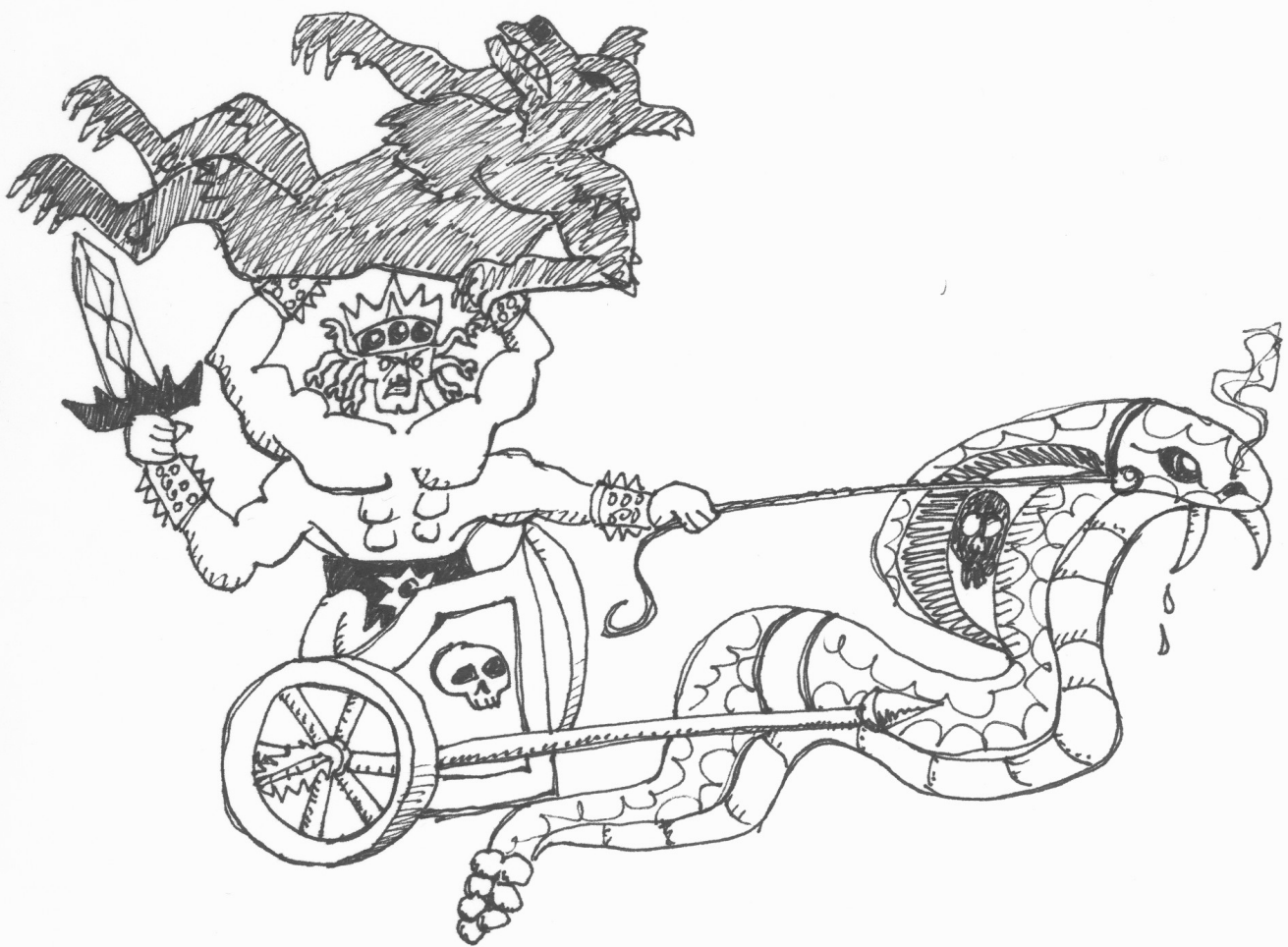


ENCOUNTER *SAVAGE*



RULES FOR TRANSLATING
THE EXCITING WORLD OF ENCOUNTER CRITICAL
TO THE SAVAGE WORLDS ROLEPLAYING GAME SYSTEM

CREDITS

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SPECIAL THANKS

To Hank Reilly and Jim Ireland, who had the original vision of Encounter Critical back in 1979 and compared to whom were are merely pale imitators.

To S. John Ross of Cumberland Games & Diversions for making sure that Encounter Critical remains available for modern audiences. Visit him on the internet at CumberlandGames.com

To the nice people at Pinnacle Entertainment Group for making Savage Worlds a kickass game and offering a Fan License so that stuff like this can be produced.

To Doctor Checkmate (drcheckmate.wordpress.com/) and Joshua of Tales of the Rambling Bumpers (webamused.com/bumpers/) for rules-checking the Savage stuff and offering suggestions on better ways to do stuff.

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INTRODUCTION

"Rules are, in the end, the tool we use to herd our less interesting brethren, and need not apply to men of action and cunning." - Hank Riley

Since its debut in 1979, Encounter Critical has become a beloved classic of science fiction fantasy roleplay. It may be the original universal system, allowing you to play any type of story simply by leaving out all of the other stuff you don't want. Unfortunately, many players today do not appreciate the timeless qualities of the game system and refer to it as "dated" or "retro" or "is this is joke?". To help expose those players to the wonderment that is the world of Vanth I have embarked upon a mission to bring the joy of Encounter Critical to a modern-day universal roleplay system Savage Worlds.

The motto of Savage Worlds is Fast! Furious! Fun! That is very applicable to Encounter Critical. What is presented in what I am calling Encounter Savage! is not intended to be a direct conversion between the two systems. You cannot convert your Klengon Half-Frankensteins or PsiWitches directly into Savage Worlds, you will need to recreate that character from scratch. These rules will help you do that. However I have worked hard to apply the principles of Hank Riley and Jim Ireland's True Scientific Realism so that Encounter Savage! characters will be as much like Encounter Critical characters as possible. In some cases more so!

A copy of Encounter Critical and the Savage Worlds Explorer Edition are required.



RACES OF VANTH

Requirements

These are things the player must buy for his or her character in order for the character to qualify as a member of that race. These things are not free! If it says you must have a Strength of d8 you must pay for a d8 at normal cost!

Edges

Savage Worlds puts the negative first but Encounter Critical is about possibilities so let's start with the positive! Edges are important things characters of your race can do. These are FREE. They are balanced by Hindrances according to the rules for races in the Savage Worlds Explorer Edition. You should buy that book so you know what the Edges mean.

Hindrances

A Hindrance is a bad thing or something the character can't do or isn't good at. These are taken so you can have more Edges and be better at important stuff. A race's Hindrances already balance the Edges they get so you don't get more Edges for having these.

New Hindrance: Robot

Nature

Robot Nature is a very important statistic in Encounter Critical that does not have an equivalent in Savage Worlds. It is not always a bad thing but it seemed most appropriate to make it a Hindrance because it changes the way you will play your character. It also allowed me to give some races more Edges! If your character has a robot nature he will do what everyone around him is doing or will fall back on the stereotypes of his race or culture rather than do something different or unique. The player must make a Spirit check to do something the Journey Master feels would be opposed by Robot

Nature. For instance if a

Vulkin wanted to do something illogical they would make a roll. A Klengon given a choice of two courses of action would roll and if it fails will do what the JM things a Klengon would do even if it's not what the player wants to do.



Amazon

Requirements: Agility d6, Strength d8, Vigor d6

Edges: Attractive, Command. Amazons get 1 die type increase on Survival because they are a heart warrior culture.

Hindrances: Outsider. The Arcane Background Magic costs 4 points instead of 2 because they are not good with magic.

Dwarf

Requirements: Strength d8, Spirit d8, Vigor d8

Edges: Brawny, Hard to Kill

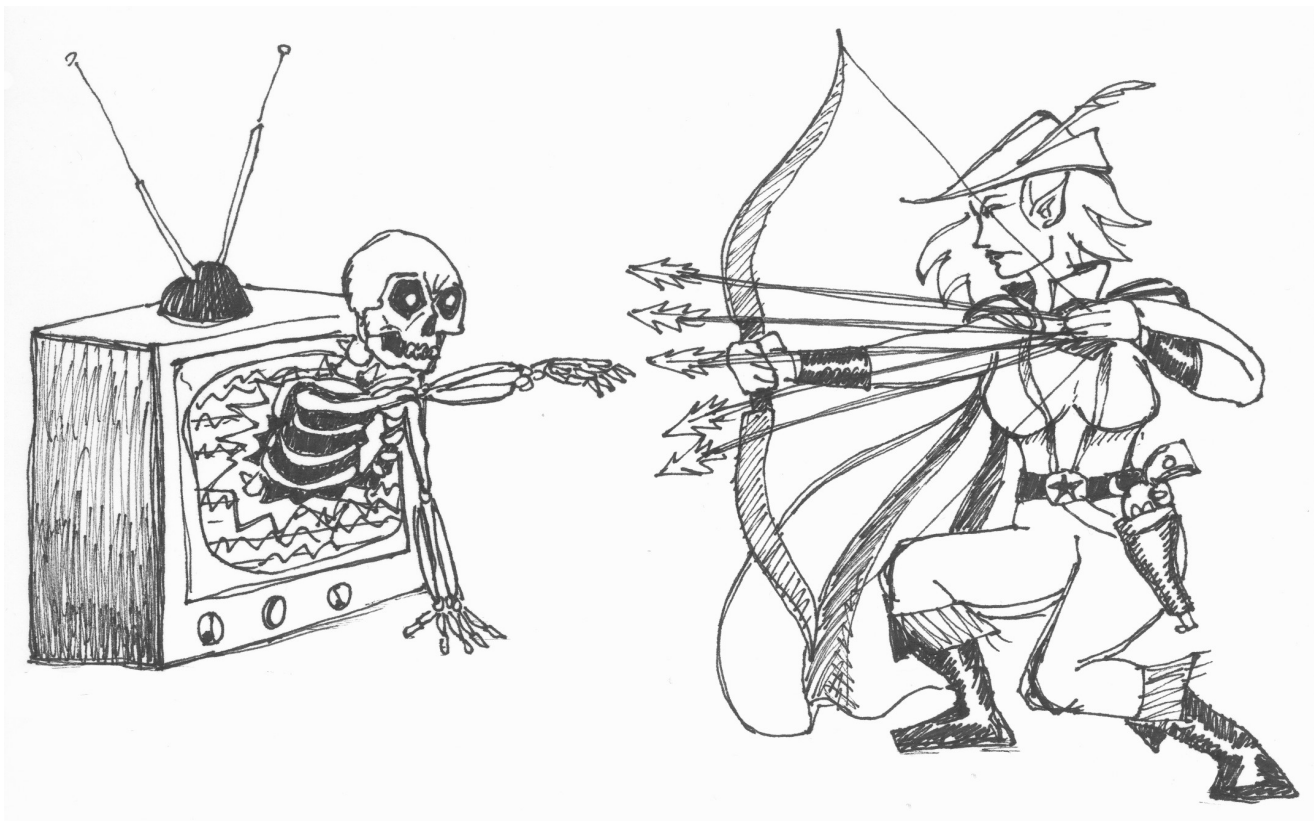
Hindrances: The Spell Casting costs double points (2 to raise not 1) because they are not good with magic.

Elf

Requirements: Agility d6, Smarts d6

Edges: Arcane Background Magic, Command

Hindrances: Robot Nature, Unlucky

**Frankenstein**

Requirements: None

Edges: Arcane Resistance Psi, 4 die type bumps to Strength

Hindrances: Bad Luck, Clueless, All Thumbs, Outsider, Robot Nature

Hobling

Requirements: Agi d6, Smarts d6

Edges: Great Luck, one die type increase in both Stealth and Lockpicking

Hindrances: Small, Robot Nature

Klengon

Requirements: Strength d6, Vigor d6

Edges: Brawny, Arcane Background Magic (if Shaman) or Pick One (if not Shaman)

Hindrances: Robot Nature

Lizard Man

Requirements: Agility d6

Edges: Brawny, Quick

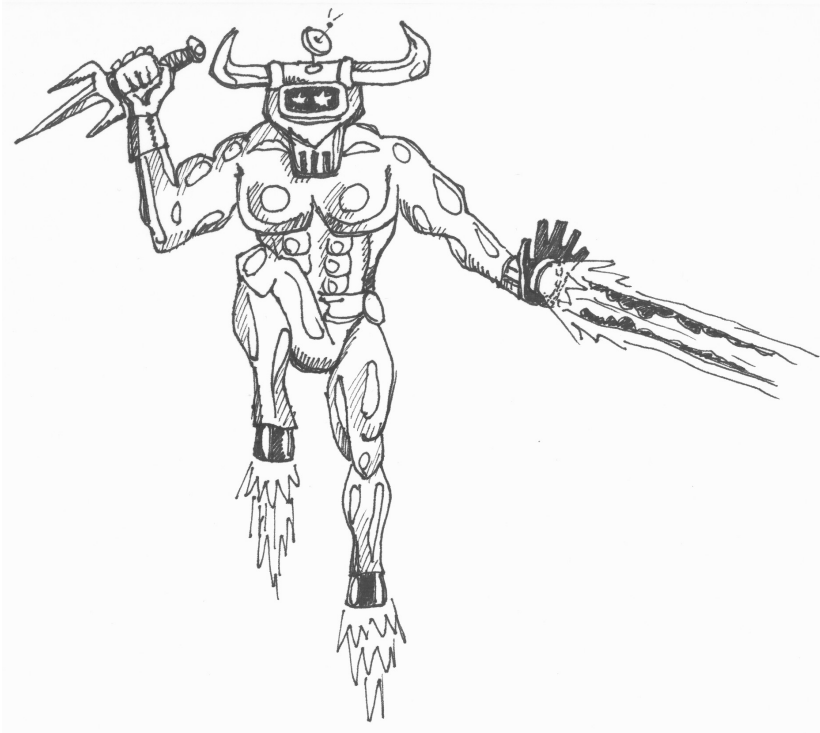
Hindrances: Clueless

Planetary Ape

Requirements: None

Edges: Brawny, Luck

Hindrances: PP for Magic is tied to Spirit. Half Spirit die + 6; thus d4=8, d6=9, d8=10... etc. because they are not good at Magic.



Robodroid

Requirement: None

Edges: Arcane Resistance, Fast Healer (which means they are quickly repaired as robodroids do not really heal)

Hindrances: Robot Nature

Vulkin

Requirements: Smarts d10, Spirit d8

Edges: Arcane Background Psionics, Jack of All Trades

Hindrances: Robot Nature

Wooky

Requirements: Strength d8, Intimidate d6

Edges: brawny, Command

Hindrances: Clueless

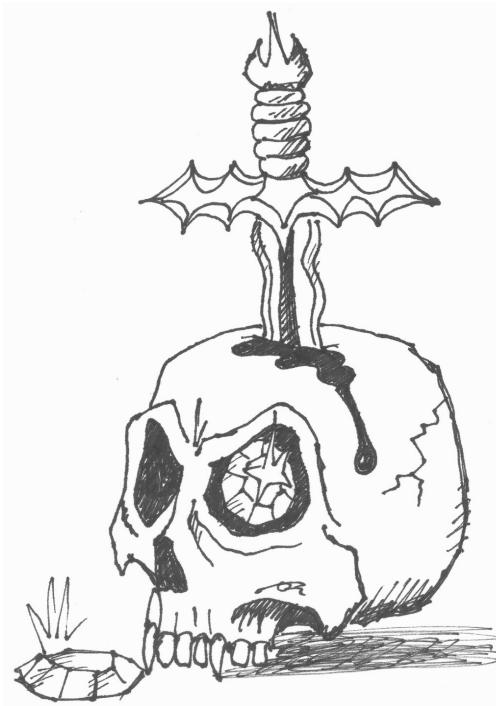
TRAITS AND SKILLS

There are multiple ways to use Traits and Skills and *Encounter Savage!*, all of which use the *Savage Worlds* rules of assigning polyhedral dice types. The first is to just use the Traits and Skills of *Savage Worlds* which is not the method I recommend as it does not reflect the True Scientific Realism of the setting of Vanth. The second method is to use the Statistics and Skills of *Encounter Critical* and buy die types as in *Savage Worlds*. You will get 8 points to do this instead of 5 because there are 9 Statistics in *Encounter Critical* instead of 6 in *Savage Worlds*. The journey Master may also wish to give players more points to buy skills with as well because not only are there more skills in *Encounter Critical* but characters in *Encounter Critical* would logically be superior to any other sort of *Savage Worlds* character! You can make this adjustment by just having beginning characters in Vanth be Seasoned or Veterans according to *Savage Worlds* rules.

The method that I am recommending to you here is to create a hybrid of the two and use the Traits from *Savage Worlds* and the Skills from *Encounter Critical*! While this does not comply to the code of True Scientific Realism it will give you a *Savage Vanth* game that is very interesting and fun to play! The table below shows what skills will connect with which Traits.

Note that in two instances there is no specific Trait but you should use the character's lowest Trait because those skills are very hard and cost more to advance in.

Alchemist (Smarts)
Appease (Spirit)
Argue (Spirit)
Berzerk Chances (Vigor)
Blind Attack (Smart)
Camping (Smarts)
Clue (Smarts)
Command Energy (Spirit)
Command Matter (Spirit)
Conjure (Spirit)
Consume Alien Food
(Vigor)
Crowd Manipulate
(Spirit)
Enrich (Smarts)
Ensource (Spirit)
Experience Bonus (low
Trait)
Explore (smarts)
Fake (Smarts)
Favor (Spirit)
Great Feat (Strength)
Guard (Vigor)
Happenstance (Spirit)
Illicit (Agility)
Invisibility (Spirit)



Labor (Vigor)
Lesser Feat (Strength)
Logic (Smarts)
Machine Friend (Spirit)
Magical Attack (Spirit)
Meld (Spirit)
Melee Attack (Strength)
Missile Attack (Agility)
Mistaken Identity (Smarts)
Monster Friend (Spirit)
Murder (Agility)
Provide (Agility)
Psi Resist (Spirit)
Psychic Implant (Spirit)
Read Minds (Spirit)
Restore Courage (Spirit)
Saving Throw (low Trait)
Scholarship (Smarts)
Seduce (Spirit)
See the Future (Spirit)
Sneak Attack (Agility)
Steal (Agility)
Survival (Vigor)
Tame (Spirit)
Unpleasant Order (Spirit)

Optional features are things that can be added on top of the character's racial template: A Cave Primitive Vulkin, an Evolved Wooky, a Mutant Planetary Ape, a half-dwarf half-elf, and so on. These are taken in addition to the racial templates and all have been balanced for cost. They're free! However you cannot take more than one of the options below.

All pluses and minuses refer to the die type. A +2 Smarts applied to Smarts d6 makes it Smarts d10. A -2 Strength applied to Strength d8 makes it Strength d4. If a modifier would take something below a d4 it becomes d4 -2. If a modifier would take something above a d12 it becomes d12 +2.

Cave Primitive

+1 Agility
-2 Smarts
+2 Strength
Edge: Luck
Hindrances: Clueless, Illiterate, Ugly

Evolved/Advanced

-1 Agility
+2 Smarts
-2 Strength
Edge: Command

Mutation

-1 Trait (Player's Choice)

Edge: Arcane Background (Mutant), 1 Power

Hindrance: Outsider, Quirk

When playing a mutant the player should roll on the Mutation Powers and Defects table on page 7 of *Encounter Critical* to determine the character's mutant ability. The Journey Master will determine how the mutation works. A separate roll should be made for each New Power the player purchases as the character advances.

Mixed Race

Follow the rules in *Encounter Critical* on page 6, mixing and matching the Bonuses, Hindrances and Edges of both races.

CLASSES AND PROFESSIONS

Encounter Critical's character classes are best expressed as Professional Edges in *Savage Worlds*. Below are new Edges for creating your Vanthian character!

Warrior

Requirements: Novice, Strength d8, Fighting d8
A Warrior gets a +2 on an Attack Action rolls, whether they are for Fighting, Shooting, or Throwing. At Seasoned Rank a Warrior may take the Sidekick Edge to gain a great companion. At Veteran rank the Warrior may take the Followers Edge. It may be taken again at Heroic and Legendary ranks to increase the number of Followers.

Warlock

Requirements: Novice, Smarts d8, Spirit d8
Although the Arcane Background (Magic) is required for the Warlock to gain spells, they gain the ability to do anything they could normally do but by magic, that is write in a book or make a Strength roll to kick down a door. The difference is that the Warlock rolls the same dice but instead of physically doing it they wave their hands and it happens by magic. They can take skills from the *Encounter Critical* skill list *Ensoresel* and *Invisibility* and use them as skills without having to spend Power Points.

Criminal

Requirements: Novice, Agility d8, Illicit d6, Fake d6, Sneak Attack d6, Murder d6



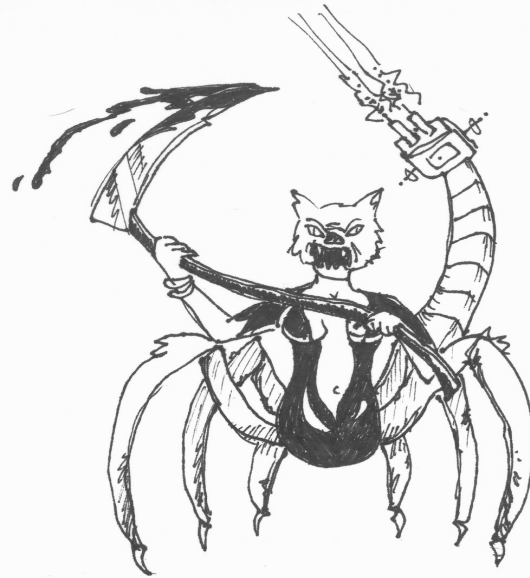
When Criminals use the Sneak Attack skill they can add their Sneak Attack score to melee weapon damage instead of Strength. When using the Murder skill they roll again and if they get the same number or lower the victim is Incapacitated. for instance if they roll a 7 and that succeeds that roll again and if it is 7 or less the target is Incapacitated.

Pioneer

Requirements: Novice, Vigor d8, Explore d6, Provide d6, Survival d6, Tame d6
On a successful Explore roll the Pioneer can find a shorter route to where the party is going. A Provide roll allows the Pioneer to find the equivalents of things that are needed for example if they need paper the Pioneer can find paper or something to make paper from or use as paper. If the Pioneer has Monster Friend or Machine Friend and makes a successful Tame roll against the target's Spirit the target becomes their friend and will be a follower if the Pioneer wants.

Doxy

Requirements: Novice, Spirit d8, Seduce d8, Favor d6
The Doxy can use Seduce as if it were a magical spell to make them do things. In battle, Seduce can be used as defense to make an attacker not attack the Doxy. Favor can be used when the Doxy needs a contact either to seduce someone powerful or to call upon someone powerful that they have seduced in the past and make them do her favors.



Psi Witch

Requirements: Novice, Spirit d8, Command Matter d6, Command Energy d6, Blind Attack d6
The Psi Witch can use Command Matter or Command Energy to stop an attack. That is if someone is shooting an arrow at the Psi Witch she can roll Command Matter and turn it into butterflies that fly away or make lightning dissolve into the air. Blind Attack can be used in place of any other type of attack skill but the Psi witch must be blindfolded and using her feelings to sense the target. These abilities do not require the Arcane Background (Psionics) Edge but other Psionic powers do.

MAGIC

As explained on page 20 of *Encounter Critical*, a Warlock may have thousands of spells in his spellbook including the sampling listed there. Each of these must be purchased as a New Power as explained in *Savage Worlds* page 85. The powers in *Savage Worlds* may be used as spells but will need to be punched up a bit to make them more interesting and descriptive to fit in with the exciting and thrilling world of Vanth!

EQUIPMENT

Nearly every weapon, bit or armor or other gear available in *Encounter Critical* is already represented on the various tables for equipment in *Savage Worlds*. This once again proves how influential *Encounter Critical* was on modern role playing game design! Use the statistics from *Savage Worlds* but keep the costs of items presented in *Encounter Critical* as this accurately portrays the economy of the world of Vanth.



MUTATIONS

Below is the suggested conversion for some of the mutations in Encounter Critical to Savage Worlds rules. Not every mutation is listed here, only the ones with statistics assigned to them. You will need to consult the Mutation Powers and Defects table on page 6 of EC for this to make sense. The Journey Master is left to determine the specific effects of each mutations.

References to pluses and minuses refer to die type so a +1 Strength if you have a d6 means make it a d8. If a mutation would make something less than d4 it becomes d4 -2. If a mutation would make something greater than d12 it becomes d12 +2.

DICE

- 01 - 03: -1 Strength, +1 Spirit
- 19 - 21: -1 to Random Trait (Roll d10: 1-2 = Agi, 3-4 = Smarts, 5-6 = Spirit, 7-8 = Str, 9-10 = Vig)
- 31 - 33: Take 1d8 damage
- 34 - 36: Take 3d10 damage
- 40 - 42: -1 Spirit, Gain Psionic Resistance Edge
- 46 - 48: Automatic Raise for companions Survival Checks
- 55 - 57: Gain the Ugly Hindrance
- 58 - 60: (Roll d6 1-2 = +1, 3-4 = +2, 5-6 = +3) (Roll d10: 1-2 =Agi, 3-4 =Smarts, 5-6 =Spirit, 7-8 =Str, 9-10 =Vig)
- 61 - 63: +1 Charisma
- 64 - 66: +2 Charisma, gain Hunted Hindrance
- 76 - 78: -1 Charisma
- 82 - 84: Damage = Vigor
- 85 - 87: +1 Notice, -1 Charisma

MONSTERS

Monsters can easily be converted by using the following scientifically accurate formulas:

Monster or Foe: Name of the Monster

Numbers: Per Encounter Critical

ATT: Per Encounter Critical

ATT %: 1%-20% = d4, 21%-40% = d6, 41%-60% = d8, 61%-80% = d10, 81%-100% = d12

Damage: Per Encounter Critical

Hit Points: Figure the die type used to determine hit points. 3-24HP would be 3d8, or d8. Use that die to determine Toughness.

Save: Same at ATT%

Edible: Per Encounter Critical

% Lurk: Per Encounter Critical

\$ Value: Per Encounter Critical

Special: Per Encounter Critical

AFTERWARD

Thank you for taking the time to download and read Encounter Savage! I hope that it will bring you much fun to your game table. It was very much a labor of love for me to write and for Xose Lucero to illustrate. I am a big fan of both Encounter Critical and Savage Worlds and to bring the two together is like being the guy who accidentally got chocolate in his peanut butter except that I did it on purpose. I have tried very hard to capture the spirit of both games with this material and hope that I have done so successfully because this is not the way that I normally write.

Berin Kinsman

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THE END