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Savage Worlds www.peginc.com. *Savage Worlds* If you find errors, mistakes, or have feedback: davidgarrett69@gmail.com

By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

Joni Alvarez (Syker)

Joni's father was a security officer who died in the War when the Faraway Sykers were recalled to Earth. Joni wears his baseball cap in his honor and believes that it augments her powers.

Rank: Heroic

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

Skills: Climbing d6; Fighting d8, Knowledge (Beasts) d4; Notice d6, Persuasion d6, Psionics d12, Shooting d10, Stealth d8, Streetwise d8, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

Hindrances:

- **Grim Servant of Death (major):** +1 to all damage dealt; any attack roll that is a 1 automatically hits the nearest friendly character in sight.
- **Delusional (minor):** Believes her dad's baseball cap augments her Psionics.
- **Oath of Unity (minor):** Joni is a Faraway Syker who took the Oath of Unity and vowed never to harm another Syker who also took the oath.

Edges:

- **AB: Syker (psionics):** Begin with 10 Power Points and 3 Powers
- **Ambidextrous:** No off-hand penalty
- **Combat Reflexes:** +2 recover from being Shaken
- **Destiny's Child:** Draw and play 1 additional Adventure card per game session.
- **Elan:** +2 when spending a Benny on a Trait roll (includes Soak rolls)
- **Power Points x2:** +10 Power Points
- **Two-Fisted:** Can use weapon in off-hand for an additional attack with no multi-action penalty

Baldness: Syker powers burn out the user's hair follicles.

Gear:

- **Banshee Stone:** Stone from Joni's home planet and worn on a thong around her neck. It has 9 Power Points; Joni can draw on them at will; they regenerate at a rate of 1 Point per day; if drained to 0, it loses 1 Point permanently.
- **Kevlar Armor (+2/+4vsBullets, -4 AP)**
- **Police Pistol x2 (Range: 12/24/48; 2d6+1 damage; RoF: 1; Shots: 7; AP: 2).**

Powers (20 Power Points):

- **Brain Blast "Kennedy's Fate" (bolt):** Rank: Novice; Power Points: 1/missile; Range: 12/24/48; Duration: Instant; 1 bolt = 2d6 damage; can fire up to 3 bolts as per Auto Fire; can cast 1 big bolt for 2 Power Points = 3d6 damage.
- **Internal Organ Squeeze "Aztec Surprise" (telekinetic squeeze):** Rank: Seasoned; Power Points: 3; Range: Smarts; Duration: Instant; Opposed roll between Syker's Psionics and foe's Vigor at a -2 for the Syker; Success = 1d10 damage; Raise = +1d10 per raise; doesn't work on beings without internal organs.
- **The Atomic Punk "I'm In Your Head" (mindlink):** Rank: Novice; Power Points: 1+; Range: Smarts x5; Duration: 30 minutes (1/10 minutes); the Syker can mentally link to a number of people equal to their Smarts telepathically; the Syker pays no cost for themselves but each additional person costs 1 Power Point; for unwilling subjects it is an opposed Psychic vs. Smarts toll.

Backlash: If a Syker rolls a 1 on their Psionics die, they suffer 2d6 damage + damage equal to half the Power Points they were about to use (i.e., 2d6+2 for a 4 Power Point power).

