

Savage Worlds Rifts: Wormwood Conversion [WIP]

Priest of Light O.C.C (Iconic Framework)

Long ago, the priest was a scholar, teacher, healer and spiritual leader. Today, the priest must add warrior to his list of duties. All are versed in the basics of combat and self defense, but most still consider themselves to be teachers, healers and counselors, rather than fighters. All priests of light are versed in the lore regarding Wormwood and the monsters that infest it. This information includes the creatures' weaknesses, strengths, habits and how to best protect against them.

Hero's Journey:

Priest of Light gain five rolls on any of the following tables:

Magic & Mysticism, Experience & Wisdom, Education, Training and Enchanted Items & Mystic Gadgets.

Priest of Light Abilities and Bonuses

- **Experienced:** Begin with Survival d8, Knowledge (Wormwood) d8, Spellcasting d8 and Healing d8.
- **Powers of the Light:** Begin with the Arcane Background (Wormwood Magic) Edge, 15 PPE, and the following spells: *Detect/Conceal Arcana, Create Fountain of Water, Open/Close an opening, Greater Healing, Life Fuel, Mold Structures.*
The may choose any other Wormwood Magic power later on.
- **Bright:** Priests of light begin Smarts d6.
- **Tough:** Like all people on Wormwood, Priests of Light are very tough. They get +1 Toughness.
- **Immunity:** Priests of Light are completely impervious to Symbiotes. Begin with the Immune to Symbiotes Edge.
- **Revered and respected:** Priests of Light receive +2 Charisma when dealing with any good Wormwood citizens. They will regularly be offered free food and drink, given access to most buildings and homes, provided with a place to sleep and shelter for their companions, and are generally treated with respect.



Priest of Light Complications

- **No Cybernetics:** Priests of Light may not use cybernetics.

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- **Enemies:** Priests of Light are reviled by the Forces of Darkness, and have no choice but to fight them or be killed.
- **Wormwood exclusive:** All of the magic powers of the Priest of Light only work on Wormwood, and nowhere else.

Priest of Light Starting Gear:

Begin with a first aid kit (+2 to healing rolls), a silver cross, four wooden stakes, a light chain mail (+5 armor) and one randomly determined laser pistol from the players guide.

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Apok O.C.C (Iconic Framework)



The Apok is the most notorious of the Cathedral's legion of warriors and protectors. These are men and women who started life as Champions of Light. Some are even believed to have been priests of light who fell prey to greed, hate, envy or any number of other vices and joined the Forces of Darkness. They served the Unholy for years, but they have since seen the light and have forsaken the ways of evil. The apok have once again joined the fight against evil and have dedicated their lives to the eradication of the Unholy and his dark minions from Wormwood.

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Hero's Journey:

Apok's gain three rolls on any of the following tables:

Magic & Mysticism, Experience & Wisdom, Education, Training and Enchanted Items & Mystic Gadgets.

Apok Abilities and Bonuses

- **Tough as nails:** Apoks start with +2 Toughness.
- **Immunity:** Apoks are immune to all kinds of possession, mind control, and diseases, and get +2 to resist poison. They also get the Arcane Resistance Edge.
- **Apok spells:** Begin with the Arcane Background (Wormwood Magic) Edge, 15 PPE, and the following spells: *Detect/Conceal Arcana*, *Open/Close an opening*, *Hell Fire* (Like *Bolt* with the Fire trapping), *Create Shelter*, *Remove/Repel Symbiotes*.
- **Apathetic:** Apoks have walked with monsters and stared into the blackness of their own soul - there is nothing that can scare them anymore. Apoks start with the Fearless Edge.
- **Supernatural Strength:** Apoks begin with Strength d8 and the Brawny Edge.
- **Supernatural Speed:** Apoks add 2" to their Base Pace AND begin with the Fleet-Footed Edge.

Apok Complications:

- **No Cybernetics:** Apoks may not use cybernetics.
- **No High-Tech:** Apoks may only use ancient and magic weapons.
- **No Symbiotes:** Apoks may not use any Symbiotes except for the Battle Saint or Orb.
- **Reviled:** All inhabitants of Wormwood hate and fear the Apoks. They are seen as traitors and heretics, and treated with contempt everywhere. They suffer -4 charisma when dealing with inhabitants of Wormwood.
- **Wormwood exclusive:** All of the Apoks magic powers only work on Wormwood, and nowhere else.

Apok Starting Gear:

Begin with a silver cross, 5 wooden stakes, a light leather armor (+2 Armor), 3 silver knives, the Demon Mask and two magic melee weapons (like vibro-sword).

The Demon Mask:

The Demon Mask grants the following bonuses to the Apok:

- +5 Toughness
- The Apok gets the Fear Edge, but only against supernaturally evil creatures.
- The Apok causes an additional d8 damage against all supernatural creatures.

The Demon Mask itself is indestructible and can only be removed by the Apok that wears it.

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Monk O.C.C (Iconic Framework)

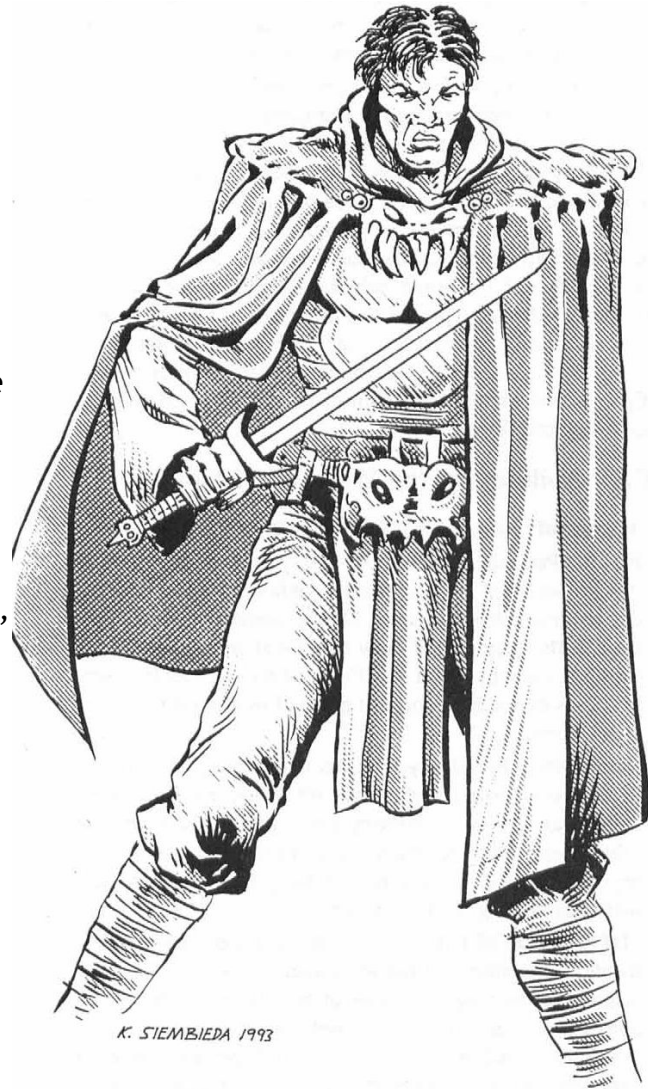
The monk represents a loose knit organization of religious communities that have splintered away from the laws and teachings of the Cathedral. Most monks believe that the Cathedral is too removed from the people and too concerned with material wealth and power. They also see the leaders of the Cathedral as being bogged down by bureaucracy and politics, making them a ponderous group of plotters and not expedient enough in making important decisions and fighting monsters. Wormwood Monks on the other hand are common folk, like the people they protect.

Hero's Journey:

Monks gain five rolls on any of the following tables:
Magic & Mysticism, Experience & Wisdom, Education, Training and Enchanted Items & Mystic Gadgets.

Monk Abilities and Bonuses

- **Locate hometown:** A monk begins with the Locate Hometown Edge.
- **Powers of the Light:** Begin with the Arcane Background (Wormwood Magic) Edge, 15 PPE, and the following spells: *Detect/Conceal Arcana, Create Fountain of Water, Open/Close an opening, Summon Battle Saint/Orb, Locate Food & Resources.*
The may choose from any other Wormwood Magic power later on.
- **Meditation:** Monks may choose to meditate at any time as long as they are in a relatively quiet and safe place. While meditating, Monks regain their power points at twice the normal rate, and they may make a natural healing roll for every 12 hours spent meditating.
- **Intelligent:** Monks begin with Smarts d6.
- **Tough:** Like all people on Wormwood, Monks are very tough. They get +1 Toughness.
- **Well respected:** All Monks have +2 Charisma when dealing with (good) inhabitants of Wormwood.
- **Powers of Mastery:** All Monks must choose one of the three areas of Mastery, which grant him superhuman abilities. These three areas are:



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Disposition: The way of the defender. A monk with this Mastery receives the following bonuses:

Body Hardening: The Monk receives an additional +2 Toughness. Also, heat and cold based attacks only do half damage.

Defender: The Monk receives the Dodge Edge and the Block Edge.

Quick hands: Enemies do not receive Gang up-bonuses against the Monk.

Offense: The art of the attacker. A monk with this Mastery receives the following bonuses:

Skilled Fighter: The Monk starts with Fighting d8 and two combat edges of choice.

Spirit Fist/Kick: This is a special attack that inflicts Str+d12 Mega Damage to supernatural creatures. This counts as a single punch, so multiple punches may be used in a single turn.

Spirit Leap Kick: This special attack inflicts Str+2d10 Mega Damage on supernatural creatures. This must be the ONLY action in the entire turn of the Monk. He may not use this as a multi-action.

Strong: The Monk begins with Strength d6.

Meditation: The way of the thinker. A monk with this Mastery receives the following meditations he can use whenever he wants:

Inner (physical) strength: The Monk may activate this power three times per day. It lasts for five minutes per Rank, and while active, the monk receives the following powers:

The Monk gets +4 to resist fatigue, and heat and cold based attacks only do half damage. His Strength and his speed is increased by two, and he gets the Arcane Resistance Edge.

Spirit Strength: The Monk may activate this power three times per day. It lasts for ten minutes per Rank, and while active, the monk may ignore any and all penalties from fatigue, wounds, encumbrance, sickness, psionics and magic.

Third Eye: The Monk may activate this power three times per day. It lasts for ten minutes per Rank, and while active, the monk can see the invisible, is impervious to any and all magic and psionic possession or mind control, gets +4 to any Spirit checks and can not be tempted to do anything contrary to his alignment or beliefs.

Only one of these meditations may be active at the same time. In addition to these three meditations, the Monk receives the following:

Death Strike: The Monk may spend all of his PPE (Must have atleast 15) to channels his energy into a single, devastating blow. This attack must be made with the bare hands or feet, and receives a +2 to the fighting roll. It inflicts 2xStr+2d12 Mega Damage. If the target survives the attack, it is automatically shaken and receives a -4 to recover from being shaken for the next three turns.

After this attack, the Monk drops to his knees, completely exhausted. For the next 1d4 minutes, he may do nothing but lay down helplessly on the ground. After that, he may act again, but he is still extremely weak. His speed is reduced to 1", and all trait checks are made at -6 for the next 10 minutes. After this period, the character slowly regains his strength. All trait checks are made at -2, and his speed is reduced by one. He may not use any of his meditations or cast any spells for the next 12 hours. After 12 hours, he is back to normal.

Spiritually hardened: Start with Spirit d6.

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Monk Complications

- **No Cybernetics:** Monks may not use cybernetics.
- **Enemies:** Monks are reviled by the Forces of Darkness, and have no choice but to fight them or be killed.
- **Wormwood exclusive:** All of the magic powers of the Monk only work on Wormwood, and nowhere else.

Monk Starting Gear:

Begin with a first aid kit (+2 to healing rolls), three wooden stakes, two magic weapons (function just like Vibro-Swords), a silver cross, and a light Wormwood armor (+5 Armor).

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Wormspeaker O.C.C (Iconic Framework)

The wormspeaker is born from the peasant class, the common man. He is not usually affiliated with a specific church or dorm and does not spread any particular doctrine or dogma. They elevate themselves from their humble beginnings through the use of symbiotic organisms and a closeness with the Living Planet, Wormwood. The people consider a wormspeaker to be a holy man and oracle who uses his knowledge and insight to help others. In this respect, the character is more like a shaman or witch doctor than a priest. Although highly regarded, protected and granted favors, few wormspeakers become wealthy or hold positions of power.

Hero's Journey:

Wormspeakers gain five rolls on any of the following tables:

Magic & Mysticism, Experience & Wisdom, Education, Training and Enchanted Items & Mystic Gadgets.

Wormspeaker Abilities and Bonuses

- **Tough:** Just like all inhabitants of Wormwood, Wormspeakers are very tough. They get +1 Toughness.
- **Communion with Wormwood:** Begin with the Arcane Background (Wormwood Magic) Edge, 15 PPE, and the following spells: *Detect/Conceal Arcana, Create Fountain of Water, Open/Close an opening, Remove/Repel symbiotes, ride giant parasite, summon edible grubs and worms, summon and use symbiotes.* The may choose any other Wormwood Magic power later on.
- **Locate hometown:** A Wormspeaker begins with the Locate Hometown Edge.
- **Symbiotes:** A Wormspeaker starts out with the following worm symbiotes: **Worms of Armor (One Set), Worms of Blood (12), Worms of Mending (20), Worm of Power (1), Worm of Seeing (1), Worm of Speech (1), Worm of Spirit (1).**

Wormspeaker Complications

- **Ancient:** The Wormspeaker may only use ancient or magic weapons, and no technological weapons or equipment. That also excludes cybernetics and bionics.
- **Gross:** For people who aren't from Wormwood, Wormspeakers are a deeply unsettling sight. They suffer -2 charisma when dealing with people who aren't from Wormwood.



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- **Wormwood exclusive:** All of the magic powers of the Wormspeaker only work on Wormwood, and nowhere else. His symbiotes rot and fall off when he isn't on Wormwood.

Wormspeaker Starting Gear:

Begin with a silver cross, four wooden stakes, two silver daggers, a light armor (+4 Armor) and a magic weapon (equivalent to a TW vibro knife).

Symbiotic Warrior O.C.C (M.A.R.S. character)

This character is typically a human or D-Bee fighter/warrior type character who relies on the powers provided to him by Wormwood's symbiotic organisms.

- Add +1 to Toughness.
- Begin with Fighting d8.
- Begin with the Locate Hometown Edge.
- Begin with the Arcane Background (Wormwood Magic) Edge, 10 PPE, and the following spells: *open/close an opening*, *ride giant parasite*.
The Symbiotic Warrior may NOT choose any other spells later on.
- Begin with the following symbiotic organisms:
One claw of choice, one crawler of choice, one worm of choice and one star of choice.
- Begin with a silver dagger, a plate armor (+6 Armor), a ranged weapon of choice, and a magic sword (vibro sword).

A Symbiotic Warrior begins with four rolls on the M.A.R.S Fortune and Glory table, and three rolls on any of following tables:

Training, Education, Enchanted Items & Mystic Gadgets or Experience & Wisdom.



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Freelancer O.C.C (Iconic Framework)

In the broadest sense of the word, a freelancer can be a good intentioned mercenary or adventurer, wizard, warrior, cyborg from another world or even a dragon or a supernatural being who fights against evil. But the “classic” freelancer is a man at arms, a fighter dedicated to fighting evil and regaining freedom for others. Most importantly, they are officially allied to the Cathedral or other force of good. Freelancers are also some of the few of Wormwoods inhabitants who actually wield high-tech weapons from other worlds.

Hero's Journey:

Freelancers gain five rolls on any of the following tables:

Body Armor, Close Combat Weapons, Cybernetics, Education, Enchanted Items & Mystic Gadgets, Experience & Wisdom, Ranged Weapons and Training.

Freelancer Abilities and Bonuses

- **Tough:** Just like all inhabitants of Wormwood, Freelancers are very tough. They get +1 Toughness.
- **Well versed:** Freelancers are skilled in many ways. They begin with a d8 in Fighting and a d6 in two other skills.
- **Freelancer Special Weapons and Abilities Chart:**
At character creation, roll once on this table with a d6 to determine the bonuses a the Freelancer gets:
 - 1: **High-Tech from another dimension:** The Freelancer may choose one conventional melee weapon and one conventional ranged weapon from the Players Guide. Ranged weapons are modified by Wormwood Techno-Wizardry, which grants them *infinite ammo*.
 - 2: **Magic weapons:** The Freelancer may choose two TW-weapons from the Players Guide. They have 15 power points each and recharge at a rate of one power point per half an hour.
 - 3: **Extraordinary physical strength and endurance:** The Freelancer starts with a d8 in strength and a d8 in vigor, and receives +1 Toughness.
 - 4: **Extraordinary physical prowess:** The Freelancer doubles his base pace and begins with a d8 in agility as well as the Quick Edge and the Fleet-Footed Edge.
 - 5: **Symbiotic organisms:** The Freelancer may select one star, one worm, and one other symbiote from the category claw or crawler.
 - 6: Choose any one result from this table.



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- **Brave:** Freelancers have the heart of a lion. They begin with Spirit d8.

Freelancer Complications

- **Enemies:** Freelancers are some of the most dedicated enemies of the Forces of Darkness, and have no choice but to fight them or be killed.

Freelancer Starting Gear:

Begin with either a light armor (+5 armor) or a heavy armor (+1 toughness, +8 armor, -1 to all agility-related rolls), 1d4 silver knives, 1d6 wooden stakes, a silver cross, a NG-2 Survival Pack, and either two magic melee weapons (function like a TW vibro sword with one minor upgrade of choice) or one conventional weapon of choice from the Players Guide.

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Knights of the Temple O.C.C (Iconic Framework)

The Knights of the Temple are primarily aristocratic knights with a family heritage that can be traced back hundreds of years. They march gladly and sometimes harshly into battle, swords shining silver and glinting with the blood of their fallen enemies, banners flying, energy lances crackling, robot or monster steeds arching against the wind and firelight, Many wield ancient and powerful weapons of magic passed from generation to generation, while others have high-tech weapons and vehicles from other dimensions.

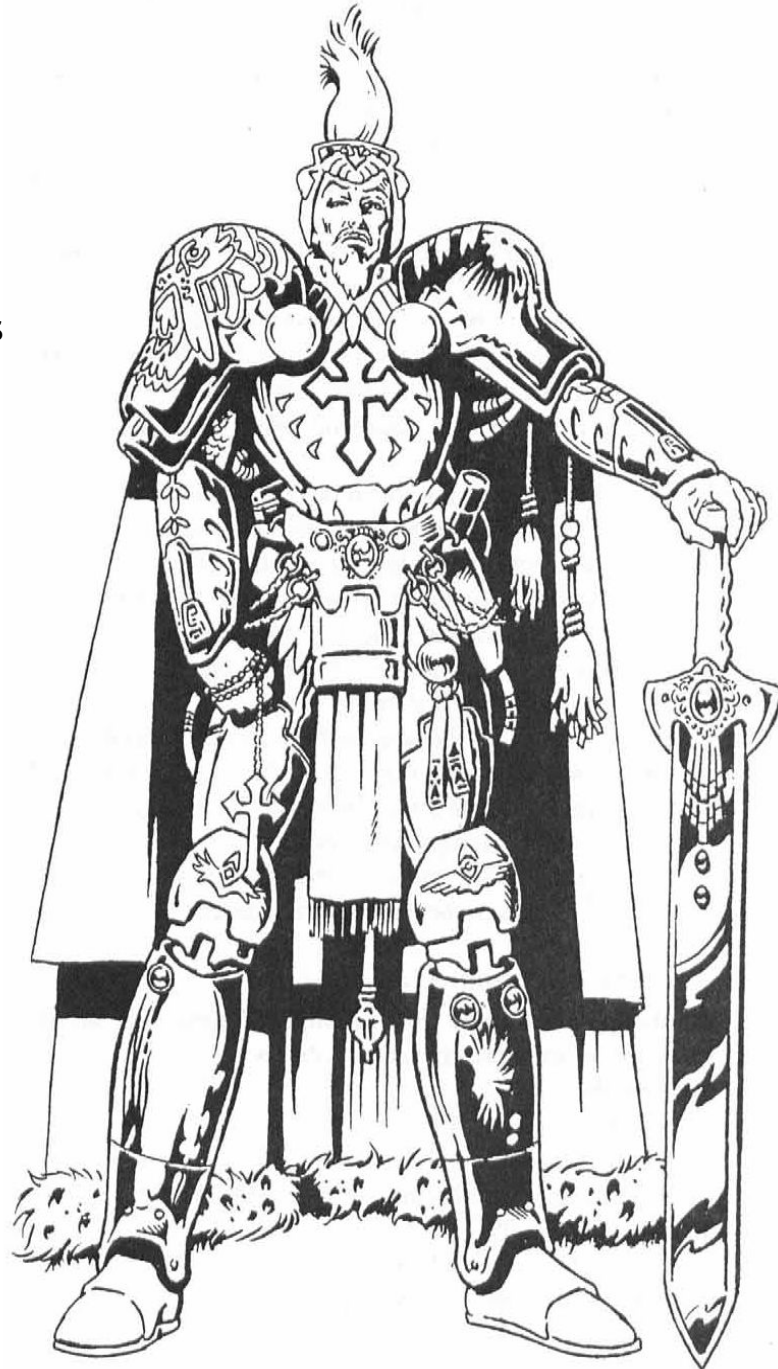
Hero's Journey:

Knights of the Temple gain five rolls on any of the following tables:

Close Combat Weapons, Education, Enchanted Items & Mystic Gadgets, Experience & Wisdom, Ranged Weapons and Training.

Knight of the Temple Abilities and Bonuses

- **Very tough:** Knights of the Temple are even tougher than the other humans on Wormwood. They get +2 Toughness.
- **Transport:** All Knights of the Temple possess some form of transportation. They may choose between a robot horse (see *Savage Foes of North America* pg. 46), a hover- or motorcycle from the *Players Guide* or a standard horse.
- **Admired:** Knights of the Temple receive a +2 bonus to their charisma when dealing with human inhabitants of Wormwood. They will regularly be offered free food and drink, given access to most buildings and homes, provided with a place to sleep and shelter for their companions, and are generally treated with respect.
- **Fighters:** Knights of the Temple are masterful warriors. They begin with Fighting d8 and two Combat Edges of choice.
- **Trained:** Knights of the Temple begin with Strength and Vigor d6.



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- **Relics:** All Knights of the Temple carry equipment that has been passed from generation to generation, or fight with High-Tech weapons from other dimensions. Additionally to his starting gear, a Knight of the Temple may choose one weapon or armor from the Players Guide. This piece of equipment is automatically a TW-device (see Players Guide pg. 106) with two major and two minor upgrades of choice, and 25 stored power points which replenish at a rate of one per half an hour.

Knight of the Temple Complications

- **Code of Honor:** All Knights of the Order of the Temple follow a Code of Honor similar to that of the knights of Camelot. They begin with the Code of Honor hindrance.
- **No symbiotes:** Knights of the Temple are not allowed to ally themselves with anything non-human. They may not use any symbiotes, but they may pilot Battle Saints and Orbs, and they can use TW-items, bloodstones, crystals and rune-weapons.

Knight of the Temple Starting Gear:

Begin with either a medium armor (+1 Toughness, +6 armor) or a heavy plate armor (+2 toughness, +8 armor, -1 to all agility-related rolls), a silver knife, and either two magic melee weapons (function just like a TW-device vibro sword with one minor upgrade of choice and a stored power pool of 15 power points) or two conventional weapons of choice from the Players Guide.

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The Knights of the Order of the Hospital O.C.C (M.A.R.S. character)

The common slang name for this order of Cathedral knights is "Hospitallers" or "Knights of Mercy." These noble knights are eternal optimists. They seldom seem to despair even in the face of evil and death. Typically, the hospitaller is a strong moral character of a good alignment (never evil). They serve as healers, moral advisors, scholars, philosophers and historians, as well as dedicated protectors of the weak and innocent. Most are excellent speakers who can inspire hope and strength by their words. Those who are not so eloquent inspire others through their actions, firm resolve, gentle mercies, kindness and personal sacrifice. They ask not for reward or thanks, taking solace in the fact that they help others and show the way to goodness and victory.

- Add +1 to Toughness.
- Begin with Willpower d8.
- Begin with the Code of Honor Hindrance.
- Begin with Healing d8.
- Begin with a Medium Armor (+4 Armor, +1 Toughness), 6 Worms of Blood, 20 Worms of Mending, a first aid kit (+2 to healing rolls), and two weapons of choice from the players guide.

A Hospitaller begins with three rolls on the M.A.R.S Fortune and Glory table, and three rolls on any of following tables:

Training, Education, Enchanted Items & Mystic Gadgets or Experience & Wisdom.



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Worms:

- **Worms of Armor:** These worms are large and thick, and coil themselves around the upper body and parts of the arms and legs. Worms of Armor provide the user with 8 M.D.C. Armor. The wearer also receives a -1 penalty to ally agility-related rolls.
- **Worms of Blood:** Blood worms are tiny, thin, red worms. Swallowing three of these worms alive, magically negates all poison and stops all bleeding. Placing three of these worms in a wound accelerates the natural healing rate by a factor of 12, so the injured character can make a healing roll every 2 hours.
- **Worms of Mending:** These worms resemble little white pieces of thread, and are just 1 inch long. When pouring ten of these worms into an open wound, it is completely healed within 1d6 minutes.
- **Worms of Power:** A large grey worm attached to the tongue or the inside of the mouth. This worm grants the following spells, that can be used for free up to three times a day: *Bolt*, *drain power points*, *damage field*.
- **Worms of Seeing:** A large, pulsating, white worm attached to the tongue, the inside of the mouth or on the neck. This worm grants the following spells, that can be used for free up to three times a day: *Clairvoyance*, *darksight*, *detect/conceal arcana*, *farsight*. It also grants +1 to resist any form of mind control or illusions.
- **Worm of Speech:** A thick, flat, grey worm that attaches itself to the tongue or the inside of the mouth. This worm makes the user able to understand and speak any language. It also grants the user the *Divination* power, that may be used for free once a day.
- **Worms of Spirit:** A large, thin, purple worm that attaches itself to the tongue or the inside of the mouth. This worm grants the following spells, that can be used for free up to three times a day: *Banish*, *dispel*. It also raises the users Spirit by one die.

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Special Spells (Wormwood Magic):

Create Fountain of Water

Rank: Novice

Power Points: 2

Range: Five feet

Duration: Two minutes per rank

This spell creates a small mound from which cool, clear water bubbles forth. Essential for survival on Wormwood. The fountain has a Toughness of 12.

Open/Close an opening:

Rank: Novice

Power Points: 1

Range: Touch

Duration: One minute per rank

This spell creates an opening the size of a doorway in a solid wall of a building. The caster may also close a small opening with this spell.

Life Fuel:

Rank: Novice

Power Points: 3

Range: Touch

Duration: Instant

Instantly negates all poisons and/or drugs in the body of the victim, and frees the victim of any and all possession or mind control.

Create Shelter:

Rank: Novice

Power Points: 3

Range: Five feet

Duration: Two hours per rank

This spell let's a small structure resembling an igloo swell out of the ground. It is large enough to accommodate three human-size beings comfortably, and hard to spot from the distance since it blends in with the surrounding (-2 to Notice Checks to detect the shelter when more than 50 meters away). The hut has a toughness of 16 M.D.C.

The caster may spend six power points instead of three to make the structure more permanent (Duration increased to a day per rank).

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Mold Structures:

Rank: Novice

Power Points: 3 for every five square meters transformed

Range: 10 Feet

Duration: 40 minutes per rank

With this spell, the character can rearrange existing structures on Wormwood. He can change the look or configuration of an existing building, room, cave, tunnel, pillar, sculpture, fountain etc., which includes reshaping rooms, creating new doors and windows, creating fountains, molding statues and furniture, adding additions to existing rooms or buildings and so on. The caster may spend twice the amount of power points to make the changes permanent.

Summon Battle Saint/Orb:

Rank: Novice

Power Points: 10 for a Battle Saint Orb, 15 for a Battle Saint

Range: 5 meters per rank

Duration: The battle saint remains active for 24 hours, or until it is destroyed

This spell awakens a battle saint. To use the spell, the user must first locate a dormant battle saint, and stand near it to make the magic work.

Locate food and resources:

Rank: Novice

Power Points: 1

Range: Self

Duration: Instant

With this spell, the character can sense the direction and approximate distance of the nearest food cave, the nearest available source of water, angel hair, etc. He can also sense the direction and general area where food worms and grubs may be found.

Remove/Repel Symbiotes:

Rank: Novice

Power Points: 2

Range: Touch or up to ten feet

Duration: Instant

With this spell, the caster may remove Symbiotes from a person without doing any harm to them. It can also be used to free people from life force batteries.

By spending twice the amount of power points, the caster may repel worm zombies, aggressive parasites and life force batteries (Four per rank). This forces them to stop, turn and leave the area without doing harm to any harm to the caster or his allies. Parasites may not return for 1d6 hours, but worm zombies and life force batteries may return in 1d6 minutes.

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Ride Giant Parasites:

Rank: Novice

Power Points: 5

Range: Touch or up to twenty feet per rank

Duration: Instant

With this spell, the caster can instantly turn an aggressive, giant parasite into an obedient riding animal. The creature will obey the person that enchanted it, but will allow others to ride it, as long as the spell caster mounted on it first.