

# SAVAGE TRINITYVERSE

## *AEON - ABERRANT - ADVENTURE!*

### *HOPE - SACRIFICE - UNITY*

This document provides **Savage Worlds** conversion rules for all three **Trinityverse** game settings from White-Wolf. This is produced as fan material and is not a challenge to the copyright or intellectual property of these games.

## TIMELINES

This conversion document will allow you to play in any of the three timelines in the Trinityverse: **Aeon**, starting in 2120; **Aberrant**, starting in 2008; and **Adventure!**, starting in 1924.

**Note:** I have been a fan of Trinityverse games since the first binder release of a game at the time called Aeon. So that I can differentiate easily between Trinity the timelines from **Trinityverse** the setting I have gone back to the original name, **Aeon**.

## PART ONE: CHARACTER

This section of the document provides all the rules you will need to create **Trinityverse** characters for a **Savage Worlds** game.

## RACE

At this point of character you must decide whether your character will be Inspired, and if so which type of Inspired. There are three different types of Inspired, plus normal humans, each of which is selected as a race choice. In addition, in the **Aeon** timeline you can play Chromatics and Qin, which are available as different race choices. If you want to play some of the weird things that are found in the **Adventure!** Timeline, such as sentient apes, you can create such characters using the Inspired Creature race choice.

### *DYNAMIC INSPIRATION*

Dynamic Inspiration is the race template to play **Aeon** era aberrants, **Aberrant** era Novas and **Adventure!** era Stalwarts.

### Racial Adjustments

Characters with Dynamic Inspiration have the following adjustments:

- **Physical Prowess:** Dynamic inspiration flows through your body, making you the perfect example of physical health. You start with d6 in Vigour, and with edges and advancements can achieve a Vigour score of d12+3.
- **Dynamic Power:** You start with the Arcane Background (Dynamic) Edge.
- **Victim of Fate:** Like all Inspired you tend to find events revolve around you. You must take a minor hindrance in addition to your usual hindrances. You do not receive any benefit from this edge.

## ***HEROIC INSPIRATION***

The heroically inspired were most common in the ***Adventure!*** Timeline, but can be found in other eras.

### **Racial Adjustments**

Characters with Heroic Inspiration have the following adjustments:

- **Heroic Spirit:** Heroic and inspiring, these characters have an indomitable spirit. You start with d6 in Spirit, and with edges and advancements can achieve a Spirit score of d12+3.
- **Heroic Knack:** You start with the Arcane Background (Heroic) Edge.
- **Lucky:** Heroic characters are blessed, or perhaps cursed, with luck. Whilst they get into more scrapes than others would care for, they have an uncanny knack of getting themselves out of them. They gain an additional Bennie each session.
- **Victim of Fate:** Like all Inspired you tend to find events revolve around you. You must take a major hindrance in addition to your usual hindrances. You do not receive any benefit from this edge.

## ***PSYCHIC INSPIRATION***

Psychic Inspiration is the race template you will choose if you want to play a Psion in the ***Aeon*** era, Mesmerist in the ***Adventure!*** Era, or one of the rare Psiads in any timeline.

### **Racial Adjustments**

Characters with Psychic Inspiration have the following adjustments:

- **Mental Acuity:** Psychic inspiration requires mental discipline to master. You start with d6 in Smarts, and with edges and advancements can achieve a Smarts score of d12+3.
- **Psychic Power:** You start with the Arcane Background (Psychic) Edge.
- **Victim of Fate:** Like all Inspired you tend to find events revolve around you. You must take a minor hindrance in addition to your usual hindrances. You do not receive any benefit from this edge.

## ***CHROMATICS***

Chromatics have the following adjustments:

- **Agile (+2):** Their natural agility means that chromatics start with d6 in Agility.
- **Arcane Limitations (-1):** Chromatics are limited to the Psychic arcane background and can only develop Electrokinetic, Psychokinetic and Clairsentient powers, and may not take the Psion hindrance.
- **Fast runners (+2):** Chromatics gain the Fleet-Footed edge.
- **Naturally Psionic (+1):** All chromatics begin play with the Psi skill at d6.
- **Naturally Photokinetic (+1):** All chromatics are naturally photokinetic – the ability to manipulate the light waves. They start play with five power points and the Dancing Lights spell. They can buy the New Power and Power Points edges as if they had a full arcane background but without a full arcane background they are limited to the following spell list: Bolt, Dancing Lights, Illusion, Invisibility, and Light.

- **Outsider (-1):** Chromatics are at war with humanity for much of the Aeon timeline. As such they will be considered outsiders amongst human society.
- **Voiceless (-2):** Chromatics are unable to communicate verbally, using their Dancing Lights ability in all their communications. They will need a photokinetic translator device to be able to communicate with humans, even if they understand the human language themselves.

### **QIN**

To be added soon.

### **INSPIRED CREATURE**

To be added soon.

## **NEW AND MODIFIED HINDRANCES**

The following hindrances are not available in a Trinityverse game:

The following hindrances have been modified for a Trinityverse game:

**Necessary Evil Hindrances:** Given the superhero and pulp nature of much of this setting, many of the hindrances provided in Necessary evil are quite appropriate to a Trinityverse game. The following hindrances from necessary evil are available to all characters in a Trinityverse game: Dependent, Disability, and Heartless. Other hindrances from Necessary evil are available only to characters with the Aberrant hindrance, whilst

**Aberrant Hindrances:** Some of the hindrances provided in Necessary Evil are recommended for a Trinityverse game, but are restricted to characters with the Aberrant hindrance. The following hindrances are classed as Aberrant hindrances: Alien Form, Allergy, Distinctive Appearance, Gimmick, Power Negation, Weakness.

**Physical Hindrances:** Some hindrances are classed as physical for use with the Taint system (see the Arcane Backgrounds below). The following hindrances are classed as physical hindrances: Alien Form, Anemic, Bad Eyes, Blind, Distinctive Appearance, Gimmick (dependent upon the description of the gimmick), Lamé, Obese, One Arm, One Eye, One Leg, Power Negation, Small, Ugly, and Weakness.

**Psychological Hindrances:** Some hindrances are classed as psychological for use with the Taint system (see the Arcane Backgrounds below). The following hindrances are classed as psychological hindrances: Arrogant, Big Mouth, Bloodthirsty, Cautious, Curious, Death Wish, Delusional, Habit, Heartless, Mean, Overconfident, Pacifist, Phobia, Quirk, Stubborn, Vengeful, and Yellow.

The following new hindrances are available in a Trinityverse game:

### **ABERRANT (MINOR)**

**Requirements:** Arcane Background (Dynamic), Aberrant or Aeon timeline.

Your body has been suffused with more dynamic inspiration than it can sustain and has begun to cause you problems with mental stability. You are now subject to Dynamic Backlash rules (see Arcane Backgrounds, below), but are allowed to take Aberrant hindrances (see above).

### ***NOETIC IMBALANCE (MINOR OR MAJOR)***

**Requirements:** Arcane Background (Psychic), Psion

You have spent too much time dwelling on one aspect of your psychic power. Select one of the noetic imbalance penalties at the appropriate level from the list in the Arcane Backgrounds section. This hindrance may be reduced and bought off with advancements. One advancement will reduce a major hindrance to a minor one, or buy off a minor hindrance. However, you must have bought at least one New Power edge between each time you use an advancement to reduce or buy off the hindrance, or between gaining the hindrance and spending the advancement to remove or reduce the level of the hindrance.

**Special:** This hindrance may be gained after character creation. When you purchase the New Power edge you may gain three powers instead of two, but doing so will either gain you the minor Noetic Imbalance hindrance or increase a minor hindrance to a major one. If you already have the major Noetic Imbalance hindrance you cannot buy further hindrances.

### ***PSION (MINOR)***

**Requirements:** Arcane Background (Psychic), Aeon timeline.

You have been through the promethean chamber and have come out changed. When you take this Hindrance, choose one psychic aptitude. The powers you select through your Arcane Background can only be selected from your chosen aptitude. In addition, when you gain further powers through the New Power edge you can choose to select two powers of any appropriate rank from your aptitude list or one power, of no higher than novice level, from another list.

### ***TAINTED (MINOR)***

**Requirements:** Arcane Background (Dynamic), Aberrant

Your dynamic inspiration has started to grow out of control and you have been tainted physically or mentally by its corrupting power. This hindrance may be purchased multiple times, being able to be used for all three of your minor hindrance selections at character creation. The total number of Tainted hindrances you possess adds up to a Taint score. Your taint score determines the dice you roll for Dynamic Backlash rolls and each new level gained requires you to purchase further hindrances, for which you receive no additional benefit, according to your taint level, as shown in the table below.

**Special:** This hindrance may be gained after character creation. When you purchase the Power Points edge you may gain seven points of powers instead of five, but also gain another Tainted hindrance.

<b>Taint Level</b>	<b>Backlash Roll</b>	<b>Additional hindrances</b>
<b>1</b>	d4	None
<b>2</b>	d6	None
<b>3</b>	d6+1	Any one minor physical or psychological hindrance
<b>4</b>	d8+1	Any one minor physical or psychological hindrance
<b>5</b>	d8+2	Any one minor psychological hindrance
<b>6</b>	d10+2	Any one major physical or psychological hindrance

7	d10+3	Any one major physical or psychological hindrance
8	d12+3	Any one major psychological hindrance
9	d12+4	Any two major psychological hindrances
10	n/a	The GM takes control of your character

## NEW AND MODIFIED EDGES

The following edges are not available in a Trinityverse game: Beast Bond, Beast Master, Champion, Holy/Unholy Warrior, Wizard,

The following edges have been modified for a Trinityverse game:

**Danger Sense:** This edge now requires the Arcane Background (Psychic) edge and knowledge of at least one Clairsentience class spell.

**Gadeteer:** This edge no longer requires the Arcane Background (weird science) edge, but does require the Inspired Science edge.

**Mentalist:** This edge requires the Arcane Background (Psychic) edge, and knowledge of at least one Telepathy class spell.

**New Power:** If you have the Heroic or Psychic arcane background or are adding a new Inspired Science device (see Inspired Science edge, below) you gain one extra power. Dynamic characters do not use this edge.

**Power Points:** If you have the Dynamic or Psychic arcane background or are adding power points to Inspired Science devices (see below) you gain five extra power points. Heroic characters only gain 2 power points from this edge.

The following new edges are available for a Trinityverse game:

### ***CIPHER (BACKGROUND EDGE)***

**Requirements:** Novice,

There's very little data held about you on any system, and what there is has a tendency to go missing. Any characters attempting to find out about you suffer a -4 penalty on any appropriate rolls made to research into your past or present activities.

### ***GADGET (WEIRD EDGE)***

You have a noteworthy device made by some inspired scientist. The item in question is a weird science device, with 10 power points, however, it cannot be upgraded with additional power points and cannot simply be rebuilt if damaged or lost (it is replaced in the same manner as a signature weapon if this occurs).

### ***INSPIRED SCIENCE (POWER EDGE)***

**Requirements:** Novice, Arcane Background (any), Smarts d8+, Adventure! timeline.

You are a genius of some kind – possibly a mad scientist, possibly the world's greatest thinker, or maybe just someone with an unusual knack with machinery. You are capable of making Inspired devices or equipment. You can make use of the Weird Science rules in addition to your usual arcane

background powers. You can immediately make one device with any spell available on the usual Weird Science list, with 10 power points in its reserve. If activating the device requires a Weird Science skill roll you can use your Smarts instead. When you buy further Power Points or New Power edges you can choose whether to apply these edges as bonuses to your Arcane Background or your Inspired Science devices.

### **QUANTAKINETIC (OPTIONAL BACKGROUND EDGE)**

**Requirements:** Novice, Arcane Background (Psychic), Psion

Quantakinetics are rare, especially after the Chibs were hunted down, and have access to great powers. With this edge you are a quantakinetic and can choose your powers from the quantakinetic powers list.

**GM's Note:** Whether you allow the use of quantakinetics in your game is up to you. In the original *Trinity* you might argue that it was omitted due to the power of its effects, and that it would make the game imbalanced. In this conversion, however, the relative balance of such powers is controlled within the parameters of the arcane powers system. Whether you allow quantakinesis in your game is up to you – if you want to allow anyone who so desires to play a quantakinetic, don't use this edge and just allow access to anyone with the Psychic arcane background (or possibly restrict it to Psions only); if you want quantakinetics available but don't want everyone to choose it, only allow it to be available to characters with this edge; if you simply want to keep quantakinetics out of your game, just ignore this edge and ban access to quantakinesis.

## **PART TWO: NEW SYSTEMS**

This section looks at the new systems that you can use in your Trinityverse games. Each system comes with some recommendations for suitable timelines, but each system can be used

### **PULP ACTION**

**Recommended For:** Adventure! timeline, any games with Heroic Inspired characters.

For games with a high-action, pulpy feel, give all wild cards an extra bennie at the start of each combat. This bennie must be spent during the combat and is lost if the character does not spend any bennies during the combat.

## **PART THREE: ARCANE BACKGROUNDS**

There are three different arcane backgrounds available in a Trinityverse game: Dynamic, Heroic and Psychic. The rules for each different arcane background are described below:

### **DYNAMIC**

If you have dynamic inspiration you are a superhero. Your body is infused with Tellurgic energy, manifesting in powerful abilities. The Dynamic arcane background has the following special rules:

**Arcane Skill:** Special (see rules below)

**Starting Power Points:** 20

**Starting Powers:** Special (see rules below)

### ***SPECIAL RULES***

You use your power points to construct superpowers, built from the spell list below. You can pick a power as the basis of your power. Just as with the standard Superpowers arcane background you have a separate skill for each superpower, however unlike the usual superpowers background you invest your power points in powers rather than buying them with the New Power edge. You invest a number of points equal to the activation cost of the power to learn it. Invested power points are spent permanently and do not regenerate. You can also invest further points to apply bonuses to how the power works, or reduce its cost assigning penalties to its operation. The price of a power cannot be reduced below one point. Where a power has a variable price you invest the maximum you would ever spend activating the power, so you can choose to invest less than the maximum but therefore restrict the effects you are able to achieve. For example, if you buy the Bolt power with only two points invested you can fire a maximum of two 2d6 bolts or one 3d6 bolt

The following bonuses and penalties can be applied:

**Alternate Powers:** You can reduce the cost of powers by making them alternate to each other (i.e. only one power can be used at a time). For example, if you made your Armour power and your Bolt powers alternate to each other you would not be able to use your Armour power in the same turn as you use your Bolt. You can have any number of alternate powers linked together – you pay the full cost for the most expensive power and then only 1 point for each additional power. Alternate powers still require you to use an individual skill for each power.

**Area Effect:** You can alter the area affected by the spell by one step up or down the area affect scale (see below), each step costs 1 power point.

**At Will:** An At Will power requires no additional power points cost to be activated. This doubles the cost of the power (applied after all other cost modifiers).

**Damage Dice:** You can increase (or reduce) the base damage dice type of an attack by one dice type a cost equal to half the cost of the power (rounded up). Where the damage dice can differ according to points spend you must spend half of the maximum points cost. For example, increasing the Bolt dice damage from 2d6/3d6 to 2d8/3d8 will cost 1 extra power point – the total cost for a 3d6 bolt is 2 power points, so half of this is +1. To increase the dice type you must have achieved the same number of ranks above the minimum rank of the spell as steps you wish to increase it by. For example, to increase the armour bonus from +2/+4 to +4/+8 (two steps) you must be of Veteran rank.

**Duration:** You can adjust the range of your power one or more steps up or down the duration scale, reducing or increasing its cost by 1 point per step accordingly. A permanent power requires no activation roll or power points expenditure, but similarly cannot be turned off. Such powers always activate at their basic effect, to activate a permanent power with its raise effect in play you should add a further half of its base cost (round up).

**Instinctive Activation:** A power with this advantage can be activated without making a skill roll. This doubles the cost of the power (applied after all other cost modifiers). Such powers always activate at their basic effect, to activate an instinctive power with its raise effect in play you should add a further half of its base cost (round up).

**Linked Powers:** You can link powers together so that they make use of the same skill. Every power after the first that you assign to the same skill has its cost increased by 1.

**Modifier:** For powers that apply a modifier to a dice roll, whether it is positive modifier to your action, a negative modifier to another character's action or the number damage dice, these modifiers can be increased (or reduced) in steps of 50% of its initial value at a cost equal to half the cost of the power (rounded up). For example, the Armour spell (costing 2 points) provides a +2 armour bonus, or +4 with a raise – this could be increased to +3/+6 for 1 power point, likewise Burst provides a 2d10 damage effect for 2 power points, which could be increased to 3d10 for 1 power point. To increase the modifier you must have achieved the same number of ranks above the minimum rank of the spell as steps you wish to increase it by. For example, to increase the armour bonus from +2/+4 to +4/+8 (two steps) you must be of Veteran rank.

**Range:** You can adjust the range of your power one or more steps up or down the range scale, reducing or increasing its cost by 1 point per step accordingly.

Area Effect	Duration	Range
Individual	3 rounds (X/1 round)	Self
1" square per point (eg Barrier)	1 minute (X/1 minute)	Touch
Small Burst Template	10 minutes (X/10 minutes)	Smarts or 12/24/48
Medium Burst Template	1 hour (X/1 hour)	Smarts x2 or 24/48/96
Large Burst Template	Permanent	Sight

## Dynamic Backlash

The corrupting influence of Taint is a key theme of both the Aberrant and Aeon timelines of play in a Trinityverse game. The progress and development of Taint is handled through the Dynamic Backlash system. Dynamic Backlash works in the same way as other backlash systems for arcane backgrounds: if you roll a 1 on your roll made to activate a power you are subject to Backlash effects. Roll the Backlash dice indicated by your current taint level. If this roll fails you suffer no further penalty, however if it passes you become shaken. If this roll passes with a raise your taint level is also increased by +1 temporarily, providing you with the appropriate hindrance and increased risk of further taint for the next 24 hours. If your taint roll passes with two or more raises your taint level increases by +1 permanently.

**GM's Note:** The powers you want to allow your Dynamically Inspired characters to have access to depends on your interpretation of the setting, or possibly the timeline in which you choose to play. In the original *Adventure!* and *Trinity* games, dynamic inspiration is described as being largely limited to physical manifestations, yet in *Aberrant* the novas have access to the full range of traditional superpowers. You need to decide which setting cannon you want to go with and, if necessary, restrict access to spells accordingly – you might prevent access to mental powers like telepathy, mind probe and mind rape, for example.

## HEROIC

Characters with heroic inspiration are true daredevils, favoured by lady luck. Things just seem to happen around them with little effort or intention on their part. The Heroic arcane background has the following special rules:

**Arcane Skill:** None (see rules below)

**Starting Power Points:** 4

**Starting Powers:** 1 Knack (see rules below)

### *SPECIAL RULES*

Heroic powers are called Knacks. When you choose a power for your hero you are not choosing a specific spell to cast, instead you are choosing a set of circumstances and effects that you can manipulate using your Heroic Inspiration.

### Defining a Knack

You must define the following characteristics for your power:

**Name:** Come up with a stylish name for your knack – be inventive and dramatic!

**Situation:** When defining a power you must state the situation, activities or circumstances in which the power can be used. This might be a particular activity, like fighting unarmed or flying an airplane; or a particular set of circumstances, such as taking wounds, being attacked by multiple combatants or being involved in a vehicle chase whilst driving a land vehicle.

**Effects:** You also need to loosely describe what the effects of the knack are. At this stage you don't need to worry about game effects, just describe the type of events or effects that are likely to happen when the situation occurs.

### How Knacks Work

As soon as you find your self in the situation defined by one of your knacks you may choose to activate it. Activating a knack requires you to spend a bennie, and the effects will last for the rest of the scene. Once activated you gain your power points to spend on powers that you can use for the rest of the scene. These power points are invested in a similar manner to Dynamic knacks, but you cannot modify the different parameters of the power like Dynamic characters can. You simply choose the powers that you want access to and spend their activation cost. The manner in which the powers work is different for powers with an Instant duration and powers with a longer duration.

**Instant Effects:** Once the points have been invested, Instant powers can be used as many times as you want during the scene without requiring any further points expenditure. However, each time you use a power you need to spend an action and make some form of associated trait roll, as determined by the trappings of the power. For example, using a Bolt attack might represent a gun you have conveniently found lying around at just the right time. For a four point investment you can make two 3d6 attacks, each would require a Shooting attack.

**Lasting Effects:** Powers with a duration other than Instant will last for the rest of the scene, Once you have invested the points the spell effects take place immediately, no skill roll is required.

**Trappings:** Heroic knacks should have some sort of luck or uncanny aspect to the trappings of the powers used.

## PSYCHIC

Psychic inspiration comes directly from the mind. Psions, psiads and mesmerists have tapped into their mental capabilities to enable them to manipulate mind, matter, time and space. The Psychic arcane background has the following special rules:

**Arcane Skill:** Psi

**Starting Power Points:** 10

**Starting Powers:** 3

### *SPECIAL RULES*

Psychic powers are divided into a seven different disciplines, each associated with the different orders of psion. Each discipline has its own restricted spell list and associated trappings. Whenever you purchase a new power you need to state which discipline it is linked to, which determines the trappings of the power and any associated limitations, and for characters with the Psion hindrance it restricts the powers available.

**Brainburn:** Characters with the Psychic arcane background are subject to the Brainburn rules associated with the Psionics arcane background in the SWEX.

## Biokinesis

Biokinesis are the psychic powers of control over your own body.

**Spell List:** Armour, Boost/Lower Trait, Entangle, Environmental Protection, Fly, Greater Healing, Healing, Quickness, Shape Change, Smite.

**Trappings:** Intrametabolic powers work by making subtle or major changes to your body's physical make up. Trappings include growing limbs, tough skin or speeding up your body's metabolism.

**Special:** Any spell cast with Intrametabolics can only affect you, effectively having a range of Self.

## Clairsentience

Clairsentience is a heightened psychic awareness and ability to sense at great distances and over time.

**Spell List:** Boost trait (appropriate traits only), Darksight, Decipher, Detect Arcana, Object Reading, Postcognition, Precognition, Quickness, Remote Viewing.

**Trappings:** Clairsentient powers are hidden to those other than the psychic. They may appear to phase out slightly as their attention is drawn elsewhere, yet at other times they can appear to sense things before they happen. Any power used manifests as some form of sensory enhancement. For example an Agility bonus might be explained as the psion seeing things a split second before they occur.

## Electrokinesis

Electrokinesis is the ability to control and manipulate electrical and electromagnetic forces, whether in electronic devices, the human body or the electromagnetic waves in light.

**Spell List:** Blast, Bolt, Boost/Lower Trait, Burst, Deflection, Detect/Conceal Arcana, Invisibility, Light, Obscure, Puppet, Smite.

**Trappings:** Electrokinesis works by the control of electromagnetic forces. Trappings include electricity, sparks, holograms, bending light waves, circuit control, and nerve control.

## Psychokinetics

Psychokinetics are the psychic abilities relating to moving and manipulating physical objects.

**Spell List:** Armour, Barrier, Blast, Bolt, Burst, Deflection, Environmental Protection, Fly, Ignite, Light, Smite, Stun, Telekinesis, Wounding Grasp.

**Trappings:** Psychokinetic powers work by moving objects or atoms (causing things to heat up and burn or cool down and freeze). Trappings include telekinetic blasts, flame or ice attacks, etc.

## Psychoportation

Psychoportation is the ability to disrupt space-time and traverse distance through the power of the mind.

**Spell List:** Barrier, Bolt, Deflection, Fly, Recall Object\*, Speed, Teleport, Greater Teleport\*.

**Trappings:** Psychoportive powers work by distorting space and moving objects or people from one place to another instantaneously. Trappings for physical effects such as Bolt and Barrier spells will involve distortions in space.

## Quantakinesis

Quantakinesis is the psychic ability to control the quantum forces manipulated by those with Dynamic inspiration.

**Spell List:** Boost/Lower Trait\*\*, Detect/Conceal Arcana, Dispel, Dynamic Replication\*, Greater Dynamic Replication\*.

\*\* This spell must be bought separately for each different trait.

## Telepathy

Telepathic powers relate to your ability to read and control another's thoughts.

**Spell List:** Anger/Peace, Beast Friend, Block, Confuse the Mind, Dispel, Empathy, Forget, Mind Rape, Mind Reading, Mind Riding, Mind Swap, Probe, Puppet, Speak Language, Stun, Telepathy.

**Trappings:** Telepathic powers involve direct contact mind-to-mind, and as such trappings are usually difficult to notice to those outside.

## Vitakinesis

Vitakinetics are psychic powers used to affect the body, brain chemistry and metabolism. This most frequently involves causing or healing injuries.

**Spell List:** Anger/Peace, Armour, Boost/Lower Trait, Darksight, Dispel, Environmental Protection, Fear, Greater Healing, Healing, Quickness, Wounding Grasp\*.

**Trappings:** Vitakinesis powers work by psychically affecting the makeup of others' biological makeup. The trappings for such powers usually involve altering hormone levels, neural signals and tissue growth.

## NEW SPELLS

The following new spells are available in a Savage Trinityverse game.

### *DANCING LIGHTS*

**Rank:** Novice

**Power Points:** 1

**Duration:** 1 hour

**Range:** Smarts

**Trappings:** Chromatic communication, light show

You can create a colourful display of flashing shapes simple images. It does not allow you to create a fully detailed hologram, and it cannot be used to appear as something other than it is, but it can be used to distract others or communicate with chromatics. If you are using it as a distraction it counts as a Smarts trick, but you get to use your spellcasting skill in place of your Smarts.

### *DYNAMIC REPLICATION*

**Rank:** Seasoned

**Power Points:** 5

**Duration:** 3 rounds (1/round)

**Range:** Self

**Trappings:** Your body transforms, you develop superpowers.

Once activated you generate 10 power points (or 15 points with a raise) to be invested in powers in the same way as the Dynamic arcane background, as if you were one rank lower than your current rank. These powers that require the expenditure of power points to use can only use the pool of power points generated by this spell. Any powers with a duration that goes beyond the duration this power will be cut short when this spell expires.

### *GREATER DYNAMIC REPLICATION*

**Rank:** Veteran

**Power Points:** 8

**Duration:** 1 minute (1/minute)

**Range:** Self

**Trappings:** Your body transforms, you develop superpowers.

This power functions in the same manner as the basic form of the spell, except that it generates 15 power points (20 with a raise) and allows you to buy powers at your current rank.