

# HYPNO-ME-ELMO

LEGENDARY MALE HUMAN (INTELLIGENT CONSTRUCT), INTELLIGENT CONSTRUCT

## ATTRIBUTES

AGILITY: 4 6 8 10 12  
SMARTS: 4 6 8 10 12  
SPIRIT: 4 6 8 10 12  
STRENGTH: 4 6 8 10 12 +2  
VIGOR: 4 6 8 10 12

## SKILLS

(UNSKILLED): 4 6 8 10 12 -2  
ACADEMICS: 4 6 8 10 12  
ATHLETICS: 4 6 8 10 12  
COMMON  
KNOWLEDGE: 4 6 8 10 12 +2  
ELECTRONICS: 4 6 8 10 12  
FIGHTING: 4 6 8 10 12  
FOCUS: 4 6 8 10 12  
HACKING: 4 6 8 10 12 +4  
INTIMIDATION: 4 6 8 10 12 +1  
LANGUAGE  
(LINGUIST №1): 4 6 8 10 12  
LANGUAGE  
(LINGUIST №2): 4 6 8 10 12  
LANGUAGE  
(LINGUIST №3): 4 6 8 10 12  
LANGUAGE  
(LINGUIST №4): 4 6 8 10 12  
LANGUAGE  
(LINGUIST №5): 4 6 8 10 12  
LANGUAGE  
(NATIVE): 4 6 8 10 12  
NOTICE: 4 6 8 10 12 +5  
OCCULT: 4 6 8 10 12  
PERFORMANCE: 4 6 8 10 12  
PERSUASION: 4 6 8 10 12  
PILOTING: 4 6 8 10 12  
PSIONICS: 4 6 8 10 12  
REPAIR: 4 6 8 10 12 +4  
RESEARCH: 4 6 8 10 12 +2  
SHOOTING: 4 6 8 10 12 +1  
STEALTH: 4 6 8 10 12  
SURVIVAL: 4 6 8 10 12  
TAUNT: 4 6 8 10 12  
WEIRD SCIENCE: 4 6 8 10 12

## DERIVED

PAGE	PARRY	TOUGHNESS
8	8	21 (4)

STRAIN: 9 / 10

## ARMOR

(UNARMORED)	0
Toughness: 17 (4)	
FORCE FIELD, PERSONAL	4
Toughness: 21 (4)	

## GEAR

ASBESTOS SPRAY GUN	0
HOVERBOARD	2
JET PACK	12
MULTI-OPTICS SCOPE	1
WEALTH: 6,385	0

## DAMAGE

-1	-2	INC	-3	-3	-3	-2	-1
Fatigue				Wounds			

## HINDRANCES

### MANIA (MAJOR, )

FILL TIME OBSESSIVE SERIOUS MENTAL ILLNESS, SUCH AS A LACK OF EMPATHY, BIPOLAR TENDENCIES, OR PSYCHOPATHIC COMPULSIONS. THIS INCURS A -1 PERSUASION PENALTY TO THOSE WHO KNOW OF IT. / RIFTS® TLPG p73

### OUTSIDER (MAJOR)

/ SCIFI p11

### RUTHLESS (MINOR)

THE CHARACTER DOES WHAT IT TAKES TO GET HER WAY. / SWADE p26

### SMALL (MINOR)

SIZE AND TOUGHNESS ARE REDUCED BY 1 / SWADE p27

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SIZE AND TOUGHNESS ARE REDUCED BY 1 / SWADE p27

### VENGEFUL (MAJOR)

THE ADVENTURER SEEKS PAYBACK FOR SLIGHTS AGAINST HER AND WILL CAUSE PHYSICAL HARM TO GET IT. / SWADE p28

### VOW (MAJOR, )

THE INDIVIDUAL HAS PLEDGED HIMSELF TO SOME CAUSE / SWADE p28

### WANTED (MAJOR, )

THE CHARACTER IS WANTED BY THE AUTHORITIES. / SWADE p28

## EDGES

### ACROBAT

MAY REROLL MOST ATHLETICS. / SWADE p48

### ARCANE BACKGROUND (PSIONICS)

ALLOWS ACCESS TO THE ARCANE BACKGROUNDS LISTED IN CHAPTER FIVE. / SWADE p37

### ARCANE RESISTANCE

+2 TO TRAIT ROLLS TO RESIST MAGICAL EFFECTS; MAGICAL DAMAGE IS REDUCED BY 2. / SWADE p37

THERE ARE 34 MORE EDGES ON PAGE 2

## WEAPONS AND ATTACKS

NAME	DAMAGE	RANGE	AP	ROF	SHOTS	WEIGHT	NOTES
UNARMED	STR/d12	MELEE	0	-	-	0	INNATE ATTACK
NG NE-200 PLASMA CATRIDGE MACHINE GUN	3d12+6	24/48/96	0	3	200	70	+1 TO HIT, +1 PARRY
PARTICLE BEAM CANNON	4d8+4	40/80/160	16	-	-	0	



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SPECIAL /

ADVANCES

MORE EDGES

ADVANCED SENSES (RACIAL)

IN ADDITION TO THE IMPROVED SENSORY CAPABILITIES, THE CONSTRUCT HAS ADVANCED SENSES SUCH AS THERMAL, INFRARED, RADIATION, MOTION, RADAR, SONAR, AND SO ON, GIVING IT 360-DEGREE AWARENESS IGNORING ILLUMINATION PENALTIES AND CONFERRING A +4 BONUS TO NOTICE ROLLS. / SWADE

ADVANCED VOCAL UNIT (RACIAL)

THE CONSTRUCT CAN FULLY COMMUNICATE THROUGH THE SOUNDS MADE BY MOST OTHER RACES AND CAN EVEN SPEAK AT SOUND LEVELS AUDIBLE ONLY TO BATS, DOG BOYS, COMBAT CYBORGS, AND OTHER BEINGS CAPABLE OF HEARING FREQUENCIES ABOVE OR BELOW THE NORMAL HUMAN RANGE. IT CAN IMITATE A WIDE VARIETY OF RACES AND SOUNDS. EVEN SUSPICIOUS OPPONENTS ARE -4 ON NOTICE CHECKS TO DISCOVER THE ARTIFICIAL NATURE OF THE AUDIO. THIS SYSTEM ALSO GRANTS +2 ON ROLLS TO IMITATE SPECIFIC VOICES (MUST HAVE HEARD TARGET'S VOCALIZATIONS). / SWADE

ARMOR (RACIAL)

THE OUTER LAYER OF THE CONSTRUCT IS HARDENED, GAINING +4 NATURAL ARMOR. AT +12 THE ARMOR BECOMES MDC AND DOES NOT STACK WITH NON-MDC WORN ARMOR. AT THE GM'S DISCRETION, THOSE OF A COMPATIBLE RIFTS EARTH TECH BASE AND DESIGNED FOR WAR MAY WEAR THE EQUIVALENT OF CYBORG BOD ARMOR, THOUGH THEY START WITH NONE (DOUBLE COSTS, MULTIPLIED BY MODIFIERS FOR ITS FRAME). SMALL FRAMES CAN TAKE ONE LEVEL. / SWADE

ATTRIBUTE (RACIAL)

INCREASE AN ATTRIBUTE BY ONE DIE TYPE. / SWADE

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CYBER-RESISTANT (RACIAL)

CYBERWARE DOESN'T WORK FOR THIS RACE. THEY CAN'T TAKE ICONIC FRAMEWORKS WHICH INCLUDE CYBERNET AS AN INHERENT ABILITY (INCLUDING THE JUICER BIO-COMP SYSTEM AND CRAZY M.O.M. IMPLANTS) NOR MAY THEY ROLL ON THE CYBERNETICS BENEFITS TABLE (SEE PAGE 135). / SWADE

EDGE (RACIAL) - ACROBAT

GAIN ONE EDGE, IGNORING ALL RANK REQUIREMENTS. / SWADE

NOVICE

- 1 EDGE: ARCANE RESISTANCE
- 2 EDGE: ARCANE BACKGROUND (PSIONICS)
- 3 EDGE: POWER POINTS

SEASONED

- 4 EDGE: STRONG WILLED
- 5 EDGE: COMMAND PRESENCE
- 6 EDGE: HOLD THE LINE
- 7 EDGE: POWER POINTS

VETERAN

- 8 EDGE: FERVOR
- 9 EDGE: POWER POINTS
- 10 EDGE: CONCENTRATION
- 11 EDGE: SYNTHETIC IMMORTALITY

HEROIC

- 12 EDGE: MASTER PSIONIC
- 13 EDGE: GIANT KILLER
- 14 EDGE: HARD TO KILL
- 15 EDGE: LEVEL HEADED

LEGENDARY

- 16 EDGE: FOLLOWERS
- 17 EDGE: QUICK
- 18 EDGE: STEADY HANDS
- 19 EDGE: FOLLOWERS
- 20 EDGE: IRON JAW
- 21 EDGE: TAKE THE HIT
- 22 EDGE: TRADEMARK WEAPON (NE-200 PLASMA CARTRIDGE MACHINE GUN)
- 23 EDGE: NEW POWERS (DARKSIGHT, LIGHT/DARKNESS)
- 24 EDGE: NEW POWERS (DETECT/CONCEAL ARCANA, ILLUSION)
- 25 ( UNSELECTED )

BRAWLER

TOUGHNESS +1, ADD D4 TO UNARMED DAMAGE OR INCREASE IT A STEP IF COMBINED WITH MARTIAL ARTIST, CLAWS, ETC. / SWADE p40

BRUISER

INCREASE UNARMED STRENGTH DAMAGE A DIE TYPE AND TOUGHNESS ANOTHER +1. / SWADE p40

CHARISMATIC

REROLL A PERSUASION TEST AS LONG AS IT'S NOT A CRITICAL FAILURE. / SWADE p38

COMBAT ACROBAT

-1 TO HIT WITH RANGED AND MELEE ATTACKS. / SWADE p48

COMMAND

+1 TO EXTRAS' SPIRIT ROLLS AND +1 TO VIGOR ROLLS TO RECOVER FROM SHAKEN OR STUNNED IN COMMAND RANGE. / SWADE p45

COMMAND PRESENCE

INCREASE COMMAND RANGE TO 10" (20 YARDS) / SWADE p45

CONCENTRATION

DOUBLE DURATION OF NON-INSTANT POWERS. / SWADE p46

FAST HEALER

+2 VIGOR WHEN ROLLING FOR NATURAL HEALING. / SWADE p39

FERVOR

+1 TO EXTRAS' FIGHTING ROLLS IN COMMAND RANGE. / SWADE p45

FIRST TATTOO

YOUR FIRST TATTOO GIVES YOU +5 PPE. DELETE THIS EDGE IF AN ARCANE BACKGROUND, EDGE, OR ABILITY THAT PROVIDES PPE IS TAKEN. / RIFTS® ATLANTIS p73

FOLLOWERS

THE HERO HAS FIVE FOLLOWERS. / SWADE p52

FOLLOWERS

THE HERO HAS FIVE FOLLOWERS. / SWADE p52

GIANT KILLER

+1d6 DAMAGE VS. CREATURES THREE SIZES LARGER OR MORE. / SWADE p42

HARD TO KILL

IGNORE WOUND PENALTIES WHEN MAKING VIGOR ROLLS TO AVOID BLEEDING OUT. / SWADE p42

HOLD THE LINE

+1 TO EXTRAS' TOUGHNESS IN COMMAND RANGE. / SWADE p45

IRON JAW

+2 TO SOAK AND VIGOR ROLLS TO AVOID KNOCKOUT BLOWS. / SWADE p42

LEVEL HEADED

DRAW AN ADDITIONAL ACTION CARD EACH ROUND AND CHOOSE WHICH ONE TO USE. / SWADE p42

MAJOR PSIONIC

MAJOR PSIONICS DOUBLE THE ISP GAINED FROM

MORE SPECIAL ABILITIES

EDGE (RACIAL) - BRUISER  
GAIN ONE EDGE, IGNORING ALL RANK REQUIREMENTS. / SWADE

EDGE (RACIAL) - CHARISMATIC  
GAIN ONE EDGE, IGNORING ALL RANK REQUIREMENTS. / SWADE

EDGE (RACIAL) - COMBAT ACROBAT  
GAIN ONE EDGE, IGNORING ALL RANK REQUIREMENTS. / SWADE

EDGE (RACIAL) - COMMAND  
GAIN ONE EDGE, IGNORING ALL RANK REQUIREMENTS. / SWADE

EDGE (RACIAL) - FAST HEALER  
GAIN ONE EDGE, IGNORING ALL RANK REQUIREMENTS. / SWADE

ELECTRONICS PACKAGE (RACIAL)  
GAIN A 20-MILE RANGE COMMUNICATIONS SYSTEM, A SUB-COMPUTER FOR DATA STORAGE, AND A RIFTS EARTH-COMPATIBLE INTERFACE JACK WHICH CAN PLUG INTO ELECTRONIC SYSTEMS. / SWADE

INHUMAN PHYSIOLOGY (-3) (RACIAL)  
THE SPECIES HAS UNIQUE PHYSIOLOGY, CAUSING PROBLEMS FOR THOSE UNFAMILIAR WITH THEIR BIOLOGY, AND MEDICAL SUPPLIES OR CYBERNETICS DESIGNED FOR HUMAN USE. FOR 3 POINTS THE RACE HAS BIZARRE PHYSIOLOGY INCREASING THE PENALTIES TO A -4. JUICER AND CRAZY AUGMENTATIONS DON'T WORK FOR THIS RACE. COMPATIBLE MEDICAL SUPPLIES/SERVICES AND CYBERNETICS COST QUADRUPLE THE LISTED PRICE. / SWADE

LEAPER (RACIAL)  
JUMP TWICE AS FAR AS NORMAL AND ADD +4 DAMAGE WHEN MAKING A WILD ATTACK WHEN COUPLED WITH A LEAP, INSTEAD OF THE USUAL +2 (NEEDS AT LEAST 1" TO LEAP). / SWADE

LIFELIKE ANDROID (RACIAL)  
WITHOUT CAREFUL AND DETAILED EXAMINATION BY A SKILLED INVESTIGATOR WITH ADVANCED EQUIPMENT, IT IS IMPOSSIBLE TO DETERMINE THE CONSTRUCT IS NOT AN ORGANIC CREATURE. / SWADE

NO VITAL SYSTEMS (RACIAL)  
THE CONSTRUCT HAS HIDDEN, ARMORED, OR REDUNDANT VITAL SYSTEMS. CALLED SHOTS DEAL NOT EXTRA DAMAGE VERSUS THEM. / SWADE

NON-STANDARD BUILD (-2) (RACIAL)  
FOR 2 POINTS, THE RACE IS -2 ON TRAIT ROLLS TO USE EQUIPMENT DESIGNED FOR HUMANS (INCLUDING WEAPONS OR VEHICLES). CUSTOM ARMOR, CLOTHING, AND EQUIPMENT COSTS TRIPLE THE LISTED PRICE. / SWADE

OBSCURE CONSTRUCTION (RACIAL)  
ARTIFICIAL BEINGS ARE OFTEN THE PRODUCT OF ALIEN DESIGN OR WEIRD SECRETS OF SUPER SCIENCE. FOR -2 POINT IMPOSE A -2 PENALTY ON SKILL CHECKS RELATED TO THEIR CONSTRUCTION (SUCH AS REPAIRING, MODIFYING, OR EXAMINING THEM) / SWADE

PACE (RACIAL)  
RUNNING DIE IS UPGRADED BY A DIE TYPE (TO A MAXIMUM OF d12) AND GAINS +2 PACE EACH TIME THIS UPGRADE IS TAKEN. / SWADE

POWER PLANT (RACIAL)  
THE CONSTRUCT POWERS ITSELF THROUGH AN ADVANCED, CLOSED LOOP SYSTEM SUCH AS DARK MATTER, DEMON'S SOULS, NUCLEAR ENERGY, PHASE CRYSTALS, ETC. REGARDLESS OF THE CONSTRUCT'S TECH BASE, IT WILL NOT FATIGUE FROM PHYSICAL EXERTION AND NO LONGER NEEDS TO RECHARGE. / SWADE

REINFORCED CHASSES (RACIAL)  
GAIN +2 TOUGHNESS WITH EACH UPGRADE. / SWADE

REINFORCED CHASSES (RACIAL)  
GAIN +2 TOUGHNESS WITH EACH UPGRADE. / SWADE

RESTRICTED PATH (RACIAL)  
FOR REASONS OF BIOLOGY THE RACE EITHER CANNOT ACCESS PPE, ISP, OR BOTH IF TAKEN TWICE. THEY CAN'T TAKE AN ARCANIC BACKGROUND WHICH USES THAT TYPE OF POWER POINTS OR AN ICONIC FRAMEWORK INCLUDING SUCH AN ARCANIC BACKGROUND. / SWADE

SENSOR RANGE UPGRADE (RACIAL)  
THE CONSTRUCT IGNORES UP TO 4 POINTS OF RANGE PENALTIES. / SWADE

SKILL BONUS (RACIAL) - FIGHTING



Psionics - NaN I.S.P.

SWADE POWER MODIFIERS (p152)

**ARMOR PENDING (+1 to +3):** Each Power Point spent grants the power AP 2 (see page 65), MAX AP 6.

**FATIGUE (+2):** This modifier may be attached to any power that can cause damage or is resisted by the target. If she's affected by the power in any way, she also suffers fatigue. This cannot cause incapacitation, however.

**GLOW/SHROUD (+1):** This creates soft light in a Small Blast Template centered on the target, and lasts until the power expires. It subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character. Shroud dims and slightly obscures the target so that attacks against her suffer a -1 penalty and she adds +1 to her Stealth rolls.

**HEAVY WEAPON (+2):** The attack counts as a Heavy Weapon.

**HINDER/HURRY (+1):** Target's base Pace is reduced by 2 until the power expires. A Caster can hurry the recipient instead, He might get increased energy, sure footing, or more powerful muscles. His Pace is increased by 2. Effects of either modifier aren't cumulative.

**LONGERING DAMAGE (+2):** On the victim's next turn, he suffers the power's base damage minus one die type (one additional turn only). If hit with a 2d6 bolt, for example, the victim takes 2d4 damage at the start of his next turn. If the base damage is already a d4 die type, it loses a die instead.

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

**SELECTIVE (+1):** With intense focus, the Caster can choose not to affect any or all individual targets within a power's area of effect (picking all enemies instead of allies in a blast, for example).

DARKSIGHT

Savage Worlds: Adventure Edition p157

**I.S.P.: 1**  
**Psionics Roll:** d10  
**Range:** Smarts  
**Duration:** One Hour  
**Target ignores Illumination penalties. -**

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

**Exalted Darksight (+2):** The recipient's senses extend so far into the infrared and ultraviolet spectrums that he can also see anyone using the invisibility power and ignores all Illumination penalties.

Savage Worlds: Adventure Edition p157

DETECT/CONCEAL ARCANA

Savage Worlds: Adventure Edition p158

**I.S.P.: 2**  
**Psionics Roll:** d10  
**Range:** Smarts  
**Duration:** 5 (Detect)/1 Hour (Conceal)  
**Detects magic for Duration 5 or conceals it for one hour. -**

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

**Area of Effect (+1/+2):** The power affects everything in a sphere the size of a Medium Blast Template for +1 points, or a Large Blast Template for +2.

**Strong (+1):** Conceal only. Detection rolls to see through the concealment are made at -2.

**Exalted Detect Arcana (+2):** Detect Arcana is greatly enhanced, giving it expanded analytical effects. With a successful Arcane Skill check on a particular magical effect or supernatural entity or phenomena, see text

**Exalted Conceal Arcana (+2):** The recipient is -2 (or -4 with a raise) to be seen or found with Detect Arcana, divination, and other Arcane abilities; may not be used in combination with the power's Strong modifier.

**Presence Sense (+1):** The Caster is able to sense the presence and exact location of living beings within range like a radar; Detect Arcana activated with Presence Sense no longer requires line of sight to locate living beings.

Savage Worlds: Adventure Edition p158

HEALING

Savage Worlds: Adventure Edition p162

**I.S.P.: 3**  
**Psionics Roll:** d10  
**Range:** Touch  
**Duration:** Instant  
**Restores wounds. -**

**Greater Healing (+10):** Greater healing can restore any wound, including those more than an hour old.

**Crippling Injuries (+20):** The power can heal a permanent Crippling Injury (see Incapacitation, page 95). This requires an hour of preparation and only one casting is permitted per injury. If it fails, this Caster cannot heal that particular injury (but someone else may try). If successful, the subject is exhausted for 24 hours.

**Neutralize Poison or Disease (+1):** A successful healing roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the Arcane Skill roll as well.

**Mass Healing (+2/+3):** For +2 Power Points, healing affects all allies within a Medium Blast Template centered on the Caster (or a Large Blast Template for +3). Ignore individual wound penalties of the treated and apply a flat -2 instead.

Savage Worlds: Adventure Edition p162

ILLUSION

Savage Worlds: Adventure Edition p163

**I.S.P.: 3**  
**Psionics Roll:** d10  
**Range:** Smarts  
**Duration:** 5  
**Creates imaginary images. -**

**Sound (+1):** The power generates sound appropriate to the illusion. Illusionary allies may talk, illusionary crows caw, and so on. It may not mask or mute existing sound, however.

**Strong (+2):** Smarts rolls to disbelieve the illusion are made at -2.

**Deadly Illusion (+3):** The illusion may attack or otherwise cause harm. Once per turn (including the turn it's cast), the Caster may use a free action to "attack" an individual. This is an opposed roll of the Caster's Arcane Skill versus the target's Smarts (at -2 if the power was activated with a raise). The Caster may attack additional foes as actions. If the Caster wins, the target is shaken (this cannot cause Incapacitation). With a raise, the target suffers a wound (this can cause Incapacitation).

**Greater Illusion (+1):** The illusion's area of effect is increased to the size of a Large Blast Template and its Duration is measured in minutes.

**Mobility (+1/+2):** For +1 Power Point, the illusion can move at a Pace of 12, or 24 for +2 Power Points.

**Reach (+1/+2):** The illusion can stretch or reach beyond its usual diameter. For +1 Power Point it has a Reach of 12', and for +2 it has a Reach of 24'. This may be used in conjunction with the Deadly Illusion modifier to simulate a lashing tentacle, power, or ranged attack emanating from the illusion itself.

Savage Worlds: Adventure Edition p163

LIGHT/DARKNESS

Savage Worlds: Adventure Edition p164

**I.S.P.: 2**  
**Psionics Roll:** d10  
**Range:** Smarts  
**Duration:** 10 minutes  
**Creates or dispels illumination. -**

**Mobile (+1):** The Caster can move the area of effect up to his Arcane Skill die type each round.

**Exalted Light (+2):** The light expands to the Caster's Smarts in radius, with a Range of Smarts x2. The light is sunlight and considered holy in nature, having the same effect on certain creatures (such as vampires) as natural sunlight.

**Greater Darkness (+2):** The darkness expands to the Caster's Smarts in radius, with a Range of Smarts x2.

Savage Worlds: Adventure Edition p164

PROTECTION

Savage Worlds: Adventure Edition p165-166

**I.S.P.: 1**  
**Psionics Roll:** d10  
**Range:** Smarts  
**Duration:** 5  
**Grants armor +2 (Toughness, with a raise). -**

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

**More Armor (+1):** Success grants 4 points of armor (+6 with a raise).

**Toughness (+1):** Protection provides Toughness instead of armor and is not affected by AP (magical or otherwise). This means it stacks with natural or worn armor.

**Greater Protection (+3):** Protection provides 6 points of MDC armor (+8 with a raise), which stacks with all other armor, natural or worn. May be combined with the Toughness power modifier, but not More Armor.

Savage Worlds: Adventure Edition p165-166

SMITE

Savage Worlds: Adventure Edition p168

**I.S.P.: 2**  
**Psionics Roll:** d10  
**Range:** Smarts  
**Duration:** 5  
**Increase a weapon's damage by +2/+4. -**

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

**Greater Smite (+2):** The weapon's damage is increased by +4, or +6 with a raise—it also deals Mega Damage, if it didn't already. Additional Recipients costs +2 Power Points (instead of +1) in combination with Greater Smite.

Savage Worlds: Adventure Edition p168

WARRIOR'S GIFT

Savage Worlds: Adventure Edition p169-170

**I.S.P.: 3**  
**Psionics Roll:** d10  
**Range:** Touch (limited)  
**Duration:** 5  
**Grant target a combat edge. -**

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

**Greater Warrior's Gift (+ 4):** The recipient gains two combat edges at once

Savage Worlds: Adventure Edition p169-170

# ZOMBIE

Savage Worlds: Adventure Edition p170-171

**LSP:** 3+  
**Psionics Roll:** d10  
**Range:** Touch (limited)  
**Duration:** One hour

**Raises and controls the undead. -**

- Additional Zombies (+):** A larger horde can be raised in a single casting by paying an additional 1 Power Point for each extra zombie raised.
- Armed (+1 per zombie):** The dead rise with a rusting weapon common to their setting and environment.
- Armor (+1 per zombie):** The horrors crawl from their grave wearing 2 points of armor. This might be old chain mail, rusting plate, rotting bulletproof vests, etc.
- Mind Rider (+):** The caster can communicate and sense through one of the undead he's conjured. If it's destroyed, he may jump to any of the others currently under his control.
- Permanent (Special):** The zombie is given unlfe until its "death." This has no additional cost, but the Power Points used to raise it are permanently invested and unavailable until it's destroyed. The necromancer who raised it may terminate its unlfe at any time.
- Skeletal (+1 per zombie):** The corpse sloughs off the anchor of dead flesh and rises as a skeleton. This increases its agility, athletics, fighting, and shooting dice by one die type each.

Savage Worlds: Adventure Edition p170-171