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UPDATES & ERRATA

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PLAYER'S GUIDE

COMBAT ACE **[UPDATE]**

With this Edge, the pilot of a vehicle ignores the multi-action penalty for making a Boating, Driving, or Piloting check and firing a weapon on the same round, or if piloting Robot Armor, the multi-action penalty for firing a second weapon.

CYBER-KNIGHT LIGHT ARMOR (TW) **[UPDATE]**

Most suits of this style combine chain and composite plating in a classical or modern look, maximizing protection regardless of appearance. A light suit is slightly concealable (anyone looking carefully can detect it with a Notice roll), very flexible, and magically designed to enhance the wearer's mobility. Light Armor suits provide +4 Armor; they also have enchantments to greatly reduce their weight and grant the wearer +2 Pace and +1" to leaping distances. Like all Cyber-Knight armor, it provides Full Environmental Protection while powered. Finally, the Light Armor has the *wall walker* power. Without power, the armor loses all abilities except +4 Armor. (2 lb./9 lb. without power, 90,000 credits)

TRIAx X-1000 ULTI-MAX **[UPDATE]**

Weapons:

- Heavy Rail Gun (handheld)

NG-E4 PLASMA EJECTOR **[UPDATE]**

Shots: 12

ICEBLAST SHOTGUN **[UPDATE]**

Shots: 2

LIGHTNING ROD **[CORRECTION]**

Shots: 16

FOES OF NORTH AMERICA

SCHELEBOT **[UPDATE]**

Parry: 5

THE MEGA-POWER LIST

The updates to mega modifiers also apply to the *Player's Guide*. Updates to powers themselves may also be found in *Savage Worlds*.

COMMON POWER MODIFIERS **[UPDATE]**

Range (Varies):

Double the power's listed Range for +1 Power Point, or triple it for +2. Casters with access to Mega Modifiers can increase Range to 5× for +3 Power Points or 10× for +4. This modifier may not be used on powers with a Range of Touch or the Cone Template.

ARCANE PROTECTION **[UPDATE]**

Changed description to:

Success with arcane protection means hostile powers suffer a -2 penalty (-4 with a raise) to affect this character. If the hostile power fails to affect the target due to this penalty, it still activates and consumes Power Points (and may still affect other targets). If the power causes harm, damage is also reduced a like amount for the protected target. *Arcane protection* stacks with the Arcane Resistance Edge.

MODIFIERS **[UPDATE]**

To Additional Recipients, added, "Cannot be combined with any Mega Modifier."

MEGA MODIFIERS **[UPDATE]**

Renamed Exalted Arcane Protection to Greater Arcane Protection.

BANISH **[UPDATE]**

MEGA MODIFIERS

Deleted Banish the Horde.

[New] Area of Effect (+1/+2/+3): The effect covers an area: +1 Power Point uses a Small Blast Template, +2 PP's uses Medium, or +3 uses Large. The caster makes one arcane skill roll which is applied to each target in the area. This affects all targets in the area unless the Selective modifier is used.

[New] Exorcism (varies): Banishes an extra-dimensional being permanently, not just temporarily. This must be cast as a Difficult

Ritual or Meditation (see the *Tomorrow Legion Player's Guide*) for no additional benefit. The target must be present the entire time, so a Circle of Binding is a good idea (see Arcane Circles in *Land of a Thousand Islands*). Each round is an opposed roll against the being's Spirit. Critical Failure wastes any Ritual components, the target breaks free from the Circle of Binding (if applicable), and the caster may never exorcise this target. Normal failure wastes the components and the being may win a Spirit vs. Occult roll to escape a circle, but the caster may try again. Success either destroys or banishes the target from this dimension (GM's call). The GM may allow a sufficiently clever or powerful being to return, but this should be incredibly rare, difficult, and time-consuming; save it for Demon Lords and the like. The PP cost of this modifier is the being's Spirit die type if a Wild Card or half that if an Extra.

BARRIER [UPDATE]

Changed description to:

Barrier creates a straight wall 5" (10 yards) long and 1" (two yards) tall, of immobile material that conforms to the surface it's cast upon. Double the length with a raise. Thickness varies depending on what the wall is made of, but is usually a few inches. The wall is Hardness 10 (or 12 with a raise), and may be destroyed as any other object. Each Wound destroys a 1" (2 yard) square section of wall (piercing weapons can't damage the barrier).

When the spell expires or the wall is broken it crumbles to dust or dissipates. Trappings are never left behind.

MODIFIERS

[Changed] **Hardened (+1):** The wall is Hardness 12 (or 14 with a raise).

[New] **Size (+1):** The length and height of the barrier doubles.

BEAST FRIEND [UPDATE]

MODIFIERS

[New] **Duration (+1):** The base Duration increases to 30 minutes.

MEGA MODIFIERS

Deleted **Deeper Bond.**

[New] **Tame Beast (+5):** Targeting a single creature as an opposed roll between the caster's arcane skill and the beast's Spirit.

With a Critical Failure the creature may attack or act violently in an attempt to escape, or do as it wishes with a failure. With a success the creature becomes the caster's ally for a day (a week with a raise).

BOLT [UPDATE]

MEGA MODIFIERS

[New] **Disintegrate (+2):** If the bolt Incapacitates a creature, it must make a Vigor roll or its body turns to dust. If the target is an object, the caster rolls damage against its Hardness as usual (see *Breaking Things in Savage Worlds*). If the *bolt* breaks the object, it disintegrates. Disintegrate allows the caster to roll bonus damage against objects and all damage dice can Ace. The Hardness of magical items is up to the GM and should be at least double their mundane equivalent.

BOOST/LOWER TRAIT [UPDATE]

Changed Power Point cost to 3.

MODIFIERS

[Changed] **Additional Recipients (+2):** The power may affect more than one target for +2 Power Points each. Cannot be combined with any Mega Modifier.

BURROW [UPDATE]

MODIFIERS

To **Additional Recipients**, add, "Cannot be combined with any Mega Modifier."

CONFUSION [UPDATE]

Changed Power Point cost to 2.

Changed the description to:

Confusion confounds all targets in a Medium Blast Template, making them either Distracted or Vulnerable, or both with a raise. The same effect applies to all those affected. These states are removed at the end of the victims' next turn as usual.

MODIFIERS

[Changed] **Area of Effect (+0/+1):** The caster can focus the *confusion* to a Small Blast Template for no extra cost, or a Large Blast Template for +1.

MEGA MODIFIERS

[Changed] **Greater Confusion (+2):** On a success, targets are Shaken in addition to being Distracted or Vulnerable (or both with a raise). *Confusion* is a non-damaging

effect and cannot cause a Wound on an already Shaken target.

CURSE **[UPDATE]**

MODIFIERS

[New] **Additional Recipients (+2):** The power may affect more than one target for 2 additional Power Points each. Cannot be combined with any Mega Modifier.

[New] **Hallucinations (+1):** Instead of becoming Fatigued, the victim sees horrors everywhere they look, from the subtle (a passing crow squawks their name) to the dramatic (seeing a monster in the shadows). In combat, the target is Distracted unless their Action card is a face card or better. At the Game Master's whim, their behavior is also influenced — they might be “chased” into unstable ground, act hysterically in front of others, drop something, etc. Cannot be combined with Turn to Stone.

[New] **Hindrance (+2):** Instead of becoming Fatigued, the victim gains a Minor Hindrance (or optionally a Major one with a raise) of the caster's choice. Depending on Trappings, physical curses like One Arm may either be a temporary transformation or just make the victim's arm useless rather than actually missing. Cannot be combined with Turn to Stone.

DARKSIGHT **[UPDATE]**

MODIFIERS

To **Additional Recipients**, add, “Cannot be combined with any Mega Modifier.”

MEGA MODIFIERS

Deleted Exalted Darksight.

[New] **Greater Darksight (+2):** The recipient's senses extend so far into the infrared and ultraviolet spectrums that he ignores all Illumination penalties and 4 points of penalties from invisible creatures.

DEFLECTION **[UPDATE]**

Changed the description to:

Deflection powers work in a variety of ways. Some manifestations actually deflect incoming attacks, others blur the target's form or produce illusionary effects. The end result is always the same, however—to misdirect incoming melee or missile attacks from the recipient of the power.

With success, foes must subtract 2 from either melee or ranged attacks (caster's choice). With a raise, the penalty applies to both. An attacker who uses a ranged weapon in melee against the recipient suffers the penalty either way.

MODIFIERS

To **Additional Recipients**, added, “Cannot be combined with any Mega Modifier.”

MEGA MODIFIERS

[Changed] **Greater Deflection (+2):** Opponents have a -2 penalty to attack the recipient with any type of attack. On a raise, the recipient also gains a free reroll on Evasion checks.

DETECT/CONCEAL ARCANA **[UPDATE]**

Changed the description to:

Detect arcana allows the recipient of the power to see and detect all supernatural persons, objects, or effects in sight for five rounds. This includes invisible foes, enchantments on people or items, and so on. With a raise, the caster knows the type of enchantment as well.

When used on a supernatural creature, the caster learns its active powers and arcane abilities. With a raise, he knows Weaknesses common to that creature type. This doesn't reveal Weaknesses of unique individuals, if any. Those must usually be discovered through research or trial and error (or a raise with **Greater Detect Arcana**).

Invisible Creatures: *Detect arcana* also allows a character to ignore up to 4 points of penalties when attacking foes hidden by magical darkness, invisibility, or similar abilities (or all penalties with a raise).

Conceal arcana obscures one being or item of Normal Scale or smaller from detect arcana — and similar abilities, like Arcane Awareness (see *Land of a Thousand Islands*) — for one hour. For larger creatures, increase the cost by the Scale modifier (+2 PPs for Large, +4 PPs for Huge, or +6 PPs for Gargantuan).

With a success, attempts to detect arcana on the subject suffer a -2 penalty or -4 with a raise. If *detect arcana* fails, the character cannot see through the ruse with this casting and is not aware it is concealed unless presented with obvious evidence of such (for example, the attack of an invisible foe).

MODIFIERS

To **Additional Recipients**, add, “Cannot be combined with any Mega Modifier.”

[New] **Cosmic Alignment Sense (+1)**: The caster can sense the presence and exact location of supernatural good or evil within range. *Detect arcana* activated with Cosmic Alignment Sense no longer requires line of sight to locate creatures.

[New] **Identify (+1)**: The caster can identify a magic item’s powers and how they work. Success reveals its powers and how they work, but only a raise reveals any cursed powers.

MEGA MODIFIERS

Renamed Exalted Detect Arcana to Greater Detect Arcana.

Renamed Exalted Conceal Arcana to Greater Conceal Arcana.

DISPEL (UPDATE)

Changed Rank to Novice.

In the description, to the end of the third paragraph, add, “Abilities with no arcane skill are opposed by Spirit.”

MODIFIERS

Deleted Power.

[New] **Area of Effect (+1/+2/+3)**: The effect covers an area: +1 Power Point uses a Small Blast Template, +2 PPs uses Medium, or +3 uses Large. The caster makes one arcane skill roll and chooses which power on each target is affected. The caster of the affected power opposes with arcane skill. This affects all targets in the area unless the Selective modifier is used.

[New] **Multiple Powers (+3)**: If successful, the caster dispels all the target’s currently activated powers.

MEGA MODIFIERS

Deleted Exalted Dispel.

[New] **Anti-Magic Cloud (+9)**: Instead of affecting a power at Range, this modifier creates an area of effect up to the caster’s Spirit in inches centered on the recipient with a Duration of 5. Magic items, effects, and powers have no effect within the field. Summoned creatures in the field must make a Spirit roll each round or take a Wound. Magically-created objects are unaffected. Anti-Magic Cloud has no effect on deities or artifacts, and can’t be combined with any other modifiers.

[New] **Disenchant (+1)**: The caster can target a magical item rather than an individual or a power. This is a standard arcane skill roll, not an opposed roll (the GM may apply a penalty to disenchant powerful items or artifacts). If successful, all the item’s magical abilities are negated for one round, or two with a raise. The difficulty to do so is –2 for enchanted, TW, Bio-Wizardry, and Biomancy items and –4 for rune weapons and powerful artifacts.

[New] **Suppress Transformation (+4/+9)**: When cast at +4 Power Points, a victim inflicted with lycanthropy or some other transformative malady resists the change or halts its progress for the next 24 hours. When cast as a Ritual at +9 Power Points, the victim is permanently cured of whatever affliction besets them. (This cannot be done as a psionic Meditation.) This Ritual requires the heart or other vital organ of a greater creature of the same type in addition to the usual Required Materials, which are consumed whether the Ritual is successful or not.

DIVINATION (UPDATE)

Changed Rank to Seasoned.

Changed description to:

Divination allows the caster to contact otherworldly beings to gain information. Preparing the spell takes one uninterrupted minute of prayer, coaxing or otherwise communing with a spirit or deity. Once that’s done, the caster makes her arcane skill roll and asks a single question, which may be broad or open-ended.

Success means the entity answers the question to the best of its ability, adding context as needed. A raise means the spirit also volunteers additional related information that it thinks will be useful. Answers are typically vague and symbolic rather than direct — they provide clues and guidance rather than spoilers that ruin a mystery or adventure.

The GM decides how much the spirit knows and how it communicates. Spirits in the netherworld tend to know only those things pertinent to their life and death—and they may not even know the identity of their killer if the person was masked or unseen. Likewise, nature spirits know

only about their local environs, demons know only about the affairs they're directly involved in, and so on.

Once a spirit has been conversed with it may not be contacted again for 24 hours. The Game Master may extend this to a community of spirits in a single place, such as water spirits in a babbling brook or nameless spirits in a mass grave.

Sacred Ground: Contacting a spirit on ground sacred to it (a deep forest for fey creatures, a temple for deities, a volcano for fire elementals or infernals, etc.) adds +2 to the roll.

MEGA MODIFIERS

Deleted Communion.

[New] Seance (+3): Seance lets a caster speak to a specific departed spirit by casting *divination* as a Meditation or Ritual. The caster must either know the name of the deceased or possess a personal item that belonged to them to attempt the seance. If successful, the caster may ask three questions before the spirit returns to the void. With a Critical Failure the entity (or some other being pretending to be the entity) manifests nearby! Whether it attacks or is simply unhelpful depends on its personality, but the being must be bound and exorcized to return it to the spirit realm.

[New] Task (+3): The being is summoned as described above, but rather than being asked questions it may be asked to perform one relatively simple task it can complete in less than an hour (GM's call)

DRAIN POWER POINTS (UPDATE)

MEGA MODIFIERS

Renamed PPE Thief to Power.

ELEMENTAL PROTECTION (UPDATE)

Changed the description to:

This power grants basic control over the four traditional elements: air, earth, fire, and water (though this may vary, such as for psionics). Upon activation, the caster may choose one of the following effects:

- Attack: The caster uses their activation roll as an attack roll, dealing 2d4 damage to a target (3d4 with a raise) within Range.
- Move: The caster may move a cubic foot of air, earth (half that in stone), fire, or

water up to the caster's Smarts in any direction as a limited action.

- Push: The elements buffet and move the target. The caster uses his activation roll in place of his Strength for a Push (see *Savage Worlds*).

Special Effects: The caster may use the elements to create an additional effect with the GM's approval. Some examples are using air to blow out a torch, fan a flame, or cool someone down (reroll a Fatigue roll in oppressive heat). The caster may use earth to cover tracks, fix breaks in stone or earthen walls, or use fire to conjure flame about the size of a torch or spread existing flame. He may use water to conjure a quart of water (not "inside" objects or people) or purify a gallon of water per casting.

After activation, each additional use of the effects above are an action. Roll a new arcane skill roll for Attack or Push (these rolls do not suffer Backlash for Critical Failures as they are not activation rolls).

MEGA MODIFIERS

Deleted Exalted Manipulation.

Renamed One With the Elements to Duration.

[New] Greater Manipulation (+2): The elemental effect lashes out at the caster's opponents. Once per round the caster may Test a target within Range using his arcane skill at no Multi-Action penalty.

[New] Power (+3): The volume of air, earth, fire, or water affected is tripled, the target of Push suffers a -2 penalty to resist, and the damage of Attack is increased to 2d6 (3d6 with a raise).

[New] Weather (+5): Not available for psionics. The caster can summon or dispel storms, bring a cooling rain, scorch the earth with a heatwave, or even bring snow to the hottest climes. The caster can bring or disperse rain, snow, sun, and wind in about a five-mile radius. The severity depends on the local environment—a harsh desert might receive gentle rain while a rain forest gets a driving downpour. The effects take 10 minutes to create and last an hour.

EMPATHY (UPDATE)

Added "The bonus does not apply to skill rolls made to activate powers."

MEGA MODIFIERS

[New] **Charm (+2):** If the target is Uncooperative or Neutral, a successful casting makes him Cooperative, or Friendly with a raise. The spell is instantly broken if the caster or her allies attack the victim or their allies.

[New] **Truth (+2):** The caster knows if the target believes he's telling the truth or not.

ENTANGLE **[UPDATE]**

In the description, change "Hardness 5" to "Hardness 8".

MODIFIERS

Deleted Strong.

[New] **Tough (+1):** The entangling material is particularly resilient. Increase its Hardness to 10.

MEGA MODIFIERS

[Changed] **Greater Entangle (+3):** The Hardness becomes 16 and can be broken only via Mega-Damage attacks.

ENVIRONMENTAL PROTECTION **[UPDATE]**

MODIFIERS

To **Additional Recipients**, add, "Cannot be combined with any Mega Modifier."

MEGA MODIFIERS

[Changed] **Life Support (var):** The power protects against an additional hostile environment for each +1 Power Point spent, or against all hostile environments for +3 Power Points.

FARSIGHT **[UPDATE]**

MODIFIERS

To **Additional Recipients**, add, "Cannot be combined with any Mega Modifier."

FLY **[UPDATE]**

MODIFIERS

To **Additional Recipients**, add, "Cannot be combined with any Mega Modifier."

MEGA MODIFIERS

[New] **Levitate Foe (+3):** The caster can target a foe with an arcane skill roll opposed by the victim's Spirit. If the foe fails he flies upward at Pace 1" for the Duration, to a maximum height of 10" and will likely get caught in a tree, drift away in heavy winds, or take falling damage when the power ends (depending on the circumstances, Game Master's call); see Falling in *Savage*

Worlds. The caster has no control over the target's Movement.

FURY **[UPDATE]**

Moved this power before *Growth/Shrink* (alphabetical order).

MODIFIERS

[Changed] **Damage (+2):** Fury's melee attacks deal Str+2d6 dmg, or Str+2d8 dmg with a raise.

MEGA MODIFIERS

[Changed] **Greater Fury (+4):** Fury's melee attacks deal Str+2d10 Mega Damage, or Str+2d12 with a raise. In addition, the Armor Piercing Power Modifier now adds 4 AP per +1 PP (maximum AP 12).

GROWTH/SHRINK **[UPDATE]**

MEGA MODIFIERS

Renamed Greater Growth/Shrink to Duration.

Rename Tiny Yet Mighty to Power.

ILLUSION **[UPDATE]**

MODIFIERS

[New] **Area Effect (+1):** The illusion's area of effect is increased to the size of a Large Blast Template.

MEGA MODIFIERS

Deleted Greater Illusion.

[New] **Duration (+2):** The Duration is measured in minutes.

[Changed] **Deadly Illusion (+3):** The illusion may attack or otherwise cause harm. The caster may use her actions to make the illusion to "attack" an individual. This is an opposed roll of the caster's arcane skill versus the target's Smarts (at -2 if the power was activated with a raise). If the caster wins, the target is Shaken (this cannot cause Incapacitation). With a raise, the target suffers a Wound (this can cause Incapacitation). The caster may attack additional foes as Multi-Actions. She may not use other combat maneuvers, such as Called Shots or Wild Attacks—though it may look that way!

INTANGIBILITY **[UPDATE]**

Changed Rank to Veteran.

In the description, at the end of the second paragraph add, "With a raise on the

activation roll, reduce the damage from supernatural attacks by 4."

In the description, at the end of the last paragraph add, "If affected, he shakes off the effect with a Spirit roll as a free action at the end of his following turns."

MEGA MODIFIERS

~~Deleted~~ Greater Intangibility.

[New] Additional Recipients (+3): The power may affect more than one target for 3 additional Power Points each. Double cost (+6 per target) if combined with Duration.

[New] Duration (+3): Duration is measured in minutes instead of rounds.

INVISIBILITY

To the description add, "Reduce the penalty by 2 if the invisible character's position is given away, such as moving in water, hit with mud or another substance that reveals her form, outside in the rain, etc."

MODIFIERS

To **Additional Recipients**, add, "Cannot be combined with any Mega Modifier."

MEGA MODIFIERS

~~Deleted~~ True Invisibility.

[New] Duration (+2): Duration is measured in minutes instead of rounds. If the character attempts a damage-causing attack or targets an unwilling character with a power, the effect terminates immediately.

LIGHT/DARKNESS (UPDATE)

MODIFIERS

[New] Illuminate (+1): Light only. The light forms around a target of Size 1 or less, illuminating it in a dull glow that eliminates 2 points of penalties from invisibility, darkness, or similar conditions. With a raise, the glow eliminates up to 4 points of penalties.

MEGA MODIFIERS

~~Deleted~~ Greater Darkness

~~Renamed~~ Exalted Light to Area Effect.

[New] True Darkness (+2): Darkness only. The darkness blocks Infravision, Low Light Vision, Darkvision, and Night Vision. It has no effect on magical sight such as detect arcana.

MIND LINK (UPDATE)

MODIFIERS

To **Additional Recipients**, added, "Cannot be combined with any Mega Modifier."

MEGA MODIFIERS

~~Renamed~~ Exalted Mind Link to Broadcast.

[New] Long Distance Link (+3): The caster can connect with any mind they're familiar with on the same plane of existence, regardless of distance.

MIND READING (UPDATE)

MEGA MODIFIERS

[New] Hypnotic Suggestion (+2): The target is affected as described above, and the caster may also suggest they perform one relatively straightforward non-violent task within the next 24 hours with a success (one week with a raise). Particularly difficult tasks — those involving danger, fears, or emotional conflict for the target — may call for an additional contested roll (GM's call).

[Changed] Mind Walk (+2): The caster has greater access to the target's mind and memories. They may still only ask one question, but the answer unlocks an entire scene or chain of related memories (GM's call).

OBJECT READING

~~Changed~~ description to:

Object reading is the ability to get visions of the past from an object. With a successful casting, she gains a vague impression of whatever information she's looking for, from the object's creation forward. A raise grants her more specific information.

If the caster uses object reading on a bloody knife to investigate a murder, for example, success might tell her the wielder was a human and that the attack happened at night. With a raise, she might get a glimpse of the killer's face or some other clue that reveals his identity.

MODIFIERS

~~Deleted~~ Strong.

PROTECTION (UPDATE)

~~Changed~~ the description to:

Protection creates a field of energy or armor around a character, giving him +2 Armor. This stacks with other standard (non-MDC) armor, natural or worn, and is

negated by AP as usual. With a raise, the bonus is applied to Toughness instead.

Whether the protection is visible or not depends on the Trapping — this is entirely up to the caster.

MODIFIERS

Deleted More Armor and Toughness.

[Changed] Additional Recipients (+1):

The power may affect additional targets at a cost of 1 Power Point each. Cannot be combined with any Mega Modifier except **Enhanced Protection**.

MEGA MODIFIERS

[New] Enhanced Protection (+1): Success grants +4 Armor (or +4 Toughness with a raise). This Mega Modifier can be combined with Additional Recipients.

[Changed] Greater Protection (+3): Success grants +6 MDC Armor which stacks with other MDC armor, but not standard armor. On a raise, the recipient instead gains +6 Toughness and has the benefits of MDC protection (immunity to standard damage and to the effects of Gritty Damage).

PUPPET (UPDATE)

MODIFIERS

To Additional Recipients, add, “Cannot be combined with any Mega Modifier.”

REBUKE (UPDATE)

Moved this before *Relief* (alphabetical order).

RELIEF (UPDATE)

Changed Duration to “Instant/One Hour”.

Changed the description to:

Select one of the options listed below:

Recover: The caster removes one of the following negative conditions: Shaken, Distracted, or Vulnerable. A raise on the arcane skill roll removes two conditions. If affecting more than one target (via the Additional Recipients modifier), the caster may choose which condition(s) to remove for each ally.

Relief can't remove negative conditions caused by ongoing effects (Bound or Entangled, Stunned, etc.) unless the source of the effect is removed.

Numb: Reduces the recipient's total penalties from Wounds and Fatigue by one with success, or two with a raise. An Exhausted (–2) hero with three Wounds (–3),

for example, reduces her total –5 penalty to –4 with success, and –3 with a raise.

This effect lasts one hour. It doesn't remove the Wounds or the Fatigue, it just allows the recipient to ignore the penalties. If the target would be Incapacitated by Wounds or Fatigue, she's still Incapacitated as usual.

MODIFIERS

To **Additional Recipients**, add, “Cannot be combined with any Mega Modifier.”

[New] Stunned (+1): If using the Recover option, the caster may also affect the Stunned condition. This completely removes the effects of being Stunned.

MEGA MODIFIERS

Rename **Mass Relief** to **Area Effect**.

[New] Create Food and Water (Varies): Instead of the usual effects, every 1 Power Point creates enough food and water to sustain a Size 0 humanoid for one day. The nourishing food is permanent (doesn't disappear after you eat it), though it decays and is inedible after 24 hours if not consumed. The water is just like clean rainwater and does not spoil.

RESURRECTION (UPDATE)

Added:

This power cannot be taken until Heroic Rank and ignores the Born a Hero setting rule. In addition, the power must be performed as a Ritual requiring a Challenging Dramatic Task for no added benefit; see **Rituals and Meditations** in the *Tomorrow Legion Player's Guide*.

Power is now a **MEGA MODIFIER**.

SHAPE CHANGE (UPDATE)

Changed description to:

This power allows the caster to take the form of other living creatures. She can only turn into the base form of such beings, not elite or alternative versions (so a goblin is allowed but a goblin shaman is not). With a raise, the caster can increase the creature's Strength and Vigor by one die type each. The size of the new form is limited by the caster's Rank (see table) Held and worn items are assumed into the new form and reappear when the power ends.

While transformed, the character retains his Edges and Hindrances, and his Smarts, Spirit, and their linked skills. He gains

the creature's Agility, Strength, Vigor, and linked skills, as well as any powers common to that creature (fire breathing for dragons, flight for pegasi, etc). The caster does not gain a target's Power Points if it has them—he retains his own.

His ability to use devices and communicate is limited to those of his form—goblins can speak and therefore cast spells but bears and tigers cannot. The caster may maintain powers cast before the shape change regardless of form.

Wound Effects: The caster cannot benefit from a creature's additional Wounds or Wound reduction abilities like Resilient, Very Resilient, or Unstoppable, or extra Wounds from Large or Huge Scale creatures.

MODIFIERS

[New] **Duration (+1):** The power's Duration is now measured in minutes instead of rounds.

[Changed] **Speech (+1):** The caster retains the ability to speak (and use powers) regardless of the animal form.

MEGA MODIFIERS

Deleted **Extended Change.**

[New] **Polymorph (+3):** The caster may, at a Range of Touch, transform a living being of Size -4 to Size 3 into a form of her choice. The spell is resisted by Spirit, and the new form must be able to survive in its current environment. Gear is absorbed into the creature's form. With success, the victim retains his Smarts. With a raise, his Smarts is transformed into Animal Smarts and he cannot attempt to recover (see below) for one hour. Victims attempt to recover at the end of their turn by making a Spirit roll at -2 (-4 if the caster got a raise). This is a free action.

[New] **Transform (+2/+3):** The power may affect a willing target at a Range of Touch for +2 or Smarts for +3 (the Range modifier may further increase the latter).

SLOTH/SPEED (UPDATE)

MODIFIERS

To **Additional Recipients**, added, "Cannot be combined with any Mega Modifier."

MEGA MODIFIERS

Deleted **Exalted Quickness.**

[Changed] **Greater Sloth (+2):** *Sloth* only. The target cannot run. With a raise their Pace is reduced by 2.

[Changed] **Greater Speed (+2):** *Speed* only. The recipient ignores the effect of Difficult Terrain and triples jumping distances (horizontal and vertical). On a raise, don't roll their Running die; they automatically gain the maximum die result possible when running.

SLUMBER (UPDATE)

MEGA MODIFIERS

Renamed **Greater Slumber** to **Strong.**

[New] **Nightmare (+2):** Those affected are Fatigued once they awaken, until they next sleep. This cannot cause Incapacitation. Cannot be combined with the Fatigue Modifier.

SMITE (UPDATE)

To the description, added this paragraph:

Limitations: In the case of smite with a Personal Limitation (see *Savage Worlds*), "Self" refers to a weapon wielded by the caster instead.

MODIFIERS

To **Additional Recipients**, added, "Cannot be combined with any Mega Modifier."

MEGA MODIFIERS

Delete the second sentence of **Greater Smite.**

SOUND/SILENCE (UPDATE)

MEGA MODIFIERS

Deleted **Exalted Sound/Silence.**

[New] **Bellow (+1):** Sound only. The character's voice booms out, carrying over one mile distant — a useful way of warning populations of impending danger. Doing so also adds +2 to one Intimidation Test as long as any subjects are within 12" (24 yards).

[New] **Greater Sound/Silence (+1):** The Smarts roll made to resist a Test (or Targeted silence) is made at -2. Silenced magic users cannot activate new powers.

SPEAK LANGUAGE (UPDATE)

MODIFIERS

To **Additional Recipients**, added, "Cannot be combined with any Mega Modifier."

MEGA MODIFIERS

[New] **Greater Speak Language (+2):** The recipient can speak, read, and write all sapient languages at once.

SUMMON ALLY **[UPDATE]**

Changed the table and the profile for the summoned allies:

SERVANT	RANK	COST
Magic Attendant	Novice	1
Magic Bodyguard	Seasoned	3
Magic Warrior	Veteran	5
Magic Sentinel	Heroic	7
Mirror Self	Legendary	10

MAGIC ATTENDANT

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

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6

Pace: 6; Parry: 5; Toughness: 7 (2)

Special Abilities: Armor +2, Claw: Str+d4, Construct, Fearless.

MAGIC BODYGUARD

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

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8

Pace: 6; Parry: 6; Toughness: 11 (4)

Edges: First Strike

Special Abilities: Armor +4, Claw: Str+d6, Construct, Fearless, Toughness +1.

MAGIC WARRIOR

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d10, Shooting d10, Stealth d10

Pace: 8; Parry: 7; Toughness: 15 (5)

Edges: Arcane Resistance, Frenzy

Special Abilities: bilities: Armor +5, Claw: Str+d8, Construct, Fearless, On Guard, Size 1, Toughness +2.

MAGIC SENTINEL

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Athletics d12, Fighting d12, Intimidation d12, Notice d12, Shooting d12, Stealth d12

Pace: 8; Parry: 8; Toughness: 20 (7)

Edges: Arcane Resistance (Imp), Frenzy (Imp)

Special Abilities: Armor +7, Claw: Str+d8, Construct, Fearless, On Guard, Size 2, Toughness +3.

MODIFIERS

[New] Combat Edge (+1): The ally has a Combat Edge (it must meet the Requirements as usual). You may take this modifier up to three times per ally.

[Changed] Flight (+1): The ally can fly at its base Pace.

[New] Increased Trait (+1): The caster can increase a Trait one die type for one Power Point. She may do this for as many Traits as she likes, but only once per Trait.

[New] Ranged Attack (+1): Range 12/24/48, Damage 2d6.

MEGA MODIFIERS

Delete **Force Multiplication**.

[New] Golem: See *Atlantis and the Demon Seas* for this special Power Modifier which cannot be used without the Create Golem Edge.

[New] Greater Summon Ally (Varies): When cast using double the normal Power Point cost the summoned ally is Resilient, or Very Resilient with a raise.

[New] Heavily Armed (+2): The ally has a potent weapon (or equivalent integrated ability). Choose either a melee weapon (Str+d8 MD, AP 8) or a ranged weapon (Range 24/48/96, 4d6 damage, AP 2, RoF 1, Heavy Pulse).

TELEKINESIS **[UPDATE]**

Changed description to:

Telekinesis is the ability to move objects or creatures (including oneself) with arcane will. It has a Strength of d10, or d12 with a raise. On activation, the caster may immediately perform one of the "uses" below. Subsequent uses are actions and use the arcane skill (but are not activation rolls and therefore not subject to Backlash from Critical Failures).

Unwilling beings targeted by telekinesis resist the caster's arcane skill with an opposed Spirit roll when first targeted, and at the start of each of their turns thereafter until they're released. Successful resistance does not mean the spell fails—the caster may try again on his next turn.

Uses:

Bash: The target may be bashed into the floor, ceiling, or walls for Str+d6 damage.

Change Targets: The caster may release a victim or tool as a free action. Picking up a new weapon is a free action. Selecting a new unwilling target is an action and is resisted as above.

Manipulate: The caster may use tools or wield a weapon, using the caster's arcane skill. (This doesn't alter the caster's Parry if wielding a weapon if his arcane skill is different from his Fighting skill.)

Move: The target or tool may be moved up to the caster's Smarts as a limited free action.

MEGA MODIFIERS

Deleted Exalted Telekinesis.

[New] **Power (+3):** The Strength of telekinesis is d12, +2 Strength with each raise. Bashing victims inflicts Str+d8 damage. Objects weighing 500 pounds or more inflict Mega Damage.

TELEPORT **[UPDATE]**

MODIFIERS

To **Additional Recipients**, added, "Cannot be combined with any Mega Modifier."

MEGA MODIFIERS

[Changed] **Greater Teleport (+13):** The caster (only) can teleport much farther, but must concentrate on her destination for at least one round, taking no other actions. This makes her Vulnerable; if Shaken or Stunned, the spell fails.

For one round of concentration, the caster can teleport up to 100 miles. For two rounds, she can travel 500 miles. For three rounds, she can travel 1000 miles.

If the caster has physically been to the desired location previously, there is no penalty to her roll. With success she arrives within 2d6×10 feet of her target, or on target with a raise.

If the caster has a detailed map or has seen it through a power or device, she suffers -2 to the roll. With success, she arrives within 2d6×100 feet, or on target with a raise.

If the caster has a crude map or a general notion of the place on a regional or world map, she suffers a -4. She arrives within 2d10 miles with success, or within 2d6×100 feet with a raise.

In the absence of such information, teleporting is not possible.

A Critical Failure transports the caster to a random location (GM's call) on the same planet in the same dimension.

[New] **Mystic Portal (+8):** Instead of teleporting, the caster opens a temporary portal connecting her current location and the destination. Creatures and objects can travel through this gate from either side for 5 rounds. Cannot be combined with Greater Teleport.

WALL WALKER **[UPDATE]**

MODIFIERS

To **Additional Recipients**, added, "Cannot be combined with any Mega Modifier."

WARRIOR'S GIFT **[UPDATE]**

MODIFIERS

To **Additional Recipients**, added, "Cannot be combined with any Mega Modifier."

MEGA MODIFIERS

Renamed Greater Warrior's Gift to Power.

ZOMBIE **[UPDATE]**

MEGA MODIFIERS

[New] **Heavily Armed (+2):** The zombie has a potent weapon. Choose either a melee weapon (Str+d8 MD, AP 8) or a ranged weapon (Range 24/48/96, 4d6 damage, AP 2, RoF 1, Heavy Pulse).

[New] **Mummy (+2):** Raising a humanoid corpse as a Mummy requires preparing the body with 1,000 credits worth of natron powder and resinated wrappings during an hour-long ceremony. See *Blood & Banes* for details.