



The inventor can *use* his devices on others, of course, including administering drinks from his magical elixirs or giving them injections of some miraculous super serum he's created. If Dr. Gabriel administers his elixir, for example, he rolls to activate the power normally. If he *gives* someone the bottle to use later, they'll find it's lost its potency.

Jury Rig: Weird scientists must usually activate their powers through their assigned device, but they can improvise other ways if needed at a -2 penalty. This requires a decent rationale relative to the setting and the GM's permission.

Example: Gabe is captured by evil aliens and all his equipment is taken. He's placed in a holding cell and decides he'll use the overhead lights and whatever the aliens use for electricity to create a makeshift blast. The GM agrees this will work, but only once since it will destroy the lights and short out the cell's energy in the process.

MULTIPLE ARCANE BACKGROUNDS

Though it should be rare, the Game Master might allow a character to take multiple Arcane Backgrounds in her setting. With her permission, treat each Arcane Background as its own set, adding powers, Power Points, and buying appropriate skills separately.

SUPERS

True "four color" super heroes are beyond the scope of these powers. See the *Savage Worlds Super Powers Companion* for a fast, fun, and comprehensive treatment of super powers, from street-level crime fighters to cosmic champions!

"ONE 40 MEGAWATT, REPEATING, COLD FUSION-POWERED, PLASMA GUN COMING UP!"

-GABE

TRAPPINGS

Trappings allow the core powers presented in this chapter to have many different appearances. They usually have no game effect on their own, but are important for atmosphere and theme.

One character might fire a swarm of bees to attack her foes, for example, while another shoots red lasers from her eyes. Both are examples of the *bolt* power and share the same mechanics, but they look and are described differently.

Trappings *do* matter when an obstacle or opponent has a particular strength or weakness. If an ice troll suffers +4 damage from fire- or heat-based attacks, for example, a *blast* a player describes as a fireball counts as a fire attack and does +4 damage.

Once described, a power's Trappings don't change without the **Wizard Edge**, page 47, or an Advance — see below.

A character can alter the power's *effects* as she wishes using the **Power Modifiers** on page 152.

MORE ON TRAPPINGS

Trappings allow an endless variety of powers and the *sources* of those powers. Sometimes that might produce some strange results, so the player and GM must use common sense to figure out any inconsistencies. Here's an example.

Gabe is an alchemist in a fantasy game. He decides his *blast* power manifests as a bag of small, explosive pots he hurls like grenades.

Blast has a Range of Smarts $\times 2$. With a d8 Smarts, that's 16" with no Range penalties. This is sometimes better than using Athletics to throw an actual grenade, which has Range penalties at 10" and 20." That's okay — Gabe's player has to track and use Power Points. Another character with traditional grenades doesn't, but must contend with Range modifiers.

SYNERGY

Sometimes logic dictates a power's Trapping should have some additional effect. Zapping someone with a lightning bolt while they're standing in water should cause additional damage, for example, or less if they're wearing a rubber hazmat suit.

When this occurs, the GM can decide there's synergy that either increases or decreases the effect or damage (GM's call) by +2 or -2.

Oppositional forces, such as fire and ice or light and darkness, *don't* have synergy against one another (though such effects are sometimes accounted for in some creatures' Special Abilities). If a fire *blast* hits ice armor (*protection*), for example, there's no synergy because they cancel each other out.

LIMITATIONS

Sometimes a power's Trapping imposes a limitation on the power. This gives the power focus at the expense of versatility, reducing the strain it causes the caster. The Limitation is permanent and always in effect unless changed with an Advance as noted below.

Each limitation placed upon the power reduces its total Power Point cost by one (to a minimum of 1). If this would normally reduce the cost to 0, you gain a +1 bonus (+2 maximum) to the arcane skill total instead.

- **RANGE:** The power's Range is reduced to Touch (and its listed Range is greater).
- **PERSONAL:** The power's Range becomes Self (and has a Range of Touch or the Range Limitation above).
- **ASPECT:** The character can only access one aspect of a power (that has more than one choice), such as *sloth/speed* or *boost/lower Trait*.

ADDING & CHANGING TRAPPINGS

A character gets two new powers when he takes the **New Powers Edge** (page 47). He may instead add Trappings to his powers in place of one or two of the new powers. A hero who takes the New Powers Edge, for example, could choose one new power and add an ice Trapping to her *bolt*. The GM may also allow a player to *change* the trapping of existing power when she gains an Advance. This should reflect a major change in the character in some way as determined by the player and GM.

ACTIVATION

A character activates a power by picking a target within Range and making an arcane skill roll. A roll less than 4 means the power doesn't activate. The caster spends one Power Point regardless of any Edges such as Channeling, unless the ability specifically says it reduces the minimum cost to 0.

A roll of 4 or higher means the power activates and consumes all the Power Points allocated to it, even if it misses the target (such as with *bolt*), or the defender resists.

Success means the hero spends the Power Points and resolves the power's effects. A raise has additional effects noted in the particular power description.

Backlash: A Critical Failure when activating a power is called Backlash. It causes a level of Fatigue and all currently active powers instantly terminate.

Group Rolls: The GM can choose to make **Group Rolls** (page 89) when large numbers of nonplayer characters are affected by a power. It's useful to roll damage against each group of like targets separately in an Area Effect attack, for example, but to roll separately for those trying to escape an *entangle* or similar power.

CASTING REQUIREMENTS

A character must be able to see his target and cannot be **Bound** (see page 98).

MAINTAINING POWERS

It costs 1 Power Point to maintain a power for its base Duration. If a power's Duration is five rounds, for example, it can be maintained for another five rounds for 1 Power Point.

Maintenance is per target but ignores other Power Modifiers, so renewing *boost Trait* on three allies costs 3 Power Points and extends the effect of each another five rounds.

Unless a power says otherwise, the caster can terminate it as a free action.

RECHARGING

A character recovers 5 Power Points per hour spent resting, meditating, etc. What constitutes "rest" is up to the GM, but they do not recharge while powers are maintained, or during anything more than mild physical exertion, emotional stress, or mental distraction. A hero can rest while riding a horse, for example, unless the animal is restless, the road is terribly bumpy, traffic requires frequent concentration, etc.

Heroes can also regain Power Points while walking if the conditions are generally favorable and the pace is leisurely.

POWERS AS MULTI-ACTIONS

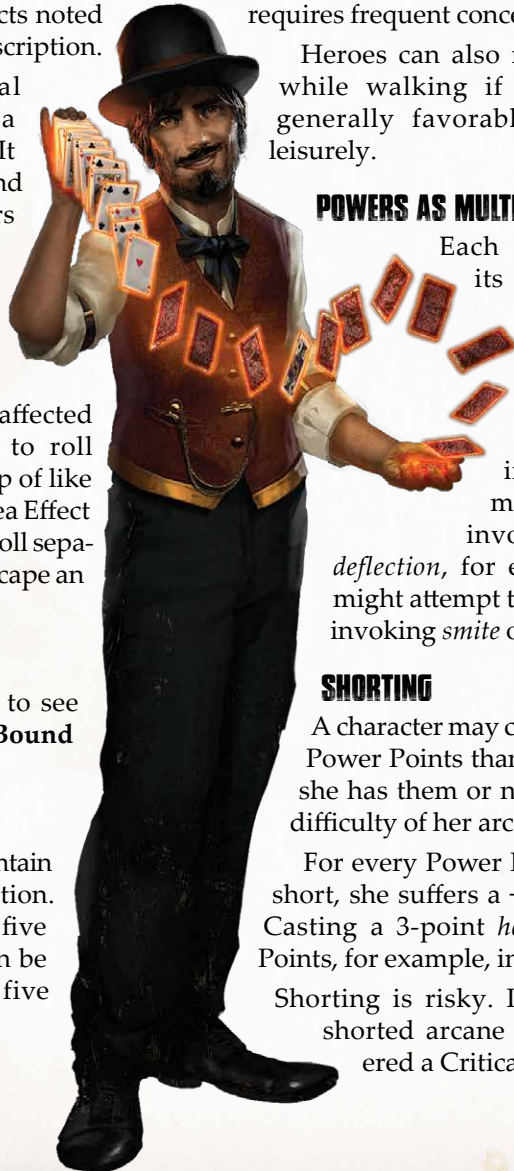
Each power activated is its own action, and the same or different powers may be cast multiple times as a **Multi-Action** (see page 103). A wizard in a fantasy setting might open combat by invoking *protection* and *deflection*, for example, or a priest might attempt to *banish* a spirit while invoking *smite* on his mace.

SHORTING

A character may cast a power with *fewer* Power Points than it requires (whether she has them or not) by increasing the difficulty of her arcane skill roll.

For every Power Point a character will short, she suffers a -1 penalty to the roll. Casting a 3-point *healing* with 0 Power Points, for example, inflicts a -3 penalty.

Shorting is risky. If a character fails a shorted arcane skill roll, it's considered a Critical Failure!



POWER MODIFIERS

Power Modifiers allow characters to customize their abilities, adding a special effect that better reflects her power's Trapping.

Power Modifiers are selected each time a power is activated and may be freely changed each time. An icy *bolt* might cause Armor Piercing damage in one attack and Lingering Damage in the next.

A number of common modifiers are listed below, and some powers have additional options as well. The number in parentheses is the price in additional Power Points it costs to add the effect.

Casters must declare which modifiers they're using before rolling their arcane skill.

Unless a modifier says otherwise, it may be applied to any power, but only once per casting.

Power Modifiers last for the Duration of the spell, or until the end of the target's next turn in the case of Instant powers.

ARMOR PIERCING (+1 TO +3)

The attack is focused to defeat armor or seeks out a foe's exposed areas. Each Power Point spent grants the power AP 2 (see page 65), to a maximum of AP 6.

FATIGUE (+2)

Powers that drain or tax an opponent can cause Fatigue. This modifier may be attached to any power that can cause damage or is resisted by the target. If she's affected by the power in any way, she also suffers Fatigue. This cannot cause Incapacitation, however.

GLOW/SHROUD (+1)

Glow gives off soft light of an appropriate color for its Trapping (or caster's choice). This creates soft light in a Small Blast Template centered on the target, and lasts until the power expires. It subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character.

Shroud dims and slightly obscures the target so that attacks against her suffer a -1 penalty and she adds +1 to her Stealth rolls.

HEAVY WEAPON (+2)

The caster pours his energy into the attack, creating a focused blast. The attack counts as a Heavy Weapon.

HINDER/HURRY (+1)

The target is slowed in some way, perhaps due to intense cold, a slippery surface, or even binding matter or energy. His base Pace is reduced by 2 until the power expires.

A caster can Hurry the recipient instead. He might get increased energy, sure footing, or more powerful muscles. His Pace is increased by 2.

Effects of either modifier aren't cumulative.

LINGERING DAMAGE (+2)

The target is hit by fire, intense cold, acid, gnawing insects, or some other Trapping that continues to cause damage after the initial attack. On the victim's next turn, he suffers the power's base damage minus one die type (one additional turn only). If hit with a 2d6 *bolt*, for example, the victim takes 2d4 damage at the start of his next turn. If the base damage is already a d4 die type, it loses a die instead.

RANGE (+1/+2)

Double the power's listed Range for 1 Power Point, or triple it for +2. This modifier may not be used on powers with a Range of Touch or the Cone Template.

SELECTIVE (+1)

With intense focus, the caster can choose not to affect any or all individual targets within a power's area of effect (picking all enemies instead of allies in a *blast*, for example).



ARCANE DEVICES

A character with the Artificer Edge can focus items into devices for herself or others. The advantage is that they can be given to and used by allies. The trade-off is that devices take a little preparation to create and can be lost or destroyed.

Devices may be technological in nature, or they might be sacred, enchanted, or psychically powered objects, depending on the creator's Arcane Background.

Note: Arcane devices are relatively temporary creations player characters can create from their powers. Truly permanent "magic" items or devices are setting-specific, don't use Power Points, and are created by the Game Master as she sees fit (such as those found in the *Savage Worlds Fantasy Companion*).

The **No Power Points** Setting Rule (page 140) isn't compatible with Arcane Devices.

CREATION

Creating a device takes one hour per power that can be activated through it. The player must list which powers are in the device and then allocate Power Points to it. The device can only use the powers and Power Points allocated to it.

Power Points invested in an arcane device are lost to the inventor until they're used or recovered with **Tinkering**, see below (they don't recharge).

Power Modifiers: A user may spend a device's Power Points as desired, including enabling any applicable Power Modifiers.

Arcane devices may not be **Shorted** (see page 151).

Limitations: Arcane devices may benefit from **Limitations** (see page 150).

Activation: The creator uses his arcane skill as usual. Others use whatever skill is associated with the device's form — guns use Shooting, grenades use Athletics (throwing), and so on. If there is no other obvious skill, such as for a potion or worn item, the character rolls the inventor's arcane skill as if it were his own (he does *not* benefit from any of the creator's Edges or other abilities, however).

ARCANE DEVICE EXAMPLES

Dr. Destruction makes an *invisibility* belt and gives it to one of his minions. He has 20 Power Points and puts 5 of them into the belt, reducing his remaining pool to 15.

When the minion wants to turn *invisible*, he rolls Dr. Destruction's Weird Science skill. This costs 1 less Power Point than usual because of the belt's Limitation — it must be worn to activate so it has a Range of Touch.

Dr. Destruction also gives the minion the *bolt* power in the form of a ray gun and invests it with 10 Power Points. The minion rolls Shooting to fire it.

The minion suffers Fatigue if he rolls a Critical Failure activating either device.

Once the belt or gun is out of energy, Dr. Destruction can recover the Power Points he invested in it normally (see **Recharging**, page 151).

Failure to activate the device costs one Power Point as usual, and a Critical Failure causes the user Fatigue.

Tinkering: A creator can reassign up to five Power Points per action between an arcane device and her own pool. She must be in physical contact with the item to do so. Inventors should lend out their devices very carefully!

Example: Gabe is an alchemist. He makes an "oil of sharpness" Red can rub on her sword to activate the smite power. He invests four Power Points into it. Red soon finds herself in battle with the undead. She rubs the oil on the blade and rolls Gabe's Weird Science (since there's no other obvious skill). She fails, which drains the oil of one Power Point. She tries again in the next round and gets a raise, granting her sword +4 damage. Smite normally costs 2 Power Points but Gabe's Trappings has the "Touch" Limitation so it only costs 1 point each time she applies it (see **Trappings**, page 150).

"HERE'S MY LATEST CONCOCTION,
RED. BE VERY CAREFUL...IT'S
GONNA MAKE SOME BOOM!"

-GABE

POWERS

Listed below are a number of powers available in most Savage Settings. Each power has the following statistics:

Rank: The Rank a character must be to learn the power.

Power Points: The cost to activate the power in Power Points.

Range: The maximum distance between the caster and the power's effect. Range is often expressed as Smarts or some multiple thereof. If so, read Smarts as inches on the tabletop (twice that in yards). A Smarts of d10, for example, means the power can be cast up to 10" (20 yards) away.

Unless the power says otherwise, Range has no effect after the power is activated. An ally who has been granted *invisibility*, for example, may then move beyond the caster's Smarts with no ill effect.

Duration: How long the power lasts in rounds (unless otherwise noted).

NAMING POWERS

Players are encouraged to note their powers' Trappings and what the character might call them. A druid in a typical fantasy setting might write down his spells like this, for example:

- *Bolt* (Splinters — shards of wood)
- *Boost/Lower Trait* (Blessing/Curse of Gaia — slight healthy or sickly green glow)
- *Entangle* (Entangle — grasping vines rise from the earth)
- *Protection* (Bark skin — skin turns vaguely bark-like)

A mad scientist in the world of *Deadlands: The Weird West* might record the exact same powers like this:

- *Bolt* (Acid gun)
- *Boost/Lower Trait* (Dr. Worthington's Patented Pep Pills)
- *Entangle* (Dr. Worthington's Fast-Drying Resin)
- *Protection* (Electrostatic clothing)

Powers expire at the end of the character's turn X rounds later, where X is the Duration listed. Count the round the power activated. If a psychic activates *boost Trait* (Duration 5) on the second round of combat, for example, it remains in place until the end of her turn on the sixth round.

Powers may be maintained for their base Duration for 1 Power Point per individual.

Unless it says otherwise, the caster can terminate a power she's activated as a free action. She must terminate the entire power — she can't leave it on for some and off for others.

Trappings: These are descriptive ideas and suggestions for how the power might look or manifest in different types of settings.

LIST OF POWERS

ARCANE PROTECTION

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 5

Trappings: Concentration, a dull glow around the protected character, a fetish.

Success with *arcane protection* means hostile powers suffer a -2 penalty (-4 with a raise) to affect this character. If the hostile power fails to affect the target due to this penalty, it still activates and consumes Power Points (and may still affect other targets). If the power causes harm, damage is also reduced a like amount for the protected target.

Arcane protection stacks with Arcane Resistance should the recipient have both!

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

ARMOR

See *Protection*, page 165

BANISH

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: Holy items, arcane symbols, handful of salt.

Banish sends entities from immaterial planes back to their native dimensions. This includes ghosts, demons, elementals, and similar beings (at the GM's discretion).

Banishing a being is an opposed roll of the caster's arcane skill versus the target's Spirit. Success means the target is Shaken, and each raise causes a Wound.

If this Incapacitates the target it returns to its native plane of existence. *Banished* entities may return when the Game Master feels it's appropriate, such as the next full moon, when summoned again, or even a few rounds later if it's a particularly powerful creature under the right conditions or in a location of power.

BARRIER

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: 5

Trappings: Fire, ice, thorns, force, bones, energy.

Barrier creates a straight wall 5" (10 yards) long and 1" (two yards) tall, of immobile material that conforms to the surface it's cast upon. Thickness varies depending on what the wall is made of, but is usually a few inches.

The wall has a Hardness of 10 (or 12 with a raise), and may be destroyed as any other object (see **Breaking Things** on page 98).

When the spell expires or the wall is broken it crumbles to dust or dissipates. Trappings are never left behind.

MODIFIERS

- **DAMAGE (+1):** The *barrier* causes 2d4 damage to anyone who contacts it.
- **HARDENED (+1):** The wall is Hardness 12 (or 14 with a raise).
- **SHAPED (+2):** The barrier forms a circle, square or other basic shape.
- **SIZE (+1):** The length and height of the *barrier* doubles.

BEAST FRIEND

Rank: Novice

Power Points: Special

Range: Smarts

Duration: 10 minutes

Trappings: The caster concentrates and gestures with his hands.

This spell allows an individual to speak with and guide the actions of nature's beasts. The cost to cast is equal to the sum of their Size (minimum 1 per creature; see the creatures in Chapter Six for examples). Controlling five wolves (Size -1) costs 5 points (remember the minimum cost of 1), for example. Controlling a rhino (Size 5) costs 5 points.

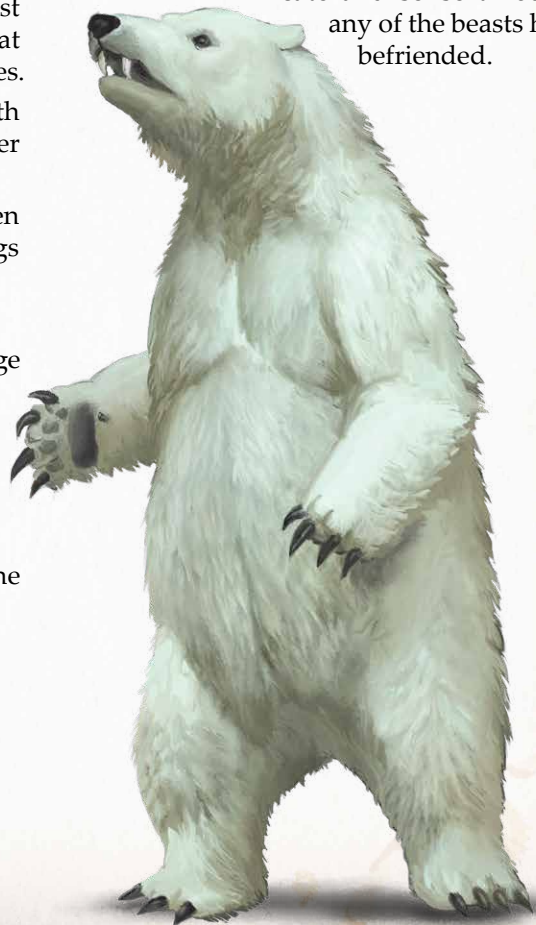
Success means the creatures obey simple commands, like a well-trained dog. They attack foes and endanger their lives for their master. A raise on the arcane skill roll means the beasts are more obedient. They won't kill themselves but overcome their natural fears to follow their orders.

Swarms can also be controlled. Small Swarms cost 1 point, Medium Swarms cost 2, and Large Swarms cost 3.

Beast friend works only on natural creatures with animal intelligence, not humanoids, and has no effect on conjured, magical, or otherwise "unnatural" animals.

MODIFIERS

- **MIND RIDER (+1):** The caster can communicate and sense through any of the beasts he's befriended.



BLAST**Rank:** Seasoned**Power Points:** 3**Range:** Smarts ×2**Duration:** Instant**Trappings:** Balls of fire, ice, light, darkness, colored bolts, swarm of insects.

Blast launches a ball of explosive energy or matter. The area of effect is a Medium Blast Template. Every target within suffers 2d6 damage, or 3d6 with a raise (see **Area Effect Attacks**, page 97).

MODIFIERS

- **AREA EFFECT (+0/+1):** The caster can focus the *blast* to a Small Blast Template for no extra cost, or a Large Blast Template for +1.
- **DAMAGE (+2):** The *blast* causes 3d6 damage (4d6 with a raise).

BLIND**Rank:** Novice**Power Points:** 2**Range:** Smarts**Duration:** Instant**Trappings:** Bright flash of light, sand in eyes, confusion.

Those affected by this malicious power suffer blurred vision or near-complete *blindness* with a raise.

Success means the victim suffers a -2 penalty to all actions requiring sight, or -4 with a raise.

The victim automatically tries to shake off the effect with a Vigor roll as a free action at the end of his following turns. Success removes 2 points of penalties, and a raise removes the effect entirely.

MODIFIERS

- **AREA EFFECT (+2/+3):** For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.
- **STRONG (+1):** The Vigor roll to shake off the effect is made at -2.

BOLT**Rank:** Novice**Power Points:** 1**Range:** Smarts ×2**Duration:** Instant**Trappings:** Fire, ice, light, darkness, colored bolts, a stream of insects.

Bolt sends damaging bursts of energy, streaks of holy light, or shards of matter toward one's foes.

There are no Range penalties, but the arcane skill roll is affected by Cover, Illumination, and all other usual penalties.

The damage of the *bolt* is 2d6, or 3d6 with a raise.

MODIFIERS

- **DAMAGE (+2):** The *bolt* causes 3d6 damage (4d6 with a raise).

BOOST/LOWER TRAIT**Rank:** Novice**Power Points:** 3**Range:** Smarts**Duration:** 5 (*boost*); Instant (*lower*)**Trappings:** Physical change, glowing aura, potions.

This power allows a character to increase or decrease a target's Trait (attribute or skill).

Boosting an ally's Trait increases the selected Trait one die type, or two with a raise, for five rounds.

Lowering an enemy's Trait has a Duration of Instant and lowers the selected attribute or skill a die type with success, or two with a raise (to a minimum of d4). A victim automatically tries to shake off the effect with a Spirit roll as a free action at the end of his following turns. Success improves the effect one die type, and a raise removes the effect entirely.

Additional castings don't stack on a single Trait (take the highest), but may affect *different* Traits.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+2):** The power may affect more than one target for 2 additional Power Points each.
- **STRONG (+1):** *Lower Trait* only. The Spirit roll to shake off the effect is made at -2.



BURROW

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 5

Trappings: Dissolving into the earth and appearing elsewhere.

Burrow allows the recipient to meld into raw earth. He can remain underground if he wants in a sort of "limbo" or *burrow* through the ground at half his normal Pace (or full Pace with a raise). He may not run.

A *burrowing* character may attempt to surprise a foe by making an opposed Stealth versus Notice roll. If the burrower wins, the target is Vulnerable to *him only*. With a raise, the burrower gets the Drop. Targets on Hold may attempt to interrupt the attack before it occurs.

Burrowers can't usually surprise a foe once their presence is known, but can still burrow for protection and mobility.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **POWER (+1):** The recipient can *burrow* through stone, concrete, or similar substances. (Some substances, like plastic, glass, solid lead, etc., might be resistant at the GM's discretion.)

BURST

Rank: Novice

Power Points: 2

Range: Cone Template

Duration: Instant

Trappings: A shower of flames, light, or other matter or energy.

Burst produces a large fan of energy that bathes its targets in red-hot fire, a cone of cold, or other damaging matter or energy.

Success creates a Cone Template starting at the caster and extending outward (see **Area Effect Attacks**, page 97). Everything within suffers 2d6 damage (or 3d6 with a raise).

MODIFIERS

- **DAMAGE (+2):** The *burst* causes 3d6 damage, or 4d6 with a raise.

CONFUSION

Rank: Novice

Power Points: 1

Range: Smarts

Duration: Until the end of the victim's next turn

Trappings: Hypnotic lights, brief illusions, loud noises.

Confusion confounds all targets in a Medium Blast Template, making them either Distracted or Vulnerable, or both with a raise. The same effect applies to all those affected. These states are removed at the end of the victims' next turn as usual.

MODIFIERS

- **AREA EFFECT (+0/+1):** The caster can focus the *confusion* to a Small Blast Template for no extra cost, or a Large Blast Template for +1.

DAMAGE FIELD

Rank: Seasoned

Power Points: 4

Range: Smarts

Duration: 5

Trappings: Fiery aura, spikes, electrical field.

Damage field creates a dangerous aura around the recipient that harms foes foolish enough to get too close.

At the end of the affected character's turn, all adjacent beings (including allies!) automatically take 2d4 damage.

MODIFIERS

- **DAMAGE (+2):** The *damage field* causes 2d6 damage.

DARKSIGHT

Rank: Novice

Power Points: 1

Range: Smarts

Duration: One hour

Trappings: Glowing eyes, dilated pupils, sonic sight.

Darksight allows a hero to see in the dark. With success, he ignores up to 4 points of illumination penalties. With a raise, he ignores up to six points and can see in pitch darkness.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

DEFLECTION**Rank:** Novice**Power Points:** 2**Range:** Smarts**Duration:** 5**Trappings:** Mystical shield, gust of wind, phantom servant that intercepts missiles.

Deflection powers work in a variety of ways. Some actually *deflect* incoming attacks, others blur the target's form or produce illusionary effects. The end result is the same, however — to misdirect incoming attacks.

With success, foes must subtract 2 from either melee or ranged attacks (caster's choice). With a raise, the penalty applies to both. An attacker using a ranged weapon in melee against the recipient suffers the penalty either way.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

DETECT/CONCEAL ARCANA**Rank:** Novice**Power Points:** 2**Range:** Smarts**Duration:** 5 (*detect*); one hour (*conceal*)**Trappings:** Waving hands, whispered words.

Detect arcana allows the recipient of the power to see and detect all supernatural persons, objects, or effects in sight for five rounds. This includes *invisible* foes, enchantments on people or items, weird science devices, and so on. With a raise, the caster knows the general type of enchantment as well — harmful, obscurement, magic, miracles, etc.

When used on a supernatural creature, the caster learns its active powers and arcane abilities. With a raise, he knows Weaknesses common to that creature type. This doesn't reveal Weaknesses of unique individuals, if any. Those must usually be discovered through research or trial and error.

Invisible Creatures: *Detect arcana* also allows a character to ignore up to 4 points of penalties when attacking foes hidden by magical darkness, invisibility, or similar abilities (or all penalties with a raise).

Conceal arcana prevents detection of arcane energies on one being or item of Normal Scale for one hour (see the **Size Table** page 179).

For larger creatures, increase the cost by the Scale modifier (+2 PPs for Large, +4 PPs for Huge, or +6 PPs for Gargantuan).

With success, attempts to detect arcana on the being or item suffer a -2 penalty or -4 with a raise. If *detect arcana* fails, the character cannot see through the ruse with this casting and is not aware it is concealed unless presented with obvious evidence of such (for example, the attack of an invisible foe).

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one viewer for *detect*, or item for *conceal*, for 1 additional Power Point each.
- **AREA EFFECT (+1/+2):** *Conceal* only. The power affects everything in a sphere the size of a Medium Blast Template for +1 points, or a Large Blast Template for +2.
- **STRONG (+1):** *Conceal* only. *Detection* rolls to see through the *concealment* are made at -2.

DISGUISE**Rank:** Seasoned**Power Points:** 2**Range:** Smarts**Duration:** 10 minutes**Trappings:** Malleable features, illusionary appearance, hair of new form.

Disguise allows the target to assume the appearance of another person of the same Size and shape, including clothing. It does not confer any abilities, however.

Those who have reason to question the imposter's identity make a Notice roll at -2 to see through the *disguise* (-4 with a raise on the casting roll). This is a free action.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **SIZE (+1):** The recipient may assume the shape of someone up to two Sizes larger or smaller than themselves.

DISPEL**Rank:** Novice**Power Points:** 1**Range:** Smarts**Duration:** Instant**Trappings:** Waving hands, whispered words.



Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or innate abilities such as a dragon's breath or a banshee's scream. *Dispel* affects arcane devices normally (see **Arcane Devices**, page 153).

Dispel can be used on a power already in effect or to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action.

In either case, *dispelling* an opponent's power is an opposed roll of arcane skills (with a -2 modifier if the rival's power is of another type such as magic vs. miracles, psionics vs. weird science, etc.).

If the *dispelling* character wins, the targeted power ends immediately (or fails if it was countered with the usual results of failure). With a raise, the recipient of the *dispelled* power is also Distracted.

MODIFIERS

- **DISENCHANT (+1):** The caster can target a magical item rather than an individual or a power. This is a standard arcane skill roll, not an opposed roll (the GM may apply a penalty to disenchant powerful items or artifacts). If successful, all the item's magical abilities are negated for one round, or two with a raise.
- **MULTIPLE POWERS (+3):** If successful, the caster *dispels* all the target's currently activated powers.

DIVINATION

Rank: Seasoned

Power Points: 5

Range: Self

Duration: A brief conversation of about five minutes.

Trappings: Seances, demonic interrogation.

Divination allows the caster to contact otherworldly beings or forces to gain information.

Preparing the spell takes one uninterrupted minute, and must be done at a site relevant to the spirit being contacted. If speaking with a ghost, for example, the conversation should occur at its grave, where it was killed, or with a personal object in hand. Oracles may only be engaged at temples, fire spirits near open flames, and so on.

After the preparation time is complete, the caster makes her arcane skill roll. Success allows her to engage with the spirit and ask it any questions she might have. The entity must answer to the best of its ability, as directly or ambiguously as the Game Master feels fits the spirit's personality and the feel of her campaign. A raise means the spirit is more helpful, knowledgeable, or direct than usual (whether it wants to be or not).

The type of entity contacted determines how it communicates. Spirits in the netherworld tend to know only those things pertinent to their life and death — and they may not even know the identity of their killer if the person was masked or unseen.

Likewise, nature spirits know only about their local environs, demons know only about the affairs they're directly involved in, and so on. The Game Master must decide what the entity knows based on its background, origin, and personality.

Once a spirit has been conversed with it may not be contacted again for 24 hours. The Game Master may extend this to a community of spirits in a single place, such as water spirits in a babbling brook or nameless spirits in a mass grave.

DRAIN POWER POINTS

Rank: Veteran

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Prayer, whispered words, gestures.

Powerful mages, priests, psykers, and the like can use this ability to drain arcane energy from their foes. They can sometimes even leech the stolen energy for themselves.

The power is opposed by the target's Spirit, and the caster suffers a -2 penalty to her roll if the target has a different Arcane Background than her own.

Success drains 1d6 of the rival's Power Points (if any, and the die doesn't Ace). With a raise, the caster adds the points to her own. This *may* take her above her usual maximum! They last until used, and must be the first spent when casting.

Drain Power Points can also be used on an arcane device (the creator still resists with her arcane skill whether she wields it or not). The device can't lose more Power Points than it has.

ELEMENTAL MANIPULATION

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 5

Trappings: A few simple gestures.

This power grants basic control over the four traditional elements: air, earth, fire, and water (the elements may vary depending on the setting). The power acts as if it has a d6 Strength, or d8 with a raise.

Upon activation, the caster may choose one of the following effects:

ATTACK: The caster uses his activation roll as an attack roll, dealing 2d4 damage to a target (3d4 with a raise) within Range.

MOVE: The caster may move a cubic foot of air, earth (half that in stone), fire, or water up to the caster's Smarts in any direction as a limited action.

PUSH: The elements buffet and move the target. The caster uses his activation roll in place of his Strength for a Push (see page 104).

SPECIAL EFFECTS: The caster may use the elements to create an additional effect with the GM's approval. Some examples are using air to blow out a torch, fan a flame, or cool someone down (reroll a Fatigue roll in oppressive heat). The caster may use earth to cover tracks, fix breaks in stone or earthen walls, or use fire to conjure flame about the size of a torch or spread existing flame. He may use water to conjure a quart of water (not "inside" objects or people) or purify a gallon of water per casting.

After activation, each additional use of the effects above is an action. Roll a new arcane skill roll for Attack or Push (these rolls do not suffer Backlash for Critical Failures as they are not activation rolls).

EMPATHY

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 5

Trappings: Concentration, a warm or sympathetic smile, exchanging a pleasantry.

A successful arcane skill vs Spirit roll gives the caster insight into a target's basic emotions. This grants him a +1 bonus (+2 with a raise) to all Intimidation, Persuasion, Performance, or Taunt rolls against the target for the Duration of the power. The bonus does not apply to skill rolls made to activate powers.

Empathy works on animals, adding +1 (+2 with a raise) to Riding or other rolls to interact with the creature.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.



ENTANGLE

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Glue bomb, vines, webs.

Entangle allows the caster to restrain a target with ice, bands of energy, or other vine-like Trappings (Hardness 8). If successful, the target is Entangled. With a raise, he's Bound.

Victims may break free on their turn as detailed under **Bound & Entangled** on page 98.

MODIFIERS

- **AREA EFFECT (+2/+3):** For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.
- **TOUGH (+1):** The entangling material is particularly resilient. Increase its Hardness to 10.

ENVIRONMENTAL PROTECTION

Rank: Novice

Power Points: 2

Range: Smarts

Duration: One hour

Trappings: A mark on the forehead, potions, gills.

Adventurers sometimes travel beneath the waves, in space, or other hazardous environments. This power protects them from crushing depths, scathing heat, intense cold, and even radiation.

Environmental protection allows the target to breathe, speak, and move at his normal Pace in an otherwise fatal environment. It protects him against intense heat, cold, radiation, atmospheric or fluid pressure, and lack of oxygen. Generally, the adventurer can function normally underwater, in space, within the cone of a volcano, etc. It fails quickly (1d4 rounds) in the presence of super-intense conditions such as actual lava or the massive radiation of a melting nuclear core, for example.

Environmental protection reduces damage from like sources by 4 (6 with a raise). If protecting against intense heat, for example, it protects against a flamethrower or *bolt* with a fire Trapping.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

FARSIGHT

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: 5

Trappings: Invisibly marked targets, guiding winds, eagle eyes.

Farsight allows the recipient to see in detail over great distances. She can read lips or read fine print up to a mile distant.

With a raise, she also halves Range penalties for Shooting, Athletics (throwing), or other abilities affected by Range.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

FEAR

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant

Trappings: Gestures, eldritch energy, chills.

This power causes overwhelming dread and horror. The affected make a Fear roll. Extras who fail are Panicked and Wild Cards roll on the **Fear Table**. If the power is cast with a raise, the Fear roll is at -2 and Wild Cards add +2 to **Fear Table** results.

MODIFIERS

- **AREA EFFECT (+2/+3):** For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.

FLY

Rank: Veteran
Power Points: 3
Range: Smarts
Duration: 5

Trappings: Gusty winds, wings, broomsticks.

Fly allows a character to soar at Pace 12", or twice that with a raise (he may not Run).

MODIFIERS

- **ADDITIONAL RECIPIENTS (+2):** The power may affect more than one target for 2 additional Power Points each.

GROWTH/SHRINK

Rank: Seasoned
Power Points: 2 per point of Size change
Range: Smarts
Duration: 5

Trappings: Gestures, power words, potions.

Growth increases the recipient's Size by 1 for every 2 Power Points spent. Each increase in Size grants the target a one-step increase to Strength and 1 point of Toughness (see page 178 for more on **Size**.) This does not increase Wounds regardless of change to Scale.

Shrink reduces the Size of the subject one step for every 2 Power Points spent to a maximum of Size -2 (approximately the size of a cat). Each step reduced decreases

Strength one die type (minimum of d4) and Toughness by 1 (minimum of 2).

For unwilling targets, the caster's arcane skill roll is opposed by Spirit.

HAVOC

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant

Trappings: Whirlwind, chaotic poltergeists, repulsion field.

This ability creates chaos and mischief for all those within its area of effect, hurling debris and rivals in all directions.

With success, the caster places a Medium Blast Template anywhere within Range, or a Cone Template emanating from the caster (see **Area Effect Attacks**, page 97).

Anyone touched by the template is Distracted and must *then* make a Strength roll (at -2 if the caster got a raise). Those who fail are hurled 2d6" — directly away from the caster if using the Cone Template or directly away from the center if using a Blast Template (the caster chooses for those in the dead center).

Victims who strike a hard object (such as a wall) take 2d4 damage (nonlethal unless it's a spiked wall or other more dangerous hazard).

Airborne Targets: Flying or airborne targets suffer an additional -2 to their Strength rolls as they have no ground to brace themselves on.

MODIFIERS

- **AREA EFFECT (+1):** *Havoc* affects a Large Blast Template.
- **STRONG (+1):** Strength rolls are made at -2.

HEALING

Rank: Novice
Power Points: 3
Range: Touch
Duration: Instant

Trappings: Laying on hands, touching the victim with a holy symbol, prayer.

Healing removes Wounds less than an hour old. A success removes one Wound, and a raise removes two. The power may be cast additional times to remove additional Wounds within that hour and as long as the healer has enough Power Points.

For Extras, the GM must first determine if the ally is still alive (see **Aftermath**, page 96). If so, a successful arcane skill roll returns the ally to action (Shaken if it matters.)

MODIFIERS

- **GREATER HEALING (+10):** *Greater healing* can restore any Wound, including those more than an hour old.
- **CRIPPLING INJURIES (+20):** The power can heal a permanent Crippling Injury (see **Incapacitation**, page 95). This requires an hour of preparation and only one casting is permitted per injury. If it fails, this caster cannot *heal* that particular injury (but someone else may try). If successful, the subject is Exhausted for 24 hours.
- **NEUTRALIZE POISON OR DISEASE (+1):** A successful *healing* roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the arcane skill roll as well.

ILLUSION

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 5

Trappings: Magical spells, holograms, “ethereal materializers.”

One of the greatest powers is the ability to create something from nothing — even if it’s not real!

Illusion can be used to create a visual scene or replica of most anything the caster can imagine, but it is silent, intangible, and incapable of affecting the real world. For example, illusory weapons pass through foes, one cannot sit in an illusory chair, and an illusory dog has no audible bark.

Those who contact an *illusion* or doubt it’s real make a Smarts roll as a free action (at -2 if the power was activated with a raise). If successful, that individual is no longer subject to this casting.

The GM should make group rolls for Extras as they point out the *illusion*’s inconsistencies to each other.

The volume of the *illusion* must fit within a sphere the size of a Medium Blast Template (4” or eight yards in diameter).

MODIFIERS

- **SOUND (+1):** The power generates sound appropriate to the *illusion*. Illusory allies may talk, illusory crows caw, and so on. It may not mask or mute existing sound, however.
- **STRONG (+2):** Smarts rolls to disbelieve the *illusion* are made at -2.

INTANGIBILITY

Rank: Veteran

Power Points: 5

Range: Smarts

Duration: 5

Trappings: Ghost form, body of shadow, gaseous transformation.

With a successful arcane skill roll, whoever receives this power becomes incorporeal. He is unable to affect the physical world, and it cannot affect him. He can travel through walls, and non-magical weapons pass straight through him. Any items carried at the time of casting are also incorporeal.

While incorporeal, the character may affect other incorporeal beings (including himself), and is still susceptible to supernatural attacks, including powers and enchanted items. With a raise on the activation roll, reduce the damage from supernatural attacks by 4.



The intangible character becomes corporeal when the power ends, but if within someone or something at that time he's shunted to the nearest open space and is Stunned.

If cast on an unwilling target, the victim resists with Spirit. If affected, he shakes off the effect with a Spirit roll as a free action at the end of his following turns.

INVISIBILITY

Rank: Seasoned

Power Points: 5

Range: Smarts

Duration: 5

Trappings: Powder, potion, iridescent lights.

With a success, the character and his personal items are transparent except for a vague blur or outline. Any action taken against him that requires sight is made at -4, or -6 with a raise. The same penalty applies to Notice rolls to detect the unseen presence.

MODIFIERS

■ ADDITIONAL RECIPIENTS

(+3): The power may affect more than one target for 3 additional Power Points each.

LIGHT/DARKNESS

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 10 minutes

Trappings: Illusionary torch, sunlight, darkness, fogs.

Light creates bright illumination in a Large Blast Template. With a raise, the light can be focused into a 5" (10 yard) beam as well.

Darkness blocks illumination in an area the size of a Large Blast Template, making the area Dark, or Pitch Darkness with a raise (see **Illumination** on page 102).

If *light* and *darkness* overlap, they create a patch of Dim light (-2).

MODIFIERS

■ **MOBILE (+1):** The caster can move the area of effect up to his arcane skill die type each round after casting, or attach it to an inanimate object when first cast.

MIND LINK

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 30 minutes

Trappings: Headpieces, talismans of Tao or other gods, crystals.

Mind link creates a telepathic connection between two individuals (which does not necessarily have to include the caster). The link accommodates only willing subjects and communication — thoughts that aren't consciously transmitted aren't relayed.

Once activated, the Range between all linked minds is one mile, or five with a raise.

If any of the linked characters suffers a Wound, all others must make a Smarts roll or be Shaken (this cannot cause a Wound).

The speed of communication is that of normal speech, but with a raise members may communicate up to 30 seconds or so of speech on a single combat turn.

MODIFIERS

■ ADDITIONAL RECIPIENTS

(+1): The power may affect additional individuals for 1 additional Power Point each.

MIND READING

Rank: Novice

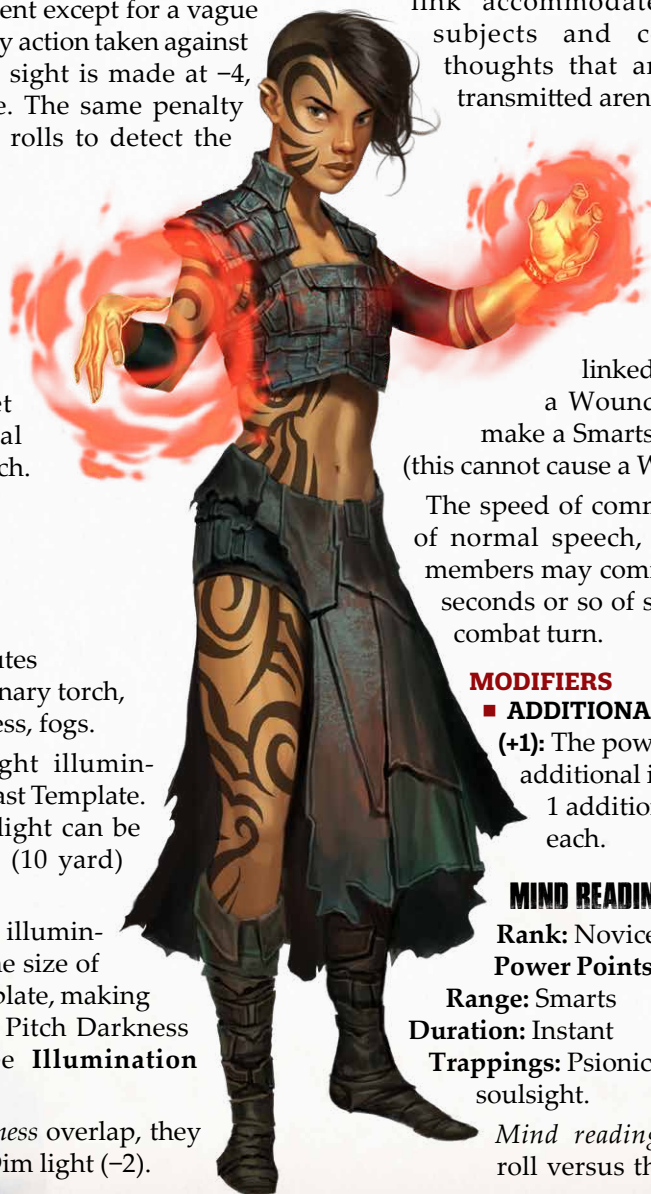
Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Psionic invasion, soulsight.

Mind reading is an opposed roll versus the target's Smarts.



Success allows the character to gain one truthful answer from the subject. The target is aware of the mental intrusion unless the mind reader gets a raise. The GM may apply modifiers based on the subject's mental Hindrances or current state of mind.

MIND WIPE

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: A noxious drink, parasites, touching the target's temples.

Mind wipe removes a target's memories, a terrible violation in most civilized societies. The power is opposed by a victim's Smarts and requires a full minute of mental struggle. The victim must be conscious during this time, so if not restrained he can simply move out of Range.

If successful, the victim forgets a single event (up to about 30 minutes of time). A raise removes a complex memory of several hours.

If the defender wins, the caster cannot affect him with *mind wipe* for 24 hours. (Others may reattempt the power, however.)

The memory remains missing -but strong evidence that challenges its "logic" allows a Smarts roll at -2 to remember fragments determined by the GM.

MODIFIERS

- **EDIT (+1):** Instead of wiping the memory, the caster edits it as she sees fit.
- **FAST CAST (+2):** The caster can wipe a memory as an action.

OBJECT READING

Rank: Seasoned

Power Points: 2

Range: Touch

Duration: Special

Trappings: Touching the object, glowing hands

Object reading is the ability to get visions of the past from an object. With a successful casting, the reader gains a vague impression of whatever information she's looking for, from the object's creation forward. A raise grants her more specific information.

If the caster uses *object reading* on a bloody knife to investigate a murder, for example, success might tell her the wielder was a human and that the attack happened at night. With a raise, she might get a glimpse of the killer's face or some other clue that reveals his identity.

PROTECTION

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 5

Trappings: A mystical glow, hardened skin, ethereal armor, a mass of nanites.

Protection creates a field of energy or armor around a character, giving him 2 points of Armor. With a raise, the bonus is applied to Toughness instead.

Whether the *protection* is visible or not depends on the Trapping.

Protection stacks with all other armor, natural or worn, and is negated by AP as usual.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect additional targets at a cost of 1 Power Point each.

PUMMEL

See *Havoc*, page 162.

PUPPET

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: 5

Trappings: Glowing eyes, trance-like state, a swinging pocket watch, voodoo dolls.

Puppet is an opposed roll of the character's arcane skill versus the target's Spirit. With success, the victim obeys commands that don't directly harm himself or those he cares about. With a raise, the target will harm himself or others (including by inaction).

In either event, any time he's ordered to harm himself or those he cares about, including by inaction, he gets a Spirit roll as a free action. If successful, he doesn't carry out that particular command but remains a puppet. With a raise, he breaks the controller's hold and the power ends.



Commands are general, such as “attack that person” or “open that door.” The controller doesn’t get to dictate how many actions the victim uses in a turn, whether or not he uses his Sweep Edge, etc.

MODIFIERS

■ **ADDITIONAL RECIPIENTS (+2):** The caster may affect others at the cost of 2 Power Points each.

QUICKNESS

See *Sloth/Speed*, page 167.

RELIEF

Rank: Novice

Power Points: 1

Range: Smarts

Duration: Instant

Trappings: Prayer, tonics, a cool breeze.

Relief allows the caster to recover from a negative condition or the effects of Fatigue.

Recover: The caster removes one of the following conditions: Shaken, Distracted, or Vulnerable. A raise on the arcane skill roll removes two conditions. If affecting more than one target (via the Additional Recipients modifier), the caster may choose which condition(s) to remove for each ally.

Relief can’t remove conditions caused by ongoing effects (Bound or Entangled, Stunned, etc.) unless the source of the effect is removed.

Numb: Reduces the recipient’s total penalties from Wounds and Fatigue by one with success, or two with a raise. An Exhausted (–2) hero with three Wounds (–3),

for example, reduces her total –5 penalty to –4 with success, and –3 with a raise.

This effect lasts one hour. It doesn’t actually remove the Wounds or the Fatigue, it just allows the recipient to ignore the penalties. If the target would be Incapacitated by Wounds or Fatigue, she’s still Incapacitated as usual.

MODIFIERS

■ **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

■ **STUNNED (+1):** If using the Recover option, the caster may also affect the Stunned condition. This completely removes the effects of being Stunned.

RESURRECTION

Rank: Heroic

Power Points: 30

Range: Touch

Duration: Instant

Trappings: Elaborate ceremonies, rare plants, magical amulets, divine intervention

Perhaps the greatest power of all is the ability to bring someone back from the dead. It can restore lost loves, bring solace to the grieving, and topple kingdoms.

Returning the dead to life requires a reasonably complete corpse no more than a year old. The caster then prays, meditates, chants, or otherwise concentrates on mending the body and pulling the spirit back to it for four hours.

Once done, the healer makes a casting roll at –8. If successful, the victim returns to life

with three Wounds and is Exhausted. With a raise, she returns merely Exhausted.

MODIFIERS

- **POWER (+5):** The hero can raise a spirit dead up to a decade for +5 Power Points.

SHAPE CHANGE

Rank: Novice

Power Points: Special

Range: Self

Duration: 5

Trappings: "Morphing," talismans, ritualistic tattoos.

This power allows the caster to take the form of other living creatures. He can only turn into the base form of such beings, not elite or alternative versions (so an orc is allowed but an orc chieftain is not). With a raise, the caster can increase the creature's Strength and Vigor by one die type each.

The Size of the new form is limited by the caster's Rank:

SHAPE CHANGE		
COST	RANK	SIZE
3	Novice	Size -4 to Size -1
5	Seasoned	Size 0
8	Veteran	Size 1 to 2
11	Heroic	Size 3 to 4
15	Legendary	Size 5 to 10

A character's held and worn items are assumed into the new form and reappear when the power ends.

While transformed, the character retains his Edges and Hindrances, and his Smarts, Spirit, and their linked skills. He gains the creature's Agility, Strength, Vigor, and linked skills, as well as any powers common to that creature (fire breathing for dragons, flight for pegasi, and so on). The *shape changed* character does not gain a target's Power Points if it has them — he retains his own.

His ability to use devices and communicate is limited to those of his form — goblins can speak and therefore cast spells but bears and tigers cannot. The caster may maintain any powers cast before the *shape change* regardless of form.

Wound Effects: The *shape changed* individual cannot benefit from a creature's

additional Wounds or Wound reduction abilities like Resilient or Very Resilient, or extra Wounds from Large or Huge Scale creatures.

SLOTH/SPEED

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: Instant (*sloth*); 5 (*speed*)

Trappings: Slowing time, blurred motion, a slippery patch of oil or ice.

Sloth lessens celerity and coordination while *speed* increases it. It halves the target's total movement each round (round up). With a raise, movement is also an action. The target automatically attempts to shake off the effects of *sloth* at the end of each of his next turns by making a Spirit roll.

Success with *speed* doubles the target's movement (basic Pace and running). With a raise the character also ignores the -2 running penalty.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** *Speed* only. The power may affect more than one target for 1 additional Power Point each.
- **AREA EFFECT (+2/+3):** *Sloth* only. For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.
- **QUICKNESS (+2):** *Speed* only. The character's total Multi-Action penalty each turn is reduced by 2 (she can do two actions at no penalty or three at -2 each).
- **STRONG (+1):** *Sloth* only. The Spirit roll to shake off *sloth's* effects is made at -2.

SLOW/SPEED

See *Sloth/Speed*, above.

SLUMBER

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: One hour

Trappings: A lullaby, blowing powder or sand at targets.

Those who favor stealth or want to avoid harming their foes are drawn to this spell,

which puts its victims into a deep and restful sleep.

Anyone affected by *slumber* must make a Spirit roll (at -2 if the caster got a raise on her arcane skill roll). Those who fail fall asleep for the Duration of the spell. Very loud noises or attempts to physically wake a sleeper (by shaking him, for example), grant another Spirit roll.

MODIFIERS

- **AREA EFFECT (+2/+3):** For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.

SMITE

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 5

Trappings: A glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM determines the exact quantity for unusual weapons). While the power is in effect, the weapon's damage is increased by +2, or +4 with a raise.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

SOUND/SILENCE

Rank: Novice

Power Points: 1

Range: Smarts ×5 (*sound*); Smarts (*silence*)

Duration: Instant (*sound*); 5 (*silence*)

Trappings: Magical effects, a brief ripple in the air, a bell or chime that starts or stops ringing.

Sound mimics any known sound or voice, emanating from a point of origin within Range at a volume up to the sound of a loud shout. If used as a Test, the defender opposes the casting roll with Smarts.

Silence does the opposite, muting all sound up to a loud shout within a Large Blast Template. This subtracts 4 from Notice rolls made by those inside the area of effect, as

well as anyone trying to hear sounds made from within. A raise completely mutes all sound inside the template — such Notice rolls automatically fail.

MODIFIERS

- **MOBILE (+1):** The caster can move the area of effect up to his arcane skill die type each round.
- **TARGETED (+0):** Instead of casting *silence* in an area of effect, the caster may instead target individuals in Range for 1 Power Point each. Unwilling targets resist with Spirit (at -2 if the caster gets a raise).

SPEAK LANGUAGE

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 10 minutes

Trappings: Words, pictures, hand motions.

This power allows a character to speak, read, and write a sapient language other than his own. A raise on the arcane skill roll allows the user to appropriately use and understand slang and dialect as well.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

STUN

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Bolts of energy, stun bombs, sonic booms, burst of blinding light.

Stun shocks a target with concussive force, sound, light, magical energy, or the like.

A successful casting means the victim must make a Vigor roll (at -2 with a raise on the arcane skill roll) or be **Stunned** (see 106).

MODIFIERS

- **AREA EFFECT (+2/+3):** For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.

SUGGOR

See *Relief*, page 166.

SUMMON ALLY

Rank: Novice

Power Points: 2+

Range: Smarts

Duration: 5

Trappings: Clay figure that grows into a servant, a tattoo that comes to life.

This power allows the character to summon a magical servant from nothing. The ally typically takes the form of a basic humanoid of the appropriate Size but can appear differently based on the caster's trappings. It materializes anywhere in Range, and with a raise on the arcane skill roll, it's Resilient as well.

The ally acts on its creator's Action Card and follows her commands to the best of its ability. It has no personality, creativity, or emotions. When the power ends or the ally is Incapacitated, it fades into nothingness, leaving no trace behind.

The type of servant that can be summoned depends on the caster's Rank. With the GM's approval, the player may swap abilities. If a hero wants an attendant in the form of a wolf, for example, the caster might exchange the Shooting skill for Survival so that the "animal" can track its foes.

SUMMON ALLY

RANK	COST	SERVANT
Novice	1	Attendant
Seasoned	3	Bodyguard
Veteran	5	Sentinel
Heroic	7	Mirror Self*

MODIFIERS

- **BITE/CLAW (+1):** The ally can bite or claw at Str+d6.
- **FLIGHT (+2):** The ally can fly at Pace 12.
- **MIND RIDER (+1):** The caster can communicate and sense through the ally.

TELEKINESIS

Rank: Seasoned

Power Points: 5

Range: Smarts ×2

Duration: 5

ATTENDANT

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

Skills: Athletics d4, Fighting d4, Notice d4, Shooting d4, Stealth d6

Pace: 4; **Parry:** 4; **Toughness:** 4

Special Abilities:

- **Claw:** Str+d4.
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to fear and Intimidation.

BODYGUARD

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

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4, Shooting d4, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: First Strike

Gear: Melee attack (Str+d6).

Special Abilities:

- **Armor +2:** Hardened skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to fear and Intimidation.

MIRROR SELF

The ally is a clone of the caster except: it's an Extra; it has the same number of current Power Points as the caster *after* subtracting for this casting; it *cannot* use the *summon ally* power; its skills (but not attributes) are one die type less (minimum d4) than the original; it has identical mundane equipment (no magical qualities, disappears when the power expires); has the Construct and Fearless abilities.

SENTINEL

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d6, Fighting d10, Intimidation d10, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 13 (4)

Edges: Arcane Resistance, Sweep (Imp).

Gear: Melee attack (Str+d8).

Special Abilities:

- **Armor +4:** Stone skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to fear and Intimidation.
- **Size 2:** Sentinels are 8' tall and very dense.

Trappings: A wave of the hand, magic wand, steely gaze.

Telekinesis is the ability to move objects or creatures (including oneself) with arcane will. It has a Strength of d10, or d12 with a raise. On activation, the caster may immediately perform one of the “uses” below. Subsequent uses are actions and use the arcane skill (but are not activation rolls and therefore not subject to Backlash from Critical Failures).

Unwilling beings targeted by *telekinesis* resist the caster’s arcane skill with an opposed Spirit roll when first targeted, and at the start of each of their turns thereafter until they’re released. Successful resistance does not mean the spell fails—the caster may try again on his next turn.

USES:

BASH: The target may be bashed into the floor, ceiling, or walls for Str+d6 damage.

CHANGE TARGETS: The caster may release a victim or tool as a free action. Picking up a new weapon is a free action. Selecting a new unwilling target is an action and is resisted as above.

MANIPULATE: The caster may use tools to perform simple tasks or wield a weapon, using the caster’s arcane skill. (This doesn’t alter the caster’s Parry if wielding a weapon if his arcane skill is different from his Fighting skill.)

MOVE: The target or tool may be moved up to the caster’s Smarts as a limited free action.

TELEPORT

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: A cloud of smoke, “phasing” out, change into a bolt of lightning.

Teleport allows a character to disappear and instantly reappear up to 12” (24 yards) distant, or double that with a raise. Teleporting to an unseen location incurs a -2 penalty on the arcane skill roll.

Opponents adjacent to a character who teleports away don’t get a free attack (see **Withdrawing from Melee**, page 109).

If casting *teleport* on a willing subject, the caster decides where they move to, not the target.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **TELEPORT FOE (+2):** Foes may be targeted by a **Touch** attack (page 108). This is an action, so the casting must be the second part of a Multi-Action if the attack is successful. The foe resists the casting with an opposed Spirit roll against the arcane skill total and is sent up to 12” away with success and 24” with a raise. Foes may not be teleported into solid objects.

WALL WALKER

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 5

Trappings: Spider-like visage, prickly hairs on hands and feet.

Wall walker allows the recipient to walk on vertical or horizontal surfaces. With success, she moves at half her normal Pace. With a raise, she may move at full Pace and even run.

If forced to make an Athletics roll to climb or hang on to a surface, she adds +4 to the total.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The caster may affect others at the cost of 1 Power Point each.

WARRIOR’S GIFT

Rank: Seasoned

Power Points: 4

Range: Smarts

Duration: 5

Trappings: Gestures, prayer, whispered words, concentration.

With a successful arcane skill roll, the recipient gains the benefits of a single Combat Edge chosen by the caster. The caster (not the recipient) must have the same Rank or higher as the Edge’s Requirements. With a raise, the recipient gains the Improved version of the Edge (if there is one, and even if he doesn’t meet the Rank Requirement).



MODIFIERS

■ **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

ZOMBIE

Rank: Veteran

Power Points: 3 (See sidebar for large creatures)

Range: Smarts

Duration: One hour

Trappings: Carving symbols on corpses, throwing bones, graveyards, “leather” books.

Zombie grants animation and basic intelligence to the remains of a once-living being. The summoned horror is obedient but literal-minded in its duties. It isn’t telepathic, and must be controlled by voice.

The being has the physical skills it had in life, but its Smarts, Spirit, and related skills are reset to d4. A raise on the casting roll increases any one of their Traits by one die type (caster’s choice).

See page 191 for the standard profile of a human zombie. Corpses aren’t summoned by this ability, so there must actually be a supply of bodies in Range (GM’s call).

An undead Incapacitated by damage can’t be raised with this power again.

MODIFIERS

■ **ADDITIONAL ZOMBIES (+1):** A larger horde can be raised in a single casting by paying an additional 1 Power Point for each extra *zombie* raised.

■ **ARMED & ARMORED (+1 per Zombie):** The restless dead rise with +2 Armor and weapons common to their background or environment. Choose one:

• Hand Weapon: Str+d6.

• Ranged Weapon: Range 12/24/48, Damage 2d6.

■ **MIND RIDER (+1):** The caster can communicate and sense through one of the undead he’s conjured. If it’s destroyed, he may jump to any of the others currently under his control.

■ **PERMANENT (0):** The *zombie* is given unlife until Incapacitated by Wounds. The Power Points used to raise it are “invested” and unavailable until it’s destroyed. The necromancer may terminate his creations’ unlife at any time, regardless of sight, distance, or other factors. His Power Points then begin recharging normally.

Permanent zombies remain animated even if their creator is slain!

ZOMBIE CREATURES

Animals and other creatures can also be raised with this foul ability! The cost is 2 for a creature of Size -1 or -2, 3 for Size 0, and 1 for a Small Swarm, 2 for a Medium Swarm, or 3 for a Large Swarm.

Larger creatures cost 3 + Size in Power Points. For example, an undead grizzly (Size 2) costs 5 Power Points to raise.

Magical or supernatural Special Abilities aren’t conferred to the undead form, but those inherent to the creature are, such as Improved Frenzy, Reach, a swarm’s attack, etc.

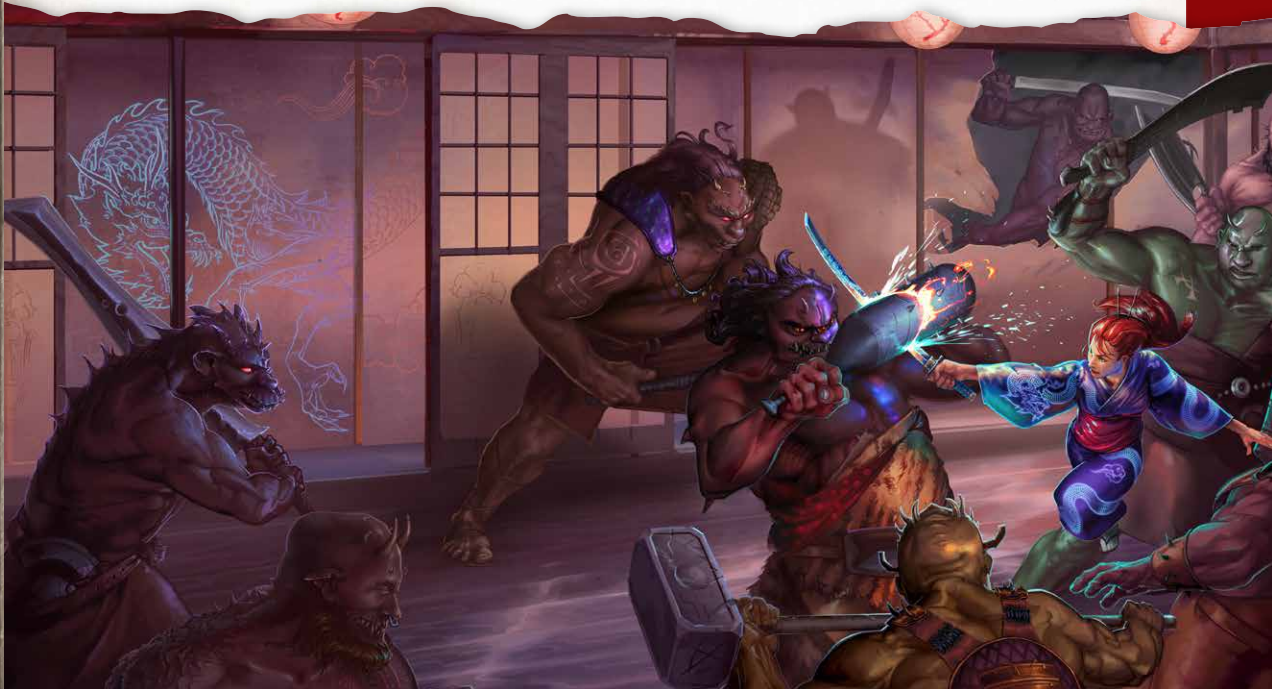
Additional zombie creatures cost half their base cost if raised at once, instead of the +1 listed for Additional Zombies (round up, minimum of 1).

POWER SUMMARIES

POWERS

POWER	RANK	POWER POINTS	RANGE	DUR	SUMMARY
Arcane Protection	N	1	Sm	5	Enemy casters subtract 2 (4 with a raise) when targeting this character; reduces damage a like amount.
Banish	V	3	Sm	I	Opposed roll vs Spirit to <i>banish</i> entities.
Barrier	S	2	Sm	5	Creates 5" (10 yards) long, 1" (2 yards) tall, Hardness 10 (12 with a raise) barrier.
Beast Friend	N	S	Sm	10m	Controls animals.
Blast	S	3	Sm×2	I	2d6 damage in Medium Blast Template.
Blind	N	2	Sm	I	Inflicts -2/-4 penalty to victims.
Bolt	N	1	Sm×2	I	2d6 ranged attack.
Boost/Lower Trait	N	3	Sm	5/I	Increases or decreases a skill or attribute.
Burrow	N	2	Sm	5	Target tunnels through the earth.
Burst	N	2	Cone	I	Cone-shaped attack for 2d6 damage.
Confusion	N	1	Sm	S	Makes targets Distracted or Vulnerable.
Damage Field	S	4	Sm	5	Creates aura that causes 2d4 damage.
Darksight	N	1	Sm	1H	Ignore up to 4 points of illumination penalties, or 6 with a raise.
Deflection	N	2	Sm	5	-2 to incoming melee or ranged attacks (or both with a raise).
Detect/Conceal Arcana	N	2	Sm	S	Detects magic for Duration 5 or conceals it for one hour.
Disguise	S	2	Sm	10m	Target looks like someone else.
Dispel	N	1	Sm	I	Negates magical effects.
Divination	S	5	Self	5m	Caster asks questions of entities.
Drain Power Points	V	2	Sm	I	Drains d6 Power Points from enemy with successful opposed roll of arcane skills.
Elemental Manipulation	N	1	Sm	5	Allows minor manipulation of basic elements.
Empathy	N	1	Sm	5	Opposed roll vs Spirit to add +1/+2 to social skills for the Duration of the power.
Entangle	N	2	Sm	I	Bind or Entangle foes.
Environmental Protection	N	2	Sm	1H	Protect target from hazardous environments.
Farsight	S	2	Sm	5	See detail at great distance; halves Range penalties with a raise.
Fear	N	2	Sm	I	Causes Fear check.
Fly	V	3	Sm	5	Target flies at Pace 12".
Growth/Shrink	S	S	Sm	5	Increases or decreases Size.
Havoc	N	2	Sm	I	Targets in MBT or Cone are Distracted and may be hurled.
Healing	N	3	T	I	Restores Wounds less than an hour old.
Illusion	N	3	Sm	5	Creates imaginary images.

POWER	RANK	POWER POINTS	RANGE	DUR	SUMMARY
Intangibility	V	5	Sm	5	Target becomes incorporeal.
Invisibility	S	5	Sm	5	Target is invisible (-4/-6 to affect).
Light/Darkness	N	2	Sm	10m	Creates or dispels illumination.
Mind Link	N	1	Sm	30m	Mental link within one mile (5 with raise).
Mind Reading	N	2	Sm	I	Opposed roll vs Smarts to read mind.
Mind Wipe	V	3	Sm	I	Removes and alters memories.
Object Reading	S	2	T	S	Reveals vague information about an object's history (more detail revealed with a raise).
Protection	N	1	Sm	5	Grants Armor +2 (Toughness, with a raise).
Puppet	V	3	Sm	5	Opposed roll vs Spirit to control target.
Relief	N	1	Sm	I	Removes negative conditions or penalti.
Resurrection	H	30	T	I	Brings the dead back to life.
Shape Change	N	Special	Self	5	Caster takes on the form of various beings.
Sloth/Speed	S	2	Sm	I/5	Increases or decreases movement.
Slumber	S	2	Sm	1H	Puts victims to sleep.
Smite	N	2	Sm	5	Increase a weapon's damage by +2/+4.
Sound/Silence	N	1	Sm×5/ Sm	I/5	Create or mute sound.
Speak Language	N	1	Sm	10m	Caster can speak and understand languages.
Stun	N	2	Sm	I	Target is Stunned.
Summon Ally	N	Special	Sm	5	Conjures an ally of various sorts.
Telekinesis	S	5	Sm×2	5	Moves items with Strength of d10 (d12 with a raise).
Teleport	S	2	Sm	I	Character teleports up to 12" distant.
Wall Walker	N	2	Sm	5	Character can walk on walls at half Pace (full Pace with raise).
Warrior's Gift	S	4	Sm	5	Grant target a Combat Edge.
Zombie	V	3	Sm	1H	Raises and controls the undead.





CHAPTER SIX

BESTIARY

Great heroes are often defined by the foes, monsters, and other horrors they face. In this chapter are a number of the most common threats across the many *Savage Worlds*.

DESIGNING THREATS

Nonplayer characters and monsters should have any Edges or Hindrances the GM feels are appropriate. They *are not* created like player characters (though they should generally have the prerequisites of any Edges for completeness). Otherwise, give them the abilities you want them to have and spend your time and energy on the plot of the game or how best to entertain your group.

SPECIAL ABILITIES

AQUATIC

The creature is native to the water. It is a natural swimmer and cannot drown. Its Pace in water is specified after the Aquatic ability.

ARMOR

A creature's Armor is written in parentheses next to its total Toughness, and already added in. Thick, leathery hide generally offers 2 points of Armor. Creatures like a stegosaurus generally have 4 or more points of protection. Supernatural creatures may have much higher Armor values. A living statue, for example, might have 8 points of Armor or more.

BITE

See **Natural Weapons**, page 104.

BREATH WEAPONS

Dragons and other "fire breathers" use a Cone Template for their attacks (see **Area Effect** attacks on page 97). Breath attacks may be **Evaded** (page 100).

Unless the creature's description says otherwise, breath attacks take the creature's entire turn — they can't perform Multi-Actions in the same round they make a breath attack.

BURROW

From massive worms to sand-dwelling humanoids, many creatures are able to burrow beneath the earth and move within it.

Burrowers can tunnel underground and reappear elsewhere for devastating surprise attacks against their foes. The distance a creature can burrow on its turn is written immediately after its Burrow ability.

A burrowing creature may tunnel on its action, and may erupt from the ground at any point within its burrowing Pace in the same turn. It cannot be attacked while beneath the earth unless the attacker has some special means of detecting it and penetrating the intervening dirt.

Burrowing creatures erupt from beneath their opponents and may take them by surprise. If the target was unaware of the

burrower's presence, the creature makes an opposed Stealth roll versus the victim's Notice. If the burrower wins, the target is Vulnerable *to it only*. With a raise, the burrower gets the Drop. Targets on Hold may attempt to interrupt the attack before it occurs.

Burrowers can't usually surprise a foe once their presence is known, but can still burrow for protection and mobility.

CLAWS

See **Natural Weapons**, page 104.

CONSTRUCT

Robots, golems, and other animated objects are collectively called "constructs." Some are sentient beings while others are mere automatons following the will of their masters.

Whatever their origin or material, constructs have several inherent advantages over creatures of flesh and blood.

Constructs add +2 when attempting to recover from being Shaken, ignore 1 point of Wound penalties, don't breathe or eat and are immune to disease and poison, don't Bleed Out, and Wounds are removed with Repair instead of Healing with no "Golden Hour."

ELEMENTAL

Air, earth, fire, and water form the basis of the elemental realms, wherein dwell strange, unfathomable creatures.

Elementals have bodies of pure earth, water, air, or fire and thus ignore additional damage from Called Shots, ignore 1 point of Wound penalties, don't breathe or eat and are immune to disease and poison, can only be healed via magic or natural healing.

ENVIRONMENTAL RESISTANCE

The creature is resistant (but not immune) to a particular type of energy or substance, such as cold, heat, iron, etc.

Damage from the source is reduced by 4, and the being adds +4 to resist matching Hazards or powers with a similar Trapping.

ENVIRONMENTAL WEAKNESS

The creature is susceptible to a particular type of energy or substance, such as cold, heat, iron, etc.

Damage from the source is increased by 4, and the being subtracts 4 when resisting matching Hazards or powers with a similar Trapping.

ETHEREAL

Ghosts, shadows, will-o'-the-wisps, and similar intangible creatures have no form in the physical world (or can turn it on and off at will). They can pass through physical objects, cannot be harmed by non-magical attacks, and cannot even be seen unless they desire to be. Ethereal creatures are affected by magical items, weapons, and supernatural powers.

Unless its description says otherwise, ethereal creatures can throw objects, wield weapons, or even push terrified heroes down long, dark stairs.

FEAR

Particularly frightening monsters cause Fear checks to all who see them. Some truly terrifying monsters may inflict penalties on Fear checks as well. A creature with Fear -2, for instance, causes those who see it to make their Fear checks at -2. See the **Fear** rules on page 124 for effects.

FEARLESS

Mindless creatures, some undead, robots, and the like don't suffer from the weaknesses of the mortal mind. Fearless creatures are immune to Fear effects and Intimidation. They may still be Taunted, however (usually because it draws their attention rather than causing emotional distress).

FLIGHT

The creature can fly at the listed Pace. It uses its Athletics to maneuver in chases or other situations.

GARGANTUAN

Gargantuan creatures are those that are at least Size 12 or higher. Classic movie monsters like Godzilla fall into this category.

Gargantuans have Heavy Armor, can take three additional Wounds, and their attacks count as Heavy Weapons.

Stomp: A Gargantuan creature may stomp by using an area effect template (the size of the template is determined by the GM based on the monster's "footprint"). The

attack ignores Scale modifiers and is an opposed Athletics vs Agility roll (defenders roll individually). Those who can't get out of the way are stomped for damage equal to the thing's Strength damage.

HARDY

Very tough or determined creatures do not fall from lesser injuries, no matter how many they suffer. A decisive blow is needed to put one of these tenacious creatures down.

If the beast is Shaken, another Shaken result doesn't cause a Wound.

HORNS

See **Natural Weapons**, page 104.

IMMUNITY

Creatures born in fire aren't affected by heat, and a horror made of pure lightning won't suffer from a bolt attack with an electrical trapping. Immunities are to specific types of attacks, such as fire, cold, electricity, and so on. Such creatures don't have **Invulnerability** (see below), they just ignore damage and Stun results from the specific attack types named.

INFECTION

A vampire's bite, a horrid spider-like creature that injects eggs into its victim's skin, or even the disease-born scratching of rats are all examples of Infection.

A character Shaken or Wounded by a creature with Infection must make a Vigor roll. Modifiers to the roll are listed in the creature's description, as are the effects of failure.

INFRAVISION

Nocturnal beasts often see in the infrared spectrum — meaning they can “see” by detecting heat. Creatures with Infravision halve penalties for bad lighting when attacking targets that radiate warmth (including *invisible* foes).

Clever characters may figure out ways to mask their heat from such creatures. Smearing cold mud over one's body or wearing special heat-filtering suits generally obscures the target from those with Infravision.

Humanoids with Infravision usually have normal sight as well.

INVULNERABILITY

Some Savage Tales feature invulnerable horrors that can only be defeated by discovering their weakness.

Invulnerable creatures ignore damage as listed in their description. Unless otherwise specified, they can be Shaken or Stunned but not Wounded by other forms of damage. An ancient dark god given life by misguided cultists, for example, might only be vulnerable to shards of stained glass gathered from a church.

LOW LIGHT VISION

Low Light Vision ignores penalties for Dim and Dark Illumination (but not Pitch Darkness).

PARALYSIS

Paralyzing poisons are covered under Poison, below. Other creatures might paralyze their victims with magic, electricity, or other sources. Victims who suffer damage or a Shaken result from such a creature must make a Vigor roll or be Stunned. They're also paralyzed and incapable of any action — even speech — for 2d6 rounds (or longer if otherwise specified).

POISON

Snakes, spiders, and other creatures inject poisonous venom via bite or scratch. To do so, the thing must cause at least a Shaken result to the victim, who then makes a Vigor roll modified by the strength of the poison (listed in parentheses after the creature's Poison ability). Effects of failure are described in more detail in the **Hazards** section (page 129).

REGENERATION

Legend has it that trolls, vampires, and certain other types of legendary creatures can Regenerate damage caused to them.

Regeneration comes in two types: Fast and Slow.

- **FAST:** Wounded creatures make a Vigor roll every round — even after they've been Incapacitated. A success heals one Wound (or removes Incapacitated status), and a raise heals an additional Wound. Wounds caused by some types of damage, listed in the creature's description, do not regenerate but may still heal naturally. Trolls cannot

regenerate Wounds caused by flame, for example.

- **SLOW:** The creature makes a natural healing roll once per day.

RESILIENT/VERY RESILIENT

Elite Extras are tougher than usual. This might include specially bred orcs in a fantasy setting, particularly tough thugs or agents in the modern world, or even mutant animals created in the lab of some mad scientist.

Resilient Extras can take one Wound before they're Incapacitated, Very Resilient Extras can take two. Wild Cards can't be Resilient or Very Resilient. The abilities exist to bring select Extras a little closer to the heroes and villains who lead them.

SIZE

Size grants a bonus to Toughness (or penalty for small creatures) and is a *guide* to the typical Strength of creatures in that general range.

Size is generally based on mass, but exceptions exist for extremely large but weak creatures, small but strong beings, etc.

Scale Modifiers are explained under **Size & Scale** on page 106.

Additional Wounds: Large creatures can take an additional Wound, Huge can take two, and Gargantuan three. The maximum Wound penalty is always three. This stacks with **Resilient/Very Resilient** (see above).

Unless otherwise stated, such creatures have Reach equal to the additional Wounds granted by Size.

STUN

A creature with this ability often has an electrical attack, mild toxin, mind lash, or similar defensive mechanism that temporarily disables their prey. Anyone Shaken or Wounded by the accompanying attack must make a Vigor roll minus any listed penalties or be **Stunned** (page 106). The Vigor roll is made at -2 if the creature hits with a raise.

SWAT

The creature has learned how to deal with pesky creatures smaller than itself. It ignores up 4 points of Scale penalties when attacking with certain abilities listed in its description (and only those specific abilities).

TENTACLES

The creature has a number of "tentacle actions" specified in its description (usually 2 or 4). Tentacle actions collectively count as a single limited action for the creature on its turn. The actions must stem from the tentacle in some way — usually a Fighting, Shooting, or grappling attack, but this is the GM's call.

If the creature is a Wild Card, it rolls its Wild Die with each tentacle action as usual.

If the being performs other actions on its turn, such as Taunting or casting a spell, these and the tentacle actions are affected by the Multi-Action penalty as usual.

Grappling rolls made with tentacles get a +2 bonus, and "crushing" causes the creature's Strength in damage unless otherwise listed.

Severing a tentacle is a Called Shot. If damage exceeds the creature's Toughness, the limb is severed and the monster is Shaken. If it was already Shaken, it takes a Wound.

UNDEAD

Zombies, skeletons, and similar physical horrors are particularly difficult to destroy. Below are the benefits of being such an abomination.

- Add +2 to Toughness and Spirit rolls to recover from being Shaken, ignore additional damage from Called Shots, ignore 1 point of Wound penalties, don't breathe or eat and are immune to disease and poison, don't Bleed Out, and can only be healed with magical *healing*.

WALL WALKER

Some creatures have the ability to walk on walls. They automatically walk on vertical or inverted surfaces just as a human walks on the earth.

A Wall Walker's movement rate when walking on walls is its standard Pace. It may run as usual when walking on walls unless the specific creature's text says otherwise.

WEAKNESS

Some creatures suffer additional damage or can only be hurt by their Weakness. A creature made of ice, for example, might take double damage from fire. See the creature's description for particular effects.