

A Freebie Setting for **Savage Worlds** Written by Ben Redmond.

Full-Throttle gaming in a world of car chases, explosions and ass-kicking

INTRODUCTION

Inspired by the action movies of the 80s and 90s, **Extreme** is a world a little like our own, but filled with nefarious villains. These despicable individuals and organisations have no just cause they are fighting for, no honourable motives or misguided patriotism. No, they plot and scheme solely for personal power and greed. Drugs barons, international gangs, the mafia and callous anarchists are all hiding behind the scenes ready to make their move... and be taken out by your characters.

Extreme is a contemporary setting. The world of extreme is very similar to our own, thus enabling us to develop ideas from our existing understanding of the world in which we live. Adventures will take place in existing places in the world, from major cities to the unnamed wildernesses of the world. Your characters might be called to action anywhere—downtown LA, tropical rainforests, remote

dictatorships, rocky deserts and alpine forests are all likely places where your enemies could be lurking and hatching their evil plans.

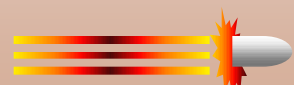
WHAT TO EXPECT!

Extreme is the first freebie setting from the Black Orifice, the RPG blog of RPG writers and designers Nigel McClelland and Ben Redmond. We intend to release a few such settings for Savage Worlds under the Fan License. The document presented is divided into three sections:

An introduction, which provides a brief summary of the setting and this description of the product;

a player's section which provides all the new character bits like edges and hindrances, some character archetypes to use, and all the special setting rules;

and finally the GM's section, which provides a bit more campaign detail (although the idea is that this is free, so the setting is simple and requires little explanation), a discussion of how to construct campaigns and adventures in the setting, and some sample villains to throw at your PCs.





PLAYERS SECTION

This section of the document provides you with all the new game systems and character bits to help you make your own **Extreme** character.

CHARACTER CREATION!

Extreme characters are created in the usual manner for Savage Worlds characters. The different sections below discuss the different traits and characteristics and how they are altered to suit the **Extreme** setting.

RACE

All **Extreme** characters are human, gaining a free Edge or two free skill points accordingly.

TRAITS

Traits are generated in the usual manner in **Extreme**. No alterations are made at this stage.

EDGES & HINDRANCES

It is when you come to buying Hindrances and Edges for your character that you first find differences in how your character is created.

Hindrances

The following rules affect your Hindrance choices:

Unavailable Hindrances: There is no supernatural elements to the **Extreme** setting, so *Doubting Thomas* is unavailable.

The following hindrances do not really fit with the themes of an **Extreme** game, and so should only be taken with GM approval:

Anemic, Greedy, Lame, Obese, and Pacifist (major hindrance only)

Hindrances from Other Settings: Many other Savage Settings, particularly military or, even, superhero settings, may provide suitable hindrances—if you know of one of these simply ask your GM if you could take it.

New Hindrances: The following new hindrances are available and are describes later in this section:

Dependent, Mistaken Identity and Victim of Circumstance

Story Hooks: When choosing your hindrances you can choose to have one additional major hindrance, or one or two additional

minor hindrances. These hindrances must be purchased as Story Hooks (see the sidebar for rules on how these work). The hindrances chosen must have a way of getting your character involved in the adventure. Suitable hindrances include: *Code of Honour, Delusional, Dependent, Enemy, Habit, Heroic, Loyal, Mistaken Identity, some Quirks, and Victim of Circumstance*, but other hindrances may be appropriate depending on how your describe their effect.

Edges

The following rules affect your choice of Edges:

Unavailable Edges: There is no supernatural aspect to the **Extreme** world and so any supernatural edges are not available, including:

Arcane Background, Arcane Resistance, Improved Arcane Resistance, Champion, Gadgeteer, Holy/Unholy Warrior, Mr Fix-It, New Power, Power Points, Power Surge, Soul Drain, and Wizard.

Edges from Other Settings: Many other Savage Settings, particularly those of a military nature, may provide suitable edges—if you know of one of these simply ask your GM if you could take it.

New Edges: The following new edges are available and are describes later in this section:

Death-Dealer, Hard Target, Private Arsenal, and Unarmed and Dangerous.

STORY HOOKS!

Story hooks are a new way of handling Hindrances, which are available to characters in the **Extreme** setting. They are used to represent the character back-story elements that **Extreme** adventures can be built around. A hook can be anything the character might be drawn into the story by the villain manipulating it in some way. It could be a child or close friend they wish to protect, a dark past which can be used to black mail them, or a previous encounter with the villain in which they escaped and are now out for revenge. What each story hook represents should be carefully negotiated between player and GM.

Story hooks are hindrances with an extra bonus. When constructing an adventure the should GM use one of these hindrances as the focus of the adventure. This makes the character the Lead Character for the story. As soon as your character becomes aware of the fact that they are the lead character of the story you can improve your wild die to a d8 for the adventure.

NEW HINDRANCES!

The following new hindrances are available:

DEPENDENT (MAJOR/MINOR)

You have another character who depends on you for their protection and perhaps more. It might be a child, spouse, younger sibling, or possibly just a friend. They also have a habit of getting themselves into trouble. When they end up in trouble it's your job to get them out of it. This hindrance can be taken as a major or minor hindrance, depending upon how dangerous the situations are they find themselves in. As a minor hindrance they tend to get themselves into fairly minor inconsequential scrapes possibly indirectly tied to a villain's plotting, whilst a major hindrance provides a dependent who finds themselves in serious trouble, possibly finding themselves a major part of a villain's plot.

MISTAKEN IDENTITY (MAJOR/ MINOR)

You look an awful lot like someone else. Someone important. It might be a crime boss or other villain, or possibly the enemy or missing henchman of a major villain. Why is there someone else out there who looks so much like you? Is it simple coincidence? Do you have a long lost twin, or more distant relative who just looks like you by coincidence? Have you had plastic surgery and, either by coincidence or design, ended up looking like someone else? This hindrance can be taken as a major or minor hindrance, depending upon how dangerous the situations are your mistaken identity gets you into. As a minor hindrance

you tend to find yourself in fairly minor inconsequential scrapes possibly indirectly tied to a villain's plotting, whilst a major hindrance provides a mistaken identity that gets you in serious trouble, possibly finding yourself a major part of a villain's plot.

VICTIM OF CIRCUMSTANCE (MAJOR)

Things seem to happen to you, of no fault of your own. Events are often tied to a certain time or place, but whenever events conspire against you you will invariably find yourself in a whole lot of trouble through plain dumb luck. When this hindrance comes into play you might find a series of unlikely events befall your character, or a fairly mundane situation turn into a disaster. The exact effects of the hindrance are up to the GM—be aware that this hindrance basically gives the GM carte blanche to put your character into any set of circumstances they want!

NEW EDGES!

The new edges available in an **Extreme** game are as follows:

DEATH DEALER (COMBAT EDGE)

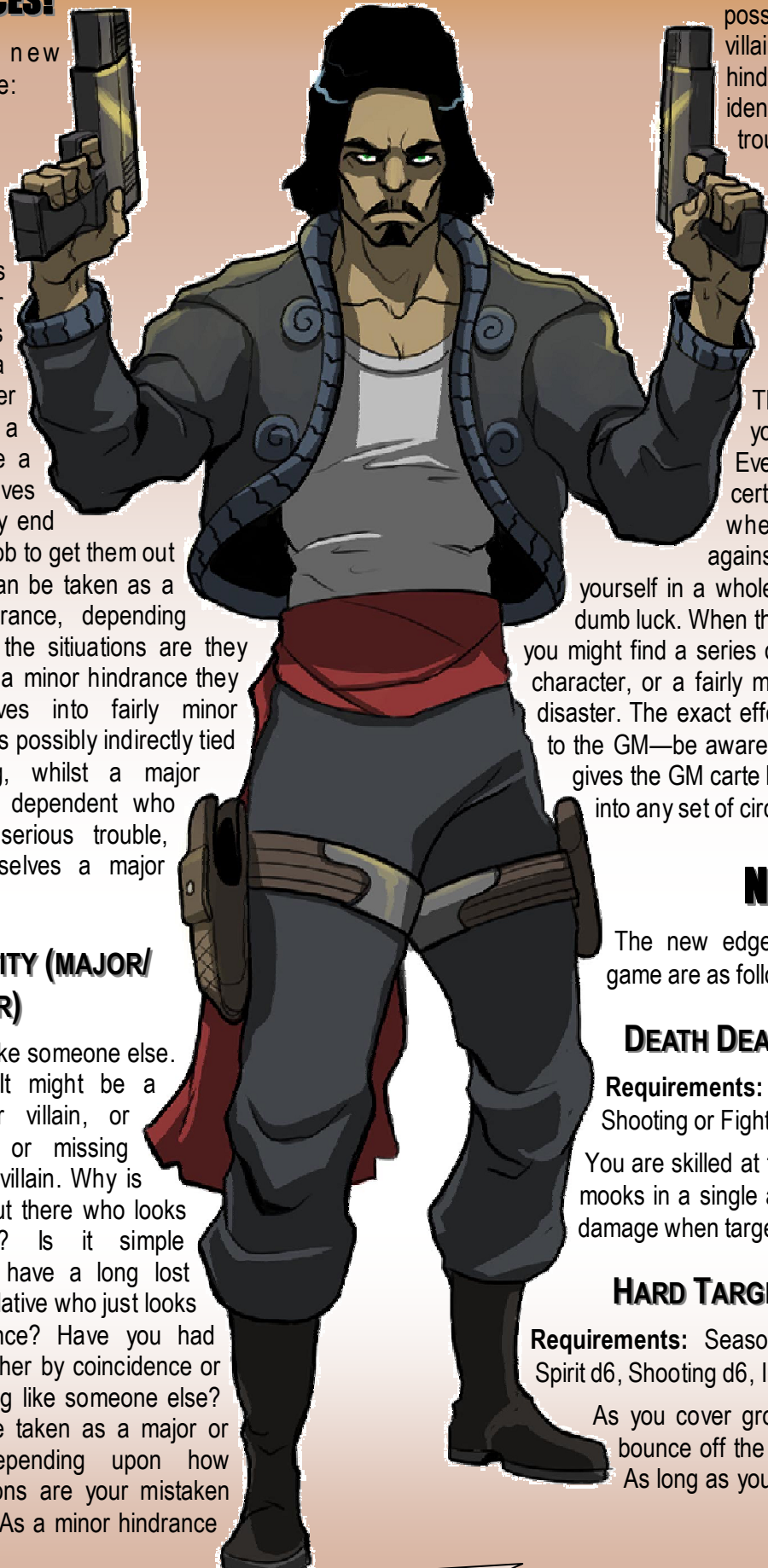
Requirements: Novice, Named Wild Card, Shooting or Fighting d10

You are skilled at taking down vast numbers of mooks in a single action. You gain an extra d6 damage when targetting mooks.

HARD TARGET (COMBAT EDGE)

Requirements: Seasoned, Wild Card, Agility d6, Spirit d6, Shooting d6, Intimidate d6

As you cover ground you tend to find shots bounce off the floor and fly past your ears. As long as you move your at least 4 inches





mooks suffer a -2 penalty to hit you. If you run this bonus increase to -4.

MAN MOUNTAIN (BACKGROUND EDGE)

Requirements: Novice, Vigour d8, Strength d8

You are big! Your size increases by 1, also increasing your toughness by 1.

PRIVATE ARSENAL (BACKGROUND EDGE)

Requirements: Novice

You have your own private arsenal of weapons and other military equipment. Once per adventure, provided you can access your weapons store, you can purchase double your starting funds (\$1,000) in equipment for use during the adventure.

UNARMED AND DANGEROUS (PROFESSIONAL EDGE)

Requirements: Novice, Fighting d8, Strength d8

You are either skilled in unarmed combat or able to make use of whatever you find to hand to ensure you are always armed. You are never considered unarmed and can do Strength+d6 damage, either with unarmed attacks or improvised weapons.

ARCHETYPES!

The following background are available to characters in Extreme:

Everyman Hero: Quite often action heroes are everymen — ordinary Joes who get dragged into events against their will, and get by on their honest-to-goodness everyday skill and courage. They have a wide range of skills, commonly associated with the blue collar workplace, from operating machinery, and driving trucks, to a knowledge of construction or landscaping techniques.

Sample Everyman Hero: Ag d6, Sm d4, Sp d8, St d8, Vi d8; Driving d6, Fighting d8, Knowledge (industry) d6, Repair d6, Streetwise d6; Victim of Circumstance (maj, story hook), Heroic (maj), Dependent (min), Loyal (min); Hard to Kill, Unarmed and Dangerous; Charisma +0, Pace 6, Parry 6, Toughness 6.

Honourable Criminal: It is not uncommon for action heroes to be “honourable crooks” who get on the wrong side of their criminal bosses. Such characters have knowledge of and

influence within the criminal underworld. They will also likely have practical crime skills, such as shooting, lock picking and intimidation techniques.

Sample Honourable Criminal: Ag d8, Sm d6, Sp d6, St d6, Vi d6; Climb d6, Fighting d6, Intimidate d4, Lockpicking d6, Persuasion d6, Shooting d4, Stealth d8, Streetwise d6, Taunt d6; Dependent (maj, story hook), Code of Honour (maj), Loyal (min), Greedy (min); Connections (criminal underworld), Thief; Charisma 0, Pace 6, Parry 6, Toughness 5

Nerd: In most ensemble-cast action movies you will find a nerdy character, wearing glasses, who is good with technology and other nerdy activities.

Sample Nerd: Ag d6, Sm d10, Sp d4, St d4, Vi d6; Driving d4, Fighting d4, Investigation d6, Knowledge (computers) d8, Notice d10, Piloting d4, Repair d10, Shooting d6; Bad Luck (maj), Curious (maj, story hook), Pacifist (min), Quirk (min); McGuyver, Jack-of-All-Trades; Charisma +0, Pace 6, Parry 4, Toughness 5.

Police Officer: Whether a detective or beat-cop this is the archetype for you, covering investigation, gun training, interrogation and contacts within the force.

Sample Police Officer: Ag d4, Sm d8, Sp d6, Str d6, Vi d8; Driving d4, Fighting d6, Gambling d4, Intimidation d6, Investigation d8, Knowledge (the law) d4, Notice d6, Shooting d4, Streetwise d8; Victim of Circumstance (maj), All Thumbs (min), Enemy (min, story hook), Orders (min, story hook), Stubborn (min); Investigator, Level-Headed

Pro-Sportsperson: A branch of the everyman hero in many ways, the professional sportsperson has a different range of skills they can bring to bear when called into action. This archetype covers a range of traits relating to sporting capabilities and influence and wealth garnered from your position in the public eye.

Sample Pro-Sportsperson: Ag d8, Sm d4, Sp d6, St d8, Vi d6; Climbing d6, Driving d4, Fighting d8, Gambling d4, Healing d4, Knowledge (sports) d4, Persuasion d6, Throwing d8, Taunt d4; Arrogant (maj), Habbit (maj, story hook), Big Mouth (min), Dependent (min); Acrobat, Fleet-Footed, Rich; Charisma +0, Pace 8 (+d10), Parry 7, Toughness 5.

Secret Agent: The action spy, like James Bond, is a classic action hero. Such characters have a range of infiltration, carousing, driving and combat skills.

Sample Secret Agent: Ag d6, Sm d6, Sp d6, St d6, Vi d6; Driving d6, Fighting d6, Intimidate d6, Lockpicking d4, Notice d6, Persuasion d4, Shooting d8, Stealth d6, Streetwise d4, Taunt d6; Enemy (maj), Death Wish (min), Orders (min, story hook), Quirk (min), Wanted (min, story hook); Attractive, Strength of Will; Charisma +2, Pace 6, Parry 5, Toughness 5.

Soldier: Military and paramilitary men and women of every rank are common in action films. This archetype covers your basic soldier or officer with skills like a knowledge of basic military matters, leadership and basic field training (for more focused military training see the Special Forces archetype below).

Sample Soldier: Ag d8, Sm d6, Sp d6, St d6, Vi d8; Driving d4, Fighting d8, Notice d6, Persuasion d6, Shooting d10, Stealth d4, Survival d4; Heroic (maj), Dependent (maj, story hook), Orders (min), Loyal (min); Command, Steady Hands; Charisma +0, Pace 6, Parry 6, Toughness 6.

Special Forces: The special forces soldier, or indeed ex-special forces soldier, is a classic concept for **Extreme** games. Special forces commandos are amongst the greatest killers and infiltrators of the Extreme world.

Sample Special Forces: Ag d8, Sm d4, Sp d6, St d8, Vi d6; Fighting d10, Notice d6, Shooting d10, Stealth d8, Survival d4, Swimming d4, Tracking d4; Heroic (maj), Enemy (min, story hook), Orders (min), Dependent (min, story hook), Vengeful (min); Death Dealer; Pace 6, Parry 7, Toughness 5.

Survivalist: Hardened survivalists who know how to live in the wilds and hunt and kill are also common in action movies, and hence the Extreme world.

Sample Survivalist: Ag d6, Sm d8, Sp 6, St d6, Vi d6; Climbing d4, Fighting d6, Healing d4, Notice d6, Shooting d8, Survival d8, Swimming d4, Tracking d8; Delusional (maj, story hook), Victim of Circumstance (maj), Mean (min),

Stubborn (min); Alertness, Woodsman; Charisma -2, Pace 6, Parry 5, Toughness 5.

NEW GAME SYSTEMS!

This section provides the game systems needed to run an **Extreme** campaign using the **Savage Worlds** rules.

MOOKS AND NAMED VILLAINS!

In the action films **Extreme** tries to simulate, different villains are more or less difficult to take down. As such there are four categories of character in **Extreme** games: Mooks, Ordinaries, Wild Cards, and Named Wild Cards.

Mooks

Mooks are designed to operate in mobs and to be swept aside in a single action. Mooks do not have the full range of traits of a main character. Instead they simply have a Quality trait (rated from d4 to d12, although most will rarely go above a d8) and the number of them that are in their squad.

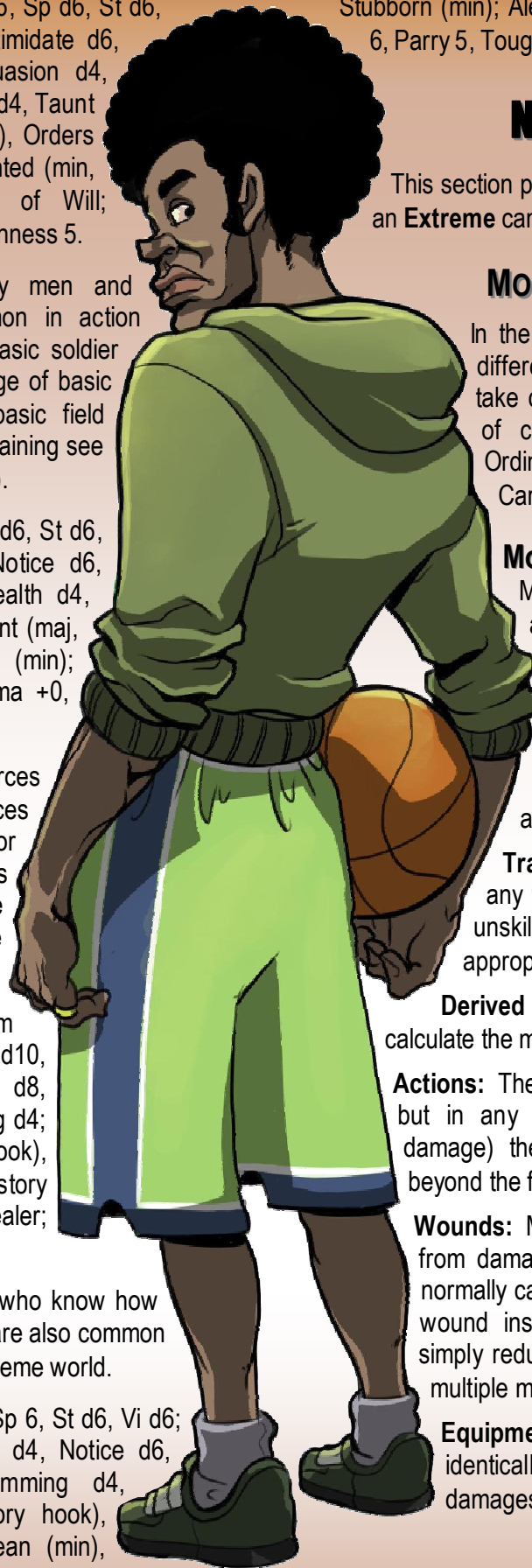
Trait Rolls: They use their Quality dice in any trait roll they might need to make (or an unskilled roll if the GM feels this is more appropriate).

Derived Traits: The quality dice is used to calculate the mooks' Parry and Toughness.

Actions: The quad acts as one individual character, but in any roll that the squad makes (including damage) the number of individuals in the squad beyond the first member is added as a bonus to the roll.

Wounds: Mooks do not suffer the Shaken result from damage. Even if a shaken result would not normally cause damage, the Mook Squad suffers a wound instead. Each wound suffered, however, simply reduces the squad size by one, allowing for multiple mooks to be taken out in a single attack.

Equipment: All mooks in a squad are equipped identically, and armour bonuses and weapon damages apply as normal.





Ordinaries

Ordinaries follow the usual rules for non-wild card characters in Savage Worlds. These are best used for better quality guards and the like, or where a character needs a bit more definition in terms of skills and edges than the mooks rules allow.

Unnamed Wild Cards

Unnamed Wild Cards follow the usual rules for wild card characters in Savage Worlds. Such characters are best used for the main villain's significant henchmen and lieutenants.

Named Wild Cards

Named Wild Cards, including player characters, are the significant characters of the setting. They are often capable of great feats of daring and refuse to die easily. The following special rules apply:

Return from Death's Door: Named wild cards are really difficult to kill without a truly great death scene. When Incapacitated they do not need to make rolls to see whether they die, and can make Spirit rolls each round to recover to 3 wounds and act in that round. With a raise they can even ignore their wound penalties for the action they take that round.

Glorious Death: Named wild cards can only be truly killed with some glorious death scene. By setting up a particularly extravagant, complicated or stylish way for their enemies to die the PCs or villain can prevent named wild cards from using the Return from Death's Door special rule described above. This is why so many villains die in such a spectacular manner and why heroes are often strapped into elaborate devices to finish them off (although also providing them some means of escape).

EXTREME VIOLENCE!

The **Extreme** setting is one of bloody action and often gratuitous violence. To represent this the following rules alterations are used:

Full-Throttle Action!

At the start of any encounter, whether a combat or chase, all Wild Card characters gain a Benny. If they do not spend any Bennies during the scene, this bonus Benny is lost.

Bloody Violence

Named Wild Cards can spend bennies on damage rolls in the same manner as the No Mercy Edge. The Edge itself is therefore useless to named Wild cards, but can still be used by any other character.

Adrenalin Surge

When a wild card (named or unnamed) spends a Benny to recover from being Shaken they also ignore any wound penalties for the first actions they take that round.

GM'S SECTION

This section provides information on the setting, the villains and styles of play.

GAMING IN THE GENRE!

Many gamers are of the opinion that the Action Movie genre is not naturally suited to developing a long running campaign. Most stories are short one-offs involving some very specific plot threads, such as the lead character's daughter being kidnapped or being trapped somewhere when the terrorists take over (could be a ship, a bus or a hotel, perhaps).

Another problem is the Action Hero. Most such movies have only a single character involved in the storyline. Not that this is necessarily a bad thing. With many a great nights' gaming spent on such one-off adventures. However, if we're going to offer you a campaign setting here we really should provide you with something that you can make a long term campaign out of.

Even within the genre, there have been some notable double acts, and even a few teams copping up in some movies of the genre. To make a successful campaign setting that captures the feel of this genre we need to be careful how we put it together. Politics are rarely considered in such films, largely involving very typically evil bad guys and very obvious blacks and whites of morality. One method often employed by GMs to begin a modern setting campaign is to have the PCs set up as part of a team, such as a military platoon or special investigative team. These teams can then easily be given missions from their superiors and sent on their mission.

However, in **Extreme** the villains need to be a lot more personal – they need to really get to the characters and give them a reason to want to take them out. The morality of the films is a strong defining aspect of the genre. The villains have to be really despicable to avoid any grey ethical issues over whether the villain deserved to die or not at the end of the film. The players in the game need to be able to act same kind of clear morality. Missions turn the PCs into hired assassins, and require them to be amoral. In contrast, many characters in action movies are very moral people and are driven to the film's dramatic finale by the villain's evil plan and cruel devices, leaving them no option. As such it is important to give the PCs



a reason to work together and the Villains themselves should draw the characters into the adventure.

ADVENTURES!

Adventures in the Extreme campaign setting usually involve the characters being drawn into a villain's dastardly plot, either by random chance or by nefarious design. The villain's plans should always involve threatening something important, such as selling nuclear weapons to extremists or killing hundreds of hostages. The plots can be quite convoluted and complex, but usually aren't. Most such adventures will involve the characters having to break into a base of some description, taking out hundreds of faceless guards and eventually facing off their nemesis in a climactic final battle scene. Along the way there may be build up scenes, such as a car chase or a fight with the villain's number one Henchman. Use mooks rules to generate large squads of low-significance faceless henchmen for the PCs to quickly gun down.

LEAD CHARACTERS

A good way to create adventures for your PCs that feel like proper action movies is to make a single character the lead character for a movie, and allow the other PCs to be dragged along as his (or her) companions. Make sure you know your PCs story hooks and use these as you plan your adventures to see who is your main character for each adventure. Make sure the lead character is the centre of your adventure and the main focus of your storyline.

VILLAINS!

Much of the Extreme! setting is just like our modern world. What you need to know about are the bad guys that the PCs are likely to come up against. This section will cover a little bit more detail of some of the villains in the setting and how they interact with each other.

POLITICAL CRIME INTELLIGENCE AGENCY

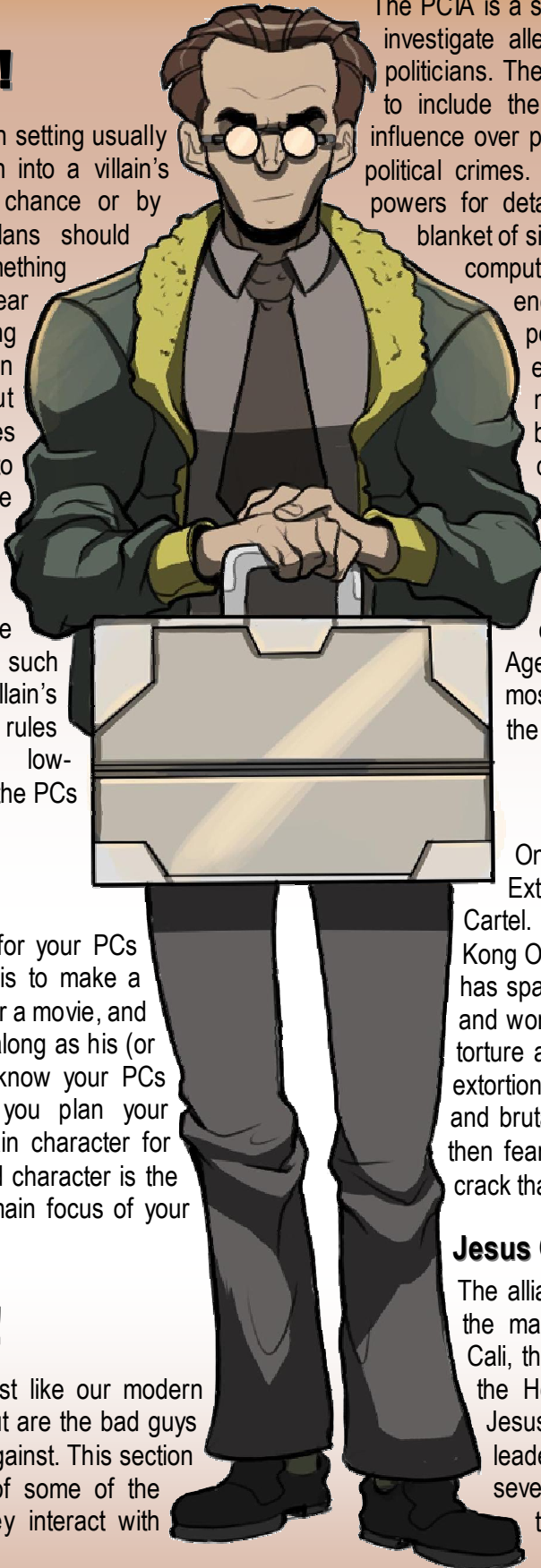
The PCIA is a specialist agency within the FBI set up to investigate allegations of criminal activity by national politicians. Their mandate has recently been expanded to include the activities of journalists who have an influence over political events and are often involved in political crimes. The Agency has a number of special powers for detaining journalists and politicians and a blanket of silence over their operations. They employ computer hackers to uncover information in the encrypted files of newspapers and politicians, but are not above planting evidence or altering files to change and manipulate the truth. The PCIA has become a law unto itself and works to control the politics of the USA, making sure their own survival continues and their own political ideals are followed. They're also not above lining their own pockets with bribes from the mega-corporations keen to gain access to the Agency's influence and blackmailing the most powerful and significant politicians in the land.

THE CALI-HONG CARTEL

One major enemy for the players in the Extreme campaign setting is the Cali-Hong Cartel. A recent alliance of the largest Hong Kong Opium triad and Columbian Cocaine cartel has spawned many of the worlds most evil men and women. They are brutal and ruthless, using torture and violence as often as subterfuge and extortion. They also have strong codes of loyalty and brutal punishments for betrayal. This makes them feared throughout the world and harder to crack than any other organisation.

Jesus Cali-Hong

The alliance has been forged in family, through the marriage of Lau Tzu Hong and Ysabella Cali, the son and daughter the aging leaders of the Hong Triad and Cali Cartel. The child, Jesus Cali-Hong, is being groomed for the leadership and has already, at the age of seven, killed and tortured many enemies of the Cartel.





Magnus Van Der Noyjonk

The marriage appears to have been brokered by a Dutch crime lord, Magnus Van Der Noyjonk, who is currently operating as a go between the two families and as such is probably the most powerful individual in the organisation. Magnus is known for his distaste for the truly ruthless and bloody torture favoured by the two clans, but has no objection for someone else to do the job for him.

MICHAEL MATHIS ORGANISATION

This organisation, named after its charismatic leader, is the world's foremost illegal arms dealer. Once a respectable and legitimate arms dealer, Mathis got too greedy and decided to steal some nuclear warheads. Although they were found before they could be sold, Mathis is still at large and has already bought Iraq's stash of chemical warheads, looking to cash in on the rise of Terrorism in the modern age.

Michael Mathis

Michael is a debonair, sophisticated American in his late thirties. He speaks with a slight southern accent and, although is of mixed race, looks largely Caucasian. He began as an arms dealer on a graduate training program for a legitimate arms manufacturer, went legitimately independent after he had built up a significant client base and took the leap into illegality in the nineties when he stole a collection of warheads from a Russian outpost. Fortunately for Mathis the warheads were captured after he had brokered a deposit, which made him one of the richest men in the world. Mathis now lives a playboy lifestyle on his private island (unknown location). He spends his money at a phenomenal rate and will soon be looking to make some new big deals to keep him in the luxury to which he has become accustomed.

THE ARNOLD BLACK COMPANY

Arnie Black is an ex Vietnam vet with a grudge and a bloodlust to match the wallet he has built up over 40 years of running his mercenary company. The company is now so powerful that Arnie has become a player on the world stage. He now has the opportunity to push his own agenda and manipulates his 'clients' into targeting his own enemies. The Company is a large highly trained mercenary outfit, with skill and equipment to rival the best special forces units in the world.

Arnie Black

Arnie Black is a hulking 70 year old who looks more like 50. He has white hair cropped in the usual military style and a scar

down the right hand side of his face, with a glazed wounded eye the centrepiece of his intimidating persona

ISHI WARU DEATH CULT

This strange organisation claims to follow the instructions of some strange higher powers. Whether these are in truth aliens, demonic forces or extradimensional beings is not fully understood. They believe in the total annihilation of all technology and regularly target prosperous western cities and organisations with suicide bombers and other nefarious acts of terrorism. They are devoted with an insane zeal to their masters' cause and will willingly give up their lives. The cult operates an insane mixture of excessive pleasure, through drug use and orgies and temptation intermingled with extreme violence and harsh punishments. They encourage their followers to unlock their hidden vices and throw all inhibition to the wind. Once a cultist has unlocked their vices they must begin to learn how to use them for focusing their passion, through self denial and self rewarding after completing acts of servitude for the sect's masters.

Johannes Trey

The leader of the Ishi Waru cult is a tall thin Frenchman with a pale, sickly complexion and thin and greasy hair that reaches his waist. He dresses in the finest silk tailored suits of bright colours, often in the cult's colours of red and white. He has thick glasses and a seedy appearance that makes anyone uncomfortable around him. However, this man uses this uncomfortable presence, along with a skill for oratory, to inspire his followers to commit great acts of debauchery and devilry. An artist of some note, Trey captures the darkest aspects of the sects work in his oils, pornographic poems and disturbing sculptures. Whether or not Trey is simply using the massive fortune he inherited from the family he probably murdered or has made a secret pact with some powerful force, such as demonic, alien or extradimensional entity, is up to you and will depend very much on the style of campaign you wish to run.

THE CHAMBER OF THE CRIMSON GARTER

The villains of Extreme are all secretly being manipulated by a mysterious sect known as the Crimson Garter. This is an ancient organisation set up by Henry VII to sabotage his enemies. A number of spies were sent to set up criminal organisations in the neighbouring countries. These spies all reported back to a secret council, known as the Chamber of the Crimson Garter. This council still meets today in the same secret location. The wealthy, powerful men who sit on the



council have influence in criminal organisations throughout the world. They are no longer a servant of the English crown – it is believed that the Chamber was secretly behind the civil war when Charles I tried to impose his will on the growing independence and power of the council. Now the council operates with a small coterie of members who have spies in very high places in all the criminal organisations throughout the world. They offer advice and provide key information to allow these organisations to prosper away from the prying eyes and recording devices of the police. Whilst the identities of the council members remain secret, it is thought that Magnus Van Der Noyjonk and Michael Mathis have been recently recruited to the council.

Rod Trueman

The most public member of the Chamber is the world's most powerful media tycoon. Rod Trueman's World News Federation is the largest media corporation, including the largest Hollywood film studios, major TV networks in America, Europe and around the world and hundreds of national newspapers. There is no one in the world that Trueman cannot reach with his opinion forming influence. The modern day Cane, Trueman is a powerful figure who has ideas of world dominance. He sees his corporation as a way to control the people of the world and the Chamber as his route to controlling the world's crime.

He is also trying to spread his web into the Oil sector to tie up his influence in a number of middle eastern states and to have control of the world economy. Trueman is nothing short of a megalomaniac who is seeking to control everything and is using the Chamber as a tool to his own ends. Whether he will gain control of the Chamber or simply become its pawn is a matter for your games in the **Extreme** campaign setting.

MOOKS AND MASTER VILLAINS

This section provides some useful stat blocks for the types of characters and villains to use in your adventures. They are designed to be archetypes that you can tweak with a few different traits or edges to make them fit your needs.

MOOKS

Mooks have simple stats and so are listed in the table below to give you some options to play with.

Type	Quality	Typical Squad	Edges
Guards	d6	5	
Cultists	d4	10	Strength of Will
Police	d6	2	
Soldiers	d6	5	Steady Hands
Thugs	d6	5	Brawny
Civilians	d4	2	

HENCHMEN

The following Henchmen stat blocks are designed to be used either as ordinaries or unnamed wild cards, depending upon how tough you want the fight to be.

Note: Any edges these characters have that are only available to Wild Cards are only available to these characters if you make them a Wild Card.

Assassin

Assassins are skilled killers and masters of stealth.

Ag d10, Sm d8, Sp d6, St d6, Vi d6; Fighting d10, Notice d8, Shooting d12, Stealth d10, Tracking d4; Alertness, Marksman, No Mercy; Charisma +0, Pace 6, Parry 7, Toughness 5; Barrett .50 (50/100/200, 2d10)

Ex-Military

Many a master villain hires a former military officer to lead their troops.

Ag d6, Sm d8, Sp d8, St d8, Vi d8; Fighting d10, Intimidate d8, Persuasion d6, Notice d6, Shooting d10, Stealth d6, Survival d6; Code of Honour (maj); Command, Charismatic, Feavour, Hard to Kill, Hold the Line!, Inspire; Charisma +2, Pace 6, Parry 7, Toughness 6 (10/14); Kevlar Vest With Inserts, Desert Eagle (15/30/60, 2d8, AP2).

Man Mountain

Less physically inclined master villains often hire these giants-of-men to keep them safe.

Ag d4, Sm d4, Sp d6, St d10, Vi d12; Fighting d10, Intimidate d8, Shooting d4; Ugly, Block, Brawny, Harder to Kill, Man-Mountain, Mighty Blow, Unarmed and Dangerous; Charisma -2, Pace 6, Parry 8, Toughness 10; Unarmed/Improvised Weapons (Str+d6).

Martial Artist

Perhaps the more intelligent villains hire the finesse of a skilled fighter rather than a hulking man-mountain.

Ag d12, Sm d6, Sp d8, St d8, Vi d8; Fighting d12, Notice d8, Throwing d10; Acrobat, Ambidexterous, Combat Reflexes, Danger Sense, Fleet Footed, Hard Target, Improved Block, Improved Dodge, Improved first Strike, Two-Fisted, Unarmed and Dangerous; Charisma +0, Pace 8 (+d10), Parry 9, Toughness 7; Unarmed/Improvised Weapons (Str+d6).

Siren

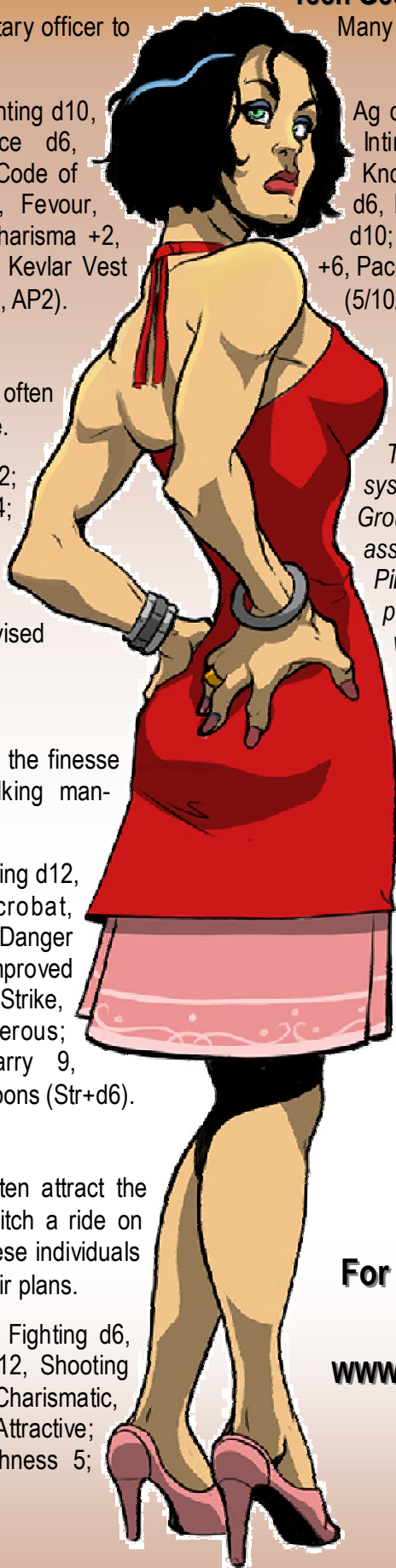
A master villain's power and wealth often attract the beautiful and manipulative seeking to hitch a ride on their coat tails. Often the villain spots these individuals and can turn them into useful agents in their plans.

Ag d8, Sm d10, Sp d10, St d6, Vi d6; Fighting d6, Intimidate d8, Notice d8, Persuasion d12, Shooting d6, Streetwise d12, Taunt d10; Acrobat, Charismatic, Connections, Strength of Will, Very Attractive; Charisma +6, Pace 6, Parry 6, Toughness 5; Derringer .44 (5/10/20, 2d6+1, AP1).

Tech Geek

Many a master villain needs a tech expert to help them put their plans into operation.

Ag d6, Sm d12, Sp d18, St d4, Vi d6; Fighting d6, Intimidate d4, Knowledge (computers d12), Knowledge (science) d10, Notice d10, Persuasion d6, Repair d12, Shooting d8, Streetwise d6, Taunt d10; Alertness, Level-Headed, McGuyver; Charisma +6, Pace 8 (+d10), Parry 9, Toughness 5; Derringer .44 (5/10/20, 2d6+1, AP1).



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