biokinetics have a sharp biological awareness. This awareness acts as a sort of radar for living organisms. Using this awareness a Psion can navigate a city street or even a jungle, even if they were completely blind. A simple success (TN 4, modified as appropriate based on size of the entity, a jade plant applies a -3 to the roll, a large tree would apply a +4 to the roll) on Psionics roll allows the Psion to take advantage of this capability when needed. This is an inherent side effect of Biokinesis and does not require the expenditure of any Power Points.

Additionally, Biokinetics are intimately familiar with themselves. This awareness allows them to briefly ignore pain, etc. at the expenditure of a power point and a successful Psionics roll.

#### **Adaptation**

**Rank:** Novice

#### **Psychomorphing**

**Rank:** Novice

#### **Transmogrify**

**Rank:** Novice



### ***Backlash Table***

<b>2d6</b>	<b>Effect</b>
2	<b>Wounded:</b> The hero suffers a sever noetic backlash and suffers 3 Non-lethal wounds
3	<b>Wounded:</b> The hero suffers a moderate noetic backlash and suffers 2 Non-lethal wounds
4	<b>Wounded:</b> The hero suffers a mild noetic backlash and suffers 1 Non-lethal wounds
5 – 9	<b>Shaken:</b> The hero suffers a sudden overwhelming surge of noetic interference, causing momentary brain freeze. The character is Shaken until a successful Vigor roll is made. All penalties imposed by being Shaken are in effect.
10	<b>Wounded:</b> The hero suffers a moderate noetic backlash and suffers 2 Non-lethal wounds
11	<b>Wounded:</b> The hero suffers a mild noetic backlash and suffers 1 Non-lethal wounds
12	<b>Coma:</b> The hero is completely overwhelmed by the dramatic shift if the Noetic Totality, and lapses into a coma for 1d6 days/weeks/months (GM Discretion).