

TITAN EFFECT

THE ROLE-PLAYING GAME

DEMO KIT



KNIGHT ERRANT MEDIA

TITAN EFFECT

THE ROLE-PLAYING GAME

DEMO KIT 3.5

Created, designed & written by:
Christian Nommay

Co-written by:
Ghislain Bonnotte & Daniel Eymard

Cover & illustrations by:
Randy Vargas (Vargasni), Jonathan Chong, Tan Ho Sim

Logos by:
Jannus Llanetta

Edited by:
Lynnea Taylor

LEGAL INFORMATION

©2018 Knight Errant Media. Titan Effect RPG, and all related marks and logos are trademarks of Knight Errant Media. For more information, please visit us at: titaneffect.com

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Material within this product is reproduced with permission from Pinnacle Entertainment Group from Savage Worlds core rules, available at www.peginc.com.

Titan Effect is a work of fiction. Any resemblance to actual events or locales or persons, living or dead, is entirely coincidental. The mention of or references to any company or product in these pages is not a challenge to the trademark or copyright concerned.



This PDF is a preview of *Titan Effect* RPG.



TITAN

EFFECT™

L E G A C Y

**CHRISTIAN L.
NOMMAY**

VARGASNI

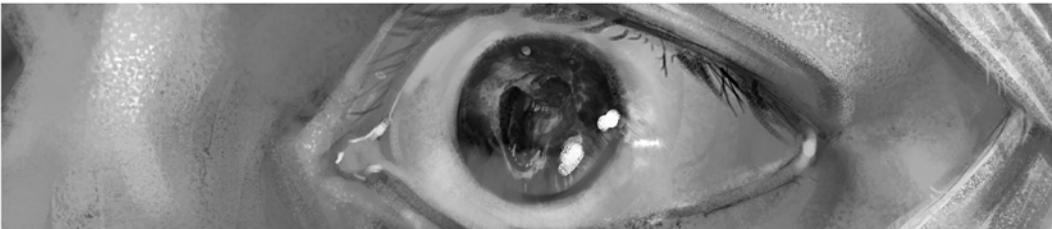
"Man is a rope, tied between beast and overman—a rope over an abyss."

—*Friedrich Nietzsche, Thus Spoke Zarathustra*

AFGHANISTAN.

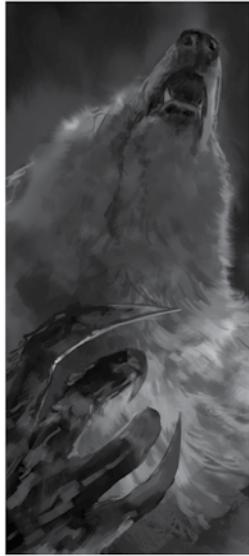
2004.







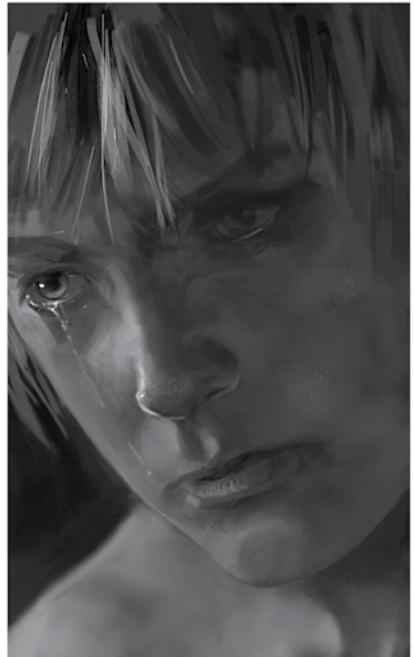




GOOD
WORK, MY
CHILDREN.
YOUR
TRAINING
IS OVER.



NOW, IT
IS TIME FOR
YOU TO
BECOME
TRUE
SOLDIERS.



TO BE CONTINUED...



INTRODUCTION



OVERVIEW

Titan Effect RPG is a science fiction/spy campaign setting, powered by *Savage Worlds* rules system, and requires the *Savage Worlds* core rules and the *Super Powers Companion* 2nd edition (both available at www.peginc.com).

Titan Effect takes place in a contemporary world where spies gifted with psychic powers clash with genetically enhanced soldiers, in a secret war in which the future of the human evolution is at stake.

Players take on the role of trained operatives gifted with psychic abilities working for the international clandestine organization known as the SPEAR. They have the task to perform dangerous missions all over the world, and fight against dangerous creatures and organizations. Some are there to make a difference, others to taste adventure, while some have no other place to go.

WELCOME TO THE SPEAR!

Welcome aboard operative! You have successfully completed your training and all the aptitude tests. You are now a full member of the Special Executive Assault and Recon or what everyone calls the SPEAR. You and your fellow operatives have the onerous task to protect the world from biological and paranormal threats, but you are not alone. The purpose of this section is to reveal the many dangers that await you and to prepare you for your future missions.

WHAT IS THE SPEAR?

The SPEAR is a clandestine organization, independent and with no affiliation whatsoever. The SPEAR operates at an international level, with the purpose of preventing the world from falling into chaos. Its existence however is unknown to all, but a few individuals and organizations.

The SPEAR was created during World War II by British intelligence to counter the Nazis and their psychic research program. Composed of psychic soldiers and spies, the organization proved to be an important asset in the fight against the Axis forces, before it was disbanded after the war. Its surviving members, considering that their mission was not finished, with the arrival of the Cold War and new threats, decided to reform the SPEAR into an international and independent task force.

The main objective of the SPEAR is to track and neutralize eugenics and psychic threats, without taking any sides. However, the world is changing at an alarming rate, and the SPEAR has to face new threats each day, while trying to adapt.

The SPEAR's priorities are the following:

- Ensure the organization's secrecy.
- Monitor individuals and organizations suspected to use eugenics or psychic abilities for illegal activities, terrorism or destabilization attempts.
- Preempt and combat eugenics and psychic threats.
- Recruit new potential agents.
- Search and secure psychics from malicious hands.

COSMOLOGY

The world is not what it seems. Ordinary people haven't realized how strange and dangerous it has become, but things are about to change...

PSYCHICS

Psychics are people able to manifest with their mind powers such as telekinesis, telepathy or even the ability to alter their own biology. They have existed since the dawn of humanity and carried many names throughout history (mystics, shamans, etc.). Likewise, psychic phenomena have always been considered to be supernatural, until the late 19th century with the appearance of parapsychology. Psychic abilities have often been in the guise of magic and miracles.

Most psychics work as soldiers or spies for companies, intelligence agencies, criminal organizations and some splinter groups. The same organizations that use them also ensure that their existence is kept from the public eye. Although individuals gifted with psychic powers have long been rare, their number has grown mysteriously in recent decades. Some people believe that psychics are the next step in human evolution, while others consider them a threat to the world and try by all means to control or eliminate them.

BIO-AUGMENTED

SOLDIERS

Bio-augmented soldiers or BAS are people who operate beyond limits or normal human abilities, designed or enhanced usually by genetic engineering. Their existence is kept secret and violates all the laws of bioethics. Bio-augmented soldiers are the next phase of warfare; unlike drones, or emergent cyber augmentation and nanite technologies, they cannot be hacked or disabled with EMP weapons and there is virtually no limit to their applications. Several governments and private organizations have developed their own BAS programs, but the Olympians, with the help of ARES, are much more advanced in this area than anyone.

FACTIONS

THE OLYMPIANS

Formerly responsible for administering the East India Company in the 17th century, the Olympians have evolved into a secret influence group whose goal is to establish a world government. They have a stranglehold on most of the media, banks and control the military industrial complex of several countries. Their influence spreads in North America and Europe where they have infiltrated the highest echelons of power. Their main obstacle is the increase of psychics in the world, with the fear that one day the rest of humanity will awaken and rebel against them. They intend to eliminate them by creating a new breed of soldiers and controlling biological evolution. The Olympians represent everything the SPEAR stands against, and the two organizations have fought each other for decades.

ARES

One of the most powerful private military companies in the world, ARES is specialized in the areas of armament, biotechnology, and provides armed security services worldwide. It serves as the armed wing of the Olympians and carries out their clandestine operations. With its biotechnology division, ARES is also responsible for developing bio-augmented soldiers. Its two biggest hits to date are the Neo-Therianthrope program (shapeshifting augmented soldiers created by cutting-edge genetic engineering) and its successor, the Chimera program which enhances soldiers by splicing their genome with animal DNA. Both programs are only the first step for the creation of a more powerful augmented soldier breed.

THE DIRECTORATE

The Directorate is a secret organization that conspires to build a new Soviet Russia, dominated by psychics. The Directorate was created at the end of the Cold War by several intelligence and military officers, who were all psychics. They control several biotech companies and private military companies all over the world. The Directorate and its terrible Baba Yaga unit, composed of powerful psychic agents, are adversaries that no SPEAR operative should ever underestimate.

TYPHON

TYPHON is a terrorist organization with a posthumanism agenda. Its members are almost all augmented (neo-therianthropes, chimeras, etc.) or scientists who rebelled against ARES and the Olympians. Hence the organization's name, which is a clear reference to the titan Typhon in the Greek mythology, and an enemy of the Olympian gods.

Its existence is pretty recent, and SPEAR operatives are instructed to only approach this group with extreme caution.

ORDER OF THE

HOLY MYSTERY

The Order of the Holy Mystery (Ordo Mysterii Sacri in Latin) is a secret organization hiding within the Roman Catholic Church with the mission to eliminate psychic threats and bio-augmented soldiers.

For centuries, its members have existed solely as lore keepers and watchmen of the occult until modern times when they were forced to take a more active role. The Order accepts religious-minded psychics in their ranks (whom they call Magi) but no therianthropes or bio-augmented soldiers. The Order is probably one of the most neutral organizations in the secret war.

OTHERS

The world of *Titan Effect* hides many other dangers and secrets that are challenges for the SPEAR and its agents. Do you think you have what it takes? Find out now!



GLOSSARY

Bio-augmented soldier or BAS: The term designates a soldier who operates beyond normal human limits or abilities. Bio-augmented soldiers are designed or enhanced through drugs, genetic engineering or any kind of biological agent.

Biokinetic: Refers to a psychic with biokinesis.

Black ops or clandestine operations: They are illegal operations, often run by states or by private military companies, but not claimed by them for political or diplomatic reasons. They are most often attacks, kidnappings, assassinations, rescues and commando or paramilitary operations.

Double-agent: An agent who works for two different intelligence agencies or organizations. Usually, a double-agent is only loyal to one side, but if he gets caught he can be forced to mislead his own agency.

ESP: Extrasensory perception.

ESPer: Term to designate a psychic who possesses ESP powers.

Operative: A person working for an intelligence service and who, most of the time, performs clandestine missions in the field.

Private military companies: Private military companies (or PMCs) are commercial enterprises that provide services traditionally provided by national armed forces.

Psychic: Refers to any individual possessing psychic abilities, (extrasensory perception, psychokinesis, etc.).

Psychic phenomenon: A term used to describe a set of phenomena whose causes are not part of established scientific laws.

Psychic spy: Usually refers to an individual endowed with psychic abilities who works in the intelligence community and/or who specializes in covert operations.

This term was first used during World War Two and then the Cold War when the first psychic spies have emerged, mostly in the United States, Europe and Russia.

Psyke: Slang for psychics skilled in psychokinesis.

PK: Abbreviation for PsychoKinesis.

Sleeper: A psychic who hasn't manifested his powers yet.

Telepath: A psychic with the ability to access and sometimes control other people's minds.

Titan Effect: Titan Effect is a theory according to which, when evolution (natural or otherwise) produces a subspecies more powerful than its progenitors; their natural course is to overcome their parent species to become the dominant race. The term makes reference to the Greek mythology when Zeus and his brothers rebelled against their father, the titan Cronos.

Whisperer: Nickname given to telepaths.



SETTING RULES



Titan Effect uses the following setting rules:

- **Blood & Guts**
- **Born A Hero**
- **Joker's Wild**
- **Multiple Languages**
- **Synergy***
- **Power Stunts***
- **Power Tricks***

**Super Powers Companion*

NEW SETTING RULES

PSYCHIC SURGE

Sometimes, psychics have to push their abilities beyond their limits. A character can use **Psychic Surge** to increase one of his powers in one of the following methods:

- The power gains +1 level (if it has any) for one round, and only once per round.
- The psychic can add +2 to his Trait roll relevant to his power or impose a -2 to the Trait roll of a foe who tries to resist the power's effect.

In exchange the character gets a **Fatigue** level the next round. **Psychic Surge** is not subject to the psychic's power limit, and doesn't work on permanent powers. **Fatigue** suffered from **Psychic Surge** can eventually lead to **Incapacitation** or even **death**. **Fatigue** is recovered normally.

Example #1: *Carolyn "Hexe" Kruger is a telepath. She wants to read the mind of a foe, but he is more resilient than most of her adversaries. Hexe decides to use a **Psychic Surge** with her mind control and add +2 to her **Smarts** roll. On Her next round, Hexe will suffer a **Fatigue** level.*

Example #2: *Dust and his companions are trapped inside a bunker resulting from an explosion. Dust tries to remove the debris blocking the entrance, but the debris weighs more than 300 pounds and his telekinesis' **Strength** is only d12. Dust uses his **Psychic Surge** to gain 1 additional level in telekinesis. With a **Strength** of d12+1, he can now move up to 400 pounds of debris as shown on the **Superhuman Strength Table** (*Super Powers Companion*).*

HACKING

Each time a character needs to hack a secure network or security system, she must make a **Knowledge (Computers)** roll modified by the appropriate penalties and bonus (see the **Hacking Modifiers Table**). Instead of using **Thievery**, the hacker can choose to use **Knowledge (Computers)** to disarm traps and lockpick electronic doors if they are connected to a computer network. She needs to have access to a computer (desktop or laptop), a tablet or a smartphone with the right

HACKING MODIFIERS

Modifier*	Situation
+2	Knows the login and password
+1	State of the art hardware and software, backdoor
-1	Poor quality hardware and software, altering operations (alter data, change access or add new access, etc.)
-2	Civilian security
-4	Corporate and most government security
-6	Military security

*Bonuses and penalties are cumulative.

apps and softwares. With a success on the roll, the hack is successful, but leaves a trace of the attempt (Knowledge (Computers) to detect it).

With a raise, the hack leaves no trace. A failure means the hack doesn't work.

If the character rolls a 1 on his Knowledge (Computers) die, whatever the Wild die result, he activates an alarm in the system. With a critical failure, the system locates his position. This rule works for most attempts (disarming an alarm, shutting down security cameras, using a backdoor, etc.). However, if the task must be done in a certain amount of time or when the character tries to get access to a highly-secured network, the **Dramatic Tasks** system is used instead.

Example: *Jolt tries to hack the server of a biotechnology company named Oborot to neutralize security cameras. Oborot has a corporate level security (-4), but Jolt possesses a tablet with a state-of-the-art decryption app (+1). Jolt makes a Knowledge (Computers) roll with a penalty of -3 (-4 + 1). Jolt rolls a 12; he shuts down the cameras and manages to not leave any trace of his intrusion.*

DEMOLITION

In certain cases, the use of explosives can be crucial for a mission's success, or cause its failure or worse. Any time an operative wants to set explosives he must succeed a Knowledge (Demolition) roll and spend one minute. Explosives like breaching and demolition charges are designed to be used by anyone and do not require any Trait roll under normal circumstances.

A failure means the bomb doesn't explode or explodes too early or too late. A Critical Failure will immediately detonate the explosive. With a success on the roll, the explosive is successfully planted, with a raise the character can choose one of these three effects: +1d6 to the damage total, extend the Burst template by one level or change it for a Cone template.

To disarm a bomb or any explosive, the character makes a Knowledge (Demolition) roll at -2. However, if the task must be done in a certain amount of time, the GM can use the **Dramatic Tasks** system instead.

