



# RED STAR SAVAGE SETTING



*A Savage Worlds Conversion of the classic d20 Modern Red Star Campaign Setting by Green Ronin*

V 1.0

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Thanks and I hope the Savage community enjoys the work herein! If anyone has any comments or errata, please feel free to e-mail me at [jscifert@gmail.com](mailto:jscifert@gmail.com) so I can correct any issues. Thanks!

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# **MAKING CHARACTERS**

The *Red Star Savage Setting* is designed around the battles of the Red Star military against the Nistaani and Nokgorkan resistance fighters, with players taking on the roles of Red Star Officers and NCOs.

## **1) RACE**

All characters are assumed to be human and therefore receive a free Edge. They must meet all the requirements of the Edge as normal.

## **2) NATIONALITY**

You may choose your nationality from U.R.R.S., Nistaani, or Nokgorkan.

## **3) BASIC TRAINING, RESISTANCE TRAINING, AND MILITARY OCCUPATIONAL SPECIALTY (MOS) OR COUNTRY PACKAGE**

Assuming you are a graduate of one of the Red Fleet academies, six weeks of training gives you the following skills at a d4 to start at character creation: Fighting, Notice, Shooting, and Protocol.

You also begin with the Hindrance: Obligations (Major: Red Fleet). This does NOT count towards your normal Hindrance total. Next, within the Red Fleet, decide what job your character performs, also known as the Military Occupational Specialty (MOS).

If you are a member of the Nistaani or Nokgorkan resistance movements, you begin with a d4 to start at character creation in the following skills: Fighting, Notice, Shooting, and Streetwise.

You also begin with the Hindrance: Obligations (Major: Nistaani or Nokgorkan Resistance). This does NOT count towards your normal Hindrance total. If you are a member of the Nistaani or Nokgorkan resistance forces, choose the relevant country package.

## **4) ATTRIBUTES**

Define your hero's attributes as normal. Keep in mind some military specialties may require minimum starting attribute levels.

## **5) SKILLS**

In *Red Star*, starting characters get 15 points for skills as usual. However, you must take certain skills determined by the character's MOS or country package. Using this system creates characters that are suited to their roles within the military or resistance. The Game Master may allow you to create characters outside these guidelines if desired.

**MOS Training:** Take any skills required by your MOS. Spend Extra Points: Leftover skill points may be spent as usual, and often reflect the character's life prior to armed service.

**Country Package:** Take any skills required by your country package. Spend Extra Points: Leftover skill points may be spent as usual, and often reflect the character's life prior to armed resistance.

## **6) EDGES & HINDRANCES**

All starting characters begin play with one free Edge of their choice. Some Edges go particularly well with a given MOS or country package. These are listed as Useful Edges, but you are not required to take them.

You may take one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point each). If you take any Hindrances, you may use the points gained from them for the benefits listed below.

For 2 Hindrance points you can:

- Raise an attribute one die type.
- Choose an Edge.

For 1 Hindrance point you can:

- Gain another skill point.

## 7) RANK

All military personnel have a rank or rating. Unless your Game Master says otherwise or if you have not bought either the Rank: NCO or Rank: Officer Edge, your character's starting rank cannot be higher than Ranker. See the Rank Tables for the U.R.R.S. ranks.

If a unit has two officers of the same rank, the two players must decide which is senior (often decided by the earliest enlistment date).

## 8) GEAR

The basic gear issue varies greatly from country to country, but unless the Game Master says otherwise, your character is assumed to be a member of the Red Fleet and is issued his basic uniform, dress uniform, a bedroll, and a mess kit.

Any additional equipment required is generated via loadouts (described later).

## 9) DEFINING INTERESTS

See *Agents of Oblivion* (Reality Blurs) for details on Defining Interests. They work identically in this setting as written in AoO.

## 10) LANGUAGES

Besides their native tongue, all soldiers know half their Smarts die in languages. They speak with an obvious accent, betraying their nationality. Social interaction skills dependent upon speech are at a -2 when attempted in the speaker's non-native tongue.

## 11) BACKGROUND

Come up with a history for your character. Was he drafted or did he volunteer? Where is he from? What did he do before the war? What about his family? What kind of personality does he have? Some of the answers to these questions could help you choose what service your character goes into and even what job he might end up doing.

# || NEW SKILLS

### Invocation (Spirit)

Nistaani shamans use this skill to kast their invocations.

### Kasting (Smarts)

Sorceresses and Priestesses use it to kast their protocols.

### **Protocol (Smarts)**

This skill substitutes in all ways for the Tradecraft skill introduced in *Agents of Oblivion* (Reality Blurs).

### **Telekinesis (Special)**

Use this skill to move objects with the power of your mind. A Telekinesis check allows you to move an inanimate object in your line of sight, as an action. On a success, the telekinetic may move up to 10 kg of material. For every raise, the amount of material moved is raised by a factor of ten.

Telekinesis requires your full attention while using it. If you use it for prolonged periods, you must succeed at Disruption checks if distracted (see *Savage Worlds* core rulebook).

You may not use Telekinesis on a living creature.

See the Telekinesis Edge for more information.

## **|| SKILL APPLICATIONS**

### **Hacking**

This skill application works in all ways as introduced in *Agents of Oblivion* (Reality Blurs).

### **Intimidation as Interrogation**

This skill application works in all ways as introduced in *Agents of Oblivion* (Reality Blurs).

### **Manhunt**

This skill application works in all ways as introduced in *Agents of Oblivion* (Reality Blurs).

### **Persuasion as Disguise**

This skill application works in all ways as introduced in *Agents of Oblivion* (Reality Blurs).

### **Persuasion as Seduction**

This skill application works in all ways as introduced in *Agents of Oblivion* (Reality Blurs).

### **Stealth as Blending**

This skill application works in all ways as introduced in *Agents of Oblivion* (Reality Blurs).

### **Life And Death**

Treat as per the Life and Death rules on page 13 of *Savage Suzerain* (Savage Mojo).

When a character dies, shuffle the Action Deck and deal 1 card per Rank of the character. If a Joker comes up, the character becomes an Immortal and gains the Immortal Edge.

## || RED FLEET MOS PACKAGES

### HAILER

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attribute Requirements:** Strength d6+

**Skill Requirements:** Notice d6+, Shooting d6+

**Useful Edges:** Commando, Grazing Fire, Grenade Launcher King, Grenade Launcher God, Hailer Guidance, Hailer Training, Improved Hailer Training, Hose 'Em Down, Improved Hose 'Em Down, Marksman, Move & Fire, Tank Buster, Tank Hunter, Improved Tank Hunter, Telekinesis, Telekinetic Autofire, Telekinetic Firearms Proficiency, Telekinetic Warrior

**Special:** Characters starting play as hailers must take the Rank (NCO) and Telekinesis Edges during character creation. The hailer starts as a Junior Sergeant, or Guard, as described in *The Red Star Campaign Setting* (Green Ronin).

**Additional Benefits/Gear:** Hailer loadout package.

### RED FLEET OFFICER

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attribute Requirements:** Smarts d6+

**Skill Requirements:** Knowledge (Battle) d6+, any one skill appropriate to the job at d6+. For example, an expert krawl commander might take Driving or Repair, a skyfurnace staff officer might take Driving or Piloting, an engineer officer should take Knowledge (Engineering) or Repair, a sorceress officer should take Knowledge (Magic), and an infantry commander armor officer might take Driving or Knowledge (Demolitions).

**Useful Edges:** Any Leadership Edge is, of course, useful.

**Special:** Characters starting play as officers must take the Rank (Officer) Edge during character creation and begin play as a Junior Lieutenant (or Sorceress, in the case of those with an Arcane Background).

Additionally, a Red Fleet Officer must choose a Branch of Service from the list below, gaining the benefits listed (all requirements of the benefits must still be met):

- Engineering Branch: Gain the Mechanically Inclined Edge.
- Infantry Branch: Gain +1 die step to Fighting and Notice.
- Sorcery Branch: In order to become a member of this branch, a character must have the Arcane Background (Sorceress) Edge. The following Sorcery Branches have the given benefits: Deck kaster - start play as a Sorceress-Lieutenant; Infokaster - Gain a d6 in any Knowledge skill, Medikaster - Healer Edge, Sorceress Engineer - Gain a d6 in any Knowledge skill related to engineering, Supply Kaster - Well Equipped Edge, Warkaster - Companion Edge (hailer bodyguard).
- Staff Branch: Gain the Ace Edge.

**Additional Benefits/Gear:** Appropriate Red Fleet Officer loadout package.

### RED FLEET TROOPER

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attribute Requirements:** None

**Skill Requirements:** Notice d6+, Fighting d6+, Shooting d6+

**Useful Edges:** Red Fleet Troopers need all the Combat Edges they can get!

**Special:** Red Troopers gain one Combat Edge of their choice at character creation for which they meet the requirements.

**Additional Benefits/Gear:** Red Trooper loadout package.

## **ZEK**

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attribute Requirements:** None

**Skill Requirements:** Notice, Fighting, Shooting, Stealth

**Useful Edges:** Any, depending on focus

**Special:** Characters starting play as Zeks must take the Outcast Hindrance, but gain no additional character points for it. However, they also gain the Common Bond Edge, limited to other Zeks.

*Edge Restrictions:* Zeks begin the game as prisoners and cannot purchase the Rank Edge until they have earned their freedom and with Game Master Approval.

Additionally, a Zek must choose a specialty from the list below, gaining the benefits listed (all requirements of the benefits must still be met):

- Agitator: Agitators gain the Command Edge.
- Criminal: Criminals gain the Nerves of Steel Edge.
- Engineer: Engineers gain the Mechanically Inclined Edge.
- Kutter: Kutters gain the Demo Man Edge.
- Wild Talent: Wild talents gain the ability to cast a protocol of their choice from any of the Arcane Background (Sorceress) Branches, except Nokgorkan Priestess. They are considered to have 10 Power Points for the purpose of Kasting the protocol and use their Spirit as their Arcane Skill die when Kasting.

**Additional Benefits/Gear:** Appropriate Zek loadout package.

## || **NISTAANI COUNTRY PACKAGES**

### **SHAMAN**

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attribute Requirements:** Spirit d6+

**Skill Requirements:** Knowledge (Magic)

**Useful Edges:** Any appropriate Power or Weird Edges.

**Special:** Nistaani shaman gain one Power or Weird Edge of their choice at character creation for which they meet the requirements.

**Additional Benefits/Gear:** Nistaani shaman loadout package.

## **WARRIOR**

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attribute Requirements:** None

**Skill Requirements:** Knowledge (Battle)

**Useful Edges:** Any Combat or Leadership Edges.

**Special:** Nistaani warriors gain one Combat or Leadership Edge of their choice at character creation for which they meet the requirements.

**Additional Benefits/Gear:** Nistaani warrior loadout package.

## || **NOKGORKAN COUNTRY PACKAGES**

### **RESISTANCE FIGHTER**

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attribute Requirements:** None

**Skill Requirements:** Fighting, Shooting

**Useful Edges:** Any Combat or Leadership Edges.

**Special:** Nokgorkan resistance fighters gain one Combat or Leadership Edge of their choice at character creation for which they meet the requirements.

**Additional Benefits/Gear:** Nokgorkan resistance fighter loadout package.

### **PRIESTESS**

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attribute Requirements:** Spirit d6+

**Skill Requirements:** Knowledge (Magic)

**Useful Edges:** Any appropriate Power or Weird Edges.

**Special:** Nokgorkan priestesses gain one Power or Weird Edge of their choice at character creation for which they meet the requirements.

**Additional Benefits/Gear:** Nokgorkan priestess loadout package.

# **HINDRANCES**

## **Bullet Magnet (Major)**

This Hindrance works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

## **Fanatic (Major)**

This Hindrance works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

## **Goldbrick (Minor)**

This Hindrance works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

## **Hard Case (Major)**

This Hindrance works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

## **Old Ways Oath (Minor or Major)**

This Hindrance works in all ways as introduced in *Deadlands Player's Handbook* (Pinnacle Entertainment Group).

## **Replacement (Major)**

This Hindrance works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

## **Slow (Major)**

This Hindrance works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

# **EDGES**

The following Edges from the *Savage Worlds* core book are not allowed.

**Background:** Noble, Rich and Filthy Rich

**Combat Edges:** No changes

**Power Edges:** No changes

**Professional Edges:** Adept, Gadgeteer, Holy/Unholy Warrior, Mentalist, Mr. Fix it

**Legendary Edges:** No changes

The following Edges are modified in the *Red Star Savage Setting*:

## **Beastmaster**

This Edge works in all ways as introduced in *Savage Suzerain* (Savage Mojo).

## **Champion**

**Requirements:** Novice, Nistaani shaman or warrior or Nokgorkan resistance fighter or priestess country package, Spirit d8+, Strength d6+, Vigor d6+, Fighting d8+

Instead of targeting supernatural creatures, the target must be a member of the Red Fleet.

## **Followers**

This Edge works in all ways as introduced in *Savage Suzerain* (Savage Mojo).

### **Rapid Recharge**

**Requirements:** Spirit d8+

### **Sidekick**

This Edge works in all ways as introduced in *Savage Suzerain* (Savage Mojo).

### **Wizard**

**Requirements:** Novice, Arcane Background (Sorceress), Smarts d8+, Knowledge (Magic) d8+, Kasting d6+

## || **BACKGROUND EDGES**

### **Arcane Background**

**Requirements:** Novice, Special

The Arcane Background Edge is unchanged from the core rule book, only the specific Arcane Backgrounds are different. The following Arcane Backgrounds are available in *Red Star*: Shamanism and Sorceress. These Arcane Backgrounds and their associated powers are described in the **Magic & Sorcery Section**.

### **Academy Graduate**

**Requirements:** Novice, Smarts d6+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **College Boy**

**Requirements:** Novice, Smarts d8+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Grizzled**

**Requirements:** Novice, Smarts d6+, Spirit d6+, Vigor d8+, Fighting d8+, Shooting d8+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

## || **COMBAT EDGES**

### **Blood and Guts**

**Requirements:** Veteran

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Bullseye**

**Requirements:** Seasoned

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Improved Bullseye**

**Requirements:** Heroic

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Chosen Tool**

**Requirements:** Seasoned, Immortal, Spirit d8+

The Immortal acquires a tool, most often a melee weapon, by which they come to be identified.

The Immortal's chosen tool is capable of harming Immortals and creatures only vulnerable to magic weapons. As a free action, the Immortal can expend 1 P.H.E. to empower their chosen tool for a round, giving it a bonus to Fighting, Shooting, or Throwing rolls and damage equal to half his number of Ranks (rounded down). This bonus stacks with Trademark Weapon and Improved Trademark Weapon. If the chosen tool is a kasting aid, it adds +1 to all Kasting or Invocation checks.

### **Improved Chosen Tool**

**Requirements:** Heroic, Spirit d10+

A single P.H.E. empowers their chosen tool for five rounds. If the tool is primarily a weapon, it gains AP 2 if it did not have armor piercing before or +1 to its AP value if it was already armor piercing. In addition, by expending 1 point of P.H.E. the weapon deals an additional +1d4 points of damage. The source of the extra damage should be worked out between the player and GM, e.g. it bursts into flame, becomes like liquid metal slipping past armor, screams with deafening unholy joy, and so on. If the tool was a kasting aid, it instead adds a bonus of +2 to all Kasting or Invocation checks and allows one Grade of overkasting without causing any automatic soul burn.

### **Close Fighting**

**Requirements:** Novice, Agility d8+, Fighting d8+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Improved Close Fighting**

**Requirements:** Novice, Close Fighting

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Combat Hook**

**Requirements:** Seasoned, Defensive Rotation Shield, Telekinesis d8+

You wield your hook in either close combat or at range with equal facility. You can use the motion of the hook to keep your guard up even when hurling it telekinetically at your enemies. You can use your hook as a weapon without compromising the integrity of your Defensive Rotation Shield. You may use your hook to attack as normal, either ranged or as a melee weapon, while still gaining the benefits of your Defensive Rotation Shield.

### **Improved Combat Hook**

**Requirements:** Veteran, Combat Hook, Telekinesis d10+

With your hook, you are ready to attack your enemies the moment they drop their guard. When you have your hook ready (either in your hand or used for a defensive rotation shield) you are considered to have Reach 1. You can make attacks when opponents withdraw from combat and attack opponents that come within Range by using a ranged attack from your hook. If you have the First Strike, Improved First Strike, Counterattack, Improved Counterattack, Sweep, or Improved Sweep Edges, they may be used at Reach 1.

### **Defensive Driver**

**Requirements:** Seasoned, Boating, Driving or Piloting d8+, Notice d6+

This Edge works in all ways as introduced in *Necropolis 2350* (Triple Ace Games).

### **Improved Defensive Driver**

**Requirements:** Veteran, Defensive Driver

This Edge works in all ways as introduced in *Necropolis 2350* (Triple Ace Games).

### **Defensive Rotation Shield**

**Requirements:** Novice, Red Fleet Trooper MOS, Telekinesis d6+

When armed with a hook, you can activate or deactivate your Defensive Rotation Shield as an action. The shield causes attackers to subtract 2 from their attack rolls using handgun and submachine gun attacks. Select a direction for the shield to protect you in. The shield then provides its deflection bonus against any attacks coming in from opponents within a 180-degree arc from that direction. You cannot place the shield directly behind you.

### **Improved Defensive Rotation Shield**

**Requirements:** Seasoned, Defensive Rotation Shield, Telekinesis d8+

You learn to spin your hook around your body, while continuing to rotate it along its axis to provide a shield. This double rotation requires greater telekinetic ability, but enables you to defend against attacks from all sides. The shield causes attackers to subtract 2 from their attack rolls using handgun, longarm and submachine gun attacks. It never applies to vehicular weapons, heavy weapons, telekinetic weapons, grenades and explosives (including grenades fired from grenade launchers mounted under handguns and longarms) or archaic weapons.

When you activate your Defensive Rotation Shield, it circles all around you rather than just in front of you, providing its deflection bonus against all appropriate attacks coming from all directions.

### **Dirty Fighter**

**Requirements:** Seasoned

Those with this Edge will do anything to win out in a fight. This dastardly cur is particularly good at Tricks. He adds +2 to all Trick maneuver rolls.

### **Really Dirty Fighter**

**Requirements:** Seasoned, Dirty Fighter

The character is extremely skilled in tactical deceit. By describing the Trick and spending a Benny, he may automatically get The Drop on any single opponent.

### **Dig In!**

**Requirements:** Novice, Smarts d6+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Improved Dig In!**

**Requirements:** Seasoned, Dig In!

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Fire For Effect**

**Requirements:** Novice, Smarts d8+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Grazing Fire**

**Requirements:** Seasoned, Rock and Roll!, Shooting d8+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Grenade Launcher King**

**Requirements:** Novice, Shooting d8+

This Edge works in all ways as introduced in *Necropolis 2350* (Triple Ace Games).

### **Grenade Launcher God**

**Requirements:** Seasoned, Marksman, Grenade Launcher King

This Edge works in all ways as introduced in *Necropolis 2350* (Triple Ace Games).

### **Groundhog**

**Requirements:** Seasoned, Spirit d6+, Smarts d6+

This Edge works in all ways as introduced in *Tour of Darkness* (Pinnacle Entertainment Group).

### **Hailer Guidance**

**Requirements:** Heroic, Improved Hailer Training, Shooting d8+, Telekinesis d12+

This hailer can use his or her telekinetic powers to guide and control hailer attacks.

In either mode, the hailer may fire around corners or past cover. This allows an attack against any target within Range, so long as there is a route to the target. In effect, the target is treated as having two levels of cover less than she actually has; so a target behind near total cover instead has medium cover, and a target who usually had medium or light cover instead has no cover at all.

Furthermore, in flamethrower mode, the hailer may ‘sculpt’ the flames, creating any shape of flamethrower area of effect desired, so long as the volume of the area of effect remains identical. The shape does not have to be a Cone Template: L-shapes, curves, or even hollow boxes are all possibilities. Also, they may treat the hailer in flamethrower mode as if it was a vehicular flamethrower for purposes of targeting the flame as a Medium Burst Template at Range.

### **Hailer Training**

**Requirements:** Novice, Hailer MOS, Shooting d6+, Telekinesis d6+

Hailers can increase the power and speed of their hailer rounds, boosting the Range of the hailer in machine gun mode to 75/125/250 and treating all hailer rounds as having AP 4. These benefits apply to both hailers and heavy hailers.

### **Improved Hailer Training**

**Requirements:** Veteran, Hailer Training, Telekinesis d10+

Hailers at this level of proficiency may boost the Range of the hailer in machine gun mode to 100/150/300 and treats all hailer rounds as having AP 6. These benefits apply to both hailers and heavy hailers.

### **Hook Training**

**Requirements:** Veteran, Red Trooper MOS, Trademark Weapon (Hook), Telekinesis d10+

A Red Trooper can reconfigure a hook for melee attack, telekinetic attack, or (with appropriate attachments) heavy weapon attack as a free action rather than as a standard action. Furthermore, when reconfiguring the hook, the Red Trooper is considered to have the Improved Extraction Edge. The Red Trooper also gains the Improved Trademark Weapon Edge when using their hook.

### **Hose 'Em Down**

**Requirements:** Novice, Shooting d8+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Improved Hose 'em Down**

**Requirements:** Seasoned, Hose 'Em Down

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Incoming!**

**Requirements:** Seasoned

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Move & Fire**

**Requirements:** Veteran, Agility d8+, Smarts d6+, Shooting d10+, Marksman

This Edge works in all ways as introduced in *Necropolis 2351-55 Update* (Triple Ace Games).

### **Pickle Barrel**

**Requirements:** Novice, Knowledge (Bombardier) d6+ or Piloting d6+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Protocol Gunnery**

**Requirements:** Novice, Ability to kast at least one protocol

You are familiar with the specialist protocols required to shoot vehicular protocol weapons. You can fire any vehicle-mounted protocol weaponry and gain +2 to Shooting when firing such weaponry.

### **Railfighting**

**Requirements:** Novice, Agility d8+

You are trained in railfighting on the internal rails of a skyfurnace's Combat Grid. You may use railsuits as a transportation and combat mechanism, not just as armor.

### **Slivers on the Wind**

**Requirements:** Novice, Telekinesis d6+

You know the Nistaani fighting art of the Sha-Osk, allowing you to use your telekinesis as a weapon to hurl Sha-Osk pins at your enemies.

### **Improved Slivers on the Wind**

**Requirements:** Novice, Slivers on the Wind, Telekinesis d8+

Experts with the Sha-Osk pins can control the path the pins take to their enemy, allowing them to target specific parts of the body - traditionally the face. You know the technique of telekinetically hurling your Sha-Osk pins directly into an opponent's face rather than simply sending them in his general direction. As normal, an attack to the face is called a shot that imposes a -4 penalty on the attack roll, but deals +4 damage on a successful hit. Furthermore, a successful attack to the face ignores all armor other than zero armor or STRIFE armor.

Attacks to the face also have the potential to cause blindness. The target must make a successful Agility roll or become permanently blinded. Recovery might be possible at the GM's discretion, but only with full modern medical facilities.

### **Tank Buster**

**Requirements:** Seasoned, Shooting d10+

This Edge works in all ways as introduced in *Necropolis 2350* (Triple Ace Games).

### **Tank Hunter**

**Requirements:** Novice

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Improved Tank Hunter**

**Requirements:** Novice, Tank Hunter

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Telekinetic Autofire**

**Requirements:** Novice, Telekinetic Firearms Proficiency, Telekinesis d6+, Shooting d6+

This Edge works in all ways as introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

You can move and fire any telekinetic firearm on autofire without recoil penalty (provided, of course, it has an autofire setting).

### **Telekinetic Firearms Proficiency**

**Requirements:** Novice, Telekinesis d4+, Shooting d4+

This Edge works in all ways as introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

You can fire any telekinetic firearm.

### **Telekinetic Warrior**

**Requirements:** Veteran, Telekinesis d10+, Shooting d10+

This Edge works in all ways as introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

You gain +2 to Shooting rolls when utilizing telekinetic weapons. This bonus does not stack with the Trademark Weapon or Improved Trademark Weapon Edges.

### **Trademark Vehicle**

**Requirements:** Seasoned, Driving d8+, Repair d8+, Shooting d8+

This Edge works in all ways as introduced in *Necropolis 2351-55 Update* (Triple Ace Games).

### **Urban Warrior**

**Requirements:** Seasoned, Agility d6+, Smarts d6+, Notice d8+, Stealth d8+

This Edge works in all ways as introduced in *Necropolis 2351-55 Update* (Triple Ace Games).

### **Wall of Flame**

**Requirements:** Seasoned, Shooting d8+

This Edge works in all ways as introduced in *Necropolis 2351-55 Update* (Triple Ace Games).

## **|| LEADERSHIP EDGES**

### **A Few Good Men**

**Requirements:** Heroic, Smarts d8+, Command, Inspire

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **A Few More Good Men**

**Requirements:** Heroic, Smarts d8+, A Few Good Men, Command, Inspire

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Art of War**

**Requirements:** Novice, Smarts d8+, Knowledge (Battle) d8+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Cry Havoc!**

**Requirements:** Veteran, Spirit d8+, Knowledge (Battle) d10+, Command, Fervor

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Death Before Dishonor**

**Requirements:** Veteran, Knowledge (Battle) d10+, Command, Hold the Line

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Heroic Leadership**

**Requirements:** Heroic, Command, Natural Leader

This Edge works in all ways as introduced in *Necropolis 2351-55 Update* (Triple Ace Games).

### **Rank (NCO or Officer)**

**Requirements:** Novice, Smarts d6+, MOS qualified

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group). The following changes apply:

NCOs' military rank is the lowest for an NCO in the Red Fleet (a Junior Sergeant in the Red Fleet, for example).

Officers' military rank becomes the lowest for an officer in his particular service branch (usually Junior Lieutenant or Sorceress).

**The Kommissariat:** Though they follow the normal Rank structure, members of the Kommissariat are responsible for morale (and rooting out traitors) rather than tactical command. Instead of the extra benny, Kommissariat officers add +2 to Intimidate rolls, and all friendly troops within 5" add +1 to resist Fear and recover from being Shaken.

**Tactical Command:** Note that though NCOs and officers may give the orders, tactical control of

Extras should still be split up among the players as usual. This ensures everyone gets to play and doesn't overburden one or two players while the rest slowly wait for their turn. Remember that this is still Savage Worlds, and the action should still be fast and furious.

**The Kommissariat:** Though they follow the normal Rank structure, members of the Kommissariat are responsible for morale (and rooting out traitors) rather than tactical command. Instead of the extra benny, Kommissariat officers add +2 to Intimidate rolls, and all friendly troops within 5" add +1 to resist Fear and recover from being Shaken.

## || POWER EDGES

### Concentration

**Requirements:** Seasoned, Arcane Background, Smarts d6+, Spirit d6+, Vigor d6+

This Edge works in all ways as introduced in *Necropolis 2351-55 Update* (Triple Ace Games).

### Improved Concentration

**Requirements:** Veteran, Concentration

This Edge works in all ways as introduced in *Necropolis 2351-55 Update* (Triple Ace Games).

### Spirits' Favor

**Requirements:** Seasoned, Arcane Background (Shamanism), Invocation d8+

This Edge works in all ways as introduced in *Deadlands Player's Handbook* (Pinnacle Entertainment Group).

### Totem Spirit

**Requirements:** Novice, Arcane Background (Shamanism), Spirit d8+

This Edge works in all ways as introduced in *Deadlands: The Last Sons* (Pinnacle Entertainment Group). The following exceptions apply:

The list of common nature spirits for Nistaani shamans who have the Totem Spirit Edge is:

- **Bat:** The favored power of Bat is *claws of stone*.
- **Bear:** Bear's favored power is *healing*.
- **Falcon:** Falcon's favored power is *mind rider*.
- **Goat:** Goat's favored power is *protection*.
- **Hare:** Hare favored power is *deflection*.
- **Owl:** Owl's favored power is *fear*.
- **Red Fox:** Red Fox's favored power is *shape change*.
- **Snake:** Snake's favored power is *contact spirit world*.
- **Snow Leopard:** Snow Leopard's favored power is *wisdom of the ancients*.
- **Spider, Giant:** Giant Spider's favored power is *entangle*.
- **Weasel:** Weasel's favored power is *curse*.
- **Wolf:** Wolf's favored power is *quickness*.

## || PROFESSIONAL EDGES

### Commando

**Requirements:** Novice, Agility d6+, Smarts d6+, Spirit d6+, Strength d8+, Vigor d8+, Fighting d6+, Shooting d6+, Stealth d8+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Demo Man**

**Requirements:** Novice, Knowledge (Demolitions) d6+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Fetish Creator**

**Requirements:** Novice, Arcane Background (Shamanism), Smarts d8+, Spirit d8+, Invocation d8+

This is a shamanic version of the Gadgeteer Edge.

Once per game session, the shaman can create a magic talisman and imbue it with arcane energy. The device uses any power available to the shaman (though this is still subject to Rank restrictions). It has half the creator's Power Points and once these are used up they do not recharge. The ritual to imbue the object takes 1d20 minutes. Activating the device requires a Spirit roll.

### **Frogman**

**Requirements:** Novice, Smarts d6+, Strength d6+, Vigor d8+, Knowledge (Demolitions) d6+, Swimming d8+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Hacker**

**Requirements:** Novice, Smarts d8+, Protocol d10+

This Edge works in all ways as introduced in *Agents of Oblivion* (Reality Blurs).

### **Jump Qualified**

**Requirements:** Novice

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Medic!**

**Requirements:** Novice, Healing d6+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Mechanical Aptitude**

**Requirements:** Novice, Driving d6+, Repair d8+

This Edge works in all ways as introduced in *Necropolis 2351-55 Update* (Triple Ace Games).

### **Mechanically Inclined**

**Requirements:** Novice, Smarts d6+, Repair d6+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

## **|| SOCIAL EDGES**

### **Band of Brothers**

**Requirements:** Wild Card, Veteran, Common Bond

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Party Member**

**Requirements:** Novice, Citizen of the U.R.R.S.

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group). The individual is a member of the Internationalist Party. This is essential for anyone who wants to get ahead in the Red Star bureaucracy.

### **Prison Tattoos**

**Requirements:** Novice, Zek MOS

This Edge works in all ways as introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Any Zek observing another Zek may make a Notice check to “read” the other’s tattoos, revealing his or her Rank and in which prisons he has served. Tattooed Zeks receive the Strong Willed Edge, even if they do not meet the requirements. Against Zeks who are aware of the tattoos’ significance (the Zek hierarchy is almost as strict as the formalized rank system of the Red Fleet) the bonus for Intimidation rolls is +4.

### **Scrounger**

**Requirements:** Novice, Smarts d6+, Streetwise d6+

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Unsung Hero**

**Requirements:** Novice, Zek MOS, Luck

This Edge works in all ways as introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Zeks are regularly called upon to succeed at extraordinary tasks as a part of their daily duties, thus they are more effective in their use of their bennies.

Once per session per Rank. when a Zek spends a benny to re-roll a Trait roll, they may roll two Wild Die on the re-roll and may choose the best Wild Die result. Furthermore, any time a Zek’s Wild Die result Aces, the benny is not lost.

### **Well Equipped**

**Requirements:** Novice, Charismatic, Protocol d6+

This Edge works in all ways as introduced in *Agents of Oblivion* (Reality Blurs).

## **WEIRD EDGES**

### **Companion**

**Type:** Weird

**Requirements:** Seasoned

This Edge works in all ways as introduced in *Savage Suzerain* (Savage Mojo).

### **Courage Under Fire**

**Requirements:** Seasoned, Command, Rank (NCO or Officer)

This Edge works in all ways as introduced in *Tour of Darkness* (Pinnacle Entertainment Group).

### **Energy Field**

**Requirements:** Heroic, Immortal

This Edge works in all ways as the Pulse Armor Edge introduced in *Savage Suzerain* (Savage Mojo), with the exception that P.H.E. is substituted for Pulse.

### Improved Energy Field

**Requirements:** Legendary, Energy Field

This Edge works in all ways as the Pulse Armor: Improved Edge introduced in *Savage Suzerain* (Savage Mojo), with the exception that P.H.E. is substituted for Pulse.

### Eyes of Imbohl

**Requirements:** Novice, Background or Special (see text), Spirit d10+

You are destined for greatness, but your life is unlikely to be easy. You can see into the Spiritrealm. You perceive Immortals despite being alive yourself and interact with them. You acquire a P.H.E. Pool as if you were an Immortal and you can take feats that have the Immortal prerequisite. All of your personal weapons count as being infused.

The Eyes of Imbohl either must be taken as a background Edge or alternatively, after the character has entered or glimpsed the Spiritrealm while Incapacitated and Bleeding Out.

### Immortal

**Requirements:** Legendary, Special (see text)

Taking this Edge at the Legendary Rank is something of an insurance policy against having your plans for this your character ended prematurely. If your hero is killed, he *automatically* returns as an Immortal; there is no need to draw from the Action Deck.

Immortals who have Arcane Backgrounds lose the ability to cast their invocations or protocols using Power Points. Instead, all casting is done spending P.H.E. in lieu of Power Points. Any Power Points gained as a mortal via the Power Points Edge are lost and the Immortal's P.H.E. pool is calculated as normal: 10 + 5 per Rank.

Immortals gain the following **Special Abilities**:

- *Darkvision*: Does not suffer Darkness penalties.
- *Enhanced Stealth*: +2 to Stealth rolls.
- *Ethereal*: Immortals are immaterial and can only be harmed by magical attacks. Immortals cannot normally affect the physical world in any way.
- *P.H.E. Pool (Power Points)*: 10 + 5 per Rank.
- *Quicksilver Speed*: Parry is increased by 1.
- *Undead*: +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; immune to disease and poison; no wound penalties (Wild Cards only).
- *Slow Regeneration*: Makes a natural healing roll once per day.
- *Soul Drain Edge*
- *Weakness (P.H.E. Infused Weapons)*: Immortals suffer normal damage from P.H.E. infused weapons.

### Immortal Illusions

**Requirements:** Seasoned, Immortal

This Edge works in all ways as the Illusion Edge introduced in *Totems of the Dead* (Gun Metal Games), with the exception below:

The Immortal can create false sensory impressions and can fool the senses of others by creating illusions out of P.H.E.. It costs 3 P.H.E. to create the initial illusion and 1 additional P.H.E. per round to maintain it. The Immortal is subject to the effects of Disruption during maintenance of the illusion.

### **Infuse**

**Requirements:** Seasoned, Immortal

You have the ability to saturate equipment with P.H.E., allowing its use by and against Immortals. You have the ability to create soul iron.

By placing your hand on an object, you can inundate it with P.H.E. It takes 5 P.H.E. per kilogram of material.

The material becomes usable by Immortals. If a melee weapon, it becomes capable of cutting Immortals. If armor, it protects from attacks from an Ethereal source. Infused equipment must be continually handled or worn by an Immortal, or it loses its “charge” within an hour, though the individual who infused the item doesn’t have to be the one who maintains it.

Soul iron is a Spiritrealm metal that has been eternally infused. It takes 30 points of P.H.E. to permanently infuse 1 kilogram of soul iron. A kilogram of soul iron costs 2 Resource Points in the Spiritrealm.

### **Living Influence**

**Requirements:** Veteran, Immortal, Spirit d8+

You may spend 1 benny and 1 P.H.E. to speak to the spirit of a mortal. While he does not consciously hear you, his soul may. The mortal and the Immortal make opposed Spirit checks. If the mortal succeeds, she can ignore the compulsion at the GM’s discretion. If the target fails, she automatically reacts as below. The effect lasts for the Immortal’s Rank in rounds.

- *Despair:* The mortal suffers a -1 penalty on attack and damage rolls and all Trait checks. Despair dispels the effects of hope.
- *Fear:* The mortal becomes Panicked (moves his full Pace plus running die away from the danger and is Shaken) and flees from the object of its fear (chosen by you). Fear dispels rage.
- *Friendship:* The mortal’s attitude shifts toward the next more positive reaction. Mortals involved in combat continue to fight back normally, however. Friendship dispels hatred.
- *Hatred:* The mortal’s attitude shifts toward the next more negative reaction. Hatred dispels friendship.
- *Hope:* The mortal gains a +1 bonus on attack and damage rolls and all Trait checks. Hope dispels fear.
- *Rage:* The mortal becomes Berserk, as per the Edge. Rage dispels fear.

The Immortal can influence more mortals at once by spending more P.H.E. Each extra point of P.H.E. spent doubles the amount affected; so 2 P.H.E. affects two mortals, 3 P.H.E. affects 4 mortals, 4 P.H.E. affects 8 mortals, and so forth. It would take 15 P.H.E. to affect 16,224 mortals - the crew of the Konstantinov, for example. Living Influence is an action that requires the utmost concentration. No other actions, including free actions and movement, are allowed while the influencing attempt occurs.

### **Lucky Soul**

**Requirements:** Heroic, Immortal, Spirit d8+, Vigor d8+

This Edge works in all ways as the Opportunistic Push Edge introduced in *Savage Suzerain* (Savage Mojo), with the exception that P.H.E. is substituted for Pulse.

### **Master of Doors**

**Requirements:** Heroic, Connections, Survival d8+

The character's extensive knowledge of the Spiritrealm's denizens and their secrets allow access to places where most can never go. The character can cross the world using shard-plane back doors, secret mystic paths and the occasional short cut.

The character and a number of compatriots equal to his Rank can get from anyplace in the Spiritrealm to any other place in the Spiritrealm within a single hour. The character can use Master of Doors once a week, as Immortals get wise, and new routes continually have to be researched.

### **Mortal Coil**

**Requirements:** Heroic, Immortal, Spirit d10+

For short times, you can take on a physical form. You gain a body mortals can perceive, allowing you to interact with the corporeal world. In order to gain a mortal form, you must spend 25 points of P.H.E. The body created is not a true human form, but only a simulacrum. While it appears like a human body to all senses, it is only a shell. While using Mortal Coil, an Immortal loses 1 P.H.E. every five minutes in the simulacrum. You do not regain P.H.E. while in this form. Using Mortal Coil takes an action, both to take on a Coil and to allow one to dissipate. If an Immortal "dies" while using Mortal Coil, they're consigned to Oblivion.

### **Pure of Heart**

**Requirements:** Novice, Immortal, Spirit d8+

Your soul shines with clarity of purpose. Add +5 to you P.H.E. pool.

### **Radar**

**Requirements:** Novice

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

### **Quicksilver Dodge**

**Requirements:** Novice, Immortal, Agility d10+, Spirit d8+

You move with blindingly inhuman speed, dodging blows, hooks, bullets and even protocols. For a single round, you can avoid all forms of attack, even ones supposedly unavoidable - such as protocols allowing for no opposed checks. Spend 3 points of P.H.E. for each attack, making a successful Agility roll at -2 for each one. Success means you suffer no adverse effects at all, regardless of the attack's description. Quicksilver Dodge counts as an action.

### **Radio Head**

**Requirements:** Novice

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

## Read Destiny

**Requirements:** Veteran, Immortal

By studying the soul of a mortal, you can make inferences as to what their fate will be. You must study the mortal's spirit for a minute (10 rounds) then make a Spirit roll against the following chart. If you fail the Spirit roll, the tangled skein of that particular mortal's fate is beyond your ability to discern. Only 1 reading per individual is possible.

Spirit Roll	Result
Success	A vague vision of the subject's future over the next 24 hours. Not necessarily accurate.
1 Raise	A vision of subject's future over the next 48 hours. Accurate, but not very detailed.
2 Raises	A vision of a specific critical event in the subject's future and exactly how long before it occurs.
3 Raises	A series of visions touching upon the subject and all others involved in the critical event.
4 Raises	Total awareness of the likely course of the subject's life over the next decade, including time, place, subject and other participants in several critical events.
5 Raises	Perfect knowledge of the subject's destiny including the day he will die. Total clarity on any significant event, including death, and all parties directly involved with the subject at the time.

## Siphon

**Requirements:** Seasoned, Immortal, Trademark Weapon

An Edge only possessed by those willing to enslave others, siphon allows you to trap another soul in a Bonded vessel rather than destroying them. As long as you have an empty soul cage or other kind of containment unit ready, you may force a soul into that Bonded vessel. In order to use this Edge, you must deliver a final blow to an Immortal foe with any infused weapon for which you have taken the Trademark Weapon Edge. Instead of inflicting wounds that would send them to oblivion, the blow automatically forces them into your Bonded vessel. It costs 3 points of P.H.E. per soul captured to use Siphon, and its use is a free action.

## Shard Plane

**Requirements:** Heroic, Master of Doors

This Edge works in all ways as the feat introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Shard-plane portals cannot be seen by the living and are concealed from the dead, requiring a raise on a Notice roll at -2 to find.

## Strength of the Damned

**Requirements:** Novice, Immortal, Spirit d6+

You have learned to channel the energy through your spirit to enhance your grace or power. You gain the *boost trait (Agility or Strength)* power with 5 Power Points dedicated to its use.

## Squid

**Requirements:** Novice

This Edge works in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group).

## Telekinesis

**Requirements:** Novice, Spirit d6+

The character is psionic and gains the ability to utilize a limited form of the *telekinesis* power and has 20 Power Points dedicated to this purpose. The Range is limited to the character's Spirit instead of Smarts. The ability is limited to inanimate objects.

Telekinesis is its own skill and has no linked attribute (and thus counts as "lower" than its linked attribute for purposes of Advancement).

Characters manipulating objects are subject to Disruption and must make an opposed Telekinesis roll versus the damage he has suffered. If the rolls is higher, he may continue manipulating the objects. If he fails, he instantly stops any current manipulations after the attack that caused the Disruption is resolved.

A character who is Shaken by non-damaging means (such as a Test of Will) must make a simple Spirit roll to maintain his Telekinesis.

- *Telekinetically Neutral Objects*: When you manipulate a telekinetically neutral item, you may do so without incurring any multiple action penalties. Such objects do not require full attention, nor do they require Concentration checks. You may manipulate multiple telekinetically neutral objects at a time; for each additional object past the first being manipulated, the character suffers a -1 to future Telekinesis rolls to manipulate each additional object. You can never manipulate multiple objects if any of them are not telekinetically neutral.
- *Opposed Checks*: Two telekinetic characters may both attempt to manipulate an object. In this case, they make opposed Telekinesis checks, with the winner controlling the object. For telekinetically neutral objects, only the current controller treats them as telekinetically neutral; another character attempting to wrest control of the object from the current controller treats it as though it were not telekinetically neutral.
- *Brainburn*: When a psionic character rolls a 1 on his Telekinesis die (regardless of her Wild Die), he is automatically Shaken. On a critical failure, the psionic character lets out a psychic scream that causes him to be Shaken along with all allies in a Large Burst Template who fail a Spirit roll. This can cause a wound. When attempting to manipulate a telekinetically neutral object, you only suffer the effects of Brainburn if you critically fail on your Telekinesis roll.

### **There Is No Gravity**

**Requirements:** Novice, Immortal, Spirit d8+

This Edge works in all ways as the feat introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Unbound**

**Requirements:** Heroic, Immortal, Spirit d10+

This Edge works in all ways as the feat introduced in *The Red Star Campaign Setting* (Green Ronin).

## **|| LEGENDARY EDGES**

No New Legendary Edges

## **RANK**

- Ranker
- Junior Sergeant (or Guard) (NCO)
- Sergeant (NCO)
- Senior Sergeant (NCO)
- Starshina (NCO)
- Jr. Lieutenant (or Sorceress)
- Lieutenant (or Sorceress-Lieutenant)
- Sr. Lieutenant (or Senior Sorceress-Lieutenant)
- Captain (or Sorceress-Captain)
- Major (or Sorceress-Major)
- Lieutenant-Colonel (or Sorceress Lieutenant-Colonel)
- Colonel (or Sorceress Colonel)
- Major-General (or Sorceress Major-General)
- Lieutenant-General (or Skymarshall)
- Colonel-General (or Sorceress-Colonel-General)
- General (or Sorceress-General)
- Marshall of Krawls, Marshall of Skyfurnaces, Marshall of Infantry, or Marshall of Sorcery
- Senior Marshall of Krawls, Senior Marshall of Skyfurnaces, Senior Marshall of Infantry, or Senior Marshall of Sorcery
- Marshall of the Red Star

## **|| PROMOTION**

Promotions work in all ways as introduced in *Weird War II* (Pinnacle Entertainment Group). The modifier's are slightly changes, as follows:

<b>Promotion Modifier</b>	<b>Circumstance</b>
-2	Routine Mission
+2	Difficult Mission
-2	Character is rank Captain or higher
+1	Character is a Ranker
+2	Character is a sorceress
+2	Character displays great heroism or good judgment during the mission

# **RESOURCE MANAGEMENT**

Resource Management works in all ways as introduced in *Agents of Oblivion* (Reality Blurs).

The term “Spytech” is replaced with “Tech”.

## **Freebies**

The GM may give special items or training to the entire contingent of soldiers at their discretion. This is dictated by the mission needs but, at a bare minimum, the U.R.R.S. typically provides the basic uniform, dress uniform, a bedroll, and a mess kit to all soldiers.

## **The Military Designation**

Many of the vehicle and vehicle weapons are listed as “Military” under their respective Resource Point/Equipment Pick costs. This is because these items are not things that can typically be requested by soldiers in the field and must be authorized by higher command in order for characters to be able to requisition such items (in other words, it is left up to the GM to decide if such a request is granted or not).

## **Standard Loadouts**

A loadout is the equipment, ammo, and tools a soldier takes into the field. Each MOS has a standard loadout package. Many soldiers use this throughout their career, while others start customizing their loadouts once they get some experience under their belt. While a specific list is included, you’ll also find a suggested template so you can start tweaking your loadout right away. Standard loadouts ignore Protocol prereqs. Custom loadouts do not.

Each character-regardless of their assigned branch-gets the following freebies: his basic uniform, dress uniform, a bedroll, and a mess kit.

## **Hailer**

Hailer

Hailer drum appropriate to mission (Close Assault, General Purpose, Anti-Armor, or Experimental)

Molot Backup Shotgun with 8 clips (buckshot)

Hailer Longknife

Hailer Armor

1 Night Vision Goggles

1 Stimpack

Modified Rounds (1 clip)

### *Loadout Template*

2 Resource Points = 8 Equipment Picks (5 Weapons (Hailer counts as 3 Equipment Picks), Extra Ammo (4), Armor, Hailer Drum, 1 Miscellaneous)

1 Resource Points = 1 Perk

1 Resource Point = 1 SUD

### **Red Fleet Officer - Engineering Branch**

Model 17 Samsonov pistol with 4 clips

Silencer

Flashlight

Laptop

1 Micro-tool set (Electrical tool kit, mechanical kit, or demolitions kit)

1 Stimpack

#### *Loadout Template*

1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 SUD

### **Red Fleet Officer - Infantry Branch**

Model 17 Samsonov pistol with 4 clips

Silencer

Flashlight

Laser Sight

1 Threat Detector

1 Laser I

#### *Loadout Template*

1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 SUD

### **Red Fleet - Sorcery Branch**

Model 17 Samsonov pistol with 4 clips

Silencer

1 Protocol Component Case

1 Gas Mask

1 Micro-kit (Branch dependent: Protocol-enhanced medical kit, protocol-enhanced electrical tool kit, protocol-enhanced mechanical tool kit, protocol-enhanced demolitions kit, protocol-enhanced notebook computer)

Modified Rounds (1 clips, runic)

#### *Loadout Template*

1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)

2 Resource Points = 1 Tech/Special training

1 Resource Point = 1 Perk

### **Red Fleet Officer - Staff Branch**

Officer Personal Sidearm (OPS) (10mm autoloader) with 4 clips

Silencer

Flashlight

1 Handcuffs

1 Threat Detector

Air Strike

#### *Loadout Template*

1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 Perk

### **Red Fleet Trooper**

Hook with 4 clips

Extra Ammo (4) for one either Machine Gun, Sniper or Mortar functions

Red Fleet Knife

Red Trooper Armor

Scope

Zip Ties (10)

Modified Rounds (1 clip)

1 Stimpack

#### *Loadout Template*

2 Resource Point = 8 Equipment Picks (4 Weapons (Hook counts as 3 Equipment Picks), Extra Ammo (4), Armor, 2 Miscellaneous)

1 Resource Points = 1 Perk

1 Resource Point = 1 SUD

### **Zek - Agitator Specialty**

Model 17 Samsonov pistol with 4 clips

Silencer

Flashlight

Zip Ties (10)

Golden Tongue

1 Slap Patch

#### *Loadout Template*

1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 SUD

### **Zek - Criminal Specialty**

Model 17 Samsonov pistol with 4 clips

Silencer

1 Bug, Audio

1 Camera, Miniature

Clot Bots

1 Blackout Bomb

#### *Loadout Template*

1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 SUD

### **Zek - Engineer Specialty**

Model 17 Samsonov pistol with 4 clips

Silencer

Flashlight

Laptop

1 Micro-tool set (Electrical tool kit, mechanical kit, or demolitions kit)

1 Slap Patch

#### *Loadout Template*

1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 SUD

### **Zek - Kutter Specialty**

Arc Cutter

Model 17 Samsonov pistol with 4 clips

Silencer

Bronja Vest w/inserts

1 Micro-tool set (demolitions kit)

1 Slap Patch

#### *Loadout Template*

1 Resource Point = 4 Equipment Picks (2 Weapon, Silencer, 1 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 SUD

**Zek - Wild Talent Specialty**

Model 17 Samsonov pistol with 4 clips

Silencer

Flashlight

Micro Recorder

Talisman

1 Hypno-Cloth

*Loadout Template*

1 Resource Point = 4 Equipment Picks (1 Weapon, Silencer, 2 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 SUD

**Nistaani Shaman**

Staff

Mashur (non-combat)

Zip Ties (10)

1 Mirror

Core Conditioning

Fetish

*Loadout Template*

1 Resource Point = 4 Equipment Picks (1 Weapon, 3 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 SUD

**Nistaani Warrior**

5 Handfuls of Sha-Osk pins

Hawk Talon

Combat Mashur with Night Vision

Impulse Control

1 Slap Patch

*Loadout Template*

1 Resource Point = 4 Equipment Picks (2 Weapon, 1 Armor, 1 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 SUD

### **Nokgorkan Resistance Fighter**

RKG-41 Assault Rifle with 4 clips

Knife

Bronja Vest

Flashlight

Mental Conditioning

1 Stimpack

#### *Loadout Template*

1 Resource Point = 4 Equipment Picks (2 Weapons, 1 Armor, 1 Miscellaneous)

2 Resource Points = 1 Tech/Special Training

1 Resource Point = 1 SUD

### **Nokgorkan Priestess**

Knife

Silencer

1 Protocol Component Case

Zip Ties (10)

Talisman

Emergency Contact

#### *Loadout Template*

1 Resource Point = 4 Equipment Picks (1 Weapon, 3 Miscellaneous)

2 Resource Points = 1 Tech/Special training

1 Resource Point = 1 Perk

## **FIELD REQUISITIONS**

Field Requisitions work in all ways as introduced in *Agents of Oblivion* (Reality Blurs).

### **|| COMMON GEAR**

Most items from the Mundane Item list in the *Savage Worlds* core rulebook can be acquired in the world of *The Red Star Savage Setting*, though the GM is at liberty to restrict any items that do not fit this interpretation of this world.

New Common Gear for *Red Star*:

**Drop Line Harnesses:** As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

A drop line harness provides a +2 bonus to all Climbing checks and weighs just 5 kg. A protocol-enhanced version is also available (see the Tool Protocol Armor and Equipment Quality).

**Protocol Component Case:** As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

This is a briefcase-sized box, heavily protected by both protocols and mundane lightweight armor plate to be virtually indestructible by either sorcery or shell (Toughness 12, arcane resistance +4).

**Protocol Enhancement Station:** As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Sorceresses kasting any of the aforementioned protocols within range receive a +1 bonus to the appropriate Kasting checks, raised to +2 if both the location sent from and the location sent to are within range of Protocol Enhancement Stations.

Most Common Gear items from *Agents of Oblivion* are available in *Red Star Savage Setting*. The following Common Gear items from *Agents of Oblivion* are not used in Red Star: Kevlar Vest, Oblivion Cell Phone, Oblivion Watch, The Suit.

## || АЯМОР АНД ЕҚИПМЕНТ ҚАЛІТІЗ

For the expenditure of 1 Equipment Pick, a character may tweak out any of his gear and/or weapons. Certain items of equipment and types of armor have protocol enhancements available for them.

Availability of protocol enhancements is always at the GM's discretion, and depends on factors ranging from rank to importance of mission to one's ability to con the supply officer or make purchases through the black market.

The following are new Armor and Equipment Qualities for *Red Star*:

**Advanced Polymer:** The item is constructed of some advanced or space-age polymer, making it much lighter. Decrease the weight by half.

**Ammo Pouch Protocols:** Protocol-enhanced ammo pouches automatically pull new magazines into them from a sorcery linked ammo reserve. When the soldier pulls his or her magazine, the pouch it was pulled from refills if the soldier is in range of such support. There is no limit to the number of times this can be done. Each ammo pouch can hold up to three 50-bullet magazines, or a larger number of smaller magazines.

**Autoshields Protocol Generator:** The best-known autoshield protocol generators are mounted on the Red Fleet's officer greatcoats but they can be added to any armor. An autoshield protocol generator (APG) creates a force-field of protocol energy around the wearer on her mental command. Each garment or armor incorporating an APG is protocol-tailored to the intended wearer, who gets a specific mental command word via a protocol kast directly into his or her brain, much like the hailer protocol allowing hailers to mentally reconfigure their guns. Activating or deactivating the APG is a free action that can be performed at any time, so long as the wearer is not flatfooted. The autoshields protocol protects the sorceress with a wall of force in all directions, which appears instantaneously when she is attacked so long as she is aware of the attack. A heads-up display shows the kaster the percentage of strength remaining in the shields. The autoshield generated by this protocol is equivalent to a light autoshield (Rating 1); a raise generates a medium autoshield (Rating 2). The wall of force has Toughness 10. When the protocol expires or the wall of force is pierced, it crumbles to dust or dissipates. Trappings are never left behind. It does not protect against melee damage or any kind of ranged piercing or bludgeoning damage. Any attack that would deal damage of the appropriate type that would injure the wearer is directed to the wall of force, which may be destroyed by an attack that equals

its Toughness of 10, but raises on the attack roll do not grant bonus damage nor do damage dice Ace. The wall of force may not be bypassed by Called Shots, unless the ammunition is protocol-enhanced to pierce the autoshields. Ultra-heavy autoshields may absorb one wound per rating of ultra-heavy autoshield, reducing any damage affecting the autoshield's user, but is only effective when the shield is active. Autoshields which actively protect a wearer from a number of attacks or wounds equal to their autoshield rating are not destroyed, but are temporarily rendered inactive (switched off) until able to be recharged (this recharge functions at a rate of 1 rating point per hour). Autoshields, being configured to the wearer's own mind, cannot usually be activated by anyone else, even if another character acquires them somehow. One method of disabling that configuration is *alter protocol*. The number of Equipment Picks is equal to the Autoshield Rating.

Name	Rating	Greatcoat Rank
Light Autoshield	1	Major
Medium Autoshield	2	Lieutenant-Colonel
Heavy Autoshield	3	Colonel, Major-General
Ultra-Heavy Autoshield I	1	Lieutenant-General, Colonel-General
Ultra-Heavy Autoshield II	2	General
Ultra-Heavy Autoshield III	3	Marshall, Senior Marshall
Ultra-Heavy Autoshield IV	4	Marshall of the Red Star

**Clothing Protocols:** Various protocols may be incorporated into clothing. Most commonly this is high-end knit, such as enhancements to the Officer Greatcoats, but even the Nokgorkan resistance fighters sometimes have protocol-enhanced gear provided by their priestesses. For example, in *Run Makita Run*, Makita's hat and coat have some temperature control and stealth enhancements that still function despite the obviously tattered nature of her clothes. Generally, clothing gives a maximum bonus as follows: +2 to Vigor rolls relating to extremes of heat and cold or +2 to Stealth rolls. Armor granting a bonus to Stealth rolls uses the same type of protocol enhancement as Crypsis systems camouflage paint for vehicles.

**Crate Protocols:** As described in *The Red Star Campaign Setting* (Green Ronin).

**Protoclip Protocol:** As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Note the Resource Point expenditure to obtain protoclips does not include the cost of the ammunition, which must be arranged separately.

**Telekinesis Neutral:** As described in *The Red Star Campaign Setting* (Green Ronin).

**Tool Protocols:** Most tools and items of professional equipment are available with a protocol enhancement. This grants an additional +1 bonus to all relevant skill checks, on top of any bonus the standard tools provide.

## **WEAPONS**

This section includes all the personal weaponry likely assigned to characters by the Red Fleet (hailers, hooks, and some conventional weaponry) plus the improvised and stolen weapons used by the Nokgorkans. Nistaani weaponry is also covered, being typically a mix of native hand-to-hand weapons, scavenged Red Fleet gear, and mass-produced armaments supplied by the Western Transnationalist Alliance.

At his or her discretion, the GM may permit or introduce other weapons from *Savage Worlds*, perhaps to fill out the non-Red Fleet/W.T.A. weapons of the world, such as the guns of the Great

Continent or Isle of Lions forces. For the most part, however, the weapons presented here replace those given in *Savage Worlds*.

### **Ammo**

When a character requisitions a firearm, he receives 4 clips of ammo. Additional ammo may be taken at a rate of 4 clips (or their equivalent) per Equipment Pick.

### **Ammo and Extras**

Use the Ammunition rules from *Necropolis 2350* (page 48, Triple Ace Games).

### **Direct and Indirect Fire**

Use the Direct and Indirect rules from *Necropolis 2350* (page 33, Triple Ace Games).

### **Explosives**

Use the Explosives section from *Agents of Oblivion* (page 55, Reality Blurs).

### **Firearms**

Use the Firearms section from *Agents of Oblivion* (page 55, Reality Blurs).

### **Protocol Weapons**

Certain weapons are powered by or enhanced by protocols. The benefits of protocols are further explained in the appropriate weapon descriptions.

### **Telekinetic Weapons**

Certain weapons are telekinetically powered including the melee weapon known as the hook and all ranged weapons under the Telekinetic Weapons heading. Telekinetic weapons work much like any other, but may only be operated by a character with at least a d4+ in the Telekinesis skill.

## **MELEE WEAPON DESCRIPTIONS**

### **Arc Kutter**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except the arc kutter reduces the target's Armor in the small region being attacked, with the AP applied against half the weakest Armor value of the vehicle. For purposes of penetrating Armor, the Arc Kutter is considered to be a Heavy Weapon.

### **Club**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Engineer Axe**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Great Sword**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Hailer Longknife**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Hammer**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Hawk Talon**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Hook**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

If you have the Telekinetic Firearms Proficiency Edge, you can reconfigure the hook as a free action. If you are not proficient with telekinetic weapons, altering the configuration is a standard action.

When used as a thrown weapon, the user's Telekinesis skill is used in place of the Throwing skill and the Strength die and the hook has a Range increment as follows:

Short Range	half the user's die type in Telekinesis
Medium Range	the user's die type in Telekinesis
Long Range	twice the users die type in Telekinesis

The user may retrieve the hook as an action, if he or she succeeds at a Telekinesis check.

Alternatively, the hook need not be retrieved - it is quite permissible for the wielder to simply telekinetically hurl it from one target to the next, treating the previous target as the starting point for the next attack.

### *Immovable Rod*

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

If a creature pushes against an immovable rod, it must make a Strength roll with 2 raises to move the rod up to 4m in a single round.

### *Hook Variants*

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Red Troopers are only issued with hook variants once they are qualified to use them, including having the Telekinesis Edge in order to use the hook mortar.

### *Hook Variants (machine gun)*

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### *Hook Variants (mortar)*

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Hook mortars can fire at a Range of 20/40/80, but may not fire inside a Range of 10. As an indirect fire weapon, the hook mortar uses the **Area Effect Attacks** rules (see *Savage Worlds* core rulebook).

#### *Hook Variants (sniper rifle)*

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

#### *Hook Accessories*

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

The pieces of equipment that can be added to the basic hook include: bolt cutter (1d6 damage versus target), fire extinguisher (extinguishes typical fires in a SBT), monocular, and/or zero options. Each of these accessories uses 1 Equipment Pick during Load Out configuration or costs a Resource Point or benny as normal for Field Acquisitions.

#### *Monocular (various)*

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

The types of monoculars available are: standard [+2 to sight-based Notice rolls], night vision [eliminates Dim and Dark lighting penalties], rangefinding [Range penalties are halved], or electro-optical [halves Darkness penalties (round down) for heat-producing targets].

#### *Zero Options*

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

A character using these tools can deal 3d6 points of damage per round to any vehicle or other inanimate object, so long as he or she is undisturbed. If outside the vehicle, the character will need to first need to cut through the outer layers of the armor using something like an Arc Cutter, before beginning to deal 3d6 damage per round to the object.

### **Nistaani Sword**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Red Fleet Knife**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Scythe**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Sha-Osk Pins**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Because they are easily concealable and used by telekinesis alone rather than needing to be drawn by hand, a character armed with Sha-Osk pins and no other weapons may spend a benny and gain the Drop on an opponent at the GM's discretion, and only if the opponents do not suspect the presence of Sha-Osk pins. When used as a thrown weapon, the user's Telekinesis skill is used in place of the Throwing skill and their Strength die and the Sha-Osk pins have a Range increment as follows:

Short Range	half the user's die type in Telekinesis
Medium Range	the user's die type in Telekinesis
Long Range	twice the users die type in Telekinesis

Nistaani sometimes poison Sha-Osk pins when they really want to make certain of her foe's doom.

### **Sickle**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Spear**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

## **|| FIREARM DESCRIPTIONS**

### **Pistols**

Description is same in all ways as introduced in *Agents of Oblivion* (page 55, Reality Blurs).

### **Bronson Home Defense Cannon**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Caso Personal Weapon, Mark 20**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Caso Security Pistol**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Model 17 Samsonov**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Model 79 Samsonov**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **MTK-90 Cannon**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Munny Dueling Pistols, Pair**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Officer Personal Sidearm (OPS)**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

## **Rifles**

Description is same in all ways as introduced in *Agents of Oblivion* (page 55, Reality Blurs).

### **Caso Assault Gun, Mark 16**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Dragunov 60mm Autocannon**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin) except as follows:

Any character attempting to use this autocannon without being armed with a hailer takes a -2 penalty to all attack rolls due to the recoil.

### **Dragunov Sniper Rifle**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **RKG-41 Assault Rifle**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **RKG-75 Assault Rifle**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

## **Machine Guns**

Description is same in all ways as introduced in *Agents of Oblivion* (page 56, Reality Blurs).

### **Hailer**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **RKS-81 Submachine Gun**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

## **Shotguns**

Description is same in all ways as introduced in *Agents of Oblivion* (page 56, Reality Blurs).

### **Kuvalda Assault Shotgun**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin) except as follows:.

Each krawl crew seat has a fully loaded Kuvalda and two spare magazines of flaming Modified Rounds mounted beneath it in an easily accessible compartment.

Because of the increased chance of hitting someone due to the spread, Kuvalda shotguns add +2 to their user's Shooting rolls when firing as single or double shot buckshot rounds.

If the attacker wants to fire both barrels at once, he rolls an additional Shooting die just like when firing full auto (plus Wild Die), including recoil (which cancels out the usual +2 for shotguns). Roll damage for each successful shot separately.

A Kuvalda firing on automatic obeys the normal autofire rules, and appropriate Edges may be used as usual. The shooter does not gain the +2 bonus to Shooting due to the offset penalty for firing on full auto. There is no particular benefit for having two barrels when using automatic fire; both barrels fire, but alternately to achieve a high rate of fire, rather than simultaneously as for the double shot setting. The Kuvalda is always issued with flaming Modified Rounds ammunition, though it may fire ordinary buckshot if so loaded.

### **Molot Backup Shotgun**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

## **Grenade Launchers**

A weapon that launches a grenade with more accuracy, higher velocity, and to greater distances than a soldier could throw it by hand.

Grenade launchers can either come in the form of standalone weapons (either single-shot or repeating) or attachments mounted under the barrel of a rifle. Some rifles have been designed to fire rifle grenades, either from their muzzle or from a detachable muzzle-mounted launcher. Larger grenade launchers may be mounted on vehicles.

### **CPW-200**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **RKG-75-G**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Firing the grenade launcher is an attack like any other and may be combined with the other attacks firing RKG-75 bullets if so desired, at the standard multi-action penalty. The RKG-75-G can only be used with the RKG-75.

### **Sam-79-G**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Firing the grenade launcher is an attack like any other and may be combined with the other attacks firing Model 79 Samsonov bullets if so desired, at the standard multi-action penalty.

## Rocket Launchers

A shoulder-fired, anti-tank weapon system which fires rockets equipped with an explosive warhead.

### Dragunov Anti-Krawl Gun

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

A lone character takes three full-round actions to reload it. It is intended for use mounted on a tripod or bipod, but can be shoulder-fired by a strong character (minimum Strength d6+).

### Single Shot Weapon (Ordnance: Rocket) Delivery System (SWORD)

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

## Flamethrowers

Flamethrowers work as described in *Savage Worlds Deluxe* (page 51, Pinnacle Entertainment Group) and as described in *Necropolis 2350* (page 36, Triple Ace Games).

## Grenades

Any explosive device designed to be thrown by hand.

### Concussion Grenade

The concussion grenade deals additional damage if used in confined spaces. When it explodes indoors, note the size of the room or corridor in which it explodes. Based on the Burst Template size that fills the size of the affected room or corridor, the concussion grenade deals an additional 1d6 points of damage. The Burst Template must essentially cover the entire room or corridor in order to obtain the extra damage effect. For example, a concussion grenade exploding in Small Burst Template corridor 4d6 points of damage (base 3d6, +1d6 for a Small Burst Template corridor).

In addition to the damage dealt, a concussion grenade deafens and stuns its targets. Anyone damaged by it must make a Vigor check or be Shaken and deafened until recovery.

### Fragmentation Grenade

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### Smoke Grenade

Military and police forces use these weapons to create temporary concealment. A smoke grenade fills a Medium Burst Template around it with smoke on the round thrown. The smoke obscures all sight, including night vision goggles. The smoke imposes a -4 penalty on Shooting and Notice rolls to hit or spot a target within or through smoke.

The smoke lasts for 1d6+2 rounds. Wind may move the smoke cloud, and strong wind may dissipate it almost instantly. Roll a d12 for direction, and 1-3d6 for the number of inches depending on wind. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices. They come in a box of 6 grenades.

### **Protocol Utility Smoke Grenades**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Tear Gas Grenade**

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round thrown, a tear gas grenade fills Medium Burst Template with a cloud of irritant causing eyes to fill with tears. The smoke lasts for 1d6+2 rounds. Wind may move the smoke cloud, and strong wind may dissipate it almost instantly. Roll a d12 for direction, and 1-3d6 for the number of inches depending on wind. A character caught in a cloud of tear gas must succeed on a Vigor check or suffer one Fatigue Level. This effect lasts as long as the character remains in the cloud and for 1d6 rounds after he leaves the cloud. Those succeeding on their Vigor checks but remaining in the cloud must make a new save each round they remain in the area. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth grants a +1 bonus to the Vigor check. They come in a box of 6 grenades.

### **Thermate**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Thermate continues to burn for 6 rounds, potentially causing additional damage to those within the area of effect if they remain there after the first round.

### **White Phosphorus Grenade**

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Though renowned for causing “unnecessary collateral damage,” white phosphorus grenades remain popular for house clearance. Each contains a glass canister of flammable liquid ignited on impact by a small thermite charge. A layer of weak explosive causes the outer casing and glass canister to fragment before the thermite ignites the fuel.

In addition to the normal damage, the white phosphorus grenade deals an additional 1d6 points of fire damage in the following rounds, and the subject is at risk of catching on fire. Furthermore, the white phosphorus grenade burns for 10 rounds, causing additional damage to those within the initial area of effect if they remain there after the first round. A white phosphorus grenade also creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade. The smoke lasts for 1d6+2 rounds. Wind may move the smoke cloud, and strong wind may dissipate it almost instantly. Roll a d12 for direction, and 1-3d6 for the number of inches depending on wind.

As with flamethrowers, white phosphorus grenades ignore armor. White phosphorus grenades explode as per flamethrowers if hit (-6 to attack rolls to hit one), though they only cover a Small Burst Template.

## **Mines**

An explosive device, concealed under or on the ground and designed to destroy or disable enemy targets as they pass over or near the device. Such devices are typically detonated automatically by way of pressure from the target stepping or driving on it, though other detonation mechanisms may be possible. The device may cause damage either by a direct blast or by fragments that are thrown by the blast.

### **Aralov Blade-Jaw**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

The blade-jaw targets the underside armor of the vehicle, which targets half the weakest Armor value of the vehicle (rounded down).

### **Bloodhound**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Bloodhound mines are designed to lie buried beneath a thin layer of soil or concealed by debris and junk, until a person approaches within 5”.

### **Cluster-Satchel Protocol Charges (CSPC)**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin).

### **Render Mine**

This weapon works in all ways as the weapon introduced in *The Red Star Campaign Setting* (Green Ronin), except as follows:

The blade-jaw targets the underside armor of the vehicle, which targets half the weakest Armor value of the vehicle (rounded down).

## **|| WEAPON QUALITIES**

Certain weapons and special ammunition can be enhanced with the right protocols.

Usually only officers or special forces units have protocol enhancements available for their weaponry. Availability of protocol enhancements is always at the GM’s discretion. Generally, Field Requisition checks can be made as usual, with appropriate modifiers, but the GM is always free to rule a particular enhancement to be completely unavailable from time to time.

A firearm with multiple Firearm Qualities can be requisitioned. Each additional Quality requires the expenditure of 1 Equipment Pick.

The following are new Weapon Qualities for *Red Star*:

### **Description of Weapon Qualities**

**Auto:** This full-auto weapon may fire in automatic (single shot) mode.

**Reach:** Weapons with “Reach” allow their user to make Fighting attacks at the listed range. A Reach of 1”, for example, allows a character to strike a target 1” distant. Weapons without a Reach value can only strike targets at arm’s length (adjacent). Reach can be very important when fighting from horseback and *against* mounted foes (see *Savage Worlds* core rulebook).

**Semi-Auto:** The weapon fires on semi-auto and can take advantage of the double-tap rules (see *Savage Worlds* core rulebook).

**Telekinesis Neutral:** Certain items such as hooks and Sha-Osk pins are telekinesis-neutral; that is, they may be manipulated with the Telekinesis skill far easier than other items of a comparable size and weight. Most objects require a great deal of mental effort and concentration to shift telekinetically, but telekinesis neutral objects have been manufactured from materials treated

with special protocols to reduce their “telekinetic inertia” to virtually nothing. Note that it is impossible to modify an object to become telekinesis-neutral after its manufacture.

## **VEHICLES**

If the GM deems it possible for a character to acquire a vehicle for a mission, getting a vehicle requires one Equipment Pick. By spending an additional Equipment Pick the character can add a modification to a vehicle. Additionally, spending a Resource Point will allow a SUD to be added. The limitations and effects of SUDs on vehicles are left up to the GM.

The following are new Vehicle Qualities for *Red Star*:

### **Vehicle Qualities**

The table of vehicles lists the Vehicle Qualities inherent to each type of vehicle. These are the base Qualities for that particular type.

A vehicle with an increased number of Vehicle Qualities can be requisitioned. Each additional Quality requires the expenditure of 1 Equipment Pick.

**Armor Values & Toughness (Vehicles):** As listed in *Weird Wars II* (page 40, Pinnacle Entertainment Group).

**Climb:** A relative value used to determine if an aircraft has a better ability to gain altitude than another.

**Crypsis Systems:** As detailed in *The Red Star Campaign Setting* (Green Ronin). Any vehicle with Crypsis systems is spotted only by an observer making a successful Notice roll at -2. A better-quality **Improved Crypsis System** is available, requiring an observer to make a successful Notice roll at -4.

**Fixed Gun:** As listed in *Weird Wars II* (page 40, Pinnacle Entertainment Group).

**Handling:** As listed in *Necropolis 2350* (page 39, Triple Ace Games).

**Heavy Armor:** As listed in *Savage Worlds Deluxe* (page 58, Pinnacle Entertainment Group).

**Heavy Weapon:** As listed in *Savage Worlds Deluxe* (page 58, Pinnacle Entertainment Group).

**Hover:** As listed in *Savage Worlds Deluxe* (page 58, Pinnacle Entertainment Group).

**Inertialess Protocol Engine:** Aircraft other than skyships may mount this protocol-enhanced drive system. An inertialess aircraft has its Handling increased by +2.

**Open Topped:** As listed in *Weird Wars II* (page 40, Pinnacle Entertainment Group).

**Passengers:** As listed in *Weird Wars II* (page 40, Pinnacle Entertainment Group).

**Protocol-Reinforced Armor (PRA):** As detailed in *The Red Star Campaign Setting* (Green Ronin). A vehicle with protocol-reinforced armor has a defensive field around it that acts as the *deflection* power kist with a raise (-4 to attacks against the vehicle). Protocol-piercing rounds ignore this protection.

**Sloped Armor:** As listed in *Savage Worlds Deluxe* (page 58, Pinnacle Entertainment Group).

**Stabilizer:** As listed in *Savage Worlds Deluxe* (page 58, Pinnacle Entertainment Group).

**Improved Stabilizer:** As listed in *Savage Worlds Deluxe* (page 58, Pinnacle Entertainment Group).

**Night Vision:** As listed in *Savage Worlds Deluxe* (page 58, Pinnacle Entertainment Group).

**“Salamander” Self-Regenerative Armor (SRA):** As detailed in *The Red Star Campaign Setting* (Green Ronin). SRA have the Slow Regeneration Monstrous Ability and will repair the vehicle Armor if it is damaged.

**Toughness:** As listed in *Weird Wars II* (page 40, Pinnacle Entertainment Group).

**Tracked:** As listed in *Savage Worlds Deluxe* (page 58, Pinnacle Entertainment Group).

## **PERKS**

These special benefits cost 1 Resource Point each.

Perks not used from *Agents of Oblivion*: Disguised Gear.

### **Air Strike**

**Requirements:** Legendary, Protocol d10+

As detailed in *Agents of Oblivion* (Reality Blurs).

### **Cover Identity**

**Requirements:** Novice

As detailed in *Agents of Oblivion* (Reality Blurs).

### **Emergency Contact**

**Requirements:** Novice

As detailed in *Agents of Oblivion* (Reality Blurs).

### **Emergency Evac**

**Requirements:** Seasoned, Protocol d8+

As detailed in *Agents of Oblivion* (Reality Blurs).

### **Legal Enforcement Powers**

**Requirements:** Seasoned

As detailed in *Agents of Oblivion* (Reality Blurs).

### **Modified Rounds**

**Requirements:** Novice

As detailed in *Agents of Oblivion* (Reality Blurs). The following are new Modified Rounds for *Red Star*:

- **HE (High Explosive):** High explosive rounds use a burst template, the size of which is noted in the weapon or ammunition’s notes (usually this is a Medium Burst Template). See the rules for Area of Effect attacks (see *Savage Worlds* core rulebook).
- **Protocol-Piercing:** On a raise on the attack, this ammunition bypasses the target’s autoshields or any protocol-reinforced armor.

# **TECH/SPECIAL TRAINING**

New or Modified from *Agents of Oblivion* (Reality Blurs) Tech/Special Training devices for *Red Star*:

<b>Edge</b>	<b>Training Analogues</b>
Bullseye	Targeting Computer
Improved Bullseye	Advanced Targeting Computer
Concentration	Focus Training
Improved Concentration	Enhanced Focus Training
Grenade Launcher King	Parabolic Targeting Technique
Grenade Launcher God	Enhanced Parabolic Targeting Technique
Mechanical Aptitude	Repair Protocols
Mechanically Inclined	Menders
Move & Fire	Enhanced Auto Stabilizer
Protocol Gunnery	Protocol Technique Training
Radar	Advanced Warning System
Slivers on the Wind	Flechette Targeting System
Improved Slivers on the Wind	Enhanced Flechette Targeting System
Tactician	Battle Array
Tank Buster	Tank Targeting Array
Tank Hunter	Tank Targeting Training
Improved Tank Hunter	Enhanced Tank Targeting Training
Telekinetic Autofire	Magnetic Drive
Telekinetic Firearms Proficiency	Magnetic Uplink
Telekinetic Warrior	Enhanced Magnetic Uplink
Trademark Vehicle	Tricked Out

## **TECH/SPECIAL TRAINING DETAILS**

### **Advanced Warning System**

**Requirements:** Novice, Protocol d8+

**Analogue:** Radar

The character has been implanted with a special sensor that gives off a mild electric shock when an area effect attack is imminent, granting him the benefits of the Radar Edge.

### **Enhanced Auto-Stabilizer**

**Requirements:** Veteran, Auto-Stabilizer

**Analogue:** Move & Fire

The character's loadout weapons are equipped with a prototype next-generation miniature auto-stabilization device that incorporated a targeting enhancement and gives him the benefit of the Move & Fire Edge with said weapons.

### **Battle Array**

**Requirements:** Seasoned, Protocol d8+

**Analogue:** Tactician

The character has been implanted with a chip which directly links with satellite and local communication uplinks to assess and relay battlefield conditions and recommend tactical approaches almost instantaneously, granting him the Tactician Edge.

### **Focus Training**

**Requirements:** Seasoned, Protocol d6+

**Analogue:** Concentration

The character has trained extensively using strict meditative techniques designed to provide the ability to focus on minutia, giving them the Concentration Edge.

### **Enhanced Focus Training**

**Requirements:** Veteran, Focus Training

**Analogue:** Improved Concentration

The character has mastered the focusing meditative techniques, giving them the Improved Concentration Edge.

### **Flechette Targeting System**

**Requirements:** Novice, Protocol d6+

**Analogue:** Slivers on the Wind

The character has undergone specific training in targeted Nistaani fighting techniques and been implanted with a magnetic guidance system which mimics the ability to telekinetically fire Sha-Osk pins at an opponent, granting him the Slivers on the Wind Edge.

### **Enhanced Flechette Targeting System**

**Requirements:** Novice, Flechette Targeting System

**Analogue:** Improved Slivers on the Wind

The targeted Nistaani fighting techniques and magnetic guidance system have been enhanced by biometric muscle augments which allow for improved targeting of the flechettes, granting him the Improved Slivers on the Wind Edge.

### **Magnetic Drive**

**Requirements:** Novice, Magnetic Uplink, Protocol d8+

**Analogue:** Telekinetic Autofire

The character's requisitioned telekinetic weapons are some of the best the agency has to offer. When wielding telekinetic weapons, the character gains the benefit of the Telekinetic Autofire Edge.

### **Magnetic Uplink**

**Requirements:** Novice, Protocol d6+

**Analogue:** Telekinetic Firearms Proficiency

The character's training includes focus on telekinetic weapons' use and the character has been implanted with a magnetic uplink that may mimic limited Telekinesis. When wielding telekinetic weapons, the character gains the benefit of the Telekinetic Firearms Proficiency Edge

### **Enhanced Magnetic Uplink**

**Requirements:** Veteran, Protocol d10+

**Analogue:** Telekinetic Warrior

The character has mastered training on telekinetic weapons and the magnetic uplink has been enhanced with a targeting array. When wielding telekinetic weapons, the character gains the benefit of the Telekinetic Warrior Edge

### **Menders**

**Requirements:** Novice, Protocol d10+

**Analogue:** Mechanically Inclined

The character requisitions a box of menders, specially crafted nanites engineered for repair. They give the character the benefits of the Mechanically Inclined Edge.

### **Parabolic Targeting Technique**

**Requirements:** Novice, Protocol d8+

**Analogue:** Grenade Launcher King

The character has trained on specific techniques designed to increase tactical accuracy when launching projectiles which fly in a parabolic arc, granting him the benefits of the Grenade Launcher King Edge.

### **Enhanced Parabolic Targeting Technique**

**Requirements:** Seasoned, Grenade Launcher King

**Analogue:** Grenade Launcher God

The character has mastered the specific techniques designed to increase tactical accuracy when launching projectiles which fly in a parabolic arc, granting him the benefits of the Grenade Launcher God Edge.

### **Protocol Technique Training**

**Requirements:** Novice, Arcane Background (Sorceress), Protocol d6+

**Analogue:** Protocol Gunnery

The character has taken specific training to augment his base knowledge of protocol casting and can apply this training to vehicle weaponry, granting him the Protocol Gunnery Edge.

### **Tank Targeting Array**

**Requirements:** Novice, Protocol d6+

**Analogue:** Tank Buster

The character has been implanted with a chip which contains the latest specs on all tank and Heavy Armor vehicles, granting him specific knowledge of their weaknesses and giving him the Tank Buster Edge.

### **Tank Targeting Training**

**Requirements:** Novice, Protocol d6+

**Analogue:** Tank Hunter

The character has been focused on training on the latest specs on all tank and Heavy Armor vehicles, granting him specific knowledge of their weaknesses and giving him the Tank Hunter Edge.

### **Enhanced Tank Targeting Training**

**Requirements:** Novice, Tank Targeting Training

**Analogue:** Improved Tank Hunter

The training on all tank and Heavy Armor vehicles is mastered, granting him the Improved Tank Hunter Edge.

### **Targeting Computer**

**Requirements:** Seasoned, Protocol d8+

**Analogue:** Bullseye

The character is implanted with a small chip that creates a link which uploads targeting information to the user, giving them the Bullseye Edge.

### **Advanced Targeting Computer**

**Requirements:** Heroic, Targeting Computer

**Analogue:** Improved Bullseye

The targeting chip that creates a link which uploads targeting information to the user contains a faster processor and gives the user the Improved Bullseye Edge.

### **Tricked Out**

**Requirements:** Seasoned, Protocol d8+

**Analogue:** Trademark Vehicle

The character trains exclusively with a singular vehicle and is provided special synaptic uplinks connecting him to the vehicle's guidance and control systems, giving him the benefits of the Trademark Vehicle Edge.

## **SINGLE USE DEVICES (SUD)**

As described in *Agents of Oblivion* (Reality Blurs).

### **SINGLE USE DEVICES DETAILS**

As described in *Agents of Oblivion* (Reality Blurs).

## || EQUIPMENT DESCRIPTIONS

### Ammunition

#### 5.56mm, 7.62mm, 12mm Rifle, 15mm

As described in *The Red Star Campaign Setting* (Green Ronin).

#### 60mm

As described in *The Red Star Campaign Setting* (Green Ronin).

#### 9mm, 10mm, 12mm Pistol

As described in *The Red Star Campaign Setting* (Green Ronin).

#### 12-gauge Buckshot, 12-gauge Armor Piercing Incendiary

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Shotgun cartridges, also known as buckshot, are sold in boxes of ten. The far scarcer 12-gauge flaming Modified Rounds were designed for the Kuvalda Assault Shotgun and are supposed to be issued only to elite krawl crew, but many find their way into the hands of hailers looking for a more powerful shell for their backup shotguns than mere buckshot.

#### Dragunov Anti-Krawl Shell

As described in *The Red Star Campaign Setting* (Green Ronin).

#### Hook Mortar Shell

As described in *The Red Star Campaign Setting* (Green Ronin).

#### Hailer Drum

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Putting on or taking off a hailer backpack (including connecting or disconnecting the ammo feed to the hailer itself) takes 3d6 rounds, or 1d6 rounds for a character with the Telekinetic Autofire Edge.

In each case, the drum incorporates a full load of ammunition for the appropriate weapon load-out. The cost of the drum includes the cost of all ammunition for it and any accessories required to reconfigure the hailer appropriately. Note the mortar weapon may only be used with indirect fire.

## ARMOR

Armor in the world of *The Red Star Savage Setting* is more than just a means of becoming immune to low-caliber gunfire.

Other than the Bronja vest, every piece of armor in the game is also an identifying mark. A character wearing hailer armor is assumed a hailer; one who wears zero armor or STRIFE armor is someone feared the world over. The GM should enforce penalties to Protocol checks for anyone wearing zero armor or STRIFE armor, and have NPCs react accordingly to anyone wearing inappropriate armor for their rank and station. A Red Trooper wearing hailer bodyguard armor had better have a good reason, or face a court martial.

### **Bronja Vest**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

A Bronja vest offers 2 points of protection against most attacks. Composite material weave “binds” spinning bullets and provides +4 protection from them as well. The addition of steel or ceramic inserts provides +8 protection against bullets.

### **Crew Vest**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

A crew vest offers 2 points of protection against most attacks. Enhanced composite material weave “binds” spinning bullets and so negates up to 4 points of AP from bullets, and provides +4 protection from them as well. It has front and back pockets to add steel or ceramic plates for additional protection; though inserting the plates takes the usual time, they can be removed again by simply pulling a tab as a free action. These inserts provide +8 protection against bullets.

### **Hailer Armor**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Hailer Bodyguard Armor**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Mashurs**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Today many mashurs are sorcery-enhanced or contain highly sophisticated electronic systems, allowing them to perform a variety of informational, sensory enhancement and communications functions in addition to protecting the face.

Each of these accessory benefits uses an Equipment Pick during Loadout configuration or costs a Resource Point or benny as normal for Field Acquisitions.

As a general note, mashurs are only available in Al’Istaan. The design of mashurs is very regionally distinct, and a Nistaani can typically tell (successful Notice roll) the age and place of manufacture of a mashur.

### **Officer Greatcoat**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Officer greatcoats have *autoshields protocol* of a power depending on the wearer’s rank. They also incorporate experimental, low-power versions of the Crypsis Systems more commonly seen on U.R.R.S. vehicles, allowing the greatcoats to change color to match their surrounding environment and granting the wearer a +2 bonus to all Stealth rolls. Finally, they have limited temperature control, granting a +1 bonus to all Vigor rolls concerning extreme heat and cold (but not fire).

### **Railsuit**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Its powerful exoskeletal legs provide a +2 to Agility rolls related to balance and the ability to jump 2d6” horizontally or 1d6” vertically.

### **Reactor Shieldsuit**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

This thickly layered suit provides a +2 bonus to Vigor rolls to resist environmental hazards of all kinds.

### **Red Trooper Armor**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Steel/Ceramic Plates**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **STRIFE Armor**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Any time a heavy weapon attack or any non-scheduled protocol effect comes within 5' of an activated STRIFE unit, it deploys one of its reactive strobe-shield protocols. This provides a +4 bonus to the wearer's Parry, a +2 bonus to Agility rolls against area effect weapons, and a +2 bonus to all Trait rolls to resist protocol effects for one round. In addition, the powerful stroboscopic side-effect of the shield protocol means any character who can trace a line of sight to the STRIFE armor (however far away) must make an Agility roll at -2 to avert their gaze and avoid the effect (at -4 if the kaster got a raise on the attack roll), unless his or her eyes are shielded in some way. On a failure, victims are Shaken and -2 to Parry until their next action. If the target rolls a 1 on his Agility die (regardless of the Wild Die), he's Shaken and fully blind until he recovers from being Shaken. Blinded victims suffer a -6 penalty to all Trait rolls that require vision and have their Parry reduced to 2.

STRIFE armor's outer surface incorporates a chameleon system which, when activated, provides a +2 bonus to all Stealth rolls.

# **VEHICLES**

The following new vehicles are available to both characters in the Red Fleet and many of their opponents (who tend to use scrounged or captured U.R.R.S. vehicles themselves). Note the civilian vehicles already listed in the *Savage Worlds* core rulebook may be used without modification in *The Red Star Savage Setting*, but all military vehicles are replaced by the ones given in this chapter.

## **Cargo/Passengers**

As described in *The Red Star Campaign Setting* (Green Ronin).

## **Weapons**

The vehicle's usual array of weapons is listed here. If a vehicle mounts more than one weapon of a particular type, the number is listed in brackets.

## **|| VEHICLE OVERVIEW**

### **Air Vehicles**

#### **Overstriker**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Skybarge**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Skyfurnace**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Crew and Staff*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *The Zero*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Controlling a Skyfurnace*

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

A skyfurnace that goes out of control (often as a result of a failed *jumpgate transfer protocol*, but also sometimes due to battle damage or for other reasons) goes into a tumble (see **Losing Control** in the *Savage Worlds* core rulebook).

#### *Physical Structure*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Blast Chambers*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Corrective Engines*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Gate Chambers*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Kasting Deck*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Quarterdeck*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Siege Locks*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Top Deck*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Ventral Array*

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

The ventral array can be cut away to reduce the risk of the main ventral tanks rupturing or exploding. This has the side effect of making the skyfurnace far faster and somewhat easier to maneuver, giving a +1 to all Piloting rolls made with respect to it and +20 to its Acc/Top Speed.

#### *Work Lifts*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Weaponry*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Vehicular Carrying Capacity*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Infantry Capacity*

As described in *The Red Star Campaign Setting* (Green Ronin).

#### *Skyfurnace Enhancements and Options*

In addition to the options listed later in this chapter and available for any vehicle, skyfurnaces are customized according to the needs of the Red Fleet and the whims of their Commanders.

## **Other Air Vehicles**

The following conventional aircraft are carried into the theatre of war aboard a skyfurnace, and then launched to destroy whichever targets the Commander gives them.

### **Bullpup MiG**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Zero Inertia Kraft (ZIK)**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Certain elite ZIK squadrons fly modified ZIK fighters which grant a +1 bonus to all relevant Piloting rolls and a +1 bonus to all attack rolls with the mounted weaponry.

### **Zero Inertia Kraft Bomber (ZIK Bomber)**

As described in *The Red Star Campaign Setting* (Green Ronin).

## **|| LAND VEHICLES**

### **Krawls**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Hammer Class Krawl**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Hydra Class Krawl**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Invasion-Class Krawl**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Other Land Vehicles**

A variety of transport and other land vehicles are available to the Red Fleet, and are often stolen or otherwise acquired by their Nokgorkan and Nistaani enemies.

#### **Armored Personnel Karrier (APK)**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Dragunov Self-Propelled Gun (SPG)**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Drop Casing**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Hydra Class Krawl Track (tracked APK)**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Kleaver Half-Track**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Nomad Half-Track**

As described in *The Red Star Campaign Setting* (Green Ronin).

#### **Hovercraft**

As described in *The Red Star Campaign Setting* (Green Ronin).

## **|| VEHICULAR WEAPONS**

The following new vehicular weapons are available for military vehicles to mount.

### **Arc-Protocol Firing Mount**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

The gun causes 1 Fatigue Level to the kaster each time she fires the gun, due to the energy she must expend. If the attack hits with a raise, the target has to make a Vigor roll or be at -2 Parry until his next action as the electrical shocks cause severe muscle spasms.

### **BHX Rykov Hook Missile**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Any targets damaged by being in its burst radius rather than taking a direct hit are only dealt half damage and the AP value is halved (rounded down).

### **Composite Zhukov Capacitance Cannon**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Its “ammunition” replenishes at a rate of 1 shot per round. It can be fired in two modes, standard charge and overcharge. A capacitance cannon on overcharge deals double the normal damage, but has a -2 penalty to hit and uses up the equivalent of 5 shots, rather than just one.

### **Forward Cannon, 221mm**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Forward Cannon, 315mm**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Forward Cannon, 2000mm**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

It is possible for a character to clamber into one of these cannons and fire weaponry directly into the heart of the krawl, hopefully setting off an explosion - if fired at just the right moment, as the crew opens the breech to reload. Assume any attack occurring on a round when the crew reloads can do this. Attacking at the right moment bypasses all armor. If the attack deals at least 1 raise on the attack roll, it causes the shell to explode and if it is a high explosive armor piercing shell it deals its full damage to the krawl without the benefit of the krawl's armor. If the 2000mm cannon's shell was not of the high explosive armor-piercing variety, it does not explode. In either case, the attack renders the cannon inoperative if it causes a wound on the initial attack. Of course, the character needs to climb into position first, past the deck squadron's guns and the krawl's secondary weapons.

### **Heavy DSHK Deck Gun**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Heavy Hailer**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

The twin-barreled heavy hailer requires the Telekinetic Firearms Proficiency and Rock and Roll! Edges to fire.

### **Howitzer, 315mm**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

It takes 1 complete action to load a howitzer.

### **Isolator Tunnel Beam**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

On a roll of 1 on the Shooting die (regardless of Wild Die) with an isolator tunnel beam, there is a risk of serious injury to the warkaster who embodies the beam when she attempts to return to normal. Roll 1d6 and consult the Isolator Tunnel Malfunctions Table to determine the precise nature of the malfunction.

### **Isolator Tunnel Malfunctions**

<b>Die Roll</b>	<b>Malfunction</b>
1	Assembly Problem: Vigor roll or be dealt 8d6 damage due to incorrect reassembly
2-3	Coolant Fluid Malfunction: The warkaster is drowning (see <i>Savage Worlds</i> core rulebook). She will drown in coolant fluid unless rescued, or unless she somehow frees herself.
4-6	Biofeedback Shock: The kaster is dealt 2d6 damage, with a successful Spirit roll halving the damage.

### **Katyusha**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Katyushas are massive single-shot rockets, with smaller calibers available in packs and capable of being autofired. Katyushas are ineffective at less than Short Range. They take a certain amount of time to arm. If a katyusha strikes a target less than Short Range, it deals only one-quarter normal damage. That damage is bludgeoning damage and there is no area effect.

### **KGT Sickle Drop Missile**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

On striking the ground, it detonates with devastating force, hurling massive, razor-sharp, curved blades of shrapnel in all directions. Any characters within the area of effect may attempt an Agility roll at -2 to avoid damage. Vehicles and other targets in the area take full damage with no Agility roll opportunity.

### **Markov Truss Cannon**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Medium Shadow Anti-Aircraft Missile**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Unlike most explosive weapons, this is not an armor-piercing shaped charge, but is a Heavy Weapon and deals full damage to all targets in range.

### **Model MK-132 25mm Self-Ranging Burst Gun**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **R5-K Close Defense Lance - Protocol Batteries**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

When fired on the ground, it can only be used to conduct a Suppressive Fire attack. Each burst fires 50 rounds. Due to the chain gun's high rate of fire, targets have -1 to their Spirit rolls. Foes who roll a 1 or lower on their Spirit die (regardless of Wild Die) are hit and suffer damage normally. The kaster gains 1 Fatigue Level each time she fires the gun, due to the energies she must expend.

### **Ventral Blast Furnace Coil**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

A ventral blast unleashes a great blast of flame, heat, and concussive force, bursting open vehicles, blasting down buildings and frying people over an enormous area. Characters within its area of effect may attempt an Agility roll at -2 to avoid the attack, as they scurry to find some minimal cover or protection.

Another side effect of ventral blasts occurs within dense urban areas. The streets in the city of Bahamut, for example, are uninhabitable for hours or even days after a blast due to the persistence of swirling superheated vapors. Scars and burns are common enough sights on the faces of Nokgorkans these days. Superheated vapors do 2d6 damage, with an Agility roll needed to avoid the damage entirely.

Liquid fire does slightly less damage (3d10) but is far more difficult to protect against (Agility roll at -4 to avoid the attack), and seeps down beneath the surface into any tunnels or excavations that may be below ground.

## RANGED WEAPONS

Type	Range	Damage	RoF	Weight	Shots	RP/Equipment Pick Cost	Notes	Examples
Hook	Special	Telekinesis +d10	1	15	-	3*	Parry -1, 2 hands; see notes	-
<b>Pistols</b>								
Revolver, Small Caliber	12/24/48	2d6+1	1	4	6	1	Revolver	
Revolver, Medium Caliber	12/24/48	2d6+1	1	5	6	1	AP 1, Revolver	Munny Dueling Pistol, pair (10mm revolvers)
Revolver, Large Caliber	12/24/48	2d8	1	6	6	1	AP 2, Revolver	
Semi Auto, Small Caliber	12/24/48	2d6	1	3	17	1	AP 1, Semi-Auto, Double Tap	Caso Security Pistol (9mm autoloader) Model 17 Samsonov (9mm autoloader) Officer Personal Sidearm (OPS) (10mm autoloader)
Semi Auto, Medium Caliber	12/24/48	2d6+1	1	5	9	1	AP 1, Semi-Auto, Double Tap	
Semi Auto, Large Caliber	15/30/60	2d8	1	8	7	1	AP 2, Semi-Auto, Double Tap	Bronson Home Defense Cannon (12 mm autoloader)
Machine Pistol, Small Caliber	12/24/48	2d6	1	4	21	1	3RB, Semi-Auto	
Machine Pistol, Medium Caliber	12/24/48	2d6+1	1	5	18	1	3RB, AP 1, Semi-Auto	Model 79 Samsonov (10mm protocol machine pistol)
Machine Pistol, Large Caliber	12/24/48	2d6+1	1	6	15	1	3RB, AP 2, Semi-Auto	
<b>Rifles</b>								
Bolt Action, Small Caliber	24/48/96	2d8	1	7	7	1	AP 1	

Type	Range	Damage	RoF	Weight	Shots	RP/Equipment Pick Cost	Notes	Examples
Bolt Action, Medium Caliber	24/48/96	2d8	1	8	7	1	AP 2	
Bolt Action, Large Caliber	24/48/96	2d10	1	9	7	1	AP 2	
Semi Auto, Small Caliber	30/60/120	2d8	1	10	8	1	AP 2, Double Tap, Semi-Auto	
Semi Auto, Medium Caliber	30/60/120	2d8	1	15	8	1	AP 3, Double Tap, Min Str d6, Semi-Auto	
Semi Auto, Large Caliber	50/100/200	2d10	1	25	8	1	AP 4, Double Tap, HW, Min Str d8, Semi-Auto	
Assault, Small Caliber	24/48/96	2d8	3	8	30	1	3RB, AP 2, Auto	Caso Assault Gun, Mark 16 (5.56mm assault rifle) RKG-41 Assault Rifle (7.62mm assault rifle) RKG-75 Assault Rifle (5.56mm assault rifle)
Assault, Medium Caliber	24/48/96	2d8+1	3	10	30	1	3RB, AP 3, Auto, Min Str d6	
Assault, Large Caliber	24/48/96	2d8+1	3	12	30	1	3RB, AP 4, Auto, Min Str d8	
Sniper, Small Caliber	100/200/400	2d8	1	10	5	1	AP 2, Min Str d6, Snapfire	
Sniper, Medium Caliber	75/150/300	2d8	1	12	5	1	AP 3, Min Str d6, Snapfire	Dragunov Sniper Rifle (15mm rifle) Hook sniper rifle (12mm rifle)
Sniper, Large Caliber	50/100/200	2d10	1	14	5	1	AP 4, Min Str d8, Snapfire	
Type	Range	Damage	RoF	Weight	Shots	RP/Equipment Pick Cost	Notes	Examples
<b>Machine Guns</b>								
Sub, Small Caliber	12/24/48	2d6	3	9	30	1	AP 1, Auto	

Type	Range	Damage	RoF	Weight	Shots	RP/Equipment Pick Cost	Notes	Examples
Sub, Medium Caliber	12/24/48	2d6+1	3	11	40	1	AP 1, Auto	
Sub, Large Caliber	12/24/48	2d8	3	13	50	1	AP 2, Auto	RKS-81 Submachine gun (10mm submachine gun)
Light, Small Caliber	30/60/120	2d8	3	20	100	1	AP 2, Auto, Min Str d6, Snapfire, 2 hands	
Light, Medium Caliber	30/60/120	2d8+1	3	25	200	1	AP 2, Auto, Min Str d8, Snapfire, 2 hands	
Light, Large Caliber	30/60/120	2d10	3	30	250	1	AP 2, Auto, Min Str d8, Snapfire, 2 hands	
Heavy, Small Caliber	50/100/200	2d8	4	35	250	1	AP 2, Auto, Bipod, 2 hands	Hook Variants - Hook machine gun (7.62mm machine gun)
Heavy, Medium Caliber	50/100/200	2d10	4	50	250	1	AP 3, Auto, Bipod, 2 hands	
Heavy, Large Caliber	50/100/200	2d10	4	65	250	1	AP 4, Auto, HW, Bipod, 2 hands	
<b>Shotguns</b>								
Pump, Small Caliber, Buckshot	12/24/48	1-3d6	1	8	6	1	Spread	Molot Backup Shotgun (12-gauge shotgun)
Pump, Small Caliber, Slug	12/24/48	2d8	1	8	6	1	-	Molot Backup Shotgun (12-gauge shotgun)
Pump, Medium Caliber, Buckshot	12/24/48	1-3d6+1	1	9	6	1	Spread	
Pump, Medium Caliber, Slug	12/24/48	2d10	1	9	6	1	-	
Pump, Large Caliber, Buckshot	12/24/48	1-3d8	1	10	6	1	AP 2, Spread	
Pump, Large Caliber, Slug	12/24/48	2d10	1	10	6	1	AP 2	
Double Barrel, Small Caliber, Buckshot	12/24/48	1-3d6	1-2	8	2	1	Spread	

Type	Range	Damage	RoF	Weight	Shots	RP/Equipment Pick Cost	Notes	Examples
Double Barrel, Small Caliber, Slug	12/24/48	2d8	1-2	8	2	1	-	
Double Barrel, Medium Caliber, Buckshot	12/24/48	1-3d6+1	1-2	10	2	1	Spread	
Double Barrel, Medium Caliber, Slug	12/24/48	2d10	1-2	10	2	1	-	
Double Barrel, Large Caliber, Buckshot	12/24/48	1-3d8	1-2	12	2	1	AP 2, Spread	
Double Barrel, Large Caliber, Slug	12/24/48	2d10	1-2	12	2	1	AP 2	
Double Barrel, Large Caliber, Buckshot	12/24/48	1-3d8	1-2	12	20	1	AP 2, Auto, Spread	Kuvalda Assault Shotgun (12-gauge shotgun)
Double Barrel, Large Caliber, Slug	12/24/48	2d10	1-2	12	20	1	AP 2, Auto	Kuvalda Assault Shotgun (12-gauge shotgun)
<b>Protocol Weapons</b>								
Protocol Assault Rifle, Large Caliber	50/100/200	2d10	3	12	30	1	3RB, AP 3, Auto	Caso Personal Weapon, Mark 20 (protocol assault rifle)
Protocol Machine Gun, Large Caliber	50/100/200	2d10	4	-	Special	1	AP 4, Auto, MBT, HW, see notes	MTK-90 Cannon1 (protocol machine gun)
Protocol Grenade Launchers	20/40/80	as grenade	1	3	Special	1	AP 1, Snapfire, Rifle grenade, MBT, see notes	Sam-79-G (protocol grenade launcher) CPW-200 (protocol grenade launcher) RKG-75-G (protocol grenade launcher)

## Telekinetic Weapons

Type	Range	Damage	RoF	Weight	Shots	RP/Equipment Pick Cost	Notes
Dragunov 60mm Autocannon	75/150/300	AP Rounds: 4d8, AP 4 HE Rounds: 3d8, AP 2, MBT	4	-	-	2	Auto, HW
Sha-Osk Pins	Special	Telekinesis +d6	1	-	-	1	See notes
<b>Hailer (telekinetic squad support weapon)</b>							
- basic machine gun mode	50/100/200	2d10	4	-	250	3	AP 3, Auto, Min Str d8, Snapfire
- experimental beam weapon mode	30/60/120	1-3d6	3	-	21	-	3 RB, Semi-Auto, Snapfire
- flamethrower mode	Cone Template	2d10	1	-	-	-	Min Str d8, Cone, Ignores Armor
- grenade launcher mode	20/40/80	as grenade	1	-	-	-	AP 1, Snapfire, Rifle grenade, MBT, see notes
- mortar mode**	30/60/120	4d8	1	15	-	-	AP 1, May not move, 1 action to reload, MBT, HW
- rocket-propelled grenade launcher mode	30/60/120	4d8	1	-	-	-	AP 9, Snapfire, SBT, HW
<b>Hook Variants</b>							
- hook mortar**	30/60/120	4d8	1	15	-	3*	AP 1, May not move, 1 action to reload, MBT, HW

## Special Weapons

Type	Range	Damage	RoF	AP	RP/Equipment Pick Cost	Min Str	Burst	Weight	Notes
<b>Rocket Launchers</b>									
Dragunov Anti-Krawl Gun	24/48/96	4d8+2	1	30	1	d6	MBT	5	Heavy Weapon, Snapfire, Bipod, see notes
SWORD System MKII	24/48/96	4d8+2	1	40	1	d4	MBT	15	Heavy Weapon, Snapfire
<b>Flamethrowers</b>									
Flamethrower	Cone Template	2d10	1	-	1	d8	Cone	70	Ignores Armor; see notes
<b>Grenades</b>									
Cluster-Satchel Protocol	2/4/8	4d8+2	-	-	1	-	LBT	15	HW; see notes

Type	Range	Damage	RoF	AP	RP/Equipment Pick Cost	Min Str	Burst	Weight	Notes
<b>Charges (CSPC)</b>									
Concussion Grenade	5/10/20*	3-5d6	-	-	1	-	SBT	2	See notes
Fragmentation Grenade	5/10/20*	3d6	-	-	1	-	MBT	2	
Smoke Grenade	5/10/20*	-	-	-	1	-	MBT	2	Smoke grenade; -4 penalty on Shooting and Notice rolls to hit or spot a target within or through smoke; see notes
Tear Gas Grenade	5/10/20*	-	-	-	1	-	MBT	2	Vigor check or gain 1 Fatigue Level; see notes
Thermate	5/10/20*	3d6	-	-	1	-	SBT	2	Fire damage; see notes
White Phosphorus Grenade	5/10/20*	2d10	-	-	1	-	MBT	2	Ignores Armor; see notes
<b>Mines</b>									
Aralov Blade-Jaw	-	4d8	-	-	1	-	MBT	20	AP 5 against 1/2 weakest Armor value; HW
Bloodhound	-	3d6	-	-	1	-	MBT	9	Only overhead cover gives Armor
Render Mine	-	3d6	-	-	1	-	MBT	9	AP 3 against 1/2 weakest Armor value

\* = Thrown. Grenades fired from a grenade launcher use the Grenade Launcher range distances.

## Melee Weapons

Type	Damage	Weight	RP/Equipment Pick Cost	Notes
<b>Hand Weapons</b>				
Arc Kutter	Str+d8+2	25	1	AP 12, Parry -1, 2 hands, HW; see notes
Club	Str+d4	4	1	
Engineer Axe	Str+d10	20	1	AP 2, Parry -1, 2 hands
Greatsword	Str+d10	12	1	Parry -1, 2 hands
Hailer Longknife	Str+d6	4	1	
Hammer	Str+d8	15	1	AP 2 vs. rigid armor, Parry -1, 2 hands
Hawk Talon	Str+d8	6	1	Parry +1, Reach 1, 2 hands
Hook	Str+d10	15	3	Parry -1, 2 hands
Scythe	Str+d6	6	1	Reach 1, 2 hands
Sickle	Str+d6	3	1	

Type	Damage	Weight	RP/Equipment Pick Cost	Notes
Spear	Str+d6	5	1	Parry +1, Reach 1, 2 hands

## Armors

Type	Armor	Weight	RP/Equipment Pick Cost	Notes
Bronja Vest	+2/+4	12	1	Covers torso
Bronja Vest w/inserts	+4/+8	16	1	Covers torso
Crew Vest	+2/+4	8	1	Covers torso, negates 4 AP, see notes
Crew Vest w/inserts	+4/+8	12	1	As Crew Vest, but ceramic inserts are +8 vs. bullets
Hailer Armor	+8	30	1	Covers entire body
Hailer Bodyguard Armor	+7	15	1	Covers entire body, +2 to Stealth rolls
Officer Greatcoat	+2/Variable	10	2	+2 to Stealth rolls; +1 to Vigor rolls vs. heat/cold, <i>autoshield protocol</i> ; see notes
Railsuit	+6	20	1	+2 to Agility rolls related to balance and the ability to jump 2d6" horizontally or 1d6" vertically; see notes
Reactor Shieldsuit	+2	15	1	+2 bonus to Vigor rolls to resist environmental hazards
Red Trooper Armor	+5	20	1	Covers torso, arms, legs
STRIFE Armor	+12	-	2	See notes
Mashur, combat	Special	-	1	+2 Armor for face vs. Sha-Osk pin attacks only; see notes

### Mashur Accessories

+ radio communicator	-	1	as basic walkie-talkie (A handheld battery-powered transceiver with about a two-mile range. The batteries last about 30 minutes and weigh 3 pounds each)
+ military communicator	-	1	as professional walkie-talkie (A handheld battery-powered transceiver with about a five-mile range. The batteries last about 60 minutes and weigh 2 pounds each)
+ night vision enhancement	-	1	as night vision goggles
+ flash protection	-	1	adds +2 to Toughness vs. light-based attacks on vision
+ targeting sorcery	-	1	adds +1 to all Shooting and Throwing rolls

## Vehicular Weapons

Type	Range	AP Rounds	HE Rounds	RoF	Notes	RP/Equipment Pick Cost
BHX Rykov Hook Missile	100/200/400	4d10, AP 65	-	1	Heavy Weapon	Military
Composite Zhukov Capacitance Cannon	75/150/300	4d8, AP 4	-	1	Heavy Weapon	Military
Forward Cannon, 221mm	100/200/400	5d10, AP 100	4d10, AP 75, MBT	1	Heavy Weapon	Military

Type	Range	AP Rounds	HE Rounds	RoF	Notes	RP/Equipment Pick Cost
Forward Cannon, 315mm	125/250/500	6d10, AP 125	5d10, AP 100, MBT	1	Heavy Weapon	Military
Forward Cannon, 2000mm	250/500/1000	10d10, AP 150	8d10, AP 125, MBT	1	Heavy Weapon	Military
Heavy DSHK Deck Gun	75/150/300	4d10, AP 13	3d8, AP 2, MBT	1	Heavy Weapon	Military
Heavy Hailer, machine gun mode	50/100/200	3d8, AP 35	-	4	Auto, Heavy Weapon	Military
Heavy Hailer, flamethrower mode	40	2d10	-	1	As vehicular flamethrower	Military
Heavy Hailer, rocket-propelled grenade launcher mode	50/100/200	5d10, AP 30	4d10, AP 15, Snapfire, MBT	1	Heavy Weapon	Military
Howitzer, 315mm	120/240/480	5d8, AP 6	5d8, AP 5, MBT	1	Heavy Weapon, 1 action reload	Military
Katyusha, 400mm	50/100/200	-	5d10, AP 75, MBT	1	Heavy Weapon	Military
Katyusha, 500mm	50/100/200	-	6d10, AP 100, MBT	1	Heavy Weapon	Military
Katyusha, 600mm	50/100/200	-	7d10, AP 125, MBT	1	Heavy Weapon	Military
Katyusha, 1000mm	50/100/200	-	8d10, AP 150, MBT	1	Heavy Weapon	Military
KGT Sickle Drop Missile	50/100/200	-	5d12, AP 30, LBT	1	Heavy Weapon	Military
Markov Truss Cannon	50/100/200	4d8, AP 10	-	1	Heavy Weapon; +2 to Shooting rolls	Military
Medium Shadow Anti-Aircraft Missile	50/100/200	-	3d10, AP 20, MBT	1	Heavy Weapon; -2 to Notice rolls to detect via sensors	Military
Model MK-132 25mm Self-Ranging Burst Gun	50/100/200	3d8, AP 4	-	3	Auto, Heavy Weapon	Military
Ventral Blast Furnace Coil	LBT	6d10	-	1	Heavy Weapon, Ignores Armor; see notes	Military
Protocol Vehicular Weapons					Heavy Weapon	Military
Arc-Firing Protocol Mount	50/100/200	4d8, AP 2	-	1	See Notes	Military
Isolator Tunnel Beam	50/100/200	-	10d12, AP 150, LBT	1	Heavy Weapon; see notes	Military
R5-K Close Defense Lance-Protocol Battery	30/60/120	2d8+1, AP 2	-	50	Heavy Weapon; see notes	Military

## Vehicles

Vehicle	Acc/Top Speed	Toughness	Handling	Crew	RP/Equipment Pick Cost	Notes
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### Skyships

Overstriker	10/100	74/64/54	-1	500+100	Military	Markov truss cannon (10); heavy DSHK deck gun (25); BHX Rykov
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Vehicle	Acc/Top Speed	Toughness	Handling	Crew	RP/Equipment Pick Cost	Notes
		(60/50/40)				
Skybarge	10/80	52/42/32 (40/30/20)	-1	750+500	Military	hook missile (10); medium Shadow anti-aircraft missile (15) Protocol-reinforced armor, Crypsis systems, Heavy Armor Markov truss cannon (2); heavy DSHK deck gun (50); BHX Rykov hook missile (6); Katyusha 600mm (3)
Skyfurnace	10/80	136/66/56 (120/50/40)	-2	10,000+15,000	Military	Protocol-reinforced armor, Crypsis systems, Heavy Armor Markov truss cannon (20); heavy DSHK deck gun (1,000); BHX Rykov hook missile (87); KGT Sickle drop missile (132); medium Shadow anti-aircraft missile (112) Protocol-reinforced armor, Crypsis systems, Heavy Armor
<b>Other Aircraft</b>						
Bullip MiG (fighter)	70/700	15 (4)	+1	1	Military	Model MK-132 25mm self-ranging burst gun; medium Shadow anti-aircraft missile (3) Crypsis Systems, Night Vision
ZIK Zero Inertia Kraft (fighter)	75/750	16 (4)	+2	1	Military	Model MK-132 25mm self-ranging burst gun; BHX Rykov hook missile Crypsis Systems, Inertialess Protocol Engine, Night Vision
ZIK Zero Inertia Kraft Bomber	50/500	15 (4)	+1	2	Military	KGT Sickle drop missile (5) Crypsis Systems, Inertialess Protocol Engine, Night Vision
<b>Krawls</b>						
Hammer Class Krawl (tracked tank)	6/30	52/42/32 (40/30/20)	+0	5	Military	Forward cannon, 221mm; arc-firing protocol; mount; Katyushas, 500mm Protocol-reinforced armor, Crypsis systems, Heavy Armor, Improved Stabilizer, Night Vision, Sloped Armor, Tracked
Hydra Class Krawl (tracked tank)	5/20	116/96/76 (100/80/60)	-2	24+90	Military	Forward cannon, 2000mm (3); arc-fifi ring protocol mount; Katyusha rocket battery (1000mm) Protocol-reinforced armor, Crypsis systems, Heavy Armor, Improved Stabilizer, Night Vision, Sloped Armor, Tracked
Invasion Class Krawl (tracked tank)	5/20	74/64/54 (60/50/40)	-1	10	Military	Forward cannon, 315mm; composite Zhukov capacitance cannon (2); arc-protocol firing mount (4) Protocol-reinforced armor, Crypsis systems, Heavy Armor, Improved Stabilizer, Night Vision, Sloped Armor, Tracked
<b>Other Land Vehicles</b>						
Armored Personnel Karrier (tracked APK)	6/25	25/20/20 (15/10/10)	-1	3+12	Military	Model MK-132 25mm self-ranging burst gun Crypsis Systems, Heavy Armor, Improved Stabilizer, Night

Vehicle	Acc/Top Speed	Toughness	Handling	Crew	RP/Equipment Pick Cost	Notes
Dragunov SPG (tracked self-propelled gun)	5/20	25/20/20 (15/10/10)	-1	8	Military	Vision, Sloped Armor, Tracked Howitzer, model MK-132 25mm self-ranging burst gun Crypsis Systems, Heavy Armor, Improved Stabilizer
Hoverkraft	4/13	15 (3)	-1	4+7	Military	Model MK-132 25mm self-ranging burst gun; BHX Rykov hook missile Crypsis Systems, Hover, Stabilizer
Hydra Class Krawl Track (tracked APK)	5/20	116/96/76 (100/80/60)	-1	2+30	Military	Model MK-132 25mm self-ranging burst gun Protocol-reinforced armor, Crypsis systems, Heavy Armor, Improved Stabilizer, Night Vision, Sloped Armor, Tracked
Kleaver Half-Track (tracked APK)	8/80	14/9/3 (2/1/1)	-1	5+20	Military	Model MK-132 25mm self-ranging burst gun; R5-K close defense lance-protocol batteries (2) Crypsis Systems, Heavy Armor, Improved Stabilizer, Open Topped, Tracked
Nomad Half-Track (tracked APK)	8/80	14/9/3 (2/1/1)	-1	5+8	Military	Heavy hauler; arc-protocol firing mount Crypsis Systems, Heavy Armor, Improved Stabilizer, Open Topped, Tracked

# **MAGIC AND SORCERY**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

## **Protocols**

U.R.R.S. personnel use protocols rather than spells. Many of the powers from the *Savage Worlds* core rulebook are not typically used in this setting, and should be considered unavailable to characters trained in Nistaani or U.R.R.S. kasting methods unless specifically listed.

Every time a sorceress or shaman kasts a protocol or invocation, respectively, the kaster makes a Kasting or Invocation roll. The appropriate protocol component should be present if possible. A character without the correct protocol component may still attempt to kast a protocol, but has a -4 penalty to his or her Kasting roll.

Success on the Kasting or Invocation roll indicates the sorceress kasts the protocol or the shaman kasts the invocation correctly. A failure indicates that the protocol does not take effect.

## **Kaster Physical Systems (KPS) Safety Wards**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Dropping KPS Safety Wards is a free action and can have any one of the Ritual effects listed on page 26 *Savage Worlds Horror Companion* (Pinnacle Entertainment Group) as appropriate to the protocol or invocation, at the kaster's option.

At the end of kasting a protocol where the KPS Safety Wards are not in place, the sorceress must make a Vigor roll at -4. On a success, she suffers 1 Fatigue Level than can only be regained through a day's rest. On a failure, she suffers a wound. Should the character not have her KPS Safety Wards in place and take sufficient wounds to kill her, the protocol fails as well.

Dropping KPS Safety Wards can be done in combination with overkasting.

## **Overkasting**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Each grade of overkasting causes the kaster to suffer soul burn and lowers the kaster's Vigor die type by one temporarily after the kasting is complete, which the kaster recovers at a rate of 1 die type per day of rest until Vigor reaches its original value again. Die steps in excess of d12 (i.e. d12+1, d12+2, etc.) are each considered an additional die step for each +1 above d12.

However, kasters whose KPS Safety Wards are up and who attempt overkasting are not in danger of killing themselves. The Vigor die cannot drop below d4. Should this occur due to kasting parameters, the protocol automatically fails. Should the character not have her KPS Safety Wards in place and take sufficient wounds to kill her on her subsequent Vigor roll after kasting (using her reduced Vigor die step value), the protocol fails as well.

A kaster who is not concerned about her own life may instead select "Overkast to Fatal." Only a kaster who has dropped her KPS Safety Wards can "Overkast to Fatal." When doing so, the character overkasting lowers their Vigor die type by one for every Grade of overkasting accomplished; this may result in lowering the Vigor die step to below d4, at which point the sorceress dies.

Should the sorceress die when overkasting, the protocol still goes into effect as planned.

Invocations may not be overkast.

## Arcane Background (Shamanism)

**Arcane Skill:** Invocation (Spirit)

**Starting Power Points:** 15

**Starting Powers:** 2

The shamans of the Nistaani spoke to the spirits of their ancestors long before there was an Al'Istaan. Theirs is the terrible burden of knowing many truths of the world, but being unable to speak them, sworn to secrecy to safeguard the faith of their people. They are well aware of the war in the Spiritrealm and many of them pity the Reds for their ignorance.

### The Old Ways

As described in the *Deadlands Player's Handbook* (Pinnacle Entertainment Group), except as follows:

Nistaani invocations, or "spells," as infidels call them, are not protocols. Rather, they are ancient prayers that cross between the mortal world and the Spiritrealm to ask an Immortal ancestor for aid.

It is difficult for Immortals to affect the corporeal world. The strength of a Nistaani Priest's faith, however, coupled with the power of the prayer, allows an Immortal to direct ambient Spiritrealm energy into the conduit a properly kast invocation creates. The more powerful the invocation, the stronger is the call, and therefore the greater the Immortal coming to assist. The greatest rituals can summon legendary heroes out of Paradise itself to assist a worthy shaman, and the power they direct is immense.

Unlike protocols, invocations do not necessarily require components. To kast an invocation, the shaman must perform some minor ritual on the spot that often includes such elements as the burning of tobacco, sage or cedar bark; invocation of tribal or totemic spirits; singing and chanting; the use of drums or bone rattles; meditation or the use of sacred dances and make an Invocation roll. If the shaman cannot speak, she cannot use any powers.

### Appeasing the Spirits

As described in the *Deadlands Player's Handbook* (Pinnacle Entertainment Group).

*Power Access:* Shamans are considered to have access to the following powers: *claws of stone, banish, beast friend, boost/lower trait, burrow, curse, dance of the desert, darksight, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, farsight, fear, fury of the sands, grasping earth, growth/shrink, healing, mantle of stone, mind rider, oasis of faith, protection, quickness, shaihide's kiss, sha-moram, shape change, shield of burning faith, slumber, spirit of Dune-Ra, trackless steps, tremor wave, the wanderer's well, whispering winds, wisdom of the ancients, the wrath of the One True God.*

*Backlash:* As described in the *Deadlands Player's Handbook* (Pinnacle Entertainment Group).

## Arcane Background (Sorceress)

**Arcane Skill:** Kasting (Smarts)

**Starting Power Points:** 10

**Starting Powers:** 3

As described in the *The Red Star Campaign Setting* (Green Ronin), except as follows:

### **Deck Kasters**

*Power Access:* Deck kasters are considered to have access to the following powers: *armor piercing protocol*, *vehicular (APP-V)*, *blast control protocols (BCP)*, *cooperative reinforcement protocol (CRP)*, *defensive field protocol (DFP)*, *jumpgate transfer protocol ("Jumpgate" or JTP)*, *protocol resistance shields protocol*, *vehicular (PRSP-V)*, *shield reinforce protocol*

*Backlash:* When a sorceress rolls a 1 on her Kasting die (regardless of her Wild Die), she is automatically Shaken. This can cause a wound. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die.

### **Infokasters**

*Power Access:* Infokasters are considered to have access to the following powers: *burst voltage protocol (BVP)*, *cooperative reinforcement protocol (CRP)*, *jump information protocol ("Slave protocol" or JIP)*, *map protocol (MAP)*, *reenact protocol (RE Protocol or REP)*, *supply protocol (SUP)*, *stealth protocol (STP)*, *stimulant protocol ("Stim Shot" or SSP)*, *transpathic signal protocol (TSP)*

*Backlash:* When a sorceress rolls a 1 on her Kasting die (regardless of her Wild Die), she is automatically Shaken. This can cause a wound. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die.

### **Medikasters**

*Power Access:* Medikasters are considered to have access to the following powers: *accelerated healing protocol (AHP)*, *defensive shell protocol (DSP)*, *final mercy protocol (FMP)*, *instant medical protocol (IMP)*, *shield reinforce protocol (SRP)*, *stimulant protocol ("Stim Shot" or SSP)*

*Backlash:* When a sorceress rolls a 1 on her Kasting die (regardless of her Wild Die), she is automatically Shaken. This can cause a wound. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die.

### **Sorceress Engineers**

*Power Access:* Sorceress Engineers are considered to have access to the following powers: *armor piercing protocol*, *vehicular (APP-V)*, *burst voltage protocol (BVP)*, *defensive shell protocol (DSP)*, *expanse protocol (EXP)*, *field repair protocol (FRP)*, *protocol resistance shields protocol*, *vehicular; (PRSP-V)*, *shield reinforce protocol (SRP)*, *supply protocol (SUP)\**, *stimulant protocol ("Stim Shot" or SSP)*, *transpathic detonator protocol (TDP)*

*Backlash:* When a sorceress rolls a 1 on her Kasting die (regardless of her Wild Die), she is automatically Shaken. This can cause a wound. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die.

### **Supply Kasters**

*Power Access:* Supply kasters are considered to have access to the following powers: *cooperative reinforcement protocol (CRP)*, *expanse protocol (EXP)*, *gate transfer protocol ("Gate" or GTP)*, *jumpgate transfer protocol ("Jumpgate" or JTP)*, *krawl drop protocols (KDPs)*, *protocol resistance shields protocol*, *area (PRSP-A)*, *supply protocol (SUP)*

*Backlash:* When a sorceress rolls a 1 on her Kasting die (regardless of her Wild Die), she is automatically Shaken. This can cause a wound. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die.

## **Warkasters**

*Power Access:* Warkasters are considered to have access to the following powers: *armor piercing protocol, personal (APP-P), armor piercing protocol, vehicular (APP-V), autoshields protocol (ASP), burst voltage protocol (BVP), cooperative reinforcement protocol (CRP), defensive shell protocol (DSP), defensive field protocol (DFP), drop protocol (DRP), expanse protocol (EXP), gate transfer protocol (“Gate” or GTP), jumpgate transfer protocol (“Jumpgate” or JTP), krawl drop protocols (KDPs), MTK-90 protocol (MTKP), protocol resistance shields protocol, personal (PRSP-P), protocol resistance shields protocol, area (PRSP-A), protocol resistance shields protocol, vehicular (PRSP-V), shield reinforce protocol (SRP), stealth protocol (STP), transformation protocol (TFP)*

*Backlash:* When a sorceress rolls a 1 on her Kasting die (regardless of her Wild Die), she is automatically Shaken. This can cause a wound. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die.

## **Nokgorkan Priestesses**

*Power Access:* Nokgorkan Priestesses are considered to have access to the following powers: *accelerated healing protocol (AHP), armor piercing protocol, personal (APP-P), armor piercing protocol, vehicular (APP-V), autoshields protocol (ASP), defensive shell protocol (DSP), expanse protocol (EXP), instant medical protocol (IMP), paramedic protocol (PMP), supply protocol (SUP), transpathic detonator protocol (TDP), transpathic signal protocol (TSP)*

*Backlash:* When a Nokgorkan priestess rolls a 1 on her Kasting die (regardless of her Wild Die), she is automatically Shaken. This can cause a wound. Note that it may be possible to suffer backlash and still succeed on the roll due to the Wild Die.

## **|| RITUAL MAGIC**

As described on page 26 in the *Savage Worlds Horror Companion* (Pinnacle Entertainment Group) except there is no Ritual Failure effect.

## **|| WARDS BINDS**

As described on page 30 in the *Savage Worlds Horror Companion* (Pinnacle Entertainment Group) except as follows:

### **Binding**

As described on page 30 in the *Savage Worlds Horror Companion* (Pinnacle Entertainment Group) and in *The Red Star Campaign Setting* (Green Ronin) except as follows:

Once the Immortal, Jinn, or Shade enters the affected area, it must make an opposed Spirit roll versus the binder’s Knowledge (Magic) skill (even if the binder isn’t present).

If an Immortal, Jinn, or Shade fails the initial Spirit roll, they cannot make another one for 6 hours. It takes a great deal of effort to break a Bond; the entity should be allowed to make a Spirit roll at –8 to break a Bond.

### **Wards**

As described on page 30 in the *Savage Worlds Horror Companion* (Pinnacle Entertainment Group) except that wards affect Immortals, Jinn, and Shades, among other entities.

# **POWERS**

## **Accelerated Healing Protocol (AHP)**

**Overkasting:** Increase the number of wounds healed by 1 per Overkast Grade.

Identical to the *healing* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group).

## **Alter Protocol (AP)**

Identical to the *dispel* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group).

## **Armor Piercing Protocol, Personal (APP-P)**

**Overkasting:** Increase the non-vehicular weapon AP by 2 per Overkast Grade.

Identical to the *smite* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group) except it only targets non-vehicular weapons.

## **Armor Piercing Protocol, Vehicular (APP-V)**

**Overkasting:** Increase the vehicular weapon AP by 5 per Overkast Grade.

Identical to the *smite* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group) except it only targets vehicular weapons.

## **Autoshields Protocol (ASP)**

**Rank:** Novice

**Power Points:** 2

**Range:** Smarts x2

**Duration:** 10 minutes or until autoshield failure

**Trappings:** A wall of force

**Overkasting:** Increase the Toughness of the wall of force by 2 per Overkast Grade.

The *autoshields protocol* protects the sorceress with a wall of force in all directions, which appears instantaneously when she is attacked so long as she is aware of the attack. A heads-up display shows the kaster the percentage of strength remaining in the shields. The autoshield generated by this protocol is equivalent to a light autoshield (Rating 1); a raise generates a medium autoshield (Rating 2). The wall of force has Toughness 10. When the protocol expires or the wall of force is pierced, it crumbles to dust or dissipates. Trappings are never left behind. It does not protect against melee damage or any kind of ranged piercing or bludgeoning damage. Any attack that would deal damage of the appropriate type that would injure the wearer is directed to the wall of force, which may be destroyed by an attack that equals its Toughness of 10, but raises on the attack roll do not grant bonus damage nor do damage dice Ace. The wall of force may not be bypassed by Called Shots, unless the ammunition is protocol-enhanced to pierce the autoshields.

Autoshields generated by this protocol which actively protect a wearer from a number of attacks equal to their autoshield rating then disappear and the protocol ends immediately. Autoshields, being configured to the wearer's own mind, cannot usually be activated by anyone else, even if another character acquires them somehow. One method of disabling that configuration is *alter protocol*.

### **Blast Control Protocol (BSP)**

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts x2

**Duration:** 2 minutes

**Trappings:** Glowing aura, static discharge

**Overkasting:** Increase the warkaster's attack roll during her *transformation protocol* attacks by +1 per Overkast Grade. This protocol is almost never overkast, however, as each grade of overkasting increases the damage dealt the warkaster by +1d6, should the deck kaster's kasting be Disrupted.

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

If the deck kaster's concentration lapses during the blast control protocols' duration, the transformation protocol can be kast normally, but the warkaster take 3d6 points of damage at the end of the transformation protocol's duration, when she attempts to return to normal.

If the deck kaster's Kast check for her blast control protocols generates a raise on the Kasting roll, the warkaster gains a bonus of +2 to all her attack rolls while affected by her transformation protocol.

### **Blast Voltage Protocol (BVP)**

**Overkasting:** As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

They may make an Agility roll at -2 to avoid the damage.

Use *burst voltage protocol* to target enemy electrical systems in a Medium Burst Template.

If the target is Large, add +2 to the roll, if they are Huge, add +4.

Larger vehicles and other electrical devices are more robust than smaller ones, typically having improved safety systems.

### **Claws of Stone**

**Rank:** Novice

**Power Points:** 2

**Range:** Touch

**Duration:** 3 (1/round)

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

Nistaani shamans use this invocation to great effect in areas where weapons are forbidden. *Claws of stone* has two versions; a shaman must choose which one while kasting the invocation. Recipients can be affected by just one of the effects at a time.

The first version turns bare fists into lethal weapons, though there is no outward change in appearance. All targets add +d4 to their Strength roll (as if they were wielding small weapons).

On a raise, they add +d6 instead.

The second version increases the damage of all melee weapons of all targets held at the time of the invocation by +2 or +4 with a raise.

★ **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

### Contact Spirit World

As described in *Deadlands: The Last Sons* (Pinnacle Entertainment Group), except as follows:

#### d10 Summon Lesser Spirit

- 1-3 Lesser Ancestor Spirit
- 4 Animal spirit (Wolf)
- 5 Animal spirit (Snake)
- 6 Animal spirit (Falcon)
- 7 Animal spirit (Bear)
- 8 Animal spirit (Spider)
- 9 Animal Spirit (Snow Leopard)
- 10 GM's choice.

#### d6 Summon Normal Spirit

- 1 Greater Ancestor Spirit
- 2 Nature spirit (Earth Elemental)
- 3 Nature spirit (Air Elemental)
- 4 Nature spirit (Water Elemental)
- 5 Nature spirit (Fire Elemental)
- 6 Jinn

### Cooperative Reinforcement Protocol (CRP)

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Uses the Ritual Magic rules from *Savage Worlds Horror Companion* (Pinnacle Entertainment Group).

### Curse

As described in *Deadlands Player's Handbook* (Pinnacle Entertainment Group).

### Dance of the Desert

Non-game effects as described in *The Red Star Campaign Setting* (Green Ronin). Game effects identical to the *deflection* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group), except as follows:

Using *dance of the desert* counts as an action. It is impossible to attack with ranged weapons while using the Dance. Affected individuals must remain in contact with the land of Al'Istaan at all times. If an individual loses contact with the ground while under the effects of the Dance, the invocation ends for that person or creature only, though others affected retain the effects of the invocation.

### Defensive Shell Protocol (DSP)

**Overkasting:** Increase the Toughness of the barrier by 2 per Overkast Grade.

Non-game effects as described in *The Red Star Campaign Setting* (Green Ronin). Game effects identical to the *barrier* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group).

### **Defensive Field Protocol (DFP)**

**Overkasting:** Increase the Toughness of the field by 2 per Overkast Grade.

As *defensive shell protocol*, except *defensive field protocol* protects one vehicle and all its occupants.

### **Drop Protocol (DRP)**

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts

**Duration:** Instant

**Trappings:** Quakes, rolling earth

**Overkasting:** The Agility roll suffers a -1 penalty per Overkast Grade.

This protocol causes the ground to fall away around the kaster, dropping all assailants into the depths of the Earth. A chasm in the earth opens with a depth of (Kasting roll result) x 10 meters, dealing appropriate falling damage to all affected by it.

Those within the area of effect may attempt an Agility roll to get out of the way altogether. A failed Agility roll indicates the subject falls, taking falling damage as normal.

### **Expanse Protocol (EXP)**

Non-game effects as described in *The Red Star Campaign Setting* (Green Ronin). Game effects identical to the *bridge* power in the *Hellfrost Player's Guide* (Triple Ace Games).

**Overkasting:** An additional bridge can be created per Overkast Grade, joined to the first to make it longer or wider.

### **Field Repair Protocol (FRP)**

**Rank:** Novice

**Power Points:** 3

**Range:** Touch

**Duration:** Instant

**Trappings:** Laying on hands, touching the vehicle with a special tool, prayer

**Overkasting:** Increase the number of wounds healed by 1 per Overkast Grade.

*Field repair protocol* repairs recent vehicular damage - patching holes in armor and fixing structural damage. The protocol does not address mechanical problems, such as a ruined engine. It can repair any vehicle that has at least 1 wound. It must be used within the "Golden Hour," though, for it has no effect on wounds more than one hour old.

Each use of *FRP* removes a wound with a success, two with a raise. The roll suffers a penalty equal to the vehicle's wounds (in addition to any the kaster might be suffering himself).

### **Final Mercy Protocol (FMP)**

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** Instant

**Trappings:** Laying on hands, prayer

**Overkasting:** Increase the number of targets affected by 1 per Overkast Grade.

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

One target per success and raise may be targeted.

### **Fury of the Sands**

Non-game effects as described in *The Red Star Campaign Setting* (Green Ronin). Game effects identical to the *havoc* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group).

### **Gate Transfer Protocol (“Gate” or GTP)**

**Rank:** Seasoned

**Power Points:** 3

**Range:** Smarts

**Duration:** Instant

**Trappings:** Bright doorway

Non-game effects as described in *The Red Star Campaign Setting* (Green Ronin). Game effects identical to the *bridge* power in the *Hellfrost Player’s Guide* (Triple Ace Games).

One of the two gates must appear within Smarts Range of the kaster. The other gate may appear either anywhere within Smarts x100 Range of the kaster, or in any skyfurnace gate chamber the kaster is attuned to, at the kaster’s choice. The gates may rest on the ground, or not, as the kaster prefers.

### **Grasping Earth**

**Rank:** Seasoned

**Power Points:** 3

**Range:** Smarts x2

**Duration:** 3 (2/round)

**Trappings:** Mud, sand

Non-game effects as described in *The Red Star Campaign Setting* (Green Ronin). Game effects described under the Quicksand section in *Perilous Places & Serious Situations* (Triple Ace Games).

★ Additional Targets: The character may affect up to five targets by spending a like amount of additional Power Points.

### **Instant Medical Protocol (IMP)**

**Overkasting:** Increase the number of wounds healed by 1 per Overkast Grade.

Identical to the *greater healing* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group).

### **Jump Information Protocol (“Slave Protocol” or JIP)**

**Rank:** Seasoned

**Power Points:** 3

**Range:** Smarts x2

**Duration:** Instant

**Trappings:** None

**Overkasting:** The Spirit check of the target to shrug off the protocol effects suffers a -1 penalty per Overkast Grade.

A *jump information protocol* allows the kaster to “slave” onto the coordinates to which the target’s vehicle jumps (see *jumpgate transfer protocol*). This drags the kaster’s vehicle through the same jumpgate, forcing the target to make a Vigor roll or suffer 1 Fatigue Level due to the extra mass involved.

*Jump information protocol* may be kast at any time during the kasting of the target’s *jumpgate transfer protocol*. The target is permitted a Spirit roll; if successful, it allows her to throw off the effects of this protocol entirely. Making that Spirit roll forces her to make a Disruption check (opposed arcane skill rolls), however, throwing the outcome of her *jumpgate transfer protocol* into question.

Regardless of whether the Spirit roll succeeds or fails, failure on the Disruption check means her *jumpgate transfer protocol* fails (with potentially disastrous consequences for the vehicle making the jump).

### **Jumpgate Transfer Protocol (“Jumpgate” or JTP)**

**Rank:** Veteran

**Power Points:** 5

**Range:** Smarts x2

**Duration:** 1 round

**Trappings:** None

**Overkasting:** An additional vehicle of identical size may be brought through the gate per Overkast Grade, so long as it is slaved onto the first.

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

It teleports a vehicle, most often a skyfurnace, after it first accelerates to transfer speed — a speed of at least 100. The destination may be anywhere the kaster knows personally or has been given coordinates for, though if this is an otherworldly location (such as the Spiritrealm), the Kasting roll requires 2 raises to be successfully kast.

A successful Notice roll notices the disturbances. A successful Knowledge (Magic) roll will correctly identify the cause as being a *jumpgate transfer protocol*.

Each additional vehicle successfully “slaving on” in this manner requires the jumpgate’s kaster to make a Vigor roll or suffer 1 Fatigue Level and abandon the jump attempt.

The number of raises needed to succeed on the Kasting roll for the protocol depends on the size of the vehicle.

<b>Vehicle Size</b>	<b>Kasting Roll</b>
Size 0 or smaller	1 success
Large	1 raise

## Vehicle Size      Kasting Roll

Huge                      2 raises

Transferring through a gate of this size always requires one round, hence the Duration. The protocol requires the kaster's full attention throughout the duration; any lapse in concentration results in the jumpgate collapsing, potentially sending the vehicle out of control due to the extreme energy fluctuations involved. The pilot or driver of any vehicle attempting to go through a collapsing jumpgate must succeed with a Driving or Piloting roll at -2 or lose control of the vehicle.

### **Krawl Drop Protocols (KDPs)**

**Rank:** Seasoned

**Power Points:** 3

**Range:** Touch

**Duration:** 3 (1/round)

**Trappings:** None

**Overkasting:** This is only regarded as necessary when an initial set of krawl drop protocols have failed and the kaster needs to rapidly re-kast in an emergency. Each Overkast Grade cancels one raise for the protocols being re-kast.

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

If the *krawl drop protocols* fail (usually due to the kaster's failure to maintain concentration), the impact deals 20d6 points of damage to the krawl. If strapped in, the occupants take half of this damage. Those not strapped in may attempt an Agility roll at -4 to halve this damage.

For each additional kasting required beyond the first, an additional raise on the Kasting roll is required for a successful kasting.

### **Mantle of Stone**

Identical to the *armor* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group).

### **Map Protocols (MAP)**

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts x2

**Duration:** 3 (1/round)

**Trappings:** None

**Overkasting:** Doubles the area of effect at Grade I, triples it at Grade II, etc.

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

*Static Map:* This version of the protocol has a Range of Smarts x10 and an area that is a sphere whose radius equals the Kasting roll result x 100 meters.

*Trace Map:* She may make Notice checks as though she were anywhere within the map's area, though she takes a -4 penalty to these checks. Living creatures in the area of the map may attempt a Spirit roll against the Protocols' Kasting roll to avoid being shown by the map.

### **Mind Rider**

Identical to the *mind rider* power in *Deadlands Player's Handbook* (Pinnacle Entertainment Group).

### **MTK-90 Protocol (MTKP)**

**Rank:** Novice

**Power Points:** 5

**Range:** Touch

**Duration:** 3 (2/round)

**Trappings:** Ghostly gun

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

The basic weapon fires at 1,000 bullets per minute, with no tracers, and this protocol increases the weapon's damage for the ammunition by +4 with a raise. For every Rank above Novice of the Kaster, she may add an additional +2,250 bullets per minute to the firing rate and may also add one tracer per Rank of the Kaster above Novice; the addition of the tracers allows for increased accuracy and increases the attack bonus to +2 or +4 with a raise.

### **Oasis of Faith**

**Rank:** Novice

**Power Points:** 4

**Range:** Touch

**Duration:** 3 (1/round)

**Trappings:** Chanting, dancing

The shaman beseeches the One True God to watch over his faithful warriors. All eligible subjects gain a +1 bonus to attack rolls and to their Parry. In addition, all affected subjects that spend a benny and fail their attack roll a second time may re-roll the missed attack roll without having to spend an additional benny. On a raise, all present know the Most High stands with them on the battlefield, increasing the bonus to +2.

### **Paramedic Protocol (PMP)**

**Rank:** Novice

**Power Points:** 1

**Range:** Touch

**Duration:** Instant

**Trappings:** Laying on of hands, curative tonic

This protocol instantly stabilizes an injured character, stopping them from Bleeding Out.

### **Protection**

Identical to the *protection* power in *Deadlands Player's Handbook* (Pinnacle Entertainment Group).

### **Protocol Resistance Shields Protocol, Area (PRSP-A)**

**Rank:** Veteran

**Power Points:** 4

**Range:** Smarts

**Duration:** 3 (1/round)

**Trappings:** Arcane sign, blast of magical energy, field of shimmering lights

**Overkasting:** Increases result of the Kasting roll for the *dispel* effect by +2 per Overkast Grade.

Non-game effects as described in *The Red Star Campaign Setting* (Green Ronin). Game effects identical to the *negate arcana* power in the *Hellfrost Player's Guide* (Triple Ace Games).

### **Protocol Resistance Shields Protocol, Personal (PRSP-P)**

**Rank:** Veteran

**Power Points:** 2

**Range:** Touch

**Duration:** 3 (1/round)

**Trappings:** Arcane sign, blast of magical energy, field of shimmering lights

**Overkasting:** Increases result of the Kasting roll for the *dispel* effect by +2 per Overkast Grade.

With a successful Kasting roll, any opposed kaster attempting to kast a protocol or spell which would affect the target of the *PRSP-P* is treated as if they were being countered by an automatic *dispel* effect based on the kaster's Kasting die. This effect affects all incoming protocols or spells without discrimination of harmful or beneficial effects.

### **Protocol Resistance Shields Protocol, Vehicular (PRSP-V)**

**Rank:** Veteran

**Power Points:** 4

**Range:** Smarts

**Duration:** 3 (1/round)

**Trappings:** Arcane sign, blast of magical energy, field of shimmering lights

**Overkasting:** Increases result of the Kasting roll for the *dispel* effect by +2 per Overkast Grade.

Non-game effects as described in *The Red Star Campaign Setting* (Green Ronin). Game effects identical to the *negate arcana* power in the *Hellfrost Player's Guide* (Triple Ace Games).

### **Reenact Protocol (RE Protocol or REP)**

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts

**Duration:** 3 (1/round)

**Trappings:** Arcane sign, blast of magical energy, field of shimmering lights

**Overkasting:** All the details are clearer and sharper still; the kaster gains an additional +1 bonus to Notice rolls when examining the protocol per Overkast Grade.

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

Any character within the a Medium Burst Template of the kaster at the instant the protocol first takes effect, or looking in that direction, must make an Agility roll or be blinded for one round (-6 to all visual based activities). A character who specifies she is covering or closing her eyes avoids the blinding effect without needing to make an Agility roll.

The kaster can “scroll” back and forth through history, viewing events up to a number of years into the past equal to the Kasting roll result. She can make a Notice roll with a +2 bonus to examine specific occurrences and objects that may not be immediately obvious.

### **Shaihidi’s Kiss**

**Trappings:** Stream of corrosive venom

Identical to the *bolt* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group).

### **Sha-Moram**

**Rank:** Novice

**Power Points:** 2

**Range:** Special

**Duration:** 3 (1/round)

**Trappings:** Whispered words, chants

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Shield of Burning Faith**

**Trappings:** Fiery aura

Identical to the *damage field* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group).

### **Shield Reinforce Protocol (SRP)**

**Rank:** Novice

**Power Points:** 3

**Range:** Touch

**Duration:** Instant

**Trappings:** Glowing aura, target becomes more opaque under the protection

**Overkasting:** Increase the Toughness of the *autosield*, *defensive shell protocol*, or *defensive field protocol* by an additional 2 per Overkast Grade.

This protocol adds an additional 2 points of Toughness, or 5 points with a raise, to a target *autosield*, *defensive shell protocol*, or *defensive field protocol*.

### **Spirit of the Dune-Ra**

**Rank:** Novice

**Power Points:** 4

**Range:** Touch

**Duration:** 3 (1/round)

**Trappings:** Glowing eyes or fists, primal screams

Identical to the *Berserk Edge* in *Savage Worlds Deluxe* (Pinnacle Entertainment Group), except as follows:

While gripped by the *spirit of the Dune-Ra*, the target must charge the first available enemy and cannot use any ranged attacks.

### **Stealth Protocol (STP)**

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts

**Duration:** Instant

**Overkasting:** An additional vehicle or up to three additional personnel may be affected per Overkast Grade.

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

No Notice rolls can detect them, unless they deliberately speak. For each success and raise, an additional target may be designated as the recipient of this kasting.

### **Stimulant Protocol (“Stim Shot” or SSP)**

**Overkasting:** Increase the number of wounds healed by 1 per Overkast Grade.

Identical to the *succor* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group).

### **Supply Protocol (SUP)**

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts x100

**Duration:** Instant

**Trappings:** Glowing aura

**Overkasting:** Grade I: double either the weight of the target, or the maximum range; Grade II: either double both range and weight, or triple either the range or the weight; Grade III: either triple the range and double the weight, double the range and triple the weight, quadruple the weight, or quadruple the range; and so on.

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

The origin point of the target must be within a Medium Burst Template of the kaster, but the destination point can be anywhere within range, so long as it is either a place that is known personally to the kaster or a dedicated supply receptacle such as a protoclip, protopouch, protopack or crate. If the former type of destination is used, the kasting is considerably more difficult; the Kasting roll has a penalty of -1 to -4 to the die roll, depending on how well the kaster knows the location. A dedicated, protocol-enhanced supply receptacle never suffers from this penalty.

The amount of material which can be teleported is 1 kg plus an additional factor of ten for every raise on the Kasting roll, up to a maximum of 3 raises for 1,000 kg.

#### **Kaster’s Knowledge of Destination**

Extremely thorough; a very familiar location, perhaps the kaster’s home  
Thorough; a place the kaster has visited many times, for extended stays

#### **Kasting Roll Penalty**

-1  
-2

**Kaster's Knowledge of Destination**

Familiar; a place the kaster has visited several times  
Fleeting; a place the kaster has only seen once, and that briefly

**Kasting Roll Penalty**

-3  
-4

**Trackless Steps**

**Rank:** Novice

**Power Points:** 2

**Range:** Spirit

**Duration:** 3 (1/round)

**Trappings:** Concealing shadows, obscuring haze

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

At the shaman's request, the land moves to conceal its defenders. All targets gain a +2 bonus to Stealth rolls, or a +4 bonus if they stand still. On a raise, Al'Istaan shrouds the targets with haze, creating a -6 obscurement penalty in a Large Burst Template lasting for 3 (1/round).

**Transformation Protocol (TFP)**

**Rank:** Novice

**Power Points:** 1

**Range:** Special

**Duration:** Instant

**Trappings:** Flashing, multi-colored light

**Overkasting:** The isolator tunnel beam does an additional +1 damage per Overkast Grade.

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

On a failed Kasting roll, the sorceress takes 2d6 points of damage as a side effect of the protocol.

**Transpathic Detonator Protocol (TDP)**

**Rank:** Novice

**Power Points:** 1

**Range:** Special

**Duration:** Instant

Used in conjunction with standard explosives, a *transpathic detonator protocol* allows a warkaster to trigger the device by mental command (as opposed to a more conventional timer, tripwire or pressure plate). Any explosive device, including a mine or protocol-powered explosive, can be so triggered, but the kaster must touch the device when the protocol is kast. The kaster may trigger it at any time thereafter as a free action, so long as the explosive is within a Range of Smarts x10.

**Transpathic Signal Protocol (TSP)**

**Rank:** Novice

**Power Points:** 3

**Range:** Special

**Duration:** 3 (1/day)

**Overkasting:** Up to two additional creatures can be affected per grade, allowing for four-way communication at Grade I, six-way at Grade II, etc.

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:

The kaster must touch both targets of the protocol to initiate the link. The targets must stay within Smarts x100 of the kaster in order for the link to continue to function.

One side effect of this protocol is it can give the target a headache. The kaster must make a Vigor roll after this protocol ends. Failure means they suffer 1 Fatigue Level due to the headaches.

### **Tremor Wave**

**Rank:** Veteran

**Power Points:** 2

**Range:** Smarts x3

**Duration:** 3 (1/round)

**Trappings:** Smacking the ground with a staff, screaming words of power

Identical to the *quake* power in the *Hellfrost Player's Guide* (Triple Ace Games).

### **The Wanderer's Well**

**Rank:** Novice

**Power Points:** 1

**Range:** Spirit

**Duration:** Instant

**Trappings:** Bubbling water

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Whispering Winds**

Identical to the *voice on the wind* power in the *Hellfrost Player's Guide* (Triple Ace Games), except as follows:

On a success, the shaman can communicate with a single target. On a raise, the shaman can direct his message to any number of allies within the invocation's range.

### **Wisdom of the Ancients**

A combination of the *divination* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group), with the Rank, Power Point cost, and Duration given by the *vision quest* power in *Deadlands Player's Handbook* (Pinnacle Entertainment Group).

A roll of 1 on the Kasting die, regardless of Wild Die, may summon up a demon or more hostile enemy. While it cannot directly affect the kaster, it will try to convince her it is the Immortal sought, then feed her inaccurate or dangerous information, perhaps seeking to lead the character to her death.

### **The Wrath of the One True God**

**Power Points:** 3-7

**Trappings:** Primal scream to the heavens, wave of fire

Identical to the *blast* power in *Savage Worlds Deluxe* (Pinnacle Entertainment Group), except as follows:

An energy wave ripples out, striking all targets, living creatures and vehicles, which do not have the Vow (Major: The Law of the One True God) Hindrance. *The wrath of the One True God* deals 2d6 fire damage and ignores Armor. *The wrath of the One True God* counts as a Heavy Weapon.

## **THE SPIRITREALM**

The effects of the Spiritrealm are treated as described on page 10 of *Savage Suzerain* (Savage Mojo).

### **The Mirror Lands**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Shard-Planes**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Imbohl's Legacy & the Storm of Souls**

As described in *The Red Star Campaign Setting* (Green Ronin).

## **THE FAR REALMS**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Far Kathon**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Ishundra**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Lacaris**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **The Eternal Citadel**

As described in *The Red Star Campaign Setting* (Green Ronin).

### **Paradise**

As described in *The Red Star Campaign Setting* (Green Ronin).

## **POST-HUMAN ENERGY P.H.E.**

As described in *The Red Star Campaign Setting* (Green Ronin), except as follows:.

All Immortals have a pool of P.H.E. they can draw upon to power Immortal Edges and a few other abilities. An Immortals P.H.E. pool is equal to 10 + 5 P.H.E. per Rank.

P.H.E. recovers very slowly. Immortals only recover their Rank in P.H.E. per day.

Immortals who desperately need P.H.E. can attempt the dangerous practice of soul burning, which is the conversion of their core energy to P.H.E. Immortals do this by using the Soul Drain Edge (ignoring any requirements of the Edge).

Soul burning is excruciatingly painful for an Immortal. If they have a choice in the matter, and they still have P.H.E. in their pool, they must make a successful Spirit roll at -2 to practice it. Soul burning is a free action (though not often regarded as a sane one).

## **BESTIARY**

### **Ancestor Spirits**

Since these are basically people, use the stats for various types of humans provided in the *Red Star Savage Setting*, with the addition of the Immortal Special Abilities. Most groups of ancestor spirits are from the same race and ethnic origin.

Ancestors don't possess any knowledge they didn't have in life. If a shaman calls up an ancestor spirit, he can ask about that particular ancestor's history and knowledge, but the spirit is not able to provide other information.

Since ancestors are Immortals, they have the following Special Abilities:

#### **Special Abilities**

- **Darkvision:** Does not suffer Darkness penalties.
- **Enhanced Stealth:** +2 to Stealth rolls.
- **Ethereal:** Immortals are immaterial and can only be harmed by magical attacks. Immortals cannot normally affect the physical world in any way.
- **P.H.E. Pool (Power Points):** 10 + 5 per Rank.
- **Quicksilver Speed:** Parry is increased by 1.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; immune to disease and poison; no wound penalties (Wild Cards only).
- **Slow Regeneration:** Makes a natural healing roll once per day.
- **Soul Drain Edge**
- **Weakness (P.H.E. Infused Weapons):** Immortals suffer normal damage from P.H.E. infused weapons.

### **Animal Spirits**

As described in *Deadlands: The Last Sons* (Pinnacle Entertainment Group).

#### **Animal Spirit - Bear**

**Attributes:** Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

**Skills:** Fighting d8, Notice d8, Swimming d6

**Pace:** 8; **Parry:** 6; **Toughness:** 10

#### **Special Abilities**

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise

has pinned his foe. The opponent may only attempt to escape the “hug” on his action, which requires a raise on an opposed Strength roll.

- **Claws:** Str+d6.
- **Size +2:** These creatures can stand up to 8’ tall and weigh over 1000 pounds.

### **Animal Spirit - Falcon**

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d6, Notice d12+4, Stealth d8

**Pace:** -; **Parry:** 5; **Toughness:** 3

#### **Special Abilities**

- **Blind:** When attacking large prey (such as characters), hawks go for the eyes. If the hawk scores a raise on its Fighting roll, it has hit the character’s face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of Wild Die, results in him gaining the Blind Hindrance for that time.
- **Claws:** Str+d6.
- **Flying:** Flying Pace 8”.
- **Size -2:** Hawks measure up to 2’ in height.
- **Small:** Attackers suffer a -2 penalty to attack rolls because of the beast’s size.

### **Animal Spirit - Snake**

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

**Skills:** Fighting d8, Notice d12

**Pace:** 10; **Parry:** 6; **Toughness:** 2

#### **Special Abilities**

- **Bite:** Str.
- **Poison:** Snakes this size do little serious damage with their bite, but may inject deadly venom. A character bitten by a rattlesnake or similar viper must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die. More deadly snakes (cobra, Australian fierce snake, etc), cause death if the Vigor roll is failed. A few such snakes cause death in 2d6 rounds. Death in 2d6 minutes is more common, but a few take 2d6 hours to kill a full-grown man.
- **Quick:** Snakes are notoriously fast. They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.
- **Size -2:** Most venomous snakes are four to six feet long, but only a few inches thick.
- **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.

### **Animal Spirit - Snow Leopard**

**Attributes:** Agility d8, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d8, Fighting d6, Intimidation d6, Stealth d8, Tracking d6

**Pace:** 8; **Parry:** 5; **Toughness:** 6

## Special Abilities

- **Bite or Claws:** Str+d6.
- **Improved Frenzy:** A puma may make two attacks each round with no penalty.
- **Low Light Vision:** Halve penalties for Dim and Dark lighting conditions.
- **Pounce:** Pumas often pounce on their prey to best bring their mass and teeth to bear. It can leap up to 6' to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.

## Animal Spirit - Spider, Giant

**Attributes:** Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

**Skills:** Climbing d12+2, Fighting d8, Notice d10, Shooting d10, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 5

## Special Abilities

- **Bite:** Str+d4.
- **Poison (-4):** The bite of the spider causes instant paralysis for those who fail their Vigor roll. It lasts for 2d6 minutes.
- **Webbing:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must be cut or broken free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.
- **Wall Walker:** Spiders can move on vertical or inverted surfaces at their full Pace.

## Animal Spirit - Wolf

**Attributes:** Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d10, Tracking d8

**Pace:** 8; **Parry:** 5; **Toughness:** 4

## Special Abilities

- **Bite:** Str+d4.
- **Fleet Footed:** Wolves roll a d10 when running instead of a d6.
- **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Size -1:** A wolf is relatively small.

## Dune-Ra

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Notice d4

**Pace:** 6; **Parry:** 6; **Toughness:** 11 (2)

## Special Abilities

- **Armor +2:** Rocky hide.
- **Bash:** Str+d6, Reach 1.
- **Clueless**
- **Low Light Vision:** Dune-Ra ignore penalties for Dim and Dark lighting.
- **Outsider**
- **Racial Enemy:** The U.R.R.S. and its forces
- **Slow Reflexes:** A Dune-Ra's Agility can never advance beyond a d6.
- **Size +2:** Dune-Ra can stand up to 3 meters tall and weigh over 230 kilograms.
- **Strong:** Dune-Ra begin with a d8 Strength and may raise it to a d12+2 via normal Advances; the Expert and Master Edges may raise it to a d12+4.
- **Vow (Major):** Law of the One True God.

In certain Al'Istaan campaigns, a GM may wish to present one of the players with the opportunity to play one of the Dune-Ra. The following traits apply to Dune-Ra PCs:

#### Special Abilities

- **Armor +2:** Rocky hide.
- **Bash:** Str+d6, Reach 1.
- **Clueless**
- **Low Light Vision:** Dune-Ra ignore penalties for Dim and Dark lighting.
- **Outsider**
- **Racial Enemy:** The U.R.R.S. and its forces
- **Slow Reflexes:** A Dune-Ra's Agility can never advance beyond a d6.
- **Size +2:** Dune-Ra can stand up to 3 meters tall and weigh over 230 kilograms.
- **Strong:** Dune-Ra begin with a d8 Strength and may raise it to a d12+2 via normal Advances; the Expert and Master Edges may raise it to a d12+4.
- **Vow (Major):** Law of the One True God.

### Jinn <sup>[WC]</sup>

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attributes:** Agility d10, Smarts d10, Spirit d12+2, Strength d12+1, Vigor d10

**Skills:** Fighting d10, Notice d8, Persuasion d10, Stealth d8

**Charisma:** - ; **Pace:** 6; **Parry:** 7; **Toughness:** 9

#### Special Abilities

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Ethereal:** In their natural forms, Jinn are invisible to human eyes, although the jinn can see humans and can be perceived by animals. Jinn can only be perceived by humans

when under the effects of their *shape change* power or in their smoke form.

- **Flight:** Jinn are creatures of smoke and air and have a Flying Pace of 12" and Climb 2.
- **Invulnerability:** Jinn are immune to all non-magical attacks.
- **Possession:** Jinn may enter a human host as a form of possession. They are not detectable to human senses once in possession of a host. Effectively, the Jinn have the *puppet* power, using their Spirit as their Arcane Skill. The Jinn have unlimited Power Points for this power and may use it at will. Possessed hosts may be purged of a possessing Jinn's influence through the use of the *banish* power.
- **Punch:** Str damage.
- **Shape Change:** As an action, a Jinn can change his form and appear in various forms; such as an animal, a reptile, or even a human being, with a Spirit roll at -2. Changing back into humanoid form requires a Spirit roll.
- **Size +2:** Jinn are 7' to 8' tall.
- **Smoke Form:** The Jinn may convert its body into smoke. This requires an action and a Vigor roll at -2. While in this form, they can squeeze themselves through openings as small as an inch across.
- **Weakness (Tricks):** Jinn are arrogant and like to boast of their abilities. They cannot fathom that there are any beings that might be better to them in any way. This arrogance leads them to take a penalty of -2 to all Trick rolls.
- **Weakness (Binding and Warding):** Jinn are susceptible to Binding and Warding attempts and suffer -2 on their Spirit rolls to resist such effects.

## Nature Spirits

As described in *Deadlands: The Last Sons* (Pinnacle Entertainment Group).

### Nature Spirit - Air Elemental

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

**Skills:** Intimidation d8, Notice d8, Stealth d8, Taunt d10

**Pace:** -; **Parry:** 2; **Toughness:** 5

### Special Abilities

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Ethereal:** Air elementals can maneuver through any non-solid surface. They can seep through the cracks in doors, bubble through water, and rush through sails.
- **Flight:** Air elementals fly at a rate of 6" with a Climb of 3. They may not run.
- **Gale:** Air elementals can call up a wind so powerful it can flatten houses or derail trains. To call a gale, the air elemental makes a Spirit roll. Those in the area need to succeed at an opposed Strength roll versus the air elemental's Spirit roll or be thrown Prone for 1d6 damage. On a critical failure, a foe is flung 2" times the result of the air elemental's Spirit roll. Assess falling damage as usual. The gale lasts for 3 rounds.
- **Invulnerability:** Immune to all non-magical attacks except fire.
- **Weakness (Magic):** Air elementals take full damage from magic attacks, or weapons

enchanted with an arcane power.

- **Whirlwind:** As long as the air elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check and if the air elemental wins then its foe is pulled into the swirling maelstrom of its body. While trapped, the target is at -2 on all rolls including damage, to hit and Strength rolls to free himself. The air elemental cannot move as long as it wants to keep foes trapped inside its form.

### Nature Spirit - Earth Elemental

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d12+1, Vigor d12

**Skills:** Fighting d10, Intimidation d10, Notice d6, Stealth d10, Taunt d10

**Pace:** 4; **Parry:** 7; **Toughness:** 16 (4)

#### Special Abilities

- **Armor +4:** Earth elementals are composed of rocks, pebbles, and earth, which makes them hard to hurt.
- **Burrow (10”):** Earth elementals can meld into and out of the ground.
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Large:** Attack rolls against an earth elemental receive a +2 bonus.
- **Outcropping:** 3d6. With a Fighting roll, an earth elemental can create a sudden, sharp outcropping of rock anywhere in sight to injure foes.
- **Quicksand:** Earth elementals can automatically create a pool of quicksand anywhere in sight as an action. The quicksand covers a Medium Burst Template, and foes must succeed on an Agility roll to leap clear. Those who fail are sucked under-consult the Drowning rules (see *Savage Worlds* core rulebook).
- **Size +4:** Earth elementals are huge, rocky spirits standing almost ten feet tall.
- **Weakness (Water):** Earth elementals take double damage from any water-based attack.

### Nature Spirit - Fire Elemental

**Attributes:** Agility d12, Smarts d10, Spirit d12, Strength d10, Vigor d12+1

**Skills:** Fighting d12, Intimidation d12, Notice d6, Shooting d12, Taunt d12, Invocation d12

**Pace:** -; **Parry:** 8; **Toughness:** 28

#### Special Abilities

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Fiery Touch:** Str+d6; chance of catching fire.
- **Fire Portal:** If there is a fire anywhere in a fire elementals sight, the spirit can use it to automatically fuel the Open Portal use of the *contact spirit world* power. Through this portal can pass any spirit (except water elementals) or living beings. The portal lasts as long as the fire burns and is closed if the fire is quenched. Anyone passing through a fire portal must succeed on an Agility roll (-2) or be scorched for 2d6 damage.
- **Flame Strike:** Fire elementals can project a searing blast of flame using the Cone Template. Characters within the cone must beat the spirit's Shooting roll with Agility or

suffer 2d10 damage, plus the chance of catching fire.

- **Flight:** Pace 14, Climb 2. The fire elemental speeds across the ground like a wildfire.
- **Gargantuan:** Heavy Armor. Man-sized attackers gain a +4 bonus on ranged attacks against a fire elemental.
- **Size +20:** Fire elementals are massive, cloudlike forms up to 75 yards across.
- **Invulnerability:** Fire Elementals are immune to all nonmagical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.

### Nature Spirit - Water Elemental

**Attributes:** Agility d8, Smarts d12, Spirit d10, Strength d8, Vigor d8

**Skills:** Fighting d10, Intimidation d10, Notice d6, Stealth d8, Swimming d12+2, Taunt d12

**Pace:** 8; **Parry:** 7; **Toughness:** 7

#### Special Abilities

- **Aquatic:** Pace 12
- **Drought:** A water elemental can dry out anything, even living beings. Roll the water elemental's Smarts, opposed by the victim's Vigor. Each success and raise on the Smarts roll causes 1 level of Fatigue. Victims Incapacitated by this attack die in 1d4 rounds unless they receive water, and there's no coming back—all that's left is a pile of dust!
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Invulnerability:** Water elementals are immune to all non-magical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.
- **Seep:** Water elementals can squeeze through any porous gap as if it were Difficult Ground.
- **Size +2:** Water elementals are about the size of a bear.
- **Slam:** Str+d6, nonlethal damage.
- **Waterspout:** Water elementals can project a torrent of water using the Cone Template. Those in the area may make an Agility roll opposed by the spirit's Spirit to avoid it or suffer 2d8 nonlethal damage. This puts out any normal fires.
- **Weakness (Fire):** Water elementals take double damage from fire-based attacks.

### Shade

As described in *The Red Star Campaign Setting* (Green Ronin).

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d4, Stealth d10+2

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

#### Special Abilities

- **Darkvision:** Does not suffer Darkness penalties.
- **Enhanced Stealth:** +2 to Stealth rolls.
- **Ethereal:** Shades are immaterial and can only be harmed by magical attacks. Shades

cannot normally affect the physical world in any way.

- **P.H.E. Pool:** 15.
- **Quicksilver Speed:** Parry is increased by 1.
- **Shade Touch:** A non-Spiritrealm recipient of a Shade's touch attack experiences a bone-chilling cold that forces them to make a Vigor roll at -2 or suffer a Fatigue Level. This touch attack drains 1 P.H.E. per use from the Shade as it imparts some of its essence into the victim.
- **Slow Regeneration:** Makes a natural healing roll once per day.
- **Soul Drain Edge** (although mindless, they instinctively know how to use this if they are threatened)
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; immune to disease and poison.
- **Weakness (P.H.E. Infused Weapons):** Shades suffer normal damage from P.H.E. infused weapons.

## Susk-Dath

As described in *The Red Star Campaign Setting* (Green Ronin).

### Susk-Dath, Young

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d10

**Skills:** Fighting d8, Notice d4, Stealth d8

**Pace:** 8; **Parry:** 6; **Toughness:** 11 (2)

#### Special Abilities

- **Armor +2:** Chitin hide.
- **Bash:** Str+d6, Reach 1.
- **Low Light Vision:** Susk-Dath ignore penalties for Dim and Dark lighting.
- **Mindless:** These creatures have only a rudimentary intelligence. While this limits them considerably, their single-mindedness makes them difficult to trick. They add +2 to opposed Smarts rolls when being tricked. Agility-based tricks are handled normally.
- **Size +2:** Susk-Dath are large insects.

### Susk-Dath, Large

**Attributes:** Agility d4, Smarts d4 (A), Spirit d6, Strength d12+6, Vigor d12

**Skills:** Fighting d10, Notice d4, Stealth d8

**Pace:** 8; **Parry:** 7; **Toughness:** 17 (4)

#### Special Abilities

- **Armor +4:** Chitin hide.
- **Bash:** Str+d8, Reach 1.
- **Large:** Attackers add +2 to their attack rolls when attacking a large susk-dath due to its large size.

- **Low Light Vision:** Susk-Dath ignore penalties for Dim and Dark lighting.
- **Mindless:** These creatures have only a rudimentary intelligence. While this limits them considerably, their single-mindedness makes them difficult to trick. They add +2 to opposed Smarts rolls when being tricked. Agility-based tricks are handled normally.
- **Size +5:** Susk-Dath are large insects.

### Susk-Dath, Huge

**Attributes:** Agility d4, Smarts d4 (A), Spirit d8, Strength d12+9, Vigor d12+2

**Skills:** Fighting d10, Notice d4, Stealth d8

**Pace:** 8; **Parry:** 7; **Toughness:** 21 (4)

### Special Abilities

- **Armor +4:** Chitin hide.
- **Bash:** Str+d10, Reach 1.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their attack rolls when attacking huge susk-dath due to its massive size.
- **Low Light Vision:** Susk-Dath ignore penalties for Dim and Dark lighting.
- **Mindless:** These creatures have only a rudimentary intelligence. While this limits them considerably, their single-mindedness makes them difficult to trick. They add +2 to opposed Smarts rolls when being tricked. Agility-based tricks are handled normally.
- **Size +8:** Susk-Dath are huge insects.

## HEROES OF THE RED STAR

### Krawl Captain Alexandra Goncharova <sup>[WC]</sup>

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

**Skills:** Driving d10, Fighting d8, Healing d8, Intimidation d8, Knowledge (Battle) d8, Knowledge (History) d8, Knowledge (Krawls) d10, Notice d6, Protocol d8, Repair d8, Shooting d8

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

**Hindrances:** Loyal, Obligation (Major: Red Fleet), Stubborn

**Edges:** Academy Graduate, Ace, Brawler, Bruiser, Command, Command Presence, Defensive Driver, Improved Defensive Driver, Dodge, Martial Artist, Rank (Officer - Staff Branch, Captain), Tactician, Trademark Vehicle

**Defining Interests:** Culture (Nokgorkan), Electrical Repair, Mechanical Repair, U.R.R.S. Military History

**Languages:** English, U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Kuvalda assault shotgun with 4 clips of Modified Rounds (Flaming), crew vest (+2/+4, Covers torso, negates 4 AP, see notes), flashlight, handcuffs, Threat Detector, Air Strike

## Guardsman Kyuzo [WC]

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

**Skills:** Climbing d8, Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d8+2, Protocol d8, Shooting d10, Stealth d8+3, Survival d8, Telekinesis d10

**Pace:** 6; **Parry:** 6; **Toughness:** 16 (7)

**Hindrances:** Code of Honor, Obligation (Major: Red Fleet), Stubborn

**Edges:** Academy Graduate, Close Fighting, Commando, Connections (Maya Antares), Grazing Fire, Hailer Training, Improved Hailer Training, Hose 'Em Down, Improved Hose 'Em Down, Martial Artist, No Mercy, Rank (NCO, Guard), Rock & Roll!, Telekinesis, Telekinetic Autofire, Telekinetic Firearms Proficiency, Telekinetic Warrior, Trademark Weapon (hailer longknife), Urban Warrior

**Defining Interests:** Electrical Repair, Firearms Repair, U.R.R.S. Military History

**Languages:** U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Hailer Bodyguard Armor (+7, Covers entire body, +2 to Stealth rolls, helmet is protocol-enhanced to provide +2 to Notice rolls) with close assault drum, Hailer, Molot Backup Shotgun with 8 clips (buckshot), Hailer Longknife (Str+d6), 1 Night Vision Goggles, 1 Stimpack, Modified Rounds (1 clip; Acid)

## Makita, Nokgorkan Resistance Fighter [WC]

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Climbing d6, Fighting d8, Healing d6, Knowledge (Battle) d6, Knowledge (Demolitions) d6, Knowledge (History) d6, Notice d8, Protocol d8, Repair d6, Shooting d10, Stealth d10, Streetwise d6, Survival d8, Tracking d6

**Charisma:** -; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Loyal, Obligation (Major: Nokgorkan Resistance), Vow (Minor: Deliver letter), Vow (Major: Defeat Red Fleet)

**Edges:** Connections (Nokgorkan Resistance), Dig In!, Improved Dig In!, Dodge, Improved Dodge, Marksman, Move & Fire, Scrounger, Two-Fisted

**Defining Interests:** City Knowledge (Bahamut), Disguise, Mechanical Repair, Military History

**Languages:** English, U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Twinned Model 79 Samsonov protocol machine pistols with under slung 79-G protocol grenade launchers and triple protoclips, sickle, hammer, Stimpack

## Infantry Captain Marcus Antares [WC]

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

**Skills:** Climbing d6, Driving d6, Fighting d10, Healing d8, Intimidation d8, Knowledge (Battle) d10, Knowledge (Demolitions) d8, Knowledge (History) d8, Notice d8, Persuasion d6, Protocol d8, Repair d8, Shooting d10, Survival d8, Swimming d6, Telekinesis d12

**Charisma:** +2; **Pace:** 6; **Parry:** 7; **Toughness:** 12 (5)

**Hindrances:** Heroic, Loyal, Obligation (Major: Red Fleet)

**Edges:** Academy Graduate, Block, Blood and Guts, Charismatic, Combat Hook, Combat Reflexes, Command, Connections (Maya Antares, Urik Antares), Counterattack, Courage Under

Fire, Defensive Rotation Shield, Dodge, Elan, Eyes of Imbohl, First Strike, Hard to Kill, Level Headed, Natural Leader, Rank (Officer - Infantry Branch, Captain), Sweep, Improved Sweep, Tactician, Telekinesis, Trademark Weapon (Hook)

**Defining Interests:** Culture (Nistaani), Etiquette, Spiritrealm, U.R.R.S. Military History

**Languages:** English, U.R.R.S., Nistaani, Nokgorkan

**P.H.E. Pool:** 25

**Gear & Loadouts:** Hook (Str+d10, Parry -1, 2 hands), with 4 clips, Extra Ammo (4) for Machine Gun function, Red Trooper Armor (+5, Covers torso, arms, legs), Modified Rounds (1 clip, Flaming), Red Fleet Knife, Scope

### **The Wanderer Antares [WC]**

**Attributes:** Agility d10, Smarts d8, Spirit d12, Strength d12, Vigor d10

**Skills:** Climbing d8, Driving d6, Fighting d12+2, Healing d8, Intimidation d12, Knowledge (Battle) d12, Knowledge (Demolitions) d8, Knowledge (History) d10, Notice d10, Persuasion d6, Protocol d8, Repair d8, Shooting d12, Survival d8, Swimming d6, Telekinesis d12+2

**Charisma:** +2; **Pace:** 6; **Parry:** 11; **Toughness:** 9

**Hindrances:** Heroic, Loyal, Obligation (Major: Red Fleet)

**Edges:** Academy Graduate, Block, Blood and Guts, Charismatic, Combat Hook, Improved Combat Hook, Improved Combat Hook, Combat Reflexes, Command, Connections (Maya Antares, Urik Antares, the Red Woman), Counterattack, Courage Under Fire, Defensive Rotation Shield, Dodge, Elan, Eyes of Imbohl, Expert (Fighting), Expert (Telekinesis), First Strike, Hard to Kill, Harder to Kill, Level Headed, Improved Level Headed, Lucky Soul, Master (Fighting), Master (Telekinesis), Natural Leader, Professional (Fighting), Professional (Telekinesis), Rank (Officer - Infantry Branch, Captain), Sweep, Improved Sweep, Tactician, Telekinesis, Tough as Nails, Improved Tough as Nails, Trademark Weapon (Hook), Improved Trademark Weapon (Hook), Weapon Master, Master of Arms

**Defining Interests:** Culture (Nistaani), Etiquette, Spiritrealm, U.R.R.S. Military History

**Languages:** English, U.R.R.S., Nistaani, Nokgorkan

**P.H.E. Pool:** 35

**Gear & Loadouts:** Hook (Str+d10, Parry -1, 2 hands), with 4 clips, Extra Ammo (4) for Machine Gun function

### **Sorceress-Lieutenant Maya Antares [WC]**

**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Kasting d10, Knowledge (Battle) d10+2, Knowledge (History) d10, Knowledge (Magic) d10+2, Knowledge (Religion) d10, Notice d8, Protocol d8, Shooting d6, Taunt d6

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

**Hindrances:** Heroic, Loyal, Obligation (Major: Red Fleet)

**Edges:** Academy Graduate, Arcane Background (Sorceress), Attractive, Charismatic, Companion (Guardsmen Kyuzo), Concentration, Improved Concentration, Connections (Alexandra Goncharova, Marcus Antares, Urik Antares), Hard to Kill, Level Headed, New Power (x7), Power Points (x3) Protocol Gunnery, Rank (Officer - Sorcery Branch (warkaster),

Sorceress-Lieutenant), Rapid Recharge, Scholar (Knowledge (Magic and Battle)), Strong Willed, Wizard

**Defining Interests:** Current Affairs, Etiquette, Folk Tales, Mythology, Religious Doctrines

**Languages:** Dune-Ra, English, U.R.R.S., Nistaani, Nokgorkan

**Power Points:** 25

**Protocols:** *Armor-piercing protocol - personal, autoshields protocol, burst voltage protocol, drop protocol, jumpgate transfer protocol, krawl drop protocol, MTK-90 protocol, re-enact protocol, shield reinforce protocol, stealth protocol, transformation protocol*

**Gear & Loadouts:** Uniform greatcoat (not protocol-enhanced), protocol case, protocol components: *armor-piercing protocol - personal (x2), drop protocol, gate transfer protocol, shield reinforce protocol (x4), transformation protocol (x3)*.

## **The Red Woman** <sup>[WC]</sup>

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

**Skills:** Fighting d10, Healing d8, Intimidation d12, Investigation d12, Kasting d12, Knowledge (Battle) d12+2, Knowledge (History) d8, Knowledge (Magic) d12+2, Knowledge (Religion) d10, Notice d10, Persuasion d8, Protocol d6, Stealth d8+2, Streetwise d12+2, Taunt d12

**Charisma:** +6; **Pace:** 6; **Parry:** 7; **Toughness:** 9

**Hindrances:** Obligation (Major: Pravda), Vow (Major: Destroy Imbohl)

**Edges:** Arcane Background (Sorceress), Attractive, Very Attractive, Block, Charismatic, Chosen Tool, Improved Chosen Tool, Command, Command Presence, Concentration, Improved Dodge, Improved Concentration, Connections (Pravda, the Reds, Marcus Antares), Dodge, Energy Shield, Expert (Streetwise), Fervor, Hard to Kill, Harder to Kill, Immortal, Immortal Illusions, Inspire, Level Headed, Improved Level Headed, Living Influence, Martial Artist, New Power (x5), Pure of Heart, Scholar (Knowledge (Magic and Battle)), Strong Willed, Tactician, Trademark Weapon (Sword of Truth), Improved Trademark Weapon (Sword of Truth)

**Defining Interests:** Culture (Nistaani), Imbohl, Religion (Pravda), Spiritrealm, Mystical Traditions

**Languages:** Dune-Ra, English, U.R.R.S., Nistaani, Nokgorkan

**Protocols:** *Accelerated healing protocol, armor-piercing protocol - personal, drop protocol, map protocol, protocol resistance shield protocol - personal, re-enact protocol, stealth protocol, transpathic signal protocol*

**Gear & Loadouts:** The Sword of Truth (Str+d10, Parry -1, 2 hands), rose necklace

### **Special Abilities**

- **Darkvision:** Does not suffer Darkness penalties.
- **Enhanced Stealth:** +2 to Stealth rolls.
- **Ethereal:** Immortals are immaterial and can only be harmed by magical attacks. Immortals cannot normally affect the physical world in any way.
- **P.H.E. Pool (Power Points):** 30.
- **Quicksilver Speed:** Parry is increased by 1.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; immune to disease and poison; no wound penalties (Wild Cards only).

- **Slow Regeneration:** Makes a natural healing roll once per day.
- **Soul Drain Edge**
- **Weakness (P.H.E. Infused Weapons):** Immortals suffer normal damage from P.H.E. infused weapons.

## Skymarshall Urik Antares <sup>[WC]</sup>

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

**Skills:** Fighting d8, Intimidation d10, Investigation d10, Knowledge (Battle) d12, Notice d8, Persuasion d12, Piloting d10, Protocol d10, Shooting d10, Stealth d6+2), Telekinesis d8

**Charisma:** +2; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (5)

**Hindrances:** Heroic, Loyal (Marcus), Obligation (Major: Red Fleet)

**Edges:** Academy Graduate, Ace, Charismatic, Combat Reflexes, Command, Command Connections (Maya Antares, Marcus Antares), Rank (Officer - Staff Branch, Skymarshall), Marksman, Move & Fire, Tactician, Telekinesis

**Defining Interests:** Etiquette, Military Strategy, Popular Culture, U.R.R.S. Military History

**Languages:** English, U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Model 79 Samsonov protocol machine pistol and a triple protoclip, protopouch (Model 79 Samsonov clips), Officer Greatcoat (+2, +2 to Stealth rolls; +1 to Vigor rolls vs. heat/cold, *autoshield protocol*; Ultra-Heavy Autoshield III, see notes)

## Red Fleet Hailer

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

**Skills:** Fighting d6, Intimidation d6, Knowledge (Battle) d6, Notice d6, Protocol d6, Shooting d8, Telekinesis d6

**Pace:** 6; **Parry:** 5; **Toughness:** 16 (8)

**Hindrances:** Loyal, Obligation (Major: Red Fleet)

**Edges:** Martial Artist, Rank (NCO, Guard), Telekinesis, Telekinetic Autofire, Telekinetic Firearms Proficiency

**Defining Interests:** Etiquette, U.R.R.S. Military History, 1 other

**Languages:** U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Hailer Armor (+8, Covers entire body) with general purpose drum, Hailer, Hailer Longknife (Str+d6)

## Red Fleet Veteran Hailer

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

**Skills:** Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Protocol d8, Shooting d10, Telekinesis d8

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

**Hindrances:** Loyal, Obligation (Major: Red Fleet)

**Edges:** Hailer Training, Hose 'Em Down, Improved Hose 'Em Down, Martial Artist, Rank (NCO, Guard), Rock & Roll!, Telekinesis, Telekinetic Autofire, Telekinetic Firearms Proficiency

**Defining Interests:** Etiquette, U.R.R.S. Military History, 1 other

**Languages:** U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Hailer Armor (+8, Covers entire body) with general purpose drum, Hailer, Molot Backup Shotgun with 8 clips (buckshot), Hailer Longknife (Str+d6), 1 Night Vision Goggles, 1 Stimpack, Modified Rounds (1 clip; Acid)

### **Red Fleet Elite Hailer**

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Knowledge (Battle) d8, Notice d8, Protocol d8, Shooting d10, Telekinesis d8

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

**Hindrances:** Loyal, Obligation (Major: Red Fleet)

**Edges:** Grazing Fire, Hailer Training, Improved Hailer Training, Hose 'Em Down, Improved Hose 'Em Down, Martial Artist, Rank (NCO, Guard), Rock & Roll!, Telekinesis, Telekinetic Autofire, Telekinetic Firearms Proficiency

**Defining Interests:** Etiquette, U.R.R.S. Military History, 1 other

**Languages:** U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Hailer Armor (+8, Covers entire body) with general purpose drum, Hailer, Molot Backup Shotgun with 8 clips (buckshot), Hailer Longknife (Str+d6), 1 Night Vision Goggles, 1 Stimpack, Modified Rounds (1 clip; Acid)

### **Holy Warrior of Al'Istaan**

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

**Skills:** Fighting d6, Knowledge (Religion) d6, Notice d6, Shooting d8, Stealth d6, Streetwise d6, Survival d6

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

**Hindrances:** Obligation (Major: Nistaani Resistance), Vow (Major: Law of the One True God)

**Edges:** Counterattack, Dodge, Martial Artist

**Defining Interests:** Etiquette, Nistaani Military History, Religious Law

**Languages:** U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Hawk talon (Str+d8, Parry +1, Reach 1, 2 hands), RKG-41 Assault Rifle, and an extra clip.

### **Veteran Holy Warrior of Al'Istaan**

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

**Skills:** Fighting d8, Knowledge (Battle) d6, Knowledge (Religion) d6, Notice d8, Shooting d8, Stealth d8, Streetwise d8, Survival d8

**Pace:** 6; **Parry:** 7; **Toughness:** 6

**Hindrances:** Obligation (Major: Nistaani Resistance), Vow (Major: Law of the One True God)

**Edges:** Counterattack, Improved Counterattack, Dodge, Improved Dodge, Martial Artist

**Defining Interests:** Etiquette, Nistaani Military History, Religious Law

**Languages:** U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Combar Mashur, Hawk talon (Str+d8, Parry +1, Reach 1, 2 hands), RKG-41 Assault Rifle, and an extra clip.

### **Nasr Kien Soldier**

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

**Skills:** Fighting d8, Healing d6, Intimidation d6, Knowledge (Battle) d8, Knowledge (Religion) d6, Notice d8, Shooting d8, Stealth d8, Streetwise d8, Survival d8, Telekinesis d6, Tracking d8

**Pace:** 6; **Parry:** 7; **Toughness:** 6

**Hindrances:** Fanatic, Obligation (Major: Nistaani Resistance), Vow (Major: Law of the One True God)

**Edges:** Champion (Red Fleet), Command, Connections (Nasr Kien), Dodge, Improved Dodge, Fervor, Inspire

**Defining Interests:** Disguise, Etiquette, Nistaani Military History, Religious Law

**Languages:** English, U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Combar Mashur with Night Vision, Hawk talon (Str+d8, Parry +1, Reach 1, 2 hands), RKG-75 Assault Rifle, and two extra clips.

### **Resistance Recruit**

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

**Skills:** Climbing d6, Driving d6, Fighting d6, Notice d8+2, Shooting d6, Stealth d6, Streetwise d6

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

**Hindrances:** Obligation (Major: Nokgorkan Resistance)

**Edges:** Alertness, Improvisational Fighter

**Defining Interests:** Disguise, Etiquette, Nokgorkan Military History, 1 other

**Languages:** English, U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** RKG-41 Assault Rifle, and an extra clip.

### **Resistance Operative**

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

**Skills:** Climbing d6, Driving d6, Fighting d8, Knowledge (Demolitions) d6, Knowledge (Battle) d6, Notice d8+2, Shooting d6, Stealth d8, Streetwise d6

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

**Hindrances:** Obligation (Major: Nokgorkan Resistance)

**Edges:** Alertness, Brawler, Connections (Nokgorkan Resistance), Improvisational Fighter, Urban Warrior

**Defining Interests:** Disguise, Etiquette, Nokgorkan Military History, 1 other

**Languages:** English, U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** RKG-41 Assault Rifle, and an extra clip.

### **Black Widow**

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

**Skills:** Climbing d6, Driving d6, Fighting d8, Healing d6, Knowledge (Demolitions) d8, Knowledge (Battle) d6, Notice d8+2, Persuasion d8, Repair d6, Shooting d6, Stealth d8, Streetwise d8

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

**Hindrances:** Obligation (Major: Nokgorkan Resistance)

**Edges:** Alertness, Assassin, Connections (Black Market, Nokgorkan Resistance), Improvisational Fighter, Level Headed, Urban Warrior

**Defining Interests:** Disguise, Etiquette, Nokgorkan Military History, 1 other

**Languages:** English, U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Cluster-Satchel Protocol Charges (1), Model 17 Samsonov and an extra clip, random grenade assortment (3).

### **Red Fleet Infantry**

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

**Skills:** Fighting d6, Intimidation d8, Knowledge (Battle) d6, Notice d6, Protocol d6, Shooting d6, Telekinesis d6

**Pace:** 6; **Parry:** 4; **Toughness:** 11 (5)

**Hindrances:** Obligation (Major: Red Fleet)

**Edges:** Connections (Red Fleet), Martial Arts, Telekinesis

**Defining Interests:** Etiquette, U.R.R.S. Military History, 1 other

**Languages:** U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Hook (Str+d10, Parry -1, 2 hands), with 4 clips, Red Trooper Armor (+5, Covers torso, arms, legs), Red Fleet Knife

### **Veteran Red Trooper**

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

**Skills:** Fighting d10, Intimidation d8, Knowledge (Battle) d6, Notice d6, Protocol d8, Shooting d8, Telekinesis d8

**Pace:** 6; **Parry:** 5; **Toughness:** 11 (5)

**Hindrances:** Obligation (Major: Red Fleet)

**Edges:** Combat Hook, Combat Reflexes, Connections (Red Fleet), Defensive Rotation Shield, Martial Arts, Telekinesis, Trademark Weapon (Hook)

**Defining Interests:** Etiquette, U.R.R.S. Military History, 1 other

**Languages:** U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Hook (Str+d10, Parry -1, 2 hands), with 4 clips, Red Trooper Armor (+5, Covers torso, arms, legs), Red Fleet Knife

## **Elite Red Trooper**

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d10, Intimidation d8, Knowledge (Battle) d6, Knowledge (Demolitions) d6, Notice d8, Protocol d8, Shooting d10, Telekinesis d8

**Pace:** 6; **Parry:** 7; **Toughness:** 11 (5)

**Hindrances:** Obligation (Major: Red Fleet)

**Edges:** Block, Combat Hook, Combat Reflexes, Connections (Red Fleet), Defensive Rotation Shield, Frenzy, Level Headed, Martial Arts, Sweep, Telekinesis, Trademark Weapon (Hook)

**Defining Interests:** Etiquette, U.R.R.S. Military History, 1 other

**Languages:** U.R.R.S., Nistaani, Nokgorkan

**Gear & Loadouts:** Hook (Str+d10, Parry -1, 2 hands), with 4 clips, Red Trooper Armor (+5, Covers torso, arms, legs), Red Fleet Knife, assorted grenades (3)

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