

Shark Nibbles #3

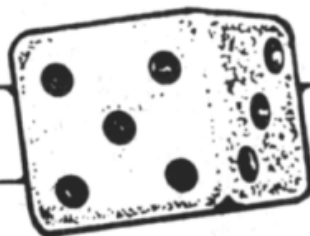
THE UNOFFICIAL MONTHLY SAVAGE WORLDS NEWSLETTER



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With the roll of a die...



This month's installment of With the roll of a die... introduces several new combat Edges from the fevered mind of Matthew Mather (the man behind the Savage Yahoos and Keeper of the Savage Worlds FAQ). Gordon Lawyer also kicks in a couple of new Edges inspired by the Necessary Evil setting. To close things out, Byron Molix presents the Arcane Adept and Arcane Master Edges—two new Arcane Edges that give spellcasters a few more options without cluttering up the existing arcane power rules.

Accurate Strike/Aim

Novice, Fighting d8 (Strike), Notice d8, Throwing d8 or Shooting d8 (Aim)

You may reduce the penalties for Called Shots (including Disarm attempts) and Cover by 1 point. For example, if your hero is attempting a Head Shot, the penalty is -3 instead of -4. Other penalties to Fighting, Throwing and Shooting such as darkness, range penalties, and unstable platform are not affected by this Edge.



Improved Accurate Strike/Aim

Veteran, Accurate Strike/Aim

The penalties for Called Shots and Cover may be reduced by 2 points.

Deadly Technique

Seasoned, Wild Card, Agility d8, Fighting d8 or Shooting d8

Your hero is able to do more damage when striking an opponent's vital spots. Your hero rolls a d8 for bonus damage instead of a d6. If the old +2 damage per raise rule from the first printing of the rulebook is being used he gains a flat +1 to bonus damage instead.

Defensive Fighting

Seasoned, Agility d8, Fighting d8

When taking a Defend action, your character may either make other actions (with whatever Multiple Action Penalties may apply) or focus wholly on trying to Defend himself, gaining an additional +2 bonus for a total of +4 to Parry for the Defend action. Your hero's Parry bonus is only +2 if you choose to Defend and take other actions in the same round.

Extra Soak

Seasoned, Vigor d8

Your character gains a Soak Benny, a Benny that may only be used for Soak rolls. Soak Bennies should be tracked with a different kind of token than regular Bennies. Though it's usually Wild Cards that have this Edge, it can also be given to Extras that are "just a bit tougher". This Edge may be taken multiple times.

Weight Training

Novice, Strength d8, Vigor d6

Your hero may ignore 1 point of Load Limit penalties.

Advanced Weight Training

Novice, Weight Training

Your hero may ignore 2 points of Load Limit penalties.

Wild Wild Attack

Wild Card, Seasoned, Fighting d8

Instead of a flat +2 bonus to Fighting and damage, your hero adds the results of the Wild Die to his Fighting and damage rolls when making a Wild. The Wild Die roll for Fighting is added to Fighting and the Wild Die roll for damage is added to damage. Your hero still suffers a -2 penalty to Parry when making a wild wild attack.

Evil Laugh

Seasoned, Spirit d8+

Many super villains are noted for their impressive laughing abilities (which can cause lesser men to quake in their boots). Assuming there's nothing impeding your character from giving off a good evil

laugh, this Edge provides a +1 to Intimidation rolls.

Really Evil Laugh

Veteran, Evil Laugh

The bonus granted by Evil Laugh is increased to +2.

Arcane Adept

Seasoned, any Arcane Background, Spellcasting d8

By taking this Edge, the character can increase the power and scope of any arcane powers he knows by doubling the listed Power Point cost and choosing an enhancement. Possible enhancements include: doubling the listed range (Touch powers gain a Range of Smarts or Spirit as appropriate), increasing the listed duration by one step (e.g., rounds to minutes), increase the area of effect by one step, impose a -2 penalty on all rolls to resist the effect of the power, or increase any damage caused by 1d6 points.

Arcane Master

Heroic, Arcane Adept, Spellcasting d12

This Edge essentially doubles the enhancements allowed by the Arcane Adept Edge. As an alternative, the character may choose from the enhancements as given above, but instead choose to apply two to any given power to reflect their mastery.



Savage Traps

Not just another spike-lined pit, by Simon Carryer and Joel Sparks



Finding and Removing Traps

Finding a trap is accomplished through the use of the Notice skill. Attempts at removing a trap use Lockpicking. The Thief Professional Edge grants a +2 bonus to both Notice and Lockpicking rolls when used in this manner. The All Thumbs Hindrance imposes a -2 penalty on all attempts to remove a trap and rolling a 1 on the skill die indicates that the trap has been triggered.

SAVAGE TRAP #1: The Gas Corridor

This trap is best used in conjunction with an encounter with gas-immune bad guys, be they undead, robots, or gasmask-wearing goons, and is located in what seems to be a normal corridor, at the bottom of a flight of steps or a natural incline. The corridor is long, at least 72 feet (12") and has another stairway or slope at its far end, this one leading up again. Characters who successfully make Notice rolls at -2 may detect a faint murky quality to the air, and perhaps a bad smell as well. The entire corridor is filled with a heavier-than-air gas, three versions of which are presented hereafter.

- **Stale Air:** Whether by leeching natural chemicals, age, or run-off from a bizarre experiment, the air in this corridor is stale and unbreathable. The first sign of this will be any torches sputtering and going out in the oxygen-depleted air. Then characters begin to "drown", as per the standard rules. These effects become noticeable after one round in the corridor. To prevent the characters from simply going back the way they came, have the entry become locked or barred once the last character enters the corridor. Now would be a good time for a zombie attack!
- **Flammable Gas:** A common hazard in mines and sewers, as methane and other flammable gasses leach out of rock, or are produced by decomposing organic matter. Probably the first sign of the presence of such a gas will be a bad smell, followed shortly thereafter by a loud explosion as any lit torches or lamps ignite the gas. Treat this explosion as a blast centered on the torch or other source, doing 2d6 points of damage to everyone in an area covered by a Large Burst Template. Should the characters enter the gas without igniting it, they'll encounter foes, which ambush them inside the gas. Any blow from a weapon can potentially cause a spark, which will ignite the gas. Should someone roll snake eyes on their attack roll, the gas ignites and everyone is engulfed in a fiery explosion.
- **Poisonous Gas:** A nefarious trap or a bizarre natural hazard, the air in this corridor has been poisoned with a soporific gas. After the first round in such an environment, the characters must make a Vigor roll at -2 at the start of their action or suffer a level of Fatigue every round. A Fatigue level is recovered for every 5 minutes spent in a clean air environment.

SAVAGE TRAP #2: The Water Room

The trigger for this trap is located in the centre of a smallish room, with one entrance and one exit, which take the form of archways without doors. The trigger is often disguised, taking the form of a statue or gem on a pedestal, which triggers the trap when tampered with. Characters investigating the trigger may make a Notice roll at -2 to discover the mechanical apparatus hidden in the pedestal. Once triggered, a mechanical apparatus in the walls begins to rumble. Allow the players to draw initiative cards, and draw two for the trap. Characters who act before the trap's first card may leave the room freely, but they are aware of nothing more than the rumbling noise of the apparatus. Characters who act before the trap's second card, but after the first one, see huge stone blocks rolling from the ceiling to block both doorways. These characters may make Agility rolls to scamper under the blocks and escape the room. On the trap's second card, the stone blocks slam into place, preventing further egress from the room.

Those left in the room discover the second, more fiendish part of the trap. Through vents near the ceiling of the room, water begins to pour, quickly flooding the room. The room fills with water at a rate of one-half foot per round. The ceiling is ten feet high. Once a character is "out of his/her depth" (i.e. the water is above the character's head), they must tread water to keep their head above water. There is room for one character to stand on the narrow pedestal, which is three feet high. Once the water reaches the ceiling, all characters will be unable to breathe.

The stone boulders that block the doorways are extremely heavy, and cannot be shifted by even the strongest of heroes without concerted effort, some sort of levering tool, and help from both sides.

The only way to disarm the trap is for the characters who escaped the room to locate the trap's control mechanism, and reset the trap. The mechanism can be found in the room above the trap room. The room is usually heavily guarded, and the mechanism itself requires a raise on a Strength roll in order to turn the massive wheel which raises the stone blocks.

SAVAGE TRAP #3: The Rolling Boulder

The touch plate for this trap is located at the end of an extremely long (75", 150 yards), slightly sloped corridor with no doors. This corridor can be straight or curved, and often has an uneven floor, either from natural cavern formations, or roots busting through the walls and floor. The touch plate is well concealed (Notice -2), and is often placed near some obvious lure, such as a piece of treasure or a false door. The touch plate triggers the release of a huge (many tons) boulder, which begins to roll, first quite slowly, then faster and faster, down the sloped corridor.

The boulder starts 10" away from the touch plate. All characters may move up to their pace, plus a running die, away from the boulder. For the entirety of this scene, players may spend bennies to re-roll their running die. At the end of the round, the boulder rolls 3" down the slope. The boulder increases in speed every round, moving 6" the next round, then 9", then 12", then 15" every round until it crashes into the wall at the end of the corridor.

Running down the rough slope is hazardous. Anyone who rolls the maximum (six usually) on their running die must make an Agility roll or fall prone at the end of their movement. If they roll snake eyes, they fall and are Shaken.

If the Boulder overtakes a character, they may (if the player asks) throw themselves into the corner of the corridor to avoid the worst of the damage. Make an Agility roll at -2, a success means the character takes only 2d6 damage. Otherwise, the boulder does an amount of damage based on how fast it's moving: 3d6 in the first round, then an extra d6 every round to a maximum of 7d6.

SAVAGE TRAP #4: The Corridor of Blades

A diabolical trap, almost certainly used more for amusement than practicality, this trap takes the form of a long corridor filled with scythe blades, which swing in a seemingly random order. This trap could also represent a conveyor belt in a modern factory, or the inner workings of a space ship in the far future. This trap should be employed in a "time-limited" situation, since the counterweights and springs which drive it will eventually run out of power.

When entering the corridor, those who succeed on a Notice roll will be aware of the narrow slits in the walls and ceiling of the corridor. Those who succeed with a raise notice touch plates located all along the length of the corridor floor. When one is depressed, a catch is released which allows huge scything blades to swing through the corridor, emerging from the slits in the walls. If a character is hit by a blade they suffer d10+3 points of damage. As long as any of the plates are depressed, these blades will continue to swing. The roll to avoid the first blade is a straight Agility roll (-2 if the character was not expecting the blade). However, if the character opts to continue down the corridor, things get more difficult. Blades emerge at seemingly random heights and intervals, and the character becomes increasingly off balance and unprepared. To reach the end of the corridor, the character must make four successful Agility rolls, incurring a cumulative -1 penalty after the first. The Acrobat edge provides a +2 bonus to this roll. By watching the swinging blades for a short time and making a Smarts roll, it is possible to predict the timing of the blades. This negates the cumulative penalties on the Agility roll to avoid the blades.

The mechanism that deactivates the trap is located in an alcove on the far side of the corridor of blades.

ADDITIONAL RESOURCES FOR TRAP-BUILDING INSPIRATION AND IDEAS...

- **The Grimtooth's Traps Series:** *Grimtooth's Traps*, *Grimtooth's Traps Too*, *Grimtooth's Traps Lite*, *Grimtooth's Traps Fore*, *Grimtooth's Traps Ate*, *Grimtooth's Traps Bazaar*, and *Grimtooth's Dungeon of Doom*. Unfortunately, all of these are currently out of stock according to the Flying Buffalo webpage; however, they are available at Noble Knight Games.
- **The Grimtooth's Traps Message Board:** <http://p096.ezboard.com/fnecromancergamesfrm27>.
- **All Hazards Great and Small:** Written by Ian Johnson and available from Silverthorne Games.
- **Traps and Treachery I/II:** Both books are part of the *Legends and Lairs* series available from Fantasy Flight Games.
- **Blue Troll's Netbooks:** <http://www.fortunecity.com/victorian/byzantium/55/dmbooks.htm>. Scroll down to the bottom for a couple of trap collections culled from various roleplaying newsgroups.

TEAM DYNAMO

An Omega Resistance Cell for Necessary Evil, by Bob Bretz

THE HISTORY OF TEAM DYNAMO

Back in the glory days of the superhero lived a mild-mannered technician named William Gardner. One day, an experimental power generator he was working on malfunctioned, engulfing him in strange energies. Awakening from a coma weeks later, he discovered that he had developed the ability to move at superhuman speed. He designed a costume, as all superheroes are wont to do, and assumed the name Dynamo. After several months of amazing deeds as a solo hero, his existence was brought to the attention of The Champion, who invited him to join Alpha Force. He quickly joined the team and began the next step in his illustrious career.

Dynamo, both as a solo operator and as a member of Alpha Force, gained many enemies. The most notorious banded together into a loosely organized team called the Death Dynamos; taking on the name of their enemy to help tarnish it's meaning. The motivating force behind the Death Dynamos was a genius, by way of nuclear mutation, gorilla named Agor (also known as The Atomic Ape). Agor saw his team as having two main goals. Obviously, the first was the destruction of their enemy, Dynamo. The second was to provide support to each member in times of need. Agor also had a third ulterior motive, namely to assemble a power base from which to launch his evil plans and eventually support his claim to overlordship of the Earth. But I digress...

Super-villains who gained a reputation by battling Dynamo (and usually being defeated by him) were recruited into the Death Dynamos. It became an inside joke amongst the members of this "exclusive club", that in order to become a member of the team, you had to be defeated by their arch-enemy! Membership crested at twenty villains; however, those active at any given time depended on who was currently in prison.

One of the Death Dynamos, known as Professor Proteus, traveled to New York City to save his family when the K'tharen forces first attacked Earth. During the fight to retrieve them, he was overwhelmed, and just before they fired on him, Dynamo appeared on the scene and rescued them. After defeating several of the aliens, the hero was finally overcome by sheer weight of numbers. Proteus, after having been saved by Dynamo, simply watched him die at the hands of the alien invaders. Ironical, isn't it? With the K'tharen's attention diverted, Proteus and his family fled New York City.

As the invasion continued its course, Proteus realized the inevitable outcome and decided that it would be in his best

interests to gather the remaining Death Dynamos for mutual support.

Unfortunately, Agor and several other members were being held at a high-security prison in upstate New York. Proteus gathered fellow members Charger, Leaper, Ramrod, and Smasher, and prepared to make a good old-fashioned prison break; however, shortly after they arrived, the K'tharen attacked the facility hoping to kill as many of the super-villains as possible. Proteus' Team was able to free all their captured members, but Charger, Ramrod and Smasher were killed by the K'tharen in the process. Leaper was badly injured and would later have to have his left arm amputated.

Now free, the Atomic Ape resumed his role as leader and organized the remaining team members into a resistance cell.

After a few raiding missions to gather supplies, their existence came to the attention of Dr. Destruction. The Doctor requested that the Death Dynamos become an Omega Cell. Although some team members wanted to refuse the offer, Agor agreed to the Doctor's terms—after all, mutual support had always worked for them, and Agor figured that belonging to any organization put together by Doctor Destruction would probably be worth it in the long run.

In light of their new role and to in some way honor the sacrifice Dynamo made for Professor Proteus, Agor renamed their cell Team Dynamo...

TEAM DYNAMO: KEY MEMBERS

The current roster of the Team Dynamo Omega Cell consists of fourteen super-villains. Many are original members, dating back to the pre-invasion days, but just as many are fairly new to the team. Detailed hereafter are seven villains which the GM can use as NPCs (or players could use a Player Characters; given GM approval). The other seven members are left for the GM to develop as needed or as "open slots" for players to insert their own creations.

AGOR, THE ATOMIC APE

When an experimental, nuclear-powered satellite malfunctioned and crashed into the City Zoo's Ape House, it drew the attention of one of the resident gorillas. The inquisitive ape was mutated by the radioactivity leaking from the damaged device, increasing its brain (and intelligence) and granting it some limited form of control over radiation.

Developing a form of sentience, the ape grew to hate humanity for the way it treated him and the other gorillas.

When the opportunity presented itself, he made his escape; however, the sight of a large gorilla walking down the middle of Main Street drew the attention of the authorities. The ape defended itself with its newly gained powers, which caused the hero Dynamo to respond. Ultimately defeating the ape, Dynamo became the target of his anger and of an unquenchable thirst for revenge. The ape would take the name Agor, the Atomic Ape and after several failed attempts to kill the hero, which only resulted in lengthy prison terms, he decided to form a team of like-minded villains to aid him in defeating his hated foe. And so The Death Dynamos were formed.

Agor was in prison when the K'tharens attacked Earth. After being rescued by Professor Proteus, Agor re-organized the team into a resistance cell. He named the group Team Dynamo, with the idea of honoring their former enemy for his sacrifice and to help make it clear they were organized to "fight the good fight." This, of course, is all a ruse; Agor hopes to position himself as a "reformed villain" so when they ultimately defeat the invaders, he can take over. He still acts in a villainous manner, just not going so far as to be perceived as a threat to the human population.

Agor is self-centered and a bit megalomaniacal, but generally has good relationships with his team. Most of the Dynamos respect him and will follow his orders, but may question them. He views Professor Proteus as a sort-of second-in-command and highly respects his intelligent opinions; but his decision is final.

Race: Gorilla
Rank: Veteran
Attributes: Agility d10, Smarts d12+2, Spirit d10, Strength d12+1, Vigor d6
Skills: Fighting d8, Healing d6, Intimidation d6, Investigation d8, Knowledge (Biology) d12, Knowledge (Chemistry) d10, Knowledge (Physics) d12, Persuasion d8, Repair d8, Shooting d8
Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Gear: \$1000
Hindrances: Curious, Distinctive Appearance, Gloater, Heartless
Edges: Ambidextrous, Arcane Background (Super Powers), Brainiac, Charismatic, Power Points (x3), Scholar (Knowledge: Biology and Knowledge: Physics)
Super Powers:
 Decay (3)
 Energy Control (5): Radiation, Elemental Trick
 Lair (2) Research Lab
 Leaping (2) Pace 4" Vert./ 8" Horiz.
 Super Attribute (3) (Super Agility)
 Super Attribute (4) (Super Smarts)
 Super Attribute (4) (Super Strength)
 Super Skills (2) Biology and Physics

CHARGER II

When Charger died during the disastrous prison break mission, he left behind a teenage son, John. Unknown to his father, John had developed the ability to control and project electrical energy. When he learned that his father had died trying to save

others, John tried to deal with the loss by convincing himself his father died a hero.

He took on the role of Charger and decided to take revenge on the alien invaders; making his way to attack a K'tharen Armory. Destined for certain death, John was fortunately noticed by Agor, the Atomic Ape; who detected a large electrical disturbance in the area. John was discovered on the street outside the armory by Agor and recruited into Team Dynamo before he came to the attention of the V'sori.

Agor realized that John believed his father was a hero. Using this diluted belief; Agor was able to convince John that Team Dynamos' goals were heroic. Apparently it worked, as John has convinced himself they are fighting the good fight; even though they must occasionally use villainous tactics to survive.

Race: Human
Rank: Novice
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d8
Skills: Climbing d6, Fighting d6, Guts d8, Notice d6, Persuasion d4, Shooting d8
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Gear: \$1000
Hindrances: Clueless, Delusional (believes Team Dynamo are heroes), Loyal, Power Negation (water)
Edges: Arcane Background (Super Powers), Fast Healer, Luck
Super Powers:
 Attack, Ranged (12) 3d6, Elemental Trick (Electricity)
 Energy Control (2) Electricity
 Super Attribute (1) (Super Agility)

COMP-U-TRON

Comp-U-Tron was created by Dr. Michael Miller, one of the lead scientists for Dynotech Industries, a robotics company. When Dr. Miller realized that the company was going to sell his creation to the military, he tried to smuggle the robot, and all of his notes and files relating to its creation, out of the facility; however, as they made their escape, Dynotech Guards intercepted them. In the ensuing melee Miller was shot and mortally wounded. His death caused something within Comp-U-Tron's programming to trip and he killed the guards and made good his escape.

These events caused Comp-U-Tron to view all humanity as a danger. The logical outcome, in his incomplete programming, was that humanity should be destroyed. He began pursuing this goal in earnest by destroying a dam which caused massive flooding. But the Dynamo appeared on the scene and was able to stop him.

After this defeat, Dynamo became Comp-U-Tron's primary focus as his robotic programming rated him as the highest threat in the area. After several failed attempts to kill Dynamo, he was recruited into the Death Dynamos by Agor. Although he didn't want to work with humans, the fact that Agor was a gorilla allowed the ape to convince him to work with the team. Agor also convinced him that his fellow super-villains were being persecuted by humanity and were actually allies. Apparently,

this tactic worked as Comp-U-Tron became an active member; modifying his programming to see some humans as worthwhile.

However, this would all change when the K'tharen attacked Earth. His contempt for most of humanity evolved to include the attacking aliens. Comp-U-Tron attempted to Interface with a V'sori Man O' War Spacecraft and take control of it. He succeeds for a while, but the V'sori noticed him and sent a power surge through the interface damaging his programming. The result was that his personality programming reverted back to when he was little more than a remote-controlled automaton. He retained all his knowledge, just none of the personality he developed. The Atomic Ape found him and took him back to his base to try and reprogram him.

Comp-U-Tron now serves as Agor's lackey and will follow the other teammate's orders as long as they don't contradict the ape's orders. Whether or not any of his more evolved personality returns remains to be seen.

Race: Robot
Rank: Seasoned
Attributes: Agility d6, Smarts d10, Spirit d4, Strength d12+3, Vigor d10
Skills: Fighting d6, Intimidation d6, Knowledge (Electronics) d10, Knowledge (Physics) d8, Notice d6, Repair d10, Shooting d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7
Gear: \$1000
Hindrances: Disabled (Major, see description above), Distinctive Appearance, Gloater, Heartless, Vengeful (Major)
Edges: Arcane Background (Super Powers), Brainiac, Power Points
Super Powers:
 Armor (8): Heavy Armor
 Construct (5)
 Darkvision (2)
 Interface (2).
 Super Attribute (1) (Super Smarts)
 Super Attribute (5) (Super Strength)
 Super Attribute (2) (Super Vigor)

THE GAUNT

Jason McCowen, an ordinary scientist retained by Astor Chemicals to conduct research on contagious diseases, was exposed to an unknown alien bacterium brought to the lab for testing. Jason employed a number of advanced techniques in an effort to unlock its secrets; however, all of them failed. Becoming frustrated, he subjected the samples to high levels of radiation, and in doing so caused a containment breach. The exposure infected him with a disease-causing touch and enhanced recuperative abilities; at the cost of causing him to look like a zombie.

Unfortunately, the process had also made him terminally ill. Not willing to trust the authorities (possibly a mistrust caused by his condition); he took up a life of crime to gain resources in order to fund his search for a cure for his condition. Raiding a power plant for parts where Dynamo was working in his civilian identity, he was taken into custody by the hero. After escaping from prison, he was recruited into the Death Dynamos.

Jason was egotistical, selfish and arrogant before the accident, and became even more so after it. He cares virtually nothing for his fellow teammates, but understands that there is strength in numbers. Jason is always on the hunt for a cure to his condition and may even abandon his teammates during battle if he believes there is a lead to a cure. The Dynamos generally don't like him, but recognize his brilliance and are willing to tolerate him in exchange for his services.

Race: Human
Rank: Novice
Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d10
Skills: Fighting d6, Intimidation d8, Investigation d8, Knowledge (Biochemistry) d8, Notice d6, Shooting d6, Stealth d6
Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8
Gear: \$1000
Hindrances: Disabled (Major, Epilepsy), Distinctive Appearance, Mean, Terminally Ill
Edges: Arcane Background (Super Powers), Nerves of Steel
Super Powers:
 Fear (3)
 Infection (3)
 Regeneration (5).
 Super Attribute (2) (Super Vigor)
 Toughness (1)

SOUNDWAVE

David Ramon was always good with communications equipment. He became a successful disc jockey who figured out how to take control of the city communications systems. Becoming mad with power, he tried to hold the city hostage. The hero Dynamo was able to get past David's sound-controlling devices.

Once free, he was contacted by Agor to join the Death Dynamos; which he did immediately as he was in need of a hideout. David created a sonic control suit and took the name Soundwave. He now serves as Team Dynamos' communications expert and is frequently called upon to decode V'sori communiqués.

Race: Human
Rank: Novice
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d6, Knowledge (Electronics) d12, Knowledge (Communications Systems) d12, Notice d8, Repair d12, Shooting d8, Streetwise d6
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 3
Gear: \$1000
Hindrances: Arrogant, Greed (minor), Hard of Hearing (minor), Phobia (major, Claustrophobia)
Edges: Arcane Background (Super Powers), Power Points
Super Powers:
 The following are all part of his sonic manipulating suit:
 Attack, Ranged (7): 3d6, Elemental Trick (Sound)
 Broadcast (4): Manipulation
 Force Control (8): d12, Force Field, Bind
 Speak Language (1)

PROFESSOR PROTEUS

Anthony Wortham was always a whiz with technology. At the age of 12 he disassembled the family car; much to the dismay of his father. He earned his PhD in engineering at age 17. After witnessing several power-armored heroes and villains, he knew it was within his ability to build a better suit of armor than any of the one's he had seen.

He had come up with a brilliant design; but unfortunately, the money ran out. With remote-controlled robots, Anthony was able to break into banks and get away with millions. After completing his armor, there was a news report that showed the hero Dynamo building a scratch-built machine in a split second. The news commentator said that Dynamo must be the best engineer on the planet. That was enough to convince Anthony to hunt down the hero and challenge him to a duel.

He took the name Professor Proteus and challenged Dynamo. Unfortunately for Proteus, Dynamo was able to disable his armor at super-human speed. Taken into custody, he was released shortly thereafter on a technicality. Agor was impressed with Proteus' technical knowledge and invited him to join the Death Dynamos. He accepted, so he could one day get revenge on Dynamo.

Proteus would never get the chance to defeat Dynamo in battle. Dynamo saved Proteus and his family before being killed by the invading aliens. Escaping from the aliens, Proteus decided it would be best to pool together as many of the Death Dynamos he could find and so organized the prison raid mission. He made it through the disastrous raid, but some of his fellow teammates were not so lucky. Proteus now works as the teams' resident technology expert. Deciphering the secrets of V'sori technology is his primary focus these days.

Anthony knows he is the best human engineer on the planet; however, the alien invaders have proven to be even more technologically advanced and as such, he now has a new goal, to be the best engineer in the universe. His association with the Dynamos puts him in a position to steal and study the alien's technology. Eventually, he will master it.

Race: Human

Rank: Seasoned

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Knowledge (Electronics) d12, Knowledge (Engineering) d12, Notice d8, Repair d12, Shooting d8, Streetwise d6

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

Gear: \$1000

Hindrances: Arrogant, Cautious, Dependent, Heartless

Edges: Arcane Background (Super Powers), Brainiac, Mechanical Genius, Power Points

Super Powers:

Invent (10)

Super Attribute (2) (Super Smarts)

Super Skills (3): Electronics, Engineering, Repair

The following are all part of his armor:

Armor (3): Heavy Armor

Attack, Ranged (4): 3d6

Broadcast (1)

Flight (2): 6"

LEAPER

Brad Jenkins was born with incredibly muscular legs. While in high school, he learned that he could leap extreme distances. The son of a poor family, Brad decided to use his new found abilities to earn money. When crime turned out to be his best option, he became the super-villain Leaper and began to rob armored cars while they were in route to their destinations. This, of course, brought him to the attention of Dynamo. Leaper would prove to be one of few super-villains able to escape capture by the hero. This would bring him to the attention of Agor and the Death Dynamos.

When the K'tharen attacked Earth, Leaper assisted Professor Proteus in attempting to rescue their teammates from prison. During the disastrous raid his left arm was severely injured and later had to be amputated. Leaper now serves as a member of Team Dynamo and is wanted by the V'sori authorities.

Brad's goals used to revolve solely around the accumulation of wealth, but following the invasion and subsequent massacres, have somewhat changed. Although greed still motivates him, he has grown to view his teammates as a sort of family. As such, he will frequently be seen looking after them in a "fatherly" sort of way.

Race: Human

Rank: Novice, with 3 advances

Attributes: Agility d12+2, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d10, Notice d6, Shooting d6, Stealth d8, Streetwise d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 7 (+1 unencumbered)

Toughness: 5

Gear: \$1000

Hindrances: Distinctive Appearance, Greed (Minor), One Arm

Edges: Acrobat, Arcane Background (Super Powers), First Strike

Super Powers:

Attack, Melee (5): +2d6, Knockback

Leaping (5): 16" Vertical / 32" Horizontal, Bounce

Super Attribute (4) (Super Agility)



NOTABLE FORMER MEMBERS

CHARGER I

John Greene, Sr. was an electrical power line worker who, while working atop a line pole, was struck by a power surge. Unknown to John at the time, an experimental power generator had an overloaded and back surged through the lines. Knocked unconscious, he awoke to discover that he now was able to generate and project massive amounts of electrical energy. Suddenly he had power unlike anything he's ever known.

Dynamo, in his civilian identity, was present when the generator surged. He changed into costume and investigated what had happened along the power lines. Coming upon the scene he discovered John, who proclaimed "I am Charger, feel my power!" A battle ensued, but Dynamo was able to defeat him. When he was released from prison, Agor recruited him into the Dynamos.

Somehow, his son would also develop similar powers, and after his death as a hero, at least in his son's eyes, John, Jr. would take up the role to continue his father's heroic career.

LADY DYNAMO

Lady Dynamo appeared on the scene claiming to be from an alternate dimension where the roles of women and men had been reversed. Those who are men in this dimension are women in her dimension and vice versa, or so she would have the world believe. While claiming to be the alternate world's version of Dynamo, she was in fact a criminal from that dimension.

Masquerading as a hero alongside Dynamo for a short while, she gained the public trust in order to later take advantage of an adoring public. Dynamo would be forced to stop her attempt to rob the First National Bank and had her imprisoned. Agor, naturally, recruited her into the Death Dynamos after breaking her out of prison.

During an attempt to kill Dynamo with her new teammates, she was caught in an Anti-Gravity Trap that caused her to disappear from this dimension. What became of her has never been determined and she has yet to resurface, if indeed she ever will.

MIND MAIDEN

Kathy Kinder was always able to get a "feel" for what folks were thinking. She seemed able to guess what her bosses and co-workers were plotting and how best to exploit that information. As a stock broker, she was uncanny in her ability to get the jump on others and made a lot of money on Wall Street. Eventually, she slipped up and revealed her psionic gifts. She was soon arrested for insider trading.

After her release from prison, she was contacted by Agor to join the Dynamos; the first such recruit who had not first battled the hero Dynamo.

During the K'tharen invasion, Kathy was able to read the mind of a K'tharen Commander and learned his plans to attack the prison holding Agor and several other Dynamos. By this point, Professor Proteus' attack on the facility was already

underway. Kathy mentally contacted Agor and warned him of the coming attack, but during the transmission she was apparently shot from behind by a K'tharen Soldier.

The assumption is that she died, but her dying thought to Agor was how to evade K'tharen Patrols; she died saving the lives of her teammates.

RAMROD

Jason Rodderick was a colleague of William Gardner's (Dynamo's alter-ego) and was engulfed and altered by the same experimental energies. Jason, however, in addition to super speed, also manifested the ability to generate a field of energy around himself (thus allowing him to ram opponents at high speed and emerge uninjured).

Always a competitive person, Jason took the name Ramrod and challenged Dynamo to a race. He was fast, just not fast enough. Enraged, he attacked Dynamo, and in doing so, revealed his true nature. He was sent to prison for assault and when released was recruited into the Dynamos, lured by a chance for revenge.

During the prison raid, he tried to block a K'tharen heavy weapons blast that was aimed at his friend Smasher, but the blast proved too powerful for his protective field. He died saving the life of his friend, who ironically would die soon afterwards.

SMASHER

John Swafford was a thief hired to steal blueprints from the facility William Gardner worked at. Using an exo-frame power suit, he was making good his escape when he ran into Dynamo. A battle inevitably ensued. During the melee, John tried to punch Dynamo, but struck the experimental generator that granted Gardner his powers instead. The device was destroyed (and thus no more people would be mutated by it) but John was covered in its energies. He didn't develop super speed powers, but was instead granted super strength and invulnerability. He was ultimately defeated by Dynamo and imprisoned. On his release, he was recruited into the Dynamos.

During the prison raid, he was saved by his friend, Ramrod; but at the cost of his friend's life. Enraged, he went berserk and killed several K'tharen. But in his rage he failed to dodge several powerful blasts. He died, but took many of the enemy with him.

USING TEAM DYNAMO IN YOUR CAMPAIGN

Team Dynamo is an example of an "old school"-style villain team that has survived the initial invasion. If used in a campaign it should be made clear that the team has suffered greatly during the invasion and afterwards and has been scarred—both physically and spiritually—in the process. In order to maintain this style, by the end of the campaign several more of the team should die or be severely injured. They are the forbearers of the next age of super-humans, the phoenix of a new age of villains. The team is available for use by both the players (as Team Dynamo members) and the GM (to use as a source for adventures and background information).

The team stands at fourteen members; the seven mentioned above and seven empty slots available for the

Gamemaster to populate with player characters or NPCs of their own design.

The players could have a pre-existing connection to the team or be recruited by Agor. As mentioned earlier, this material is adaptable as needed to suit a *Necessary Evil* Campaign.

The exact location of Team Dynamo's base has been left vague so the game can be set wherever the campaign dictates. If the game follows the Plot Point Adventures detailed in *Necessary Evil*, then the team could travel to Star City to conduct their missions and return to their base upon completion. Be as flexible with the material as is needed.

TEAM DYNAMO PLOT POINTS

The ten plot points provided by the *Necessary Evil* Sourcebook are, naturally, the best place to start for adventures for Team Dynamo, but following are a few Mini-Plot Points that are more directly related to the backgrounds and stories related to the team. It might be a good idea to run one of these adventures between those provided by *Necessary Evil*. Feel free to devise daring adventures for your campaign set within the Team Dynamo Story as you see fit. After all, these Plot Points are intended to help aid your campaign and get the most fun out of your *Necessary Evil* game.

EPISODE A: SPLINTER IN THE MIND.

The word on the street is that people all over the city have been acting strangely for the past few days. Soundwave breaches V'sori Communications and uncovers intelligence reports about a special project called Mindwave. The project's goal is to find a way to gain control of super-humans via mind control technology. However, something seems to have gone wrong.

If the team decides to investigate, they will find the facility lightly guarded, with some of the K'tharen and Drone Guards dead.

Traveling through the facility, the players will be attacked by inanimate objects suddenly coming to life.

Eventually, the players will come to a woman who is encased in a suspended animation system. It is, in fact, the Dynamos former teammate Mind Maiden. She was not killed, but instead was wounded and captured. If Agor is on the mission, he will be enraged by the treatment of his friend, who he seems to care about more than anyone would have believed.

If revived, she will reveal that she can use the project's technology to cause a surge of psionic energy that will kill hundreds of K'tharens and V'soi within a mile radius, but possibly at the cost of her life. If they players try to stop her, she will prevent them and use the technology. Immediately afterwards, she will fall, apparently dead.

After the team returns to their base, they learn that Kathy has projected her mind into the base computer. Possibly, someday, she will be able to return to her body. In the meantime, the players may be able to find a way to contact her within the circuitry of the computer.

EPISODE B: THE GAUNTLET

The team gets a lead that a powerful superhuman is being held at a secret prison. If the players go to the rescue, they will find that it is a trap set by a V'sori Warlord name G'ter.

The players must travel through the facility (which is filled with all kinds of vicious traps). If they survive the traps, G'ter will attack them himself in a powerful armor suit (use the Armor-Clad Super, but double the armor value and increase the Super Attributes 3 steps).

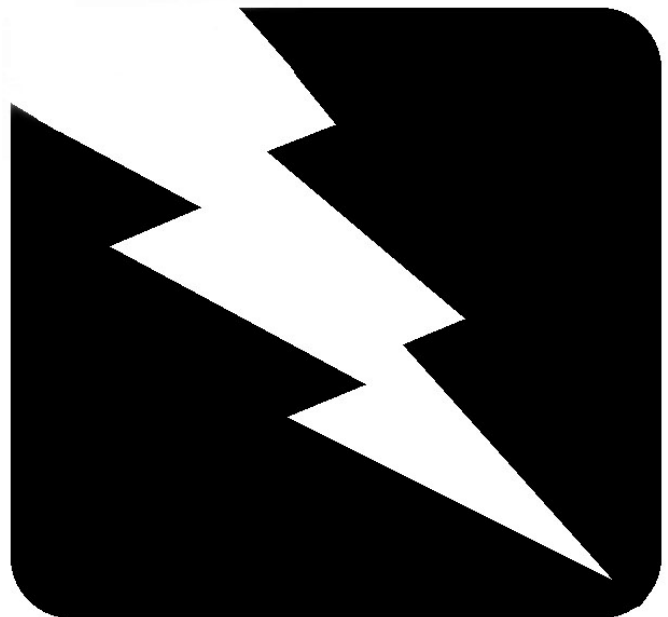
EPISODE C: GHOST IN THE MACHINE

A freak thunderstorm strikes Comp-U-Tron, somehow rebooting his memory and returning him to his former personality. Enraged by being, effectively, a slave to his teammates, he will attempt to take control of any computer in the team base. The players must defeat the robot before he draws the attention of the V'sori. If at all possible, the players should be encouraged to find a way to defeat him without destroying him, possibility even scrambling his circuitry again so he returns to his pre-awakened state.

EPISODE D: THE TRAITOR WITHIN

The satellite that granted Agor sentience has a secret; it was actually carrying the digitized mind of a V'sori Scientist named Agor. Apparently, he was punished by the Overmind for a failure and had his mind stripped from his body and placed within the device. When it crashed on Earth, Agor's intelligence escaped and found the closest empty mind it could, the ape's! Mutating the creature with the radiation of the satellite, he now had the perfect body to get his revenge on his former master.

Over the course of the campaign, the players should be given clues to Agor's true nature. Once they discover the truth, the campaign may take a dramatic turn.



THE MONSTER MASH

Continuing to populate the Savage Worlds with nasty brutes, by Mark Swafford

The Crypt Guardian

The crypt guardian is a summoned undead being that defends tombs from treasure seekers and others who would dare defile its sanctity. They appear as humanoid skeletons clothed in dark flowing robes. Their eyes are pinpoints of intense glowing light. They cannot leave the confines of their tomb and daylight instantly destroys them. They are not violent by nature and will only enter into melee if they believe their tomb to be in danger.

Attributes: A d6; Sm d8; Sp d8; St d6; V d8

Pace: 6"; **Parry:** 6; **Toughness:** 8

Skills: Fighting d8, Notice d8, Stealth d8

Special Abilities: Claws (Str+2), Fearless, Undead, Immune to all powers that affect the mind as well as non-magical weapons.

The Behir

Behir are enormous (up to 40' long), ten-legged, reptilian creatures. They usually move around snake-like to try and take their target by surprise although they can walk when necessary. The preferred method of attack is to Grapple with their prey and squeeze the life out of them while shredding them with their claws. Their sheer strength, magical abilities and immunities make the behir a most dangerous adversary indeed.

Attributes: A d8; Sm d6; Sp d6; St d12+7; V d10

Pace: 6" (Slither 8"); **Parry:** 6; **Toughness:** 16

Skills: Fighting d8, Guts d10, Stealth d8 (when walking d4)

Special Abilities: Armor+2, Bite (Str+1), Claws x2 (Str+2), Hardy, Huge (Size +7), Immune to electrical attacks and poison, and Lightning Bolt (once per encounter may discharge bolt of electricity at a single target; Range 15" and Damage 4d6).

The Heucuva

Monks who are less than faithful to their vows are punished to roam the dark as undead creatures. They live in lairs that bear a mocking resemblance to their former monasteries. Their touch causes disease and their hate for the faithful drives them to tirelessly seek out and destroy them.

Attributes: A d6; Sm d4 (Insane); Sp d4; St d6; V d6

Pace: 5"; **Parry:** 5; **Toughness:** 7

Skills: Fighting d6 and Notice d6

Hindrances: Slow and Enemy (Anyone possessing AB: Miracles)

Special Abilities: Claws x2 (Str+1; AP1), Disease (If wounded by Heucuva, target must make Vigor roll at -2 at the start of each day or lose one die type of Strength and Vigor; *greater healing* can stop disease and additional castings each restore one lost die type of either Strength or Vigor), Fear, Immune to all but silver or magical weapons, Shape Change (May take form of any humanoid for up to one hour three times per day), and Undead.

The Shadow Dragon

Massive, deadly, and cunning these creatures prove themselves a fearsome foe when fighting from their dark lair. Oddly enough, these evil creatures usually attack from hiding or from out of the shadows, evidently preferring to use guile over strength. Their scales are a dark pearlescent color giving them the illusion of being a mass of shadows when viewed from a distance. They covet dark gems and artifacts that produce darkness or shadows.

Attributes: A d8; Sm d12; Sp d8; St d12+8; V d10

Pace: 6" (Fly 15"; Climb 4"); **Parry:** 6; **Toughness:** 18

Skills: Fighting d8, Guts d10, Spellcasting d10

Edges: Arcane Resistance (Magic), Arcane Background (Magic)

Hindrances: Weakness to Sunlight (-4 to all trait rolls)

Powers: 30 Power Points; *obscure, stun, teleport*

Special Abilities: Armor+3, Bite/Claws x2 (Str+3), Fear, Hardy, Huge (Size +8), Immune to the *obscure* power, Shadow Breath (Medium Burst Template; Range 12", in place of normal attack; all within area of effect must make Smarts roll or suffer -2 to all actions for remainder of round, with snake eyes, they're Shaken instead), and Tail Lash (as per *Savage Worlds* dragon).



IT LOOKS LIKE SNOW...

A Fast, Furious, and err... Fun Method for Determining the Weather on any Given Day

Of course, the GM is always free to simply determine the day's weather according to whatever criteria he feels appropriate; however, it's sometimes more fun to just let the dice decide how things are going to turn out. When using this system, the GM should roll on the following table once per day. Unless it is raining or snowing, each day's weather has a 60% chance of continuing for d6 days (at the end of which time the GM should roll on this table again). Poor conditions, such as heavy rain or snow, should reduce daily overland travel rates accordingly as well as possibly limiting or hindering normal movement rates as well. Wind, refers to "gusts", normal wind flow would be half or less or maximum gusts.

D10	Summer	Fall	Winter	Spring
1	Cool, 65°, slightly overcast with no wind.	Cool, 65°, overcast, 15-20 mph wind.	Cold, 20°, cloudy skies, 15 mph wind.	Warm, 65°, clear skies, 15 mph wind.
2	Warm, 75°, clear skies, no wind.	Very cool, 45°, overcast skies, 20-30 mph wind.	Very cold, 0°, clear skies, 10-20 mph wind.	Muggy, 75°, overcast, no wind.
3	Very warm, 85°, clear skies, no wind	Cold, 40°, overcast sky, 30-40 mph wind.	Extremely cold, -20°, overcast, 20 mph wind.	Warm, 70°, clear skies, 5-10 mph wind.
4	Hot, 95°, clear skies, no wind.	Warm, 65°, clear skies, no wind.	Cold, 15°, overcast, 3-5 mph wind.	Warm, 65°, 20 mph wind, sporadic showers.
5	Very hot, 105°, clear skies, no wind.	Very warm, 75°, clear skies, 10mph wind.	Cold, 20°, cloudy skies, hail for d10 minutes.	Warm, 75°, clear skies, no wind.
6	Extremely hot, 110°, clear skies, no wind.	Cool, 55°, on-and-off showers.	Very cool, 45°, clear skies, no wind.	Cool, 45°, overcast, 20 mph wind.
7	Hot and muggy, 85°, overcast, slight breeze.	Unseasonably hot, 80°, clear skies, no wind.	Unseasonably warm, 55°, no clouds or wind.	Hot, 85°, clear skies, no wind.
8	Cool morning fog, becomes warm, 80°, clear skies, no wind.	Unseasonably cold, 30°, clear skies, no wind.	Cold, 35°, 10-20 mph winds, light snowfall (d6" total) all day.	Warm, 65°, showers off and on all day (duration of 2d10 minutes each).
9	Unseasonably cold, 50°, slightly overcast, 10-15 mph winds.	Cool, 50°, low, fast clouds, and 30-50 mph wind.	Cold, 20°, slight wind, heavy snowfall (6+d6" total) all day.	Warm, 65°, low fast clouds, 30-40 mph wind.
10	Summer rain storm (lasts d10x6 minutes, roll again for day's weather and have storm occur whenever appropriate.	Unseasonably cold, 30°, snowfall of 1" per hour for d10 hours, 20-30 mph wind.	Very Cold 0°, 40-60 mph wind, blizzard conditions (12+d6" total snowfall; severely reduced visibility, no travel possible without severe risk of cold injury).	Muggy, 80°, cloudy skies, no wind, rain all day (2d4" total).

This article is based on a chart that originally appeared in The Arduin Adventure, a roleplaying game by David Hargrave which is currently a property of Empire Press. No challenge to its copyright is intended or inferred.



Savage Fu

A Simple Martial Arts System for Savage Worlds, by Matthew Mather

In the real world, the martial arts encompass dozens of different disciplines, philosophies and styles. In Savage Worlds terms, all that can be summed up as "beating up other people and looking cool while doing it".

THE BASICS OF HITTING STUFF

It can be assumed any character can make an unarmed attack using their Fighting skill. Characters without the Fighting skill simply use the "unskilled" default of d4-2. Damage, unless declared otherwise before making the attack, is treated as lethal damage (just like any other melee attack). If the attack succeeds, a simple Strength roll determines the amount of damage scored against the target.

Statistically-speaking, unarmed attacks can be thought of as a distinct type of melee weapon, the statistics of which change as the character gains certain Edges:

Type	Dmg.	Weight	Cost	Min. Str	Notes
Unarmed Attack	Str	0	0	—	Counts as Unarmed

With the GM's approval, "Unarmed Attack" can be selected as a character's Trademark Weapon and count as two weapons for the purpose of attacking with two weapons and the Two Fisted Edge. Obviously, the GM also has the final say over whether hitting something will actually have any effect (an untrained person hitting someone else in plate armor will only get a sore hand).

Roundhouse Kicks and Other Neat Moves

Many nifty martial arts moves are already covered by existing rules or Edges. For example, a "roundhouse kick" can be thought of as a Wild Attack (+2 Fighting, +2 damage, -2 Parry). Tricks and the Defensive Fighting Edge cover half of Jackie Chan's stunts in the movies. Combination attacks are covered by Frenzy and Two Fisted or Pugilist. "Psyching out" your opponent is covered by Tests of Will. The ability to break stuff easily with bare fists is covered by Fist of Iron (see below).

ADVANCED GRAPPLING

As well as the basic grappling technique described in the Savage Worlds rulebook, characters may also attempt to knock their opponents feet out from under them (this is called "sweeping") or throw them to the ground. Both of these are resolved similar to Grappling, but the result is more like a Trick.

The attacker rolls the Fighting die and if the result is more than the defender's Parry, the opponent is knocked prone. On a raise, the defender is Shaken as well. A successful Sweep lands the defender in the same spot. A successful throw lands the defender next to the attacker, but in a different position. It's the GM's call whether a hero can throw an opponent to a particular spot (like, over a cliff) or not. See Grappling, Tricks and Prone in the Special Rules section of the Combat chapter in the revised rulebook.

Flying Leaps

A GM running "Martial Arts Heavy" or "Cinematic" campaign may allow Wild Cards to be able to jump around farther than in the standard rules (see the Combat section in the Game Rules chapter). The following is suggested: Instead of just 1" extra for a success on a Strength roll, Wild Cards may jump an extra inch for a success and each raise. Additionally, they may jump 1" vertically with a successful Strength roll. Martial Arts Masters also increase the minimum distance for horizontal or vertical jumps by 1".

MARTIAL ARTS EDGES

"I refer to my hands, feet and body as the tools of the trade. The hands and feet must be sharpened and improved daily to be efficient." - Bruce Lee

In the movies, every fighter carefully choreographs fights in advance. In-game, the heroes with the following Edges are simply extremely well-trained and lucky, but not beyond what's possible in real life with a lot of practice and a good stunt coordinator. Super-human stunts are represented by Mystic Martial Arts.

By the way, the Martial Artist edge doesn't need to necessarily represent Asian martial arts exclusively. Martial Artist could simply mean "Elite Trained Fighter". Defensive Fighting, Fist of Iron and Merciful Touch are Combat Edges, while Fist of Legend is a Legendary Edge. All the rest are Professional Edges.

Defensive Fighting

Requirements: Novice, Agility d8, Fighting d8

When taking a Defend action (+2 to Parry), your hero may make other actions with whatever Multiple Action Penalties may apply. Alternately, your hero gains an additional +2 bonus, for a total of +4 to Parry, if Defend is the only action (other than free actions, like normal movement) taken in a round.

(Normally, the Defend action gives you a +2 bonus to Parry and your hero can't make other actions.)

Fist of Iron

Requirements: Seasoned, Martial Artist or Pugilist, Agility d8, Strength d8

Your hero's unarmed attacks gain AP+2.

Fist of Legend

Requirements: Legendary, Iron Fist

Your hero's unarmed attacks gain AP+4 and count as Heavy Weapons.

Martial Artist

Requirements: Novice, Agility d8, Fighting d8

While anyone can try to hit their opponents with their fists, Martial Artists have trained for years in a style or two and untrained fools are no match for them. Your hero does an additional +1 damage with unarmed attacks and is considered armed for the purpose of the Unarmed Defender rule (see the Special Rules section of the Combat chapter). "Unarmed Attack" is considered a weapon for the purpose of the Trademark Weapon edges and two weapons for the purposes of any Edge that requires two weapons. Additionally, the hero has no Off-hand Penalty with unarmed attacks, similar to the Ambidextrous Edge. A Martial Artist's unarmed attack, written as a "weapon", looks something like this:

Type	Dmg.	Weight	Cost	Min. Str	Notes
Unarmed Attack	Str+1	0	0	—	No offhand penalty

Martial Arts Master

Requirements: Seasoned, Martial Artist, Acrobat

A Martial Arts Master is a master of many different styles. Your hero does an additional +1 damage with his unarmed attacks and an additional +1 to Parry with no encumbrance penalty (see the Acrobat Edge).

A Martial Arts Master's Unarmed Attack, written as a "weapon" (and assuming the Pugilist Edge isn't taken), looks something like this:

Type	Dmg.	Weight	Cost	Min. Str	Notes
Unarmed Attack	Str+2	0	0	—	Counts as Armed; Parry +2

Merciful Touch

Requirements: Seasoned, Martial Artist or Pugilist

Your hero may make an unarmed non-lethal attack as a touch attack (+2).

Pugilist

Requirements: Novice, Agility d6, Strength d8, Fighting d6

Your hero deals an extra point of damage when attacking unarmed. Your hero also ignores the multiple action penalty for attacking with both fists in a round, similar to the Two Fisted Edge. A Pugilist's unarmed attack, written as a "weapon" (and assuming the character doesn't have any other Edges that affect unarmed attacks), looks something like this:

Type	Dmg.	Weight	Cost	Min. Str	Notes
Unarmed Attack	Str+1	0	0	—	No M.A.P. for attacking with both fists; Counts as Unarmed

Wrestler

Requirements: Novice, Strength d8, Fighting d6

Your hero gains a +1 bonus to Fighting and Parry when grappling.



MARTIAL ARTS STYLES

"Too much horsing around with unrealistic stances and classic forms and rituals is just too artificial and mechanical, and doesn't really prepare the student for actual combat. A guy could get clobbered while getting into this classical mess." - Bruce Lee

In spite of Mr. Lee's stance, a player may wish for their hero to have a classical style. In *Savage Worlds*, many martial arts styles can be represented by a combination of Edges and optionally, Hindrances (such as Code of Honor, Pacifist, Vow, etc.) The Acrobat Edge covers the basics of "soft" defensive styles, Martial Artist covers the basics of "hard" aggressive styles and Wrestler covers the basics of grappling styles.

Edges

The list below contains edges recommended for any Martial Artist hero to take, but certain ones may be taken to represent a particular style. 50F stands for *Fifty Fathoms*, 50FC stands for *Fifty Fathoms Companion*, BoNE stands for my Bunch of New Edges found in this month's installment of *With the roll of a die.*, DLC (Deadlands conversion), EN (*Evernight*), NE (*Necessary Evil*), SF (*Savage Fu*), and ZR (*Zombie Run*).

- Accurate Strike & Improved Accurate Strike (BoNE)
- Acrobat
- Ambidextrous
- Berserk
- Block & Improved Block
- Brawny
- Champion
- Combat Reflexes
- Combat Sense (NE)
- Danger Sense
- Deadly Technique (BoNE)
- Defensive Fighting (SF)
- Dirty Fighter & Really Dirty Fighter (50F)
- Dodge & Improved Dodge
- Don't get 'im riled! (DLC)
- Fast Healer
- First Strike & Improved First Strike
- Fist of Iron and Fist of Legend
- Fleet Footed
- Florentine
- Frenzy & Improved Frenzy
- Giant Killer
- Hard To Kill
- Level Headed & Improved Level Headed
- Martial Artist & Martial Arts Master
- Merciful Touch
- Mighty Blow
- Nerves of Steel & Improved Nerves of Steel
- Oversized Weapons Master (50FC)
- Power Lifter (ZR)
- Quick
- Sweep & Improved Sweep
- Strong Willed
- Take The Hit (NE)
- Thief
- Two Fisted
- Trademark Weapon & Improved Trademark Weapon
- Weapon Master & Master of Arms
- Wild Wild Attack (BoNE)
- Whirlwind & Improved Whirlwind (EN)

Example Styles

Here are a few examples of styles that can be emulated with existing combinations of Edges. Bear in mind that the following are just loose guidelines for *Savage Worlds* and have little to do with how the styles are practiced in real life (plus, the author has little first hand knowledge of most of these).

Aikido

Aikido is a grappling style that emphasizes soft techniques and pinning opponents rather than striking them.

Edges: Acrobat, Defensive Fighting, First Strike, Wrestler

Karate

The "Empty Hand" traditions employ a variety of strikes and blocks.

Edges: Acrobat, Level Headed, Martial Artist, Pugilist

Kung Fu, Wing Chun

Wing Chun is a style that emphasizes both hard and soft techniques.

Edges: Acrobat, Block, Defensive Fighting, Martial Artist

Kick Boxing

While not a "traditional" style in that it is a recent development (1970s), Kick Boxing is a popular sport that emphasizes hard techniques.

Edges: Martial Artist, Nerves of Steel, Frenzy, Pugilist

Ninjitsu

Since *Savage Worlds* is *Savage Worlds*, Ninjas just shouldn't be left out of an article on martial arts.

Edges: Acrobat, Alertness, First Strike, Thief

Shinto Ryu

This style is taught in self-defense classes all over the world.

Edges: Alertness, Defensive Fighting, Dirty Fighting, Wrestler

Sumo Wrestling

Sumo Wrestling is a popular sport in Japan, a lifestyle and a martial art. Most of the techniques used involve using the wrestler's mass against his opponent's.

Edges: Brawny, Martial Artist, Power Lifter, Wrestler

MYSTIC MARTIAL ARTS

In real life, many martial arts styles have a spiritual side to them, incorporating principles of Taoism, Buddhism, Shintoism or (rarely) even Christianity and other Western religions. However, for the purpose of *Savage Worlds*, we're going to ignore all that and look to Japanese manga and over-the-top Hong Kong action movies filled with special effects. GMs should allow players to take this Arcane Background after character creation as long as they meet the requirements.

Arcane Background (Mystic Martial Arts)

Arcane Skill: Chi Manipulation (Spirit)

Starting Power Points: 10

Starting Powers: 2

Requirements: Martial Artist or Acrobat

The mystic martial arts represent a hero's ability to tap into his or her own chi (basically "life force" or "spirit energy") to produce amazing effects. The actual range of powers varies depending on just how "flashy" the player and GM want to get. There are no restrictions rules-wise on taking *bolt*, for example, but if the GM

doesn't think the hero could fire lightning from his palms at Novice rank in his campaign, the player should at least try to come up with reasonable trappings.

Flashy Chi (optional): Some chi manipulators have trouble disguising their powers and may even have to speak or yell the name of some of their powers to use them. A little chi leaks into their surroundings whenever they use their powers, making wind swirl around them, their punches sound like firecrackers and their bodies might even give off a glowing aura. Other characters with Mystic Martial Arts can even sense the use of "flashy" powers from a long way off. These effects can only be suppressed by the hero using the *conceal arcana* power on themselves. The upside is that those with Flashy Chi start with 5 extra Power Points.

Chi Powers: Any Mystic Martial Artist may use the following powers from the revised rulebook: *armor*, *blast*, *bolt*, *boost trait*¹, *burst*, *deflection*, *detect/conceal arcana*, *elemental manipulation*, *environmental protection*, *fly*, *greater healing*, *healing*, *lower trait*, *quickness*, *smite*, *speed*, *stun* and *telekinesis*.

Iron form, *leap*, and *mind link* from *Casting Without the Cape* in **Shark Bytes #3** may also be used. They are reprinted below for reference. *Armor*, *deflection*, *quickness*, *smite*, and *speed* may only be used on the hero; *boost trait*, *environmental protection*, and *healing* may not be used on others until Veteran rank. One or two powers not mentioned above may be learned as the hero's "trademark power" at the GM's discretion.

Trappings: Since mystic martial arts styles vary wildly from manga to manga and movie to movie, imaginative trappings should be chosen and powers should be renamed whether their names are shouted out or not. *Bolt* could represent glowing "energy" bolts, invisible force or very sharp cherry blossoms shot at high speeds. *Armor* could be a force field, translucent dragon scales or just a particular stance. Even the Chi Manipulation skill can be renamed as "Psychic Fu", "Heiten Mitsurugi Style", "Matrix Control" or whatever.



¹ *Boost trait* and *lower trait* are considered separate powers for Mystic Martial Artists.

New Power Edges

Focused Mind

Requirements: Seasoned, Arcane Background (Mystic Martial Arts)
Your hero gains a +1 bonus to arcane skill rolls when using and maintaining powers and a +2 bonus when maintaining concentration.

Supremely Focused Mind

Requirements: Heroic, Arcane Background (Mystic Martial Arts), Focused Mind
Your hero gains a +2 bonus to arcane skill rolls when using and maintaining powers and a +4 bonus when maintaining concentration.

New Powers

IRON FORM

Rank: Veteran

Power Points: 4

Range: Self

Duration: Instant

Based on: Absorption

Trappings: Strike a pose!

Effect: Casting iron form is as simple as flinching. Just before a melee blow lands, the caster becomes completely rigid, like a statue, and takes no damage from the blow. Instead, he is knocked back 1" (more for extremely powerful blows; such as when the attacker achieves a raise on the Fighting roll) and must make an Agility roll or fall prone. The caster must see the attack coming, so iron form is not usable against missiles, spells, surprise attacks, or when the opponent has The Drop. It can be used against physical impacts that are not strictly attacks, such as hitting the ground after a long fall or being struck by a car. In all cases, the caster must cast iron form before the damage for the blow is known.

LEAP

Rank: Seasoned

Power Points: 1

Range: Self

Duration: Instant

Based on: Leaping

Trappings: Eating a dried grasshopper

Effect: With this spell, the caster makes a single prodigious jump in any direction. He can leap 4" horizontally (with at least a 10' ceiling), or 3" straight up. The leap can come before, during, or after the caster's normal Pace. If he runs at least 6" before jumping, the horizontal distance increases to 5".

MIND LINK

Rank: Veteran

Power Points: 6

Range: Sight

Duration: 3 (2/round)

Based on: Telepathy

Trappings: Concentration; a meaningful meeting of the eyes

Effect: Mind link establishes full two-way, silent communication, in words or images, between the caster and one target. The target can choose to resist the spell with Spirit, or can simply allow the link to take place. If the target is out of sight, but known to the caster and within one mile, the caster can make a single Smarts roll to establish the link. If he fails, Power Points are expended regardless.

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EDITOR

William Littlefield

ARTWORK

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CONTRIBUTORS

Bob Bretz
Simon Carryer
Bill Littlefield
Matthew Mather
Byron Molix
Joel Sparks
Mark Swafford



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