

BOILING POINT CONVERSION GUIDE

SAVAGE WORLDS

This guide will help you in adapting Boiling Point to the Savage Worlds game system. Savage Worlds has simplicity on its side for matching Base Raiders as well as a currency in points (Bennies instead of Fate Points) so many of the features of the scenario convert over fairly easily.

Playing through this scenario in Savage Worlds will result in generally tougher fights than it would in Base Raiders due to the derived traits of the Selachius. In general the shark people have high Parry values and high Toughness so be careful when beginning combats that players do not end up being overwhelmed by extra tough opponents.

For converting loot values into character points, power interaction rules, and have to convert goals please visit www.baseraiders.com/downloads/ to get the core conversion document.

Taskforce Darknet

Rebecca Walling (Page 10-11)

Social Approach

Rebecca has nothing to hide from the PCs if they contact her directly. Have whichever PC contacts her first make a Persuasion roll with +2. This is sufficient for Rebecca to respond well and willingly present players with the ad she found (Handout #1). A raise means the

character was found true common ground and Rebecca will go out of her way to assist the party if asked.

Stealth

Rebecca's apartment is shockingly under protected with only conventional locks on her windows and doors. Slipping in undetected is a Stealth roll. If Rebecca is home at the time then instead make an opposed roll against her 6d Notice.

A Lockpicking roll is all that is required to bypass her computer's passwords and reveal her communications with Lukas regarding "Baamph".

A follow up Investigation roll reveals that the substance can be found on "Agora" and the ad (Handout #1). A raise will further allow a PC to register an account on Agora. This has no specific effect on the scenario but might be interesting later if the PCs need to buy or sell specific items.

Lukas' Apartment (Page 11-13)

Compiling a list of people named "Lukas" is an Investigation roll with +2. Success gets a list of names and addresses while a raise reduces it to likely suspects and 2 raises finds the only possible candidate.

Anyone approaching the apartment should make a Notice roll to be aware that there are people watching the apartment already. Characters with active super senses should ignore this roll and succeed automatically.

Cautious investigation

Sneaking around the back of the apartment is a Stealth roll opposed by the Notice d6 skill of the FBI agents.

Direct investigation

The apartment is conventionally secured. A Lockpicking roll will get inside by picking a window or door lock. If the PCs do this within view of the FBI (see opposed roll above) then the FBI will begin tracking the PCs as well, especially if they display the use of powers.

Check out the car

Actually approaching the car with the FBI agents is more difficult than moving around the apartment unseen. The FBI agents have a Perception 6d roll to oppose any Stealth checks directly approaching their vehicle. Getting next to the vehicle reveals its contents and a Scrutiny roll spots the images on the open laptop. Hacking powers (such as Interface) can be used to access the laptop.

Misdirect the agents

The car is a conventional car; Lockpicking can be used to pick the locks or Brawl can break a window. A sufficiently strong hero can literally carry the car away though this is not the most subtle approach. Cracking the laptop security requires another Lockpicking roll at -2. Alternatively, electronics themed powers (again, such as Interface) might also be used.

Caught by the FBI!

A Notice roll while in custody will reveal a new Handout to the players; each raise should grant another helping of the information available.

Teleporting

A character can make a Smarts roll with -2 to try and crunch the numbers in their head or make an Investigation roll to look the locations up online using a mapping service.

NPCs (Page 15-17)**FBI Agents (125 pts)**

Rank: Extras

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

Skills: Driving d6, Fighting d4, Intimidation d6, Knowledge (Law) d6, Notice d6, Persuasion d4,

Shooting d6, Stealth d6.

Charisma: 0, **Pace:** 6, **Parry:** 4, **Toughness:** 5

Hindrances: N/A

Edges: N/A

Gear: 9mm Glock Pistol, smartphone with Bluetooth.

Leatherbacks Biker Gang (95 pts)

Rank: Extras

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

Skills: Driving d6, Fighting d4, Intimidation d6, Knowledge (Law) d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6.

Charisma: 0, **Pace:** 6, **Parry:** 4, **Toughness:** 5

Hindrances: N/A

Edges: N/A

Gear: Combat knife and various improvised melee weapons (wrenches, pipes, chains, etc...).

Lukas, the drug dealer (100 pts)

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Intimidation d6, Knowledge (Criminals) d6, Notice d8, Persuasion d6, Shooting d6, Stealth d4.

Charisma: 0, **Pace:** 8, **Parry:** 6, **Toughness:** 6

Hindrances: N/A

Edges: Fleet-Footed

Powers: Teleport (8), Range, Traverse, Limitation (Maximum range is about 5 miles).

Gear: 9mm Glock Pistol, burner phone.

Boiling Point

Researching Hot Water (pages 31-35)

Using Investigation rolls reveals all of the basic facts about Hot Water. Each raise or additional successful roll by another player reveals a new rumor. A suitable Knowledge field can be used to think of information related to the Ideal or pre-Ragnarok supers. Streetwise can be used to network with the Underground for additions details.

Finding the Boiler (Page 37-39)

Magic Portal:

A Knowledge (Magic) or similar skill can be used to sense the presence of a magical portal nearby. A raise can clarify that a lot of rock and metal is between the character and the portal. Anyone with a magical movement power (such as teleportation) can "lock on" and use the portal as an exit point if they are made aware of its existence.

Secret Passage:

Spotting the secret passage is a Notice roll with a -2; Sensory powers that let heroes see through water more easily remove the penalty. If an aquatic hero is in the party and actually swims the area they can use Tracking as well to look for signs of recent burrowing or movement.

Emergency Exit:

Noticing the hidden emergency exit is a Notice roll with a -4 normally but using Investigation or a similar skill prior to leaving the city to research rumors of the base's location lowers the penalty to -2. This can be farther reduced using the same methods as above.

Ripping the hatch open:

A character with Strength any degree of super strength (Strength at d12+1 or greater) can pull the door with a Strength roll. Resisting the resulting torrent of water is a Swimming roll.

Mechanically triggering the hatch:

A Lockpicking roll can force the door to open itself, causing it to drop inwards. The Swimming roll to avoid being sucked in is the same.

New Power Source: Easy genetic Manipulation Oven (Page 40)**Easy Genetic Manipulation Oven (6)**

Healing (4): Cure, Slow to Activate, Device (Carried box), Limitation (Earth based organisms only).

Super Skill (2): Knowledge (Biology) +2, Knowledge (Medicine) +2, Healing +2, Slow to Activate, Device (Carried box), Limitation (Earth based organisms only).

New Power Source: Advanced Kinetic Energy Challenge Machine (Page 40)**Advanced Kinetic Energy Challenge Machine (6)**

Attack, Ranged (2): Range 12/24/48, Damage 3d6, RoF 1, Device (Carried tube).

Leaping (2): Level 4, Device (Carried tube).

Uncanny Reflexes (2): Device (Carried tube).

Meeting Hall (page 43)

Turning the tablets back on is a Knowledge (Computers) roll. However, trying to remove them without damaging them requires a Lockpicking roll with a -2 penalty. Failure results in a damaged, but successfully detached, tablet.

Magic Portal

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Docking Facility (Page 44-47)**Moon pool doors:**

Opening the doors using the access terminal is a Knowledge (Computers) roll. Forcing the doors open requires super strength (Strength of d12+1 or higher) and a Strength roll. They can be blasted open, they have a Toughness of 12.

The Grabber

Accessing a control panel to manipulate the Grabber requires a Knowledge (Computers) roll with a possible penalty (see below). More than one player may activate a Grabber function each round but they must each use a different panel and make a separate skill roll.

Selachius warriors do not use the Grabber but if any science caste who are present in the Hangar during a conflict with the PCs they will make use of the device, possibly even overloading it to cover a Selachius retreat.

Clear debris: -2 Penalty

This instructs the Grabber to grab and crush foreign matter. This is d10 Fighting attack on the targeted individual that does 1d12+1d8 damage.

Relocate: No penalty

This instructs the Grabber to seize and move a single

object to another place in the Hangar. Make an opposed Fighting roll (Grabber rolls d10) against the target. If the Grabber wins than it moves the target to the desired location.

Overclock system: No roll required

This is as simple as hitting all of the buttons on the control panel at once. The Grabber overloads and tries to grab, move, and smash everything at once.

The Grabber attacks (as per "clear debris" above) every entity in the Hangar that it can detect with its sensors (visual). It always goes last in Initiative for the round. Powers that block sight or electronic senses render character non-targets. Leaving the Hangar also puts one outside of the area of effect.

After attacking for three rounds the Grabber will break and shut itself down, requiring extensive repairs before operating farther. A Knowledge (computers) roll with a -2 penalty can stop the machine's shut down and restore normal function any time before it acts on the third round.

Removing an arm from the Grabber can be done in a single Strength roll if someone has Strength d12 or higher. Removing two of the arms carefully takes an hour and a Repair or Knowledge (Electronics) roll. Either process renders the Grabber itself inoperable.

Power Source: Grabber Arm (page 46) Grabber Arm (9)

Altered Form (1): Reach Level 5, Limited (Reach only), Device (Worn sleeve)

Attack, Melee (7): Level 2, Damage +2d6, Reach 5, Device (Worn sleeve)

Swinging (1): Device (Worn sleeve)

Below the Boiler (Page 47)

Any unprotected character that moves from the docking facility to the Selachius Outpost the character is automatically Shaken when they enter a decompressed area. Someone going from the Selachius Outpost to the Bermuda Pyramid is Shaken and suffers an automatic Gut wound.

The Selachius Outpost (Page 48-52)

The Doors

The water tight doors on the outside of the Outpost can be forced open with Strength of d12+1 or higher. A

Knowledge (Computers) roll can also open the doors.

Many security doors can be found inside of the Outpost itself. These have complex alien locks. Smarts d10 or higher characters can solve the coded lock in their heads with a Smarts roll. Bypassing the lock entirely is a Lockpicking roll with a -2 penalty. Interior security doors are very resistant to damage, they have Toughness 12. Powers designed to pass through solid matter or teleport work normally.

Commander Center: Using the base

While in the command center a Knowledge (Computers) roll allows a character to overload various components or alter air conditions to make attacks against individuals in other sections. By changing conditions in the environment or overloading elements of the system the following hazards can be unleashed: Fatigue everyone in a given room, release a "spot fire" for d10 damage in a room, or cause poison (paralysis). Only one effect can be triggered in a given room.

Count Down Scenario

If the emergency evacuation triggers players must attempt Agility rolls. Count each who succeeds and each who fails. If a character has a movement power that would reasonably allow them to escape the Outpost quickly than they may roll that instead.

If more than half of the characters succeed then the group was able to escape the primary blast area and gets to watch the explosion.

If half or more failed then the party is caught in the edge of the explosion. Everyone is Staken and the party is either forced upwards (splashing out onto the surface) or downwards (slamming into the Bermuda Pyramid below). Any unprotected characters are affected by the pressure as per the pressure rules above.

The Dark Depths (Page 52)

As the heroes move deeper down they begin to be assailed by strange sights and sounds. The dimensional anomalies present in the water require a Fear check (Spirit roll).

Success renders the character unaffected by the dimensional energies.

Failing the check means the character suffers an alteration of perception. For each individual that fails select a detail, such as a color or a number or even a sound, and replace it with another detail of the same

type. For example, a character might now see green as blue or hear the sound of the letter “e” as the sound for “o”. The result should be confusing but not crippling.

If a player fails the storyteller can offer a bennie to upgrade the result from minor sensory change to a full on physical mutation as the character is temporarily merged with a version of their self from an alternate dimension. If they accept select one of the character’s powers and change it into a different expression of the same ability. For example, a character with flight boots suddenly sprouts wings, a character that spits acid now has an acid firing gun, or a normally invulnerable character is now covered in a metal power suit. The skill or power shouldn’t change, the difference is narrative, but it should be disorienting and difficult for the character to adapt to.

The Bermuda Pyramid (Page 52-56)

Airlock

Opening the doors using the exterior panel requires a Lockpicking or Knowledge (Computers) roll. The doors can be forced open using super strength with the obvious flaw that this removes their ability to seal water tight. The doors can be opened without a check from the inside if any characters possess teleportation or phasing abilities.

Security footage

Accessing the security footage stored on the bridge is a Knowledge (Computers) roll.

Negotiating with Dressed-In-Bones

The shaman begins as Neutral on the Reaction Table and can be improved with a Persuasion skill check Success make him Friendly and will lead to him advising the party about Selachius culture and answering general questions about the invasion. If the skill roll generates a raise then he will become Helpful and suggest a summit be held to discuss the fate of the planet without prompting from the players. He will also offer the Bone Fetish he has crafted as a token of good faith.

Mess hall horror roll

When entering the mess hall for the first time players must make a Fear roll with normal consequences for failure..

New Power Source: Bone Fetish (Page 55)

Bone Fetish (15)

Armor (1): Armor 4, Requires Activation (Must splash skin with water).

Animal Control (10): Level 5, Telepathic Link, Contingent (Armor activation).

Aquatic (1): Contingent (Armor activation).

Super skill (3): Swimming +4, Contingent (Armor activation).

Generator Room

Getting down to the cavern from the generator room requires either a fitting movement power (flight or climbing) or an Agility roll.

The Rift (Page 56-57)

Pulsing Floor

The Pulsing Floor declares an attack against each PC in contact with it at the end of the round. This is a ranged attack (always short range, the floor cannot attack people who aren’t on the floor) with a d10, 2d6 damage.

Craggy Walls

The walls can be climbed with a Climb roll. The roll must be repeated each round to keep from being thrown off of the wall by the pulses or the chaotic winds. Characters who want to stay on the walls while performing other actions must split their actions.

Vibrating Air

Staying in the air using a power, such as flight, requires a test of the linked arcane skill each round. Failure forces the hero into one of the other zones at random. On a failure the storyteller can offer a bennie to force the player to slam against the rift itself (see Eye of the Storm below).

Eye of the Storm

While directly next to the rift there are no special effects. However, touching the rift is a d12 Fighting attack with AP 5, 2d6 damage.

THE SELACHIUS (PAGE57-68)

Selachius Warriors

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d8,

Strength d10, Vigor d10

Skills: Climbing d8, Fighting d8, Notice d6, Shooting d6, Stealth d4, Survival d6, Swimming d8.

Cha: 0, **Pace:** 6, **Parry:** 6, **Toughness:** 11 (7).

Gear: Lightning gun (see Super Powers).

Hindrances: n/a

Edges: Brawler

Super Powers:

Aquatic (2): Swimming Pace 12, +2 Swimming rolls, breathes in water.

Armor +4 (2): Tough skin.

Attack, Ranged (2): 4d6 damage, disarmed device. (Lightning gun).

Selachius Apex Warriors

Rank: Seasoned

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

Skills: Climbing d8, Fighting d10, Notice d6, Shooting d8, Stealth d6, Survival d6, Swimming d10.

Cha: 0, **Pace:** 6, **Parry:** 8, **Toughness:** 14 (8).

Gear: Lightning gun (see Super Powers).

Hindrances: Overconfident

Edges: Brawler, Bruiser

Super Powers:

Aquatic (2): Swimming Pace 12, +2 Swimming rolls, breathes in water.

Armor +6 (3): Tough skin.

Attack, Ranged (2): 4d6 damage, disarmable device. (Lightning gun).

Extra Actions (4): May take two actions per round with no penalty.

Leaping (4): May leap 16' straight and 8' vertical. +3 damage if leap is combined with a Fighting attack.

Parry (1): +1 to parrying. (Catch with teeth).

Toughness (2): +2 Toughness.

Selachius Science Caste

Rank: Seasoned

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d4, Investigation d6, Knowledge (Human Sciences) d8, Knowledge (Selachius Sciences) d10, Notice d8, Repair d10, Shooting d6, Stealth d4, Survival d4, Swimming d8.

Cha: 0, **Pace:** 6, **Parry:** 4, **Toughness:** 8 (4).

Gear: Tool belt, translator device.

Hindrances: n/a

Edges: McGyver

Super Powers:

Aquatic (2): Swimming Pace 12, +2 Swimming rolls, breathes in water.

Armor +4 (2): Tough skin.

Shaman Dressed-In-Bones

Rank: Veteran

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

Skills: Climbing d8, Fighting d8, Healing d8, Investigation d10, Notice d8, Persuasion d12, Shooting d8, Stealth d6, Survival d6, Swimming d10, Taunt d10.

Cha: 0, **Pace:** 6, **Parry:** 8, **Toughness:** 15 (7).

Gear: Selachius Warblade (dmg Str+d8).

Hindrances: n/a

Edges: Brawler

Super Powers:

Aquatic (2): Swimming Pace 12, +2 Swimming rolls, breathes in water.

Armor +8 (4): Tough skin.

Attack, Ranged (12): 5d6 damage, may use a Medium or Large blast template. (Conjured swarm of lesser spirits).

Parry (2): +2 to parrying. (Catch with teeth).

Speak Language (1). By communing with spirits the shaman can speak and understand any language.

Super Attributes (8): +1 Agility, +1 Smarts, +2 Spirit. (Blessings of the spirits).

Toughness (3): +3 Toughness.

Commander Teeth-Always-Shown

Rank: Veteran

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

Skills: Climbing d8, Fighting d12, Notice d8, Shooting d10, Stealth d6, Survival d8, Swimming d12.

Cha: 0, **Pace:** 6, **Parry:** 10, **Toughness:** 19 (9).

Gear: Selachius Warblade, enhanced (dmg Str+d10).

Hindrances: Arrogant

Edges: Brawler, Bruiser

Super Powers:

Aquatic (2): Swimming Pace 12, +2 Swimming rolls,

breathes in water.
 Armor +10 (5): Tough skin.
 Attack, Ranged (10): 4d6 damage, may use a Medium or Large blast template. (Lightning eruption).
 Extra Actions (6): May take three actions per round with no penalty.
 Leaping (5): May leap 32' straight and 16' vertical. +4 damage if leap is combined with a Fighting attack.
 Parry (2): +2 to parrying. (Catch with teeth).
 Super Attributes (8): +2 Strength, +2 Vigor. (Battle fury).
 Toughness (4): +4 Toughness.

Octobots (Page 68-69)

Octobot Swarm

Rank: Novice
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Climbing d10, Fighting d10, Lockpicking d6, Notice d6, Repair d6, Shooting d6, Stealth d4, Swimming d8.
Cha: 0, **Pace:** 6, **Parry:** 7, **Toughness:** 11 (5).
Gear: n/a
Hindrances: Weakness [Minor] (Electrical)
Edges: n/a
Super Powers:
 Aquatic (2): Swimming Pace 12, +2 Swimming rolls, breathes in water.
 Armor +6 (3): Made of metal.
 Attack, Ranged (2): 2d6 damage. (On board laser).

Octobot Heavy Lifter

Rank: Novice
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8
Skills: Climbing d8, Fighting d6, Notice d4, Repair d4, Shooting d4, Stealth d4, Swimming d6, Throwing d6.
Cha: 0, **Pace:** 6, **Parry:** 6, **Toughness:** 16 (6).
Gear: n/a
Hindrances: Weakness [Minor] (Electrical)
Edges: Brawler, Bruiser
Super Powers:
 Aquatic (2): Swimming Pace 12, +2 Swimming rolls, breathes in water.
 Armor +10 (5): Made of metal.

Attack, Ranged (2): 2d6 damage. (On board laser).
 Parry (1): +1 to parrying. (Block with metallic tentacles).

Scion

Rank: Seasoned
Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12, Vigor d10
Skills: Climbing d8, Fighting d8, Investigation d12, Notice d12, Repair d12, Shooting d8, Stealth d6, Swimming d6, Throwing d6.
Cha: 0, **Pace:** 6, **Parry:** 8, **Toughness:** 17 (7).
Gear: n/a
Hindrances: Weakness [Minor] (Electrical)
Edges: Team Leader
Super Powers:
 Interface (2): +4 to interactions with computers and technology.
 Aquatic (2): Swimming Pace 12, +2 Swimming rolls, breathes in water.
 Armor +10 (5): Made of metal.
 Attack, Ranged (2): 2d6 damage. (On board laser).
 Parry (2): +2 to parrying. (Block with metallic tentacles).