

# BOILING POINT CONVERSION GUIDE

## WILD TALENTS

This guide will help you in adapting Boiling Point to the Wild Talents game system. Given the highly lethal nature of Wild Talents compared to Base Raiders take careful consideration when planning combat encounters. Suggestions have been made in individual NPC's stat blocks as to how they should be adjusted from the base scenario.

You will find all mechanical elements listed below in order of their appearance in the book including suggested methods of action, new powers, and NPCs. All of the skills suggested in this conversion are out of the Wild Talents books. Since players are able to create new skills in Wild Talents, please consider the skills used here to be suggestions rather than the only possible option.

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

### SYSTEM CONCERNS FOR WILD TALENTS VS. BASE RAIDERS

The primary concern for using Wild Talents is the system's focus on grittier combat. Characters can die very easily in Wild Talents due to the low damage threshold and the focus on lethality. In Base Raiders it is nearly

impossible for a character to die unless there is a specific narrative reason for them to die. Individuals in Wild Talents can potentially die any time the dice roll. Strangely this can invert itself if players purchase static defense powers which render them virtually invulnerable to conventional die pools. This creates a dangerous situation where players have persistent defenses and are virtually unafraid of damage or do not and fear any roll of the dice.

To try and strike a balance between these possible extremes many of the effects in Boiling Point deal low levels of damage but have significant armor penetration or ignore armor entirely. This helps put characters under a similar level of stress by threatening them more or less equally. Additionally, enemies tend to have large die pools rather than having Hard Dice or Wiggle Dice in their combat abilities in an effort to avoid striking kill boxes too often.

Most of the creatures in the scenario possess low levels of armor, LAR in particular. The villain characters (Teeth-Always-Shown, Dressed-In-Bones, and The Hound at the Back) all have much more significant levels of armor. This is something of a balance concept to facilitate their survival beyond a single round of combat if they are attacked by the entire party. They also have alternative methods of conflict resolution beyond combat.

# 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. Any match is sufficient for Rebecca to respond well and willingly present players with the ad she found (Handout #1). Height over 5 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 than it is instead an opposed Perception roll against her 4d pool (normally it would be higher but she is currently midway through her treatment and distracted).

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

A follow up Research roll reveals that the substance can be found on "Agora" and the ad (Handout #1). Width 3 or more will 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 a Research roll. Any match gets the list of names and addresses while Height 3+ reduces it to likely suspects and Height 6+ finds the only possible candidate.

Anyone approaching the apartment should make a Perception or Scrutiny roll to notice that there are people watching the apartment already. Characters with active super senses (including Sense 7+) should ignore this roll and succeed automatically.

## Cautious investigation

Sneaking around the back of the apartment is a Stealth roll opposed by the Perception 5d of the FBI agents.

## Direct investigation

The apartment is conventionally secured. A Security Systems 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 can be used to access the laptop.

## Misdirect the agents

The car is a conventional car; Security Systems can be used to pick the locks or Brawl or Athletics roll can break a window. A sufficiently strong hero (lifting Body 8 or more) can literally carry the car away though this is not the most subtle approach. Cracking the laptop security requires another Security Systems roll with a Height of 3+. Alternatively, electronics themed powers might also be used.

## Caught by the FBI!

A Perception roll while in custody will reveal a new Handout to the players; the greater the Width on the roll the more information available.

## Teleporting

A character with Mind 6 or higher can crunch the numbers in their head while a Research roll will allow a more average hero to look the locations up online using a mapping service.

## NPCs (Page 15-17)

### FBI Agents (125 pts)

**Stats:** 65 pts

**Body** 2d

**Coordination** 2d

**Sense** 2d

**Mind** 2d

**Charm** 2d

**Command** 3d

**Base Will** 5

**Skills:** 60 pts

Athletics 2d (4d), Brawling 2d (4d), Empathy 3d (5d), Driving (car) 2d (4d), Intimidation 1d (4d), Knowledge (criminal procedure) 2d (4d), Knowledge (navigation) 1d (3d), Leadership 2s (5d), Lie 2d (4d), Perception 3d (5d), Ranged Weapon (pistol) 2d (4d), Scrutiny 3d (5d), Stability 1d (4d).

### Leatherbacks Biker Gang (95 pts)

**Stats:** 65 pts

**Body** 3d

**Coordination** 2d

**Sense** 2d

**Mind** 2d

**Charm** 2d

**Command** 2d

**Base Will** 4

**Skills:** 30 pts

Athletics 2d (5d), Brawling 2d (5d), Drive (motorcycle) 2d (4d), Intimidation 2d (4d), Lie 2d (4d), Melee Weapon (knife) 1d (4d), Ranged Weapon (pistol) 1d (3d), Stability 1d (3d), Streetwise 2d (4d).

### Lukas, the drug dealer (100 pts)

**Stats:** 70 pts

**Body** 2d

**Coordination** 2d

**Sense** 3d

**Mind** 2d

**Charm** 3d

**Command** 2d

**Base Will** 4

**Skills:** 30 pts

Athletics 2d (5d), Brawling 1d (3d), Intimidation 1d (4d), Lie 2d (5d), Melee Weapon (knife) 1d (3d), Persuasion 2d (5d), Ranged Weapon (pistol) 2d (4d), Stability 2d (4d), Streetwise 2d (4d).

**Teleportation** 7d (D U; 6 per die; 42 points)

*Defends capacities:* Self.

*Useful Extras and Flaws:* Booster. *Capacities:* Range.

*Effect:* Lukas can teleport from place to place with a roll, up to about five miles in pure distance. He can also blink in place to avoid incoming attacks.

## Boiling Point

### Researching Hot Water (pages 31-35)

Using Research rolls reveals all of the basic facts about Hot Water. Each additional Width beyond 2 reveals a new rumor. Mind skills related to the Ideal or pre-Ragnarok supers could also be used to learn information or special Charm skills to network with the Underground for details.

### Finding the Boiler (Page 37-39)

Magic Portal:

Using Research rolls reveals all of the basic facts about Hot Water. Each additional Width beyond 2 reveals a new rumor. Mind skills related to the Ideal or pre-Ragnarok supers could also be used to learn information or special Charm skills to network with the Underground for details.

### Secret Passage:

Spotting the secret passage is a Scrutiny roll requiring Height 3+. Sensory powers that let heroes see through water easier lower this to any Height. Sense 7+ also ignores the Height requirement. If an aquatic hero is in the party and actually swims the area they can use Perception as well.

### Emergency Exit:

Noticing the hidden emergency exit is a Scrutiny roll with a Height 6+ requirement normally but using Research or a similar skill prior to leaving the city to research rumors of the base's location lowers the Height to 3+. This can be farther reduced using the same methods as above.

### Ripping the hatch open:

An Athletics test, Height 5+, can be attempted to force open the hatch. A character with Body 7+ can pull the door open without a roll. Resisting the resulting torrent of water is an Athletics roll.

### Mechanically triggering the hatch:

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

### New Power Source: Easy genetic Manipulation Oven (Page 40)

**Easy Genetic Manipulation Oven 1wd+1d( U; 5 per die; 25 pts)**

*Useful Extra and Flaws:* Endless +3, Augment +4, If/Then (limited to biological and chemical information skills) -1, Focus -1, Touch Only -2. Capacities: Touch.

*Effect:* When activated, the 'oven' folds out into a simple but functional biology lab. The included auto-tutorials allow even a layman to complete complex chemical and biology projects.

24 points

Healing 5. Immunity 20 (Sustained, dynamic array with 5 slots). Removable (-2 per 5, easily disarmed)

**New Power Source: Advanced Kinetic Energy Challenge Machine (Page 40)****Advanced Kinetic Energy Challenge Machine 6d (A D U; 8 per die; 48 pts)**

*Attacks Extra and Flaws:* Power Capacity (Mass) +2, Limited Damage (Shock) -1, Focus -1. Capacities: Range and Mass.

*Effect:* When triggered in 'test' mode the device emits a bolt of kinetic energy. Carries greater force the closer the target is.

*Defends Extra and Flaws:* Go First +2, Focus -1. Capacities: Self.

*Effect:* Firing on 'burst' mode throws the user out of the way of attacks.

*Useful Extras and Flaws:* Power Capacity (Range) +2, Booster (Mass) +1, Full Power Only (Mass) -1, Focus -1. Capacities: Mass and Range.

*Effect:* The 'focused' setting beam from the device is capable of moving objects quite quickly including doors and other barrier. The beam packs a punch but gets weaker the farther it has to travel.

**Meeting Hall (page 43)**

Turning the tablets back on is a Security Systems roll. However, trying to remove them without damaging them requires Height 4+. Failure results in a damaged tablet while a botch results in a destroyed tablet.

**Magic Portal**

Opening the doorway into the magic portal room can be done with a Security Systems roll to bypass the door locks. The doors will also respond to magical power; a Useful application of virtually any magical ability

opens the doors as well.

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

Opening the doors using the access terminal is a Security Systems roll. Forcing the doors open requires an effective Body 9+ (or a lower body with Booster) or Body 4+ and an Athletics roll with Height 8+. They can be blasted open but by have 4 Wound Boxes and HAR 4.

**The Grabber**

Accessing a control panel to manipulate the Grabber requires a Security Systems roll of varying Height (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 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: Height 3+**

This instructs the Grabber to grab and crush foreign matter. This is an Attack 6d10 (W in S) with Radius and Penetration 2 centered on the targeted individual.

**Relocate: Height 1+**

This instructs the Grabber to seize and move a single object to another place in the Hangar. Roll a Useful pool with an effective Body of 9. Dodge rolls let targets avoid the grab or opposed Athletics let them wrestle the grabbing claws off. This does not damage the target.

**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.

At Sense 1 the Grabber declares an attack (as per "clear debris" above) against every entity in the Hangar that it can detect with its sensors (visual). Miracles that block sight or electronic senses render character non-targets and leaving the Hangar also puts one outside of the area of effect.

On its declaration on the third round of frantic attacking the Grabber declares it will break and shut itself down, requiring extensive repairs before operating farther. A Security Systems roll with Height 4+ can stop the machine's shut down and restore normal func-

tion any time before it acts on the third round.

Removing an arm from the Grabber can be done in a single Athletics roll if someone has Body 5+. Removing two of the arms carefully takes an hour and a Knowledge (Electronics) roll or a fitting Coordination roll. Either process renders the Grabber itself inoperable.

### **Power Source: Grabber Arm (page 46) Grabber Arm 5d (A U U; 9 per die; 45 pts)**

*Attacks Extra and Flaws:* Spray +1, Reduced Capacities -1. Capacities: Range.

*Effect:* The arm is able to extend very quickly and can be swung in a wide arc to catch multiple targets but the range is not as great as a firearm.

*Useful Extra and Flaws:* Duration +2. Capacities: Speed.

*Effect:* By extending the arm, grabbing hold, and swinging a great deal of ground can be covered. Getting into the rhythm is quick and easy.

*Useful Extra and Flaws:* Power Capacity (Mass) +2, Reduced Capacities (Range) -1. Capacities: Range and Mass.

*Effect:* The extended arm can function like a normal arm, just with greater reach and strength. Of course, the longer the arm extends the more difficult it is to shift large amounts of weight.

### **Below the Boiler (Page 47)**

Any unprotected character that moves from the docking facility to the Selachius Outpost suffers 2 Shock damage to all location when they enter a decompressed area. Someone going from the Selachius Outpost to the Bermuda Pyramid they instead suffers 4 Shock damage to all locations.

### **The Selachius Outpost (Page 48-52)**

#### **The Doors**

The water tight doors on the outside of the Outpost can be forced open with an effective Body 6+. A Security Systems roll Height 3+ can also open the doors.

Many security doors can be found inside of the Outpost itself. These have complex alien locks. Mind 6 or higher heroes can solve the coded lock within one minute (higher Mind reduces this time by a factor of ten for each point over 6). Bypassing the lock entirely is a

Security Systems roll. Interior security doors are very tough, possessing 6 Wound Boxes and HAR 5. Powers designed to pass through solid matter or teleport work normally.

### **Commander Center: Using the base**

While in the command center a Security System roll allows a character to overload various components or alter air conditions to make attacks against individuals in other sections. Use Security Systems at the attack roll, resisted by Dodge (electrical explosions) or Endurance (air alteration). Damage is in Shock.

### **Count Down Scenario**

If the emergency evacuation triggers players must attempt Athletics or Coordination 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 suffers three Non-Physical Shock damage to all locations 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. Unlucky characters might be knocked out completed by this damage. Consider carefully if the party is forced up or down by the explosion: up is the more survivable option.

### **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 Stability roll, Height 4+.

Meeting the Height means the character is unaffected. A match below the Height is a marginal success; the character loses Willpower as normal but has no other affliction.

No match means not only does the character lose Willpower but they also suffer 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.

A botch indicates a physical mutation as the character is temporarily merged with a version of their self from an alternate dimension. 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 Security Systems roll. The doors can be forced open using Body 7+ 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 Security Systems roll.

### Negotiating with Dressed-In-Bones

The shaman begins as indifferent to the party but can be improved by a successful Charm roll. The Height of his roll determines how favorable Dressed-In-Bones comes to be. A Height of 4 or more is sufficient to get the shaman to suggest calling the summit to discuss the fate of the planet while 7 or higher will push him as far as to offer the PCs positions within Selachius even before the summit as they have proven to be formidable predators.

### Mess hall horror roll

When entering the mess hall for the first time need to make a Stability roll, normal consequences for failure.

## New Power Source: Bone Fetish (Page 55)

### Bone Fetish 6 (U U U D; 14 per die; 84 pts)

*Useful Extra and Flaws:* None. Capacities: Speed.

*Effect:* Swimming at high speed is a simple matter.

*Useful Extra and Flaws:* Duration +2, No Physics +1, Controlled Effect +1, If/Then (Limited to sea creatures) -1. Capacities: Range.

*Effect:* Mental communication with the creatures of the sea.

*Useful Extra and Flaws:* Endless +3, Self Only-3. Capacities: Self.

*Effect:* Once activated this allows for limitless existence under the water without the need for air.

*Defends Extra and Flaws:* Endless +3, Horrifying -1, Armored Defense -2. Capacities: Self.

*Effect:* Scaled skin provides LAR.

### Generator Room

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

## The Rift (Page 56-57)

### Pulsing Floor

The Pulsing Floor declares an attack against each PC in contact with it at Sense 0 each round. Its attack pool is 4d Penetration 2 and it does Width-1 in Shock.

### Craggy Walls

The walls can be climbed with an Athletics 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 with a power requires Height 3+. Any Duration flight abilities must be rerolled upon entering the Rift's area due to a change in conditions. Failure forces the hero into one of the other zones at random. A botch might even force them 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 4d attack with non-physical, Width+1 in Shock

## THE SELACHIUS (PAGE57-68)

### Selachius General Notes

All Selachius are able to choose to inflict Killing damage with their Brawling skill regardless of their Body rating by virtue of their natural bite attack. This bite still becomes Killing plus Shock if Body rises to the sufficient level. Attacks with hands and feet follow normal Body rules for damage.

### Selachius Warrior, 164 pts

The most commonly encountered of the Selachius in the bases are warrior caste fighters. These soldiers are six feet tall when hunched, wear full body armored suits, and generally carry both a curved blade for melee combat and an electrical gun for ranged fighting.

Warriors are best in melee combat and mostly rely on their armor to protect them, rarely choosing to actively dodge. If they are fighting with shark-hound support then warriors will attack at range with their lightning guns and allow the hounds to engage in melee. Warriors are good combat opponents, tough but not impossible to combat and not too deadly to character who did not focus on combat abilities. Make sure to note if a Selachius is in or out of its armor because their armor grants HAR 1. If players are having trouble in combat then consider recommending that they try and wear any stolen armor they get for the HAR benefit.

**Stats:** 80 pts

**Body** 4d

**Coordination** 2d

**Sense** 3d

**Mind** 2d

**Charm** 2d

**Command** 3d

**Base Will** 5

**Skills:** 60 pts

Athletics 3d (7d), Brawling 3d (7d), Dodge 2d (4d), Endurance 2d (6d), Intimidation 3d (6d), Knowledge (Selachius Tradition) 2d (4d), Lie 2d (4d), Perception 2d (5d), Ranged Weapon (Lightning gun) 3d (5d), Scrutiny 1d (4d), Stability 3d (6d), Stealth 2d (4d), Tactics 2d (4d).

**Powers:** 24 pts

**Shark Skin 2hd (D; 3 per die; 12 pts)**

*Defends (LAR) Extras and Flaws:* Always On -1, Armored Defense -2, Permanent +4. *Capacities:* Self.

*Effect:* Selachius skin is tough, covered in extremely tiny scales just like Earth sharks have. It provides LAR 2.

**Alien Environmental Adaptation 2hd (U; 3 per die; 12 pts)**

*Useful Extras and Flaws:* Permanent +4, Self Only -3. *Capacities:* Self.

*Effect:* Selachius are used to invading alien worlds and have adapted to breathe a wide range of atmospheres and liquids. They resist penalties due to hostile environments with this skill.

**Equipment:** Lightning Gun (W+1 S, Pen 2), Selachius body armor (HAR 1).

### Shark-hounds, 133 pts

Work and war animals employed by the warrior caste, shark-hounds appear similar to earth sharks but with greatly enlarged torsos, heads and mouths, shortened tails, and four stocky legs instead of pectoral fins.

Melee is the only combat option for shark-hounds and they throw themselves into it. Shark-hounds should split actions every round, trying to bite as many things as they can reach and relying on their pack attack methods to do enough damage to drop their enemies. Hounds use the tactics rolls of their master if being directed via commands but are animals and cannot change plans on their own. Shark-hounds have similar damage output to warriors but lack range. A mix of warriors and shark-hounds is a good combat challenge of an average group of PCs.

**Stats:** 65 pts

**Body** 3d

**Coordination** 2d

**Sense** 4d

**Mind** 1d

**Charm** 1d

**Command** 2d

**Base Will** 3

**Skills:** 44 pts

Athletics 4d (7d), Brawling 4d (7d), Dodge 3d (5d), Endurance 3d (6d), Perception 3d (7d), Scrutiny 3d (7d), Stealth 2d (4d).

**Powers:** 24 pts

**Shark Skin 2hd (D; 3 per die; 12 pts)**

*Defends (LAR) Extras and Flaws:* Always On -1, Armored Defense -2, Permanent +4. *Capacities:* Self.

*Effect:* Shark-hounds have a tough skin like their Selachius masters. It is covered in extremely tiny scales just like Earth sharks have. It provides LAR 2.

**Alien Environmental Adaptation 2hd (U; 3 per die; 12 pts)**

*Useful Extras and Flaws:* Permanent +4, Self Only -3.  
*Capacities:* Self.

*Effect:* Shark-hounds are used to invade alien worlds frequently and have adapted to breathe a wide range of atmospheres and liquids. They resist penalties due to hostile environments with this skill.

**Apex Warrior, 233 pts**

Apex Warriors are the elite of the warrior caste and have years of fighting experience. They are exceptionally dangerous; the equal of a starting level player. Apex Warriors who become aware of the players are nearby may begin hunting for them, seeing them as prey.

Apex warriors know the value of defense and they will generally split actions to brawl and block on their turn (note the superhuman Body rating for damage purposes). However if they think their enemy does not stand a likely chance of bypassing their worn and natural armors than they will split action to attack multiple times. Their general tactics match warriors: let shark-hounds go in first and fight from range then close to melee as needed. They typically start combat with their lightning guns in the Shock setting but will switch to Killing if things begin to turn against them. In this version of the rules the gap between warriors and apex warriors isn't as vast: both have more or less the same function, the apex warriors just have a few more dice.

**Stats:** 115 pts

**Body** 7d

**Coordination** 4d

**Sense** 4d

**Mind** 2d

**Charm** 2d

**Command** 4d

**Base Will** 6

**Skills:** 82 pts

Athletics 3d (10d), Block 4d (11d), Brawling 4d (11d), Dodge 2d (6d), Endurance 2d (9d), Intimidation 3d (7d), Knowledge (Selachius Tradition) 3d (5d), Lie 2d (4d), Perception 3d (7d), Ranged Weapon (Lightning gun) 4d (8d), Scrutiny 2d (6d), Stability 4d (8d),

Stealth 2d (6d), Tactics 3d (5d).

**Powers:** 36 pts

**Shark Skin 2hd (D+1; 4 per die; 16 pts)**

*Defends (LAR) Extras and Flaws:* Always On -1, Armored Defense -2, Permanent +4. *Capacities:* Self.

*Effect:* Selachius skin is tough, covered in extremely tiny scales just like Earth sharks have. Apex warriors have developed an even tougher skin than normal warriors. It provides LAR 3.

**Alien Environmental Adaptation 2hd (U+2; 5 per die; 20 pts)**

*Useful Extras and Flaws:* Permanent +4, Self Only -3.  
*Capacities:* Self.

*Effect:* Selachius are used to invading alien worlds and have adapted to breathe a wide range of atmospheres and liquids. They resist penalties due to hostile environments with this skill. Apex warriors, having experienced a wider range of planets, have a higher skill in this than normal warriors.

**Equipment:** Enhanced Lightning Gun (W+2 S or W K, Pen 2), Selachius Power Armor (HAR 2).

**Science Caste, 202 pts**

Noticeably smaller than warriors, science caste Selachius do not wear armor. Instead they wear tight full body suits with lots of belts, loops, and pockets. Players will generally not fight them physically (though they will attempt to fight if required to) but rather must overcome their counter-actions (locking doors, directing security defenses, etc.).

Generally scientists will not engage in combat, preferring to use their knowledge of technology to try and counteract the players. If forced into a fight they prefer range and use of lightning guns. They do not carry these normally (but can retrieve them from the armory if needed) and if caught unawares have only their jaws for weapons.

**Stats:** 90 pts

**Body** 2d

**Coordination** 3d

**Sense** 3d

**Mind** 4d

**Charm** 3d

**Command** 3d

**Base Will** 6

**Skills:** 88 pts

Athletics 2d (4d), Brawling 2d (4d), Dodge 3d (6d), En-

duration 2d (4d), Knowledge (Selachius Tradition) 4d (8d), Knowledge (Invasion Procedure) 4d (8d), Knowledge (First Contact) 4d (8d), Knowledge (Selachius Technology) 4d (8d), Knowledge (Spirit Principles) 2d (6d), Lie 4d (7d), Perception 3d (6d), Ranged Weapon (Lightning gun) 2d (5d), Scrutiny 3d (6d), Stability 4d (7d), Stealth 1d (4d).

**Powers:** 24 pts

**Shark Skin 2hd (D; 3 per die; 12 pts)**

*Defends (LAR) Extras and Flaws:* Always On -1, Armored Defense -2, Permanent +4. *Capacities:* Self.

*Effect:* Selachius skin is tough, covered in extremely tiny scales just like Earth sharks have. It provides LAR 2.

**Alien Environmental Adaptation 2hd (U; 3 per die; 12 pts)**

*Useful Extras and Flaws:* Permanent +4, Self Only -3. *Capacities:* Self.

*Effect:* Selachius are used to invading alien worlds and have adapted to breathe a wide range of atmospheres and liquids. They resist penalties due to hostile environments with this skill.

**Equipment:** Translation device, personal computer tablet, Selachius work suit (LAR 1).

**Dressed-In-Bones, 495 pts**

One of the two central authority figures involved with the invasion, Dressed-In-Bones is a mystic responsible for ensuring that the prey hunted and killed during the coming war is of proper quality and pleasing to the spirits. His skin is jet black except for white and red markings which cover his head and back. Great age is clear from the loose skin and thin frame but a predatory menace hangs in the air about the shark. Though he wears no clothes he is covered by coils and coils of beads made from teeth and bone.

Dressed-In-Bones doesn't open with violence. He has superhuman levels of charm and will use them to try and bring the players around to his point of view likely requiring them to spend willpower to resist. If the party seems interested in talk than he will suggest a summit but if they do not then he will open with his area attack of spirit energy before establishing his defenses and moving in with his war blade. The shaman is a potentially dangerous enemy because of his persistent defenses and area attack. Trying to fight Dressed-In-Bones in an enclosed space, such as the Brig, will

quickly result in area damage building up on the entire party unless they take precautions. If Dressed-In-Bones does incapacitate the entire party he will take them captive and attempt to resume (or begin if he wasn't given the chance before) negotiations with the PCs.

**Stats:** 140 pts

**Body** 4d

**Coordination** 4d

**Sense** 5d

**Mind** 5d

**Charm** 6d

**Command** 4d

**Base Will** 10

**Skills:** 122 pts

Athletics 2d (6d), Brawling 4d (8d), Dodge 3d (7d), Endurance 2d (6d), Knowledge (Selachius Tradition) 5d (10d), Knowledge (Invasion Procedure) 5d (10d), Knowledge (First Contact) 5d (10d), Knowledge (Selachius Technology) 1d (6d), Knowledge (Spirit Principles) 5d (10d), Lie 5d (11d), Melee Weapon (war blade) 5d (9d), Perception 3d (8d), Persuasion 5d (11d), Scrutiny 5d (10d), Stability 5d (9d), Stealth 1d (5d).

**Powers:** 233 pts

**Shark Skin 2hd (D+4; 7 per die; 28 pts)**

*Defends (LAR) Extras and Flaws:* Always On -1, Armored Defense -2, Permanent +4. *Capacities:* Self.

*Effect:* Selachius skin is tough, covered in extremely tiny scales just like Earth sharks have. Dressed-In-Bones is an elder among shamans and has endured countless wounds as well as environments caustic to normal Selachius. His skin provides LAR 6.

**Alien Environmental Adaptation 2hd (U+2; 5 per die; 20 pts)**

*Useful Extras and Flaws:* Permanent +4, Self Only -3. *Capacities:* Self.

*Effect:* Selachius are used to invading alien worlds and have adapted to breathe a wide range of atmospheres and liquids. They resist penalties due to hostile environments with this skill. Selachius practiced in invasion naturally grow stronger in this quality and Dressed-In-Bones has been through many invasions.

**Shaman of the Selachius 7d+1wd (U U A D+2; 15 per die; 165 pts)**

*Useful Extras and Flaws:* Duration +2, Touch Only -2. *Capacities:* Touch

*Effect:* Allows for direct communication with spirits

without requiring the spirit to exert an effort to manifest or otherwise act. Spirits must be within sensory range to communicate, this cannot take place remotely.

*Useful Extras and Flaws:* Variable Effect +4, Power Capacity (Mass) +2, If/Then (only for Variable Effect) -1, Willpower Cost -2. Capacities: Range.

*Effect:* The spirits may be called upon for favors but these favors must be paid for in willpower.

*Attacks Extras and Flaws:* Area +1, No Upward Limit +2, Obvious -1. Capacities: Range.

*Effect:* Spirit energy can be focus and directed at others, if proper effort is applied. Should be desire to Dressed-In-Bones may flood an area with this energy, damaging everything nearby.

*Defends Extras and Flaws:* Duration +2. Capacities: Self.

*Effect:* Spirits protect those who pay them service but only if they are specifically asked to do so. They are not omnipresent and must be called to assist their ally.

### **Extra Tough 2hd (U; 5 per die; 20 pts)**

*Qualities:* U.

*Useful Extras and Flaws:* Engulf +2, Permanent +4, Self Only -3. Capacities: Self.

*Effect:* Grants additional wound boxes to each location (2 to each).

**Equipment:** Selachius war blade (W+1 K), collection of fetishes

## **Teeth-Always-Shown, 448 pts**

A commander in the Selachius equivalent of the military, Teeth-Always-Shown is a survivor of the previous assault on Earth and still carries the facial burn scars given to him by Hot Water. The burns removed much of the flesh on the left side of his face, leaving his many rows of teeth exposed and prompting his new name. When the rift began to allow passage once more he convinced the Council of Spirits to allow him to attempt another invasion of Earth but they only allowed a small expedition until Teeth-Always-Shown could provide evidence that prey and not predators could be found. Teeth-Always-Shown has been slowly taking control of the trench and the base. While he is personally convinced Hot Water and other heroes are no more he must provide proof to the council, which is why he is searching for information on Ragnarok. The Commander wears an enhanced version of Apex Warrior armor that is adorned on the shoulders by glowing

anemones and decorative corals.

Teeth-Always-Shown is nothing but aggression and once battle is joined he will fight to the death if allowed to do so. He always multi-acts, mixing his sword, jaws, blocks, and lightning depending on the circumstance. Early in the fight he splits lightning and sword to do maximum damage but as things continue he will split sword and block to defend himself somewhat. Remember that he is not affected by wound penalties due to his super-command stat.

**Stats:** 155 pts

**Body** 8d

**Coordination** 6d

**Sense** 5d

**Mind** 3d

**Charm** 3d

**Command** 6d

**Base Will** 9

**Skills:** 122 pts

Athletics 4d (12d), Block 5d (13d), Brawling 3d (11d), Dodge 2d (6d), Endurance 3d (11d), Intimidation 3d (9d), Knowledge (Selachius Tradition) 4d (9d), Leadership 5d (11d), Lie 4d (7d), Melee Weapon [Sword] 5d (13d), Perception 5d (10d), Ranged Weapon (Lightning gun) 4d (10d), Scrutiny 3d (8d), Stability 4d (10d), Stealth 2d (8d), Tactics 5d (8d).

**Powers:** 171 pts

### **Shark Skin 2hd (D+2; 5 per die; 20 pts)**

*Defends (LAR) Extras and Flaws:* Always On -1, Armored Defense -2, Permanent +4. Capacities: Self.

*Effect:* Selachius skin is tough, covered in extremely tiny scales just like Earth sharks have. The commander's scarred hide has been toughened by age and battle to provide greater than usual protection. It provides LAR 4.

### **Alien Environmental Adaptation 2hd (U+3; 6 per die; 24 pts)**

*Useful Extras and Flaws:* Permanent +4, Self Only -3. Capacities: Self.

*Effect:* Selachius are used to invading alien worlds and have adapted to breathe a wide range of atmospheres and liquids. They resist penalties due to hostile environments with this skill. Selachius practiced in invasion naturally grow stronger in this quality. Rumors that Teeth-Always-Shown intentionally exposes himself to poisons and hostile radiation to toughen up have circulated among his soldiers as the commander's re-

sistance is unparalleled.

**Bio-Electrical Lightning 11d (A+2; 9 per die; 99 pts)**

*Attacks Extras and Flaws:* Daze +1, Electrocuting +1, Go First +1, Penetration (3) +3, Obvious -1. *Capacities:* Range.

*Effect:* Teeth-Always-Shown is capable of producing electrical energy from specialized muscles in his body and projecting the electric power into bolts of lightning to attack his enemies. This effect is far stronger than any of the lightning guns carried by warriors.

**Extra Tough 2hd (U+2; 7 per die; 28 pts)**

*Qualities:* U.

*Useful Extras and Flaws:* Engulf +2, Permanent +4, Self Only -3. *Capacities:* Self.

*Effect:* Grants additional wound boxes to each location (4 to each).

**Equipment:** Selachius cutlass (W+1 K Pen 1), Selachius Power Armor (HAR 2).

**The Hound at the Door, 610 pts**

This horrifying spirit is the bound guardian of the Selachius' rift. It will only be encountered if the players descend into the Rift cavern itself or if the players begin attempting to either realign the generator or drop it out of the Pyramid and into the Rift cavern. The Selachius consider the safety of their homework important and so this guardian spirit is terrifyingly powerful. The Hound is an immense serpentine column of black necrotic energy ending in a gapping wolfish maw which flies through the air and water with equal ease. It can become invisible and/or intangible at will and is virtually immune to physical harm. Only powerful magic or the exploitation of its weaknesses will allow anyone to best the Hound in combat.

The Hound is essentially a cosmic being, a minor spiritual deity of decay and destruction. Without knowledge of its weaknesses players are likely to be killed very quickly. If the players somehow stumble across the Hound without getting a chance to understand the larger picture around the entity offer them the chance to retreat (the Hound cannot chase them beyond the reactor room so escape is fairly simple).

The Hound will begin the fight invisible, having heard the players coming with its advanced senses. It will open with its necrotic breath, trying to catch as many people as possible and then proceed to sav-

age whichever player is closest at any given time with brawling attacks using its super strength.

**Stats:** 145 pts

**Body** 9d

**Coordination** 7d

**Sense** 6d

**Mind** 1d

**Charm** 1d

**Command** 5d

**Base Will** 6

**Skills:** 28 pts

Brawling 5d (14d), Stability 5d (10d), Stealth 4d (11d).

**Powers:** 437 pts

**Insubstantiality 10d (A D U U; 9 per die; 90 pts)**

*Attacks Extras and Flaws:* Non-Physical +2, Touch Only -2. *Capacities:* Touch.

*Defends Extras and Flaws:* Duration +2. *Capacities:* Self.

*Useful Extras and Flaws:* Duration +2, Touch Only -2. *Capacities:* Touch.

*Useful Extras and Flaws:* Endless +3, Limited -1 (warded glass reveals), Self Only -3. *Capacities:* Self.

*Effect:* The Hound can assume a ghostly form at will, passing through solid objects. It can also use this to avoid harm by allowing attacks to simply pass through it. Additionally the creature can vanish from sight at the same time. However looking through dimensionally warded glass, such as the glass used on the bridge of the Pyramid, reveals the Hound.

**Flight 6d+1wd (U; 6 per die; 60 pts)**

*Useful Extras and Flaws:* Permanent +4. *Capacities:* Speed.

*Effect:* The Hound flies through the air with perfect balance and control.

**Necrotic Breath 7d+1wd (A+2; 9 per die; 99 pts)**

*Attacks Extras and Flaws:* Non-Physical +2, Radius +2, Traumatic +1. *Capacities:* Range.

*Effect:* A spray of necrotic spiritual energy which emits from the gapping maw of the Hound, weakening all living things and erodes matter. However this energy can be stopped entirely by any magical defenses tied to joy, hope, or life.

**Invulnerability 4hd (D D U; 19 per die; 152 pts)**

*Defends (HAR) Extras and Flaws:* Interference +3, Permanent +4, Limited -1 (talismans bypass). *Capacities:* Self.

*Defends (LAR) Extras and Flaws:* Armored Defense -2, Hardened Defense +2, Permanent +4. *Capacities:* Self.

*Useful Extras and Flaws:* Permanent +4, Self Only -3, If/Then (only for Variable Effect) -1, If/Then (Variable Effect is only for immunities) -1, Variable Effect +4. *Capacities:* Self.

*Effect:* The Hound is a being of necrotic power, a spirit of death and pain. Attempts to harm the entity are often futile. However if someone is in possession of a Selachius fetish, such as the ones carried by their shamans, than they are able to bypass the HAR element of Invulnerability with their attacks.

### **Extra Tough 2hd (U; 7 per die; 28 pts)**

*Qualities:* U.

*Useful Extras and Flaws:* Engulf +2, Permanent +4, Self Only -3. *Capacities:* Self.

*Effect:* Grants an additional wound box to each location. Plus 2 boxes per location, 20 total (see Custom Hit Locations below).

### **Custom Hit Locations 2hd (U; 2 per die; 8 pts)**

*Useful Extras and Flaws:* Always On -1, Permanent +4, Self Only -3. *Capacities:* Self.

*Effect:* The Hound does not have normal Hit Locations and wound boxes. As a spirit its entire form is one massive hit location with 54 wound boxes (34 base plus 20 from Extra Tough).

**Equipment:** None

## **OCTOBOTS (PAGE 68-69)**

### **Octobot Swarm, 133 pts**

A collection of small octobots, these are designed for more detailed work on minor damage and in small spaces like the air ventilation and water bulge systems. The ten units that make up each swarm are operated by a single AI system but the individual swarms aren't directly linked. This means that each one has a personality, if a fairly subdued one.

Swarms are hard to hit due to their scattered nature but aren't able to do much in the way of damage. An octobot swarm is extremely difficult to hit if it is focusing on evasion but the swarm isn't able to do anything else while keeping out of the way.

**Stats:** 75 pts

**Body** 2d

**Coordination** 5d

**Sense** 3d

**Mind** 2d

**Charm** 1d

**Command** 2d

**Base Will** n/a

**Skills:** 46 pts

Athletics 1d (3d), Brawling 1d (3d), Dodge 3d+2hd (8d+2hd), Knowledge (Base) 2d (4d), Perception 2d (5d), Ranged Weapon (Laser) 1d (6d), Repair 3d (5d), Scrutiny 2d (5d), Stability 2d (4d), Stealth 2d (7d).

**Powers:** 12 pts

### **Robot Shell 2hd (U; 3 per die; 12 pts)**

*Useful Extras and Flaws:* Permanent +4, Self Only -3. *Capacities:* Self.

*Effect:* The Swarm does not need to breath, drink, or eat and is unaffected by most environmental conditions.

**Equipment:** Cutting laser (W-1 K)

### **Octobot Heavy Lifter, 149 pts**

An individual unit rather than a collection of small bots heavy lifters are large, "standing" seven feet tall when walking and capable of hauling loads of rubble when required to do so. While the swarms repair systems lifters build new elements to bolster the base, putting up new walls or digging passages. Their AIs are stored onboard and just as developed as the swarms' giving each a minor personality.

Lifters are big and strong but not especially tough when attacked. They can block melee attacks extremely well but cannot sustain much damage without losing function. In a fight they strike very hard but are at their best when they grasp and crush enemies or drop heavy loads on top of them. As with everything else in this conversion be aware that heavy lifters do more damage than they would in the base game. They have superhuman strength and are more than capable of snapping bones. This makes them more dangerous to the players but also more useful allies.

**Stats:** 75 pts

**Body** 6d

**Coordination** 2d

**Sense** 2d

**Mind** 2d

**Charm** 1d

**Command** 2d

**Base Will** n/a

**Skills:** 62 pts

Athletics 3d+2hd (9d+2hd), Blocking 3d+2hd (9d+2hd), Brawling 2d (8d), Dodge 1d (3d), Knowledge (Base) 2d (4d), Perception 2d (4d), Ranged Weapon (Laser) 1d (3d), Repair 3d (5d), Scrutiny 1d (3d), Stability 4d (6d), Stealth 1d (3d).

**Powers:** 12 pts

**Robot Shell 2hd (U; 3 per die; 12 pts)**

*Useful Extras and Flaws:* Permanent +4, Self Only -3.  
*Capacities:* Self.

*Effect:* The Lifter does not need to breath, drink, or eat and is unaffected by most environmental conditions.

**Equipment:** Welding laser (W-1 SK).

**Scion, 277 pts**

After Ragnarok the AI in charge of maintaining the base's structure decided to save power and increased security by shutting itself down but before it did so it copied a basic version of itself into one of the blank octobot shells. This created a leader for them that could direct repairs without having to power the entire computer system. However when the Selachius attacked it also meant that the defense systems couldn't be organized from a central point. Now Scion is cut off from the main computer entirely and can't bring it back online.

Scion isn't much of a fighter unless pushed. Its combat abilities are similar to the lifters but Scion's Memories from the AI power lets it add 2hd to any skill, even ones Scion doesn't normally possess, for a few minutes. Be aware that Memories from the AI can potentially make Scion very deadly by adding Hard Dice. If the bot decided to it could crush heads with its super strength or score perfect headshots with its laser (or worse a stolen lightning gun).

**Stats:** 155 pts

**Body** 6d

**Coordination** 3d

**Sense** 3d

**Mind** 5d+2hd

**Charm** 5d

**Command** 5d

**Base Will** 10

**Skills:** 76 pts

Athletics 3d+2hd (9d+2hd), Blocking 3d+2hd (9d+2hd), Dodge 1d (4d), Knowledge (Base) 5d (10d+2hd), Knowledge (The Ideal) 1d (6d+2hd), Perception 2d (5d), Ranged Weapon (Laser) 1d (4d), Repair 5d (10d+2hd), Scrutiny 4d (7d), Stability 4d (9d), Stealth 1d (4d).

**Powers:** 46 pts

**Robot Shell 2hd (U; 3 per die; 12 pts)**

*Useful Extras and Flaws:* Permanent +4, Self Only -3.  
*Capacities:* Self.

*Effect:* Scion, existing inside of a Lifter's physical shell, does not need to breath, drink, or eat and is unaffected by most environmental conditions.

**Memories from the AI 2hd (U; 6 per die; 24 pts)**

*Useful Extras and Flaws:* Duration +2, Augment +4, Backfires -2. *Capacities:* Self.

*Effect:* As the remains of a cut down AI copy, Scion is able to reach deep within and access information that has been compressed thousands of times over to allow it to be stored in the lifter chasse. However, the hardware it currently inhabits in unsuited to this task and suffers damage each time the AI attempts to retrieve information. After a few minutes Scion must recompress the data or suffer farther damage.

**Octobot Repairs 10d (U+1; 1 per die; 10 pts)**

*Useful Extras and Flaws:* Touch Only -2. *Capacities:* Touch.

*Effect:* Scion can repair damage done to the other octobots because it has the plans for their design in its memory. Scion can fix itself but cannot repair damage done by its Memories from the AI power.

**Equipment:** Welding laser (W-1 SK).