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A FINE SOLUTION: WELCOME TO THE WORLD

A *Savage Worlds* One Sheet™ By Sean Patrick Fannon for use with *Savage Rifts*® for Novice characters.

D-Bees recently arrived via a Rift are being hunted and captured by the Coalition — wait, captured?

A Tomorrow Legion team is on patrol in the east, near the border between northern Arkansas and Tennessee. They come across a family of blue-skinned, elf-like beings running desperately for their lives from a Coalition unit. This seemingly typical conflict between Coalition States (CS) soldiers and non-humans is anything but typical, as the Legionnaires are soon to discover.

This is the first of a series of five One Sheets™ connected in a full story arc called *A Fine Solution*. This can be used much like a Plot Point Campaign; simply insert each One Sheet™ adventure in at some point over the course of regular campaign play, allowing the

players to discover the ongoing plot that ultimately unfolds. The series continues with **The Circle of Death**, **Triangle Trade**, **Unwanted Heroes**, and concludes with **Power Play**.

IT'S A DEAD BOY'S PARTY

The team is patrolling through the wilderness when a commotion approaches. Heightened senses and high-tech systems make it highly unlikely the group is surprised, though none of them will recognize what they first see.

A desperate and frightened family — a man, woman, two children, all blue-skinned D-Bees of a type no one's encountered before — burst forth from the trees in a panic. Anyone

scanning them with *detect arcana* can tell they have natural PPE capacity, though none seem trained in any arts.

They speak an unknown language, but the message is clear from the sounds of pursuit just behind them — Coalition forces are coming! A number of Skelebots are right behind them, with a squad of Dead Boys arriving quickly after.

- **Coalition Grunts (1 per hero):**
Savage Foes of North America.
- **Skelebots (5, plus 1 per hero):**
Savage Foes of North America.

LANGUAGE BARRIERS

After dealing with the Coalition forces, the next step is to find a way to communicate with the D-Bees the heroes rescued. *Speak language* is perfect here, but *telepathy* will also do just fine (though with less complex concepts possible in the “conversation”). Failing either of those, it takes a bit of good roleplay and clever non-verbal efforts to get any solid information exchanged.

Regardless, the folks are grateful to the Legionnaires for their rescue, and try their best to communicate what they can. They are a species called the faelerin, and they recently came through a “great hole in the air” to escape certain death at the hands of terrible demons in their world. Many of their practiced spellweavers stayed behind to defend their escape; although all faelerin are naturally connected to the flows of magic, almost none of those who came through the Rift are practiced in any significant way.



Further study by anyone with *detect arcana* reveals that even the children are “living arcane batteries,” possessing 20 natural PPE. The adults each have 30! Anyone with an inclination to drain magical energy from living beings would see the entire species as an incredible source of energy.

Almost as soon as the faelerin arrived in this new world, they were beset upon by yet more demons, though very different ones from those of their world. They scattered and fled even as many of their kind were captured and dragged into tunnels in the mountains back towards the east. The faelerin tried to stay together, but at some point, they ran afoul of the “black metal skull men”—Coalition forces. Though a few were killed, the soldiers and their “undead metal minions” (the Skelebots) set about capturing most of them. Another couple of families are trapped inside a “giant rolling metal box” about a half a mile away.

TOUGH NUT TO CRACK

Assuming the Legionnaires take it upon themselves to check out the “metal box,” they discover a larger Coalition force in a clearing, centered on a parked **Coalition Mark V Armored Personnel Carrier (APC)** (see *Savage Foes of North America*). Due to Fort El Dorado having more vehicles than trained personnel to man them, there is only one driver and one gunner aboard, along with the unit leader, Lieutenant Bartholomew Hamilton.

Under orders from one Captain Adeline Carter, he’s got numerous squads out rounding up as many of these blue-skinned elf folks as he can grab. He is to return as many as can be captured back to El Dorado, reporting directly to her when he does; he has no idea why he’s capturing a bunch of “filthy magical D-Bee scum,” but he’s been promised due consideration for his effectiveness and his discretion.

Charging the vehicle head on, even as undermanned as it is, could very well be suicide for at least some of the team. The heavy rail gun on the top turret mount is powerful enough to shred even a Glitter Boy. The Legionnaires will want to scout the area and come up with some kind of tactical approach—one that doesn’t blow the vehicle to pieces, either, since that would surely result in the death of the folks they’re trying to rescue (who are being held in the storage area in the back of the APC).

Arrogantly believing his is the only force of any threat in this Godforsaken wilderness, Lt. Hamilton leaves the main hatch open for easy coming-and-going. The driver and gunner both hang out in the cockpit talking, which means any alert requires at least a round of movement before the gunner can get into the turret. The rest of the listed force is scattered unevenly around the APC in small groups of two or three.

- **Coalition Grunts (6, plus 1 per hero):** *Savage Foes of North America*.
- **Skelebots (2 per hero):** *Savage Foes of North America*.
- **Coalition Drive and Gunner:** Same as Grunts, but they’re wearing CA-2 Light Body Armor, and the driver has Driving d6.
- **Lieutenant Bartholomew Hamilton:** See below.

SERIOUSLY, CAPTURED?

Anyone who knows anything about the Coalition—and especially about the particularly zealous leaders in Fort El Dorado, the most recent addition to the CS—should be particularly confused about why these soldiers were going out of their way to capture the faelerin, rather than hunting them down as easy target practice. For now, however, there’s recently-rescued folks to get back to the safety of Castle Refuge, and perhaps someone should look into the demons who were snatching these poor folks when they first arrived?

To be continued...

FOES AND OPPOSITION

LIEUTENANT BARTHOLOMEW HAMILTON

Hamilton is from a wealthy family in southern Arkansas, and his military service is a path to glory and status more than anything. He’d much rather be back home, ordering inspections and having his most excellent dinner parties in his fancy dress uniform, but this mission is clearly important for his advancement. Thanks to his status, Hamilton has the newer, more advanced gear usually only found in Chi-Town units.

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

Skills: Driving d4, Fighting d8, Intimidation d8, Knowledge (Battle) d4, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Survival d4, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 16 (8)

Hindrances: Greedy, Overconfident, Vow (Serve the Coalition, Minor)

Edges: Combat Reflexes, Command, Marksman

Gear: CA-7 Special Forces Heavy “Dead Boy” Body Armor (+8 Armor, +2 Toughness, Full Environmental), CP-40 Pulse Laser Rifle (Range 30/60/120, Damage 3d6+2, RoF 3, AP 2), C-20 Laser Pistol (Range 15/30/60, Damage 2d6+1, RoF 1, AP 2), Vibro-Knives, embedded into armor (Str+d6, AP 4, Mega Damage), 4 High Explosive Grenades (Range 5/10/20, Damage 3d8, MBT, Mega Damage), 4 extra clips each firearm.

FAELERIN

A peaceful race who depended on a cadre of warriors and powerful druids to protect them (most of whom were left behind during their exodus to this strange new world), the faelerin are very elf-like with pale blue skin and extremely long, pointed ears. They are born with a strong connection to magic, making them living batteries of PPE; most learn one or two psionic powers—generally non-combative in nature—which they use their Spirit to activate.

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

Skills: Healing d6, Notice d6, Persuasion d6, Stealth d6, Survival d6, Tracking d6

Cha: -2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Outsider, Pacifist (Major)

Powers: *healing, succor*. PPE: 20.

Gear: Knife (Str+d4).