

SAVAGE TOKUGATOU



OFFICIAL
SAVAGE
WORLDS
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What is Tokusatsu?

Tokusatsu is the Japanese term for live-action media that uses extensive special effects, both practical and digital. It literally means “special filming,” referring to this intense focus on flash and style. A great many things fall under this category: kaiju (giant monsters), transforming superheroes, and giant robots all fall under the umbrella of tokusatsu. Considered one of the most popular forms of Japanese entertainment, some tokusatsu series have even seen success in other markets.

If activating a device to transform into a costumed super hero, fighting strange and often gimmicky monsters, and piloting giant mecha is what you’re interested in, then *Savage Tokusatsu* is for you. This product contains rules for bringing some of the most common types of tokusatsu to your gaming table while emphasizing the Fast, Furious, and Fun that *Savage Worlds* and the genre share.

Why Not Super Powers?

You might be asking yourself, “Why not just use the Super Power Companion?” It’s true that you could use it and easily generate a slew of unique and diverse powers but you’d soon run into some trouble. Characters who focus exclusively on Armor and Toughness powers mean that the enemies that can bring them down could also make minced meat out of any other, much squishier characters. The same is true of characters that focus in doing the most damage possible. In order to combat threats like these, things could quickly become unbalanced and not very fun.

It’s for these reasons that this book focuses more on marginal increases with its own, much more limited resource pool and the addition of ‘tiers of play’ to maintain the themes appropriate to tokusatsu media.

What's in this Document?

Collected in this book is the easiest, fastest, and most fun way to play a transforming hero, giant monster fighting game that you’ll come across. While this Test Drive does not contain anywhere near the complete rules presented

in *Savage Tokusatsu*, it does contain enough to get you going with your own campaign, such as rules for creating special, iconic weapons, armor, and mechs.

What's Not in this Document?

Savage Tokusatsu is a full book with a large amount of example characters ranging from villains of the week, hordes of minions, rival heroes, and kaiju. More Edges, Hindrances, and a section of advice on the construction of the various types of tokusatsu stories are also included. Also a section of advice on designing challenging enemies with various powers broken down into rough tiers of usefulness will help *Savage Worlds* Game Masters create competent threats for any setting and level of play.

The Iconic Weapons and Armor section is fully expanded and includes many more modifiers that can be applied to create truly varied equipment. Additional Frameworks covering other origins for transforming heroes beyond the two, simple ones presented in this document, additional rules for teamwork, simultaneous actions, and a completely different, more fatalistic and realistic set of rules for battling deadly kaiju with columns of tanks and squadrons of fighters are also present in the final work.

Finally, the villains presented in the short *Fire At Will* adventure in this document feature in a full-fledged Plot Point Campaign in the full book. *Fire Team on the Scene* is a light-hearted romp that pits a plucky group of teens (or adults) against Fire Team Omega, a group of intergalactic fire fighters, in their quest to protect Earth from the most dangerous fire within their solar system: the Sun.

What Do I Need to Play?

You only need a few simple things to play *Savage Tokusatsu*. A set of dice (d4, d6, d8, d10, d12), another d6, a deck of poker cards (Jokers included), a few poker chips or coins, the *Savage Worlds* Deluxe Explorer’s Edition (or a *Savage Worlds* Test Drive), and this document. With all that in hand, you’re ready to play *Savage Tokusatsu*.

Making a Tokusatsu Character

For the most part, creating a character in a tokusatsu game is the same as creating one in a normal Savage Worlds campaign. You still get 5 Attribute Points, 15 Skills Points, and a Free Edge. Unlike core Savage Worlds, money is more or less irrelevant. You receive your most important Gear which you can customize with several modifications to make your abilities different, yet similar to the Gear that your teammates will have.

The most notable difference between a basic Savage Worlds campaign and a Savage Tokusatsu game is the inclusion of Frameworks. Similar to those included in Savage RIFTS, these options allow for an additional leg of customization during character creation. They encapsulate the most common ways a transforming hero might obtain their abilities in this genre. From being genetically modified to receiving a highly advanced piece of technology to being an intergalactic human-like alien, these options are not exhaustive but capture the core stories many shows in this genre tell.

Transforming Frameworks

Not all transforming heroes are normal, everyday humans. Some might have been born with these abilities while others are an altogether different species that just looks human (or human-ish). Frameworks encompass several key factors, including power source and race, and grant a character different bonuses and penalties based on their selection. However, regardless of the character's Framework, all characters transform or no characters transform, unless the Game Master specifies otherwise.

All Frameworks have the following generic abilities in addition to the unique abilities listed under each section.

Arcane Background (Transform). This Edge is free in transforming hero tokusatsu games. It can be found in the Edges section of this document.

Leap. Tokusatsu characters possess great jumping abilities. They can jump 2" vertically and 4" horizontally.

Martial Artist. All transforming characters begin play with the *Martial Artist* Edge in addition to the Edge they normally receive for free.

Altered

Altered characters were normal humans who were, as the name implies, altered in some way or another. Cybernetic implants, a piece of invasive alien technology, or exposure to a mysterious type of energy are all equally viable power sources for an Altered character.

Machine Assist. Altered characters have assisted reflexes thanks to their altered form. When transformed, Altered characters have a Pace of 7".

Activation Period. Altered characters undergo a longer process when transforming. They must interact with foreign technology, focus the supernatural energy surging through them, or interface with their implants. Transforming is an action for Altered characters.

Bestowed

Power suits and gadgets make up the power source for a Bestowed. The character almost certainly did not make them and they may never know their origin at all. Belts, rings, bracers, and the like are all common designs for these suits when not in use. This is among the most common and widely known Frameworks for transforming heroes.

Advanced Tech. Bestowed characters have cutting edge technology. They begin play with one additional Modifier they can use on either their Iconic Weapon or Armor.

Item Dependent. Bestowed heroes are normal humans through and through. They might be above average and spunky, but, at the end of the day, they're mortal just like the rest of us. If a Bestowed character's Transformation Item is lost, stolen, broken, or otherwise inaccessible, they cannot transform until the item is accessible.



Edges

Some Edges are restricted or modified in a tokusatsu campaign, while a few new ones are listed below.

Restricted Edges: Any other version of Adept, Arcane Background, Arcane Resistance, Champion, Filthy Rich, Holy Warrior, Mentalist, New Power, No Mercy, Power Points, Rapid Recharge, Rich, Soul Drain, and Wizard.

Modified Edges: Ace applies to all non-attack rolls made while piloting a mech.

Actor

Requirements: Novice, Spirit d8

Those who are skilled in the art of acting find becoming other people or even telling simple lies much easier. The character has a +2 bonus on all Persuasion rolls made to bluff or otherwise lie as well as on all Knowledge (Theater) rolls related to acting.

Arcane Background (Transform)

Requirements: Novice

The character gains the ability to transform into an armed and armored hero as a free action. The character gains certain gear based on the Game Master's discretion. Typically, the character gains a stock Pistol, an Iconic Weapon, and a suit of Armor. Transforming increases a character's Tier from Mundane to Hero.

Interpose

Requirements: Novice, Spirit d8

Once per round, when an adjacent ally is hit with a ranged attack, you can choose to dive in the way and take the damage instead. The attacking creature resolves the damage against your Toughness and you take any negative effects as if you were the original target.

Jump to Conclusions

Requirements: Novice, Smarts d8

You're good at making completely unprovoked decisions about the task at hand. Once per session, you

can spend a Benny and make a Smarts roll at -2. If the roll is successful, you learn a vital piece of information about an aspect of the scene that helps you to create a far-fetched plan to solve the problem at hand.

For example, if you're fighting a wood and dog themed monster, you might make the conclusion that you can get it to 'fetch' its own tail through a series of clever checks. Pitch a goofy, terrible idea to your Game Master. If it is accepted, then it becomes a way to solve the current problem. If the Game Master denies it, then they must come up with a solution to the problem or return your Benny.

Hindrances

One new Hindrance is provided below.

Clique (Minor)

You interact with a specific group of people, often to the exclusion of others. Your clique might be your fellow characters, but it does not need to be. Your clique is your top priority. They require constant hang sessions, often text you at inopportune times, and might find themselves in harm's way over the course of a session. Failing to maintain your relationship with them strains you emotionally as your conflict begins to grow. In sessions where your relationship with your clique is strained, you have a -1 penalty on all rolls.



Running Tokusatsu

What Kind of Tokusatsu?

The most important decision you are going to make when it comes to running a tokusatsu game is deciding what specific sub-genre you want to explore. Teenagers forming a group to save the world between classes, a gritty but colorful transforming hero fighting against an evil organization that experiments on people, normal people struggling to survive the force of nature that is a kaiju, and giant robots duking it out are all extremely common.

This Test Drive only includes some rules from Savage Tokusatsu that cover transforming hero tokusatsu. These stories are often, but not always, light hearted romps about young people dealing with their personal lives and the ever present threat of global destruction at the hands of monsters. Most series have giant monster and mech battles occur in isolated areas or simply gloss over the destruction caused by these battles. The world's only reaction is a fairly calm "thank you" on television to the heroes who prevented a tragedy. If you're looking for a more grim angle, then consider exploring the after effects of these battles on the lives of the people living in the same city or town as the heroes. Thankfully, almost any type of story can be told within this genre of action.

New Combat Rules

There are several thematic styles for tokusatsu combat. Two iconic themes and the rules required to run them are presented below.

Damage Scale

In most transforming hero shows, there is a rough sequence of events. The monster and its minions arrive and fight the heroes before they transform. The heroes might defeat several minions and even land a few ultimately harmless hits on the boss monster before they must transform. The heroes then fight the boss monster and destroy it. In some franchises, the monster might grow to a gigantic size that the heroes combat with an equally gigantic robot.

Writing to Hindrances

A lot of media in this genre is targeted at children. That means there is usually a moral every episode not unlike an after-school special. An easy way to handle these morals is to involve the characters directly. Hindrances create a perfect hook to make these storytelling opportunities that much easier to craft.

Choose one of the characters in the group and then choose one of their Hindrances. Frame the moral of your next session around the chosen Hindrance. For example, if the Clique Hindrance is selected, then perhaps the character hasn't been fulfilling their obligation to their social circle because of their newfound responsibilities, or maybe their clique has been drawn into this week's conflict.

For a more on the nose lesson, perhaps a character with the Mean Hindrance learns about kindness as their friends and partners grow fed up with their attitude. Perhaps a character with the Greed Hindrance falls prey to the allure of a monster's wealth which charms them in the worst way, or maybe a Small character learns that sometimes size doesn't matter after a series of hurdles block their path but not the path of their larger allies.

These stories can be used to dull the effects of a Hindrance or even serve as a potential way to permit a character to buy off a Hindrance for 5 or more experience points. These are times that allow a character to learn and grow as a person in at least some small way. A Mean character might not lose the Mean Hindrance, but they might just take their episode as a chance to be a little less mean moving forward.

Damage Scale is a rule that seeks to emulate this escalation of danger. It introduces 'Tiers' of play, Mundane, Hero, and Giant, which supersede the Gargantuan Monstrous Ability from *Savage Worlds*. In its simplest form, player characters can only harm creatures of their current Tier or lower. This means that antagonists, even the most humble of minions, can always attempt to harm a player character.

The tiers exist atop one another. Creatures gain a +2 bonus to attack creatures in the tier immediately beneath their own. For ease of play, attacks from Giant creatures against Mundane targets should best be left alone or used for purely dramatic purposes based on the tone of the setting. Qualities such as Heavy Armor still function normally provided weapons of the same tier are being used.

Simultaneous Mech Command

Long have people grappled with how best to handle combat where multiple players control one combined form that they all have equal control of. This rule seeks to keep the ideals of Fast, Furious, and Fun alive by simplifying an often overly complicated mechanic while also allowing all players equal opportunity to succeed and make decisions. As a fast and loose rule, a mech is a culmination of the best parts of its pilots.

When dealing initiative, the mech receives a single card as if it were a normal character. If any of the piloting characters have initiative modifying feats, then they modify the mech's initiative card as normal. On the mech's turn, the group decides what course of action is best to take. When an action that requires a roll is taken, all characters in the mech roll the appropriate Skill or Attribute as if they were performing the action on their own. If at least half of the characters succeed on their roll, then the action is a success.

In the case of combat rolls, any Edge that would modify the roll still modifies the single character's roll. For Edges such as *Sweep* or *First Strike* that modify the way an attack is made, the Edge modifies the mech's attack provided the group agrees to use the Edge. For Edges that modify attacks or damage through Gear, such as *Martial Artist* or *Florentine*, the mech must meet the Gear requirements to use the Edge.

When the mech takes damage, the penalties apply to all characters piloting the mech. Edges such as *Nerves of Steel* apply only to the rolls of the single character, not the mech. The same applies to Edges that modify rolls to remove the Shaken condition. The mech has the health of a Wild Card and its assembly is detailed in the Mech Construction section.

When an attack forces the mech to make a roll, such as an Agility roll to avoid a cone attack, the entire group rolls the mech's appropriate Attribute. The only exception are Spirit rolls to end the Shaken condition. These are made with the Spirit of the piloting characters.

It is extremely important to make sure that all players have an equal say. If you feel that one player is dominating or bullying the others into going along with their plan, then speak up. Everyone needs an equal say. Mech fights are a team building experience.

Finishing Moves

Shouting out your special attack is a common practice in this genre. For the most part, Edges cover special attacks. Give it a name and shout it out whenever you use it. Your Frenzy is actually your "Whirlwind Storm Strike" or something of the sort.

Finishing moves are similar. When a boss monster is mechanically defeated, inform the players that it's time for their finishing move. It's a simple affair to allow them to just narrate their combined attack that causes the villain to explode or disintegrate. Boggling such things down with unnecessary rules will only slow down what should be the climax of an encounter and introduce the risk of failure. If the party wins the fight, then they've earned a cool final move.



Building Gear

At the beginning of a transforming hero tokusatsu campaign, the Game Master decides how many pieces of free Gear you receive. Usually this will be three pieces, a standardized ranged weapon, a specialized weapon, and a suit of Iconic Armor.

Iconic Weapons

Anything can be a cartoony tokusatsu weapon. With a few minor exceptions, almost all weapons listed in the Savage Worlds Explorer's Edition can be chosen as a character's iconic weapon.

Melee Weapons

Any Medieval or Modern weapon with the exception of the Katana, Bangstick, Chainsaw, and Survival Knife can be the base for your weapon. If a player wants their weapon to look like a katana that is completely fine. Use the stats for a Short Sword or Long Sword instead. A character can also choose a Small Shield instead of a weapon. The shield deals Str+d4 damage but otherwise functions normally.

Ranged Weapons

Ranged weapons are slightly more difficult to balance. All Medieval weapons are eligible for use as the base for a ranged weapon. For firearms, tokusatsu games don't seek to emulate reality in the same way that the firearms listed in the Gear section of the Savage Worlds core book does. Presented below are three base ranged weapons that emulate firearms. They can fire whatever projectile is appropriate for the setting and weapon. Bows, thrown weapons, and crossbows produce 10 pieces of ammunition. Replenishing the ammunition for a ranged weapon, including for a bow and thrown weapon, is an action.

In most team based tokusatsu series, the group all receives an unmodified, identical Pistol as a free piece of Gear. Rifles and Shotguns are usually an Iconic weapon. Remember, all transforming heroes have the *Martial Artist* edge, so it's not as if a character that chooses two ranged weapons will be unarmed in melee combat. A character that chooses an Iconic Pistol can purchase Weapon Modifiers for both their Iconic and generic pistol individually.

Type	Range	Damage	RoF	Min Str	Shots
Pistol	10/20/40	2d6	1	-	5
Rifle	15/30/60	2d8	1	d6	4
Shotgun	5/10/20	1-3d6	1	d8	3



Sample Weapon Modifiers

Presented below are modifiers to augment the weapons a transforming hero uses. They receive two free modifiers for their Iconic Weapon at character creation and receive another modifier upon reaching a new Rank, for a total of six modifiers at Legendary. At new Ranks, you can instead create a new Iconic Weapon. Your total Modifiers are still limited to however many you would have at your current Rank split between your various weapons.

The same modifier can be selected multiple times unless the modifier specifically states otherwise. Multiple instances of the same modifier stack. For example, AP 2 becomes AP 4 when the Piercing modifier is taken twice.

- **Defending.** Characters wielding this weapon gain a +1 bonus to Parry.
- **Heavy.** This weapon gains the Heavy Weapon property.
- **One Handed.** This weapon only requires one hand to wield properly. This modifier can only be taken on weapons that require two hands to use.
- **Piercing.** This weapon gains AP 2.
- **Rapid.** This weapon gains the Semi-Auto property. Upon taking this modifier again, the weapon gains the Three Round Burst property. This modifier can only be taken on ranged weapons.
- **Reach.** The reach of this weapon increases by 1”.

Iconic Armor

Though suits of armor might not look like much in many tokusatsu series, they have considerable strength and greatly modify the physical abilities of the user. In mechanical terms, armor comes in one easy to use package. It covers the entire body and grants +2 Armor.

Sample Armor Modifiers

Presented below are modifiers to augment the armor a transforming hero uses. Characters gain one Armor modification during character creation and an additional modification at the beginning of each Rank, for a total of 5 modifiers at Legendary.

The same modifier can be selected multiple times unless the modifier specifically states otherwise. Multiple instances of the same modifier stack. For example, Armor +1 becomes Armor +2 when the Armored modifier is taken twice.

- **Armored.** This suit grants an additional +2 Armor when worn. This modifier can only be taken twice.
- **Climbing.** This suit grants the character the ability to climb on horizontal and inverted surfaces at its Pace.
- **Powerful.** This suit increases the character's Strength by one die type while worn. This modifier can only be taken once.
- **Quick.** This suit increases the character's Pace by 1” while worn.
- **Soaring.** This suit grants the character a Flying Pace equal to half their Pace with Climb 0. Upon taking this modifier again, the character's Flying Pace is equal to their Pace with Climb 1. Upon taking this modifier a third time, the character's Flying Pace is equal to their Pace +1 with Climb 2. This modifier can only be taken three times.

Mechs

Sometimes personal, sometimes an amalgam of the entire team's mechs, giant robots and their smaller counterparts are simple to make. It can use a normal character sheet and is created with group collaboration and these simple steps:

1. Start with a d4 in Agility, Strength, and Vigor. You have 4 points with which to raise them. Raising an attribute a die type costs 1 point.
2. Pace is 6”.
3. Parry is equal to 2 plus half Agility. This might be modified when selecting Gear.
4. Toughness is equal to 2 plus Vigor. This will be modified when selecting Gear.
5. Create an Iconic Weapon for the Mech. It has a number of modifiers equal to one plus your current Rank.
6. Create a suit of Armor for the mech. It has a number of modifiers equal to one plus your current Rank.
7. Give the mech the Hardy Special Ability.
8. Choose the Tier for the mech. Size is a good indication for tier. Most mechs are Giant Tier as they are meant to fight Giant Tier enemies.

Pregenerated Characters

On the following pages are characters your group can use to play *Fire At Will*. You can also use the limited rules presented in the Test Drive to create your own Novice rank heroes.

Please note that these characters are made using rules from *Savage Tokusatsu*. There are some minor differences from the core rules. Most notable are the Special Abilities and the X/Y references to certain Attributes or Traits. The first number represents the character's untransformed attribute while the second is their attribute when transformed in Hero Tier.

⚡ Amina Basra



Amina Basra, also known as the transforming hero Liberty Flame, is a recent transfer to Seigo Private Academy.

Several months ago, she and her partner, Adamant Blitz, successfully defeated the leader of the evil organization White Noise. Now she's moved to the city of Bright Lake and wants nothing more than to be a normal girl who just happens to have the ability to turn into a superhero.

Fairly tall and well built, Amina is a young Muslim girl who enjoys vibrant colors and expresses herself through her hijabs, al-amira, and other clothing. She enjoys studying space and dreams of one day being an astronaut. In her free time, she watches sci-fi movies and tinkers with household electronics. She has been lonely since leaving her partner for a new city and is hoping to make new friends on her first day at Seigo High.

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

Skills: Fighting d6, Healing d4, Investigation d4, Knowledge (Astronomy) d8, Notice d6, Persuasion d6, Repair d4, Shooting d6, Stealth d4

Cha: +2; **Pace:** 7/8; **Parry:** 5; **Toughness:** 5/7 (2)

Hindrances: Anemic, Cautious, Enemy (Major, White Noise)

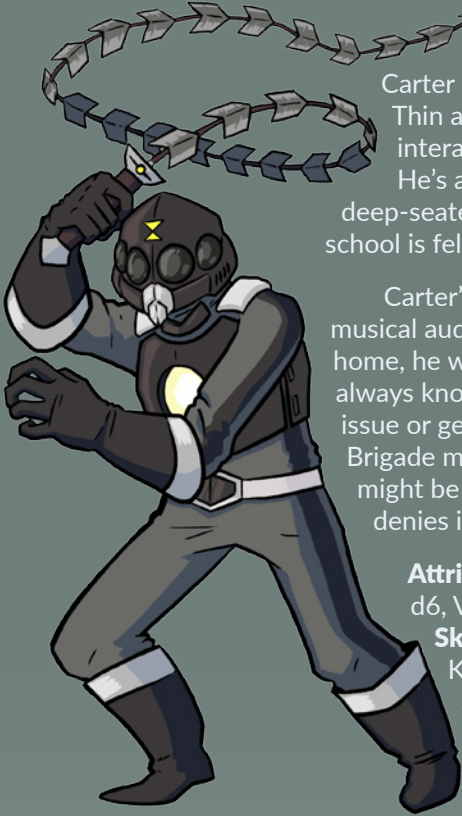
Edges: Arcane Background (Transform), Charismatic, Martial Artist

Special Abilities:

- **Armored Suit:** +2 Armor. Quick.
- **Leaping:** Amina can jump 2" vertically and 4" horizontally when transformed.
- **Cavalry Lever:** 2d8, Ranged 15/30/60, 5 shots, AP 2, Heavy Weapon. Heavy, Piercing.
- **Transform (Altered):** Transforming from Mundane to Hero Tier is an action for Amina. She does not have access to her Cavalry Lever, Leaping, and Armored Suit Special Abilities while untransformed.
- **Tier:** Amina is either Mundane or Hero Tier.



⚡ Carter Mills



Black Widow's true name is Carter Mills. Rough around the edges and a social outcast, Carter is a young thespian with a penchant for knitting. Thin and pale, Carter keeps to himself outside of what interactions he has to have with the Bug Brigade. He's a snarky teen who uses sarcasm to cover up his deep-seated insecurities. The only friend he has in the school is fellow outcast and Bug Brigadier, Darla Marva.

Carter's days are spent preparing for the upcoming musical auditions for this year's school production. At home, he whiles away the time knitting socks and hats. He always knows just what to say to cut to the heart of an issue or get under someone's skin. His time with the Bug Brigade might dull his scathing edge. Darla believes Carter might be developing feelings for Marc, though Carter denies it at every opportunity.

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

Skills: Fighting d6, Knowledge (Theater) d6, Knowledge (Knitting) d6, Notice d6, Shooting d4, Stealth d6, Persuasion d4, Taunt d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5/7 (2)

Hindrances: Arrogant, Big Mouth, Outsider

Edges: Arcane Background (Transform), Actor, Martial Artist

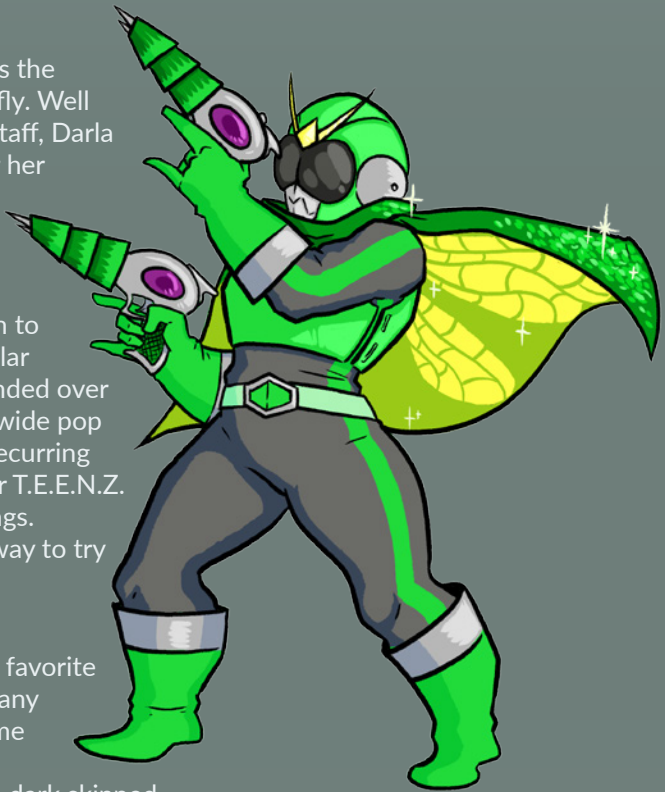
Special Abilities:

- **Armored Suit:** +2 Armor, Climbing Pace 6". Climbing.
- **Widow's Whip:** Str+d6, Reach 2, ignores shield Parry and Cover bonus, struck creatures must make an Agility check or fall prone. Reach x2.
- **Blaster:** 2d6, Ranged 10/20/40, 5 shots.
- **Leaping:** Carter can jump 2" vertically and 4" horizontally when transformed.
- **Transform (Bestowed):** Transforming from Mundane to Hero Tier takes no action for Carter. He does not have access to his Widow's Whip, Blaster, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** Carter is either Mundane or Hero Tier.

⚡ Darla Marva

Leather jacket clad Darla Marva is the civilian identity of Green Dragonfly. Well known throughout the school's staff, Darla is regarded as a troublemaker for her tendency to skip classes and mouth off. Her only friend to speak of at the school is Carter Mills, though her friendship with Melissa B. Hunnington has begun to grow thanks to their extracurricular work together. The two have bonded over their mutual enjoyment of worldwide pop sensation, Super T.E.E.N.Z. Her recurring nemesis, Meghan, despises Super T.E.E.N.Z. in favor of rival boy band, Emotings. Meghan seems to go out of her way to try and get under Darla's thick skin.

Unlike Melissa, Darla is easily described as "obsessed" with her favorite boy band. She listens to them at any lull between class periods, at home while not doing homework, and sometimes during missions. Thin, dark skinned, and particularly forceful, Darla is quick on her feet and sharp as a tack. Her dual Darner Blasters allow her to keep her distance in battles while still contributing to the group's success.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Fighting d4, Intimidation d6, Knowledge (Super T.E.E.N.Z.) d10, Notice d6, Shooting d8, Stealth d4, Taunt d6

Cha: -3; **Pace:** 6; **Parry:** 4; **Toughness:** 4/6 (2)

Hindrances: Enemy (Minor, Meghan), Habit (Major, Listening to Super T.E.E.N.Z.), Mean

Edges: Ambidextrous, Arcane Background (Transform), Martial Artist

Special Abilities:

- **Armored Suit:** +2 Armor, Flying Pace of 3" and Climb 0. Soaring.
- **Leaping:** Darla can jump 2" vertically and 4" horizontally when transformed.
- **Darner Blasters:** 2d6, Ranged 10/20/40, 5 shots, Semi-Auto. Rapid on two blasters.
- **Transform (Bestowed):** Transforming from Mundane to Hero Tier takes no action for Darla. She does not have access to her Darner Blasters, Leaping, and Armored Suit Special Abilities while untransformed.
- **Tier:** Darla is either Mundane or Hero Tier.



⚡ Marc Antoni

Swole is the easiest way to physically describe Marc Antoni, also known as Red Scorpion. A young man with a strong sense of morals, Marc has always been larger and more powerful than those around him, and also abhors violence and malice in all their forms. Marc has a twin sister, Juniper, who is in the clique of the Bug Brigade's leader, Melissa B. Hunnington. He and Melissa were passing acquaintances long before either of them donned their Shifters.

He is incredibly close with fellow gym rat Vika Santos, who he counts as his dearest friend. Shortly after the formation of the Bug Brigade, Marc confided in Vika his uncertainty of their future without a leader. No true leader has been chosen for the Bug Brigade, but Marc feels in his heart that he is unfit to lead and that Melissa's cool head and rational thinking make her a far better leader than he could ever hope to be.



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

Skills: Climbing d6, Fighting d6, Intimidation d6, Knowledge (Fitness) d8, Knowledge (Academics) d6, Notice d6, Shooting d6

Cha: 0; **Pace:** 6; **Parry:** 5/7; **Toughness:** 6/8 (2)

Hindrances: Code of Honor, Loyal, Pacifist (Minor)

Edges: Arcane Background (Transform), Brave, Martial Artist

Special Abilities:

- **Armored Suit:** +2 Armor. Powerful.
- **Scorpion Daggers:** Str+d4, +1 Parry each. Defending on two daggers.
- **Leaping:** Marc can jump 2" vertically and 4" horizontally when transformed.
- **Blaster:** 2d6, Ranged 10/20/40, 5 shots.
- **Transform (Bestowed):** Transforming from Mundane to Hero Tier takes no action for Marc. He does not have access to his Scorpion Daggers, Sidearm Blaster, Leaping, and Armored Suit Special Abilities while untransformed.
- **Tier:** Marc is either Mundane or Hero Tier.

⚡ Melissa B. Hunnington



Melissa B. Hunnington was born with a silver spoon in her mouth. She promptly spit it out. The only child born to the founders of a large tech company, Melissa has never wanted for anything, but, thanks to her parents' incredibly controlling plan for her, has incredibly stunted social skills. Despite this fact, she has become the queen bee of a popular clique at Seigo Private Academy. It is because of her popularity and number one class ranking that she has been assigned to escort transfer student Amina Basra on her first day of school.

An anomaly, Melissa only feels like herself when she has shifted into her Yellow Bee persona. At a young age, Melissa developed a love for video games and the impossible feats capable within them. As a transforming hero, she is finally able to live out her fantasies of heroism.

When she is simply Melissa, she is quiet, unsure, has difficulty maintaining eye contact, and takes great care to think out everything she says.

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

Skills: Fighting d8, Investigation d6, Knowledge (Gaming) d8, Repair d6, Riding d6, Shooting d4, Swimming d4

Cha: -1; **Pace:** 6/7; **Parry:** 6/8; **Toughness:** 5/7 (2)

Hindrances: Clique (Minor), Clueless, Habit (Minor, Gaming)

Edges: Arcane Background (Transform), Martial Artist, Quick, Rich

Special Abilities:

- **Armored Suit:** +2 Armor. Quick.
- **Bee Sting Sabre:** Str+d4, AP 2, +2 Parry. Defending, Piercing.
- **Leaping:** Melissa can jump 2" vertically and 4" horizontally when transformed.
- **Blaster:** 2d6, Ranged 10/20/40, 5 shots.
- **Transform (Bestowed):** Transforming from Mundane to Hero Tier takes no action for Melissa. She does not have access to her Bee Sting Sabre, Sidearm Blaster, Leaping, and Armored Suit Special Abilities while untransformed.
- **Tier:** Melissa is either Mundane or Hero Tier.

⚡ Vika Santos

The son of a Russian gangster, Vika Santos has a massive family that he has taken care of since his mother passed. His father's work keeps him out of the house for extended periods of time, leaving Vika to cook and clean for his five siblings. Unfortunately, this keeps Vika from focusing on his studies which has caused his grades to suffer greatly. However, Vika does not resent his situation. He acknowledges it is unfortunate, but does what he can to ensure his siblings don't have to shirk their studies the same way he has had to. Life is unfair, but Vika won't let it beat him and his boundless optimism.

Blue Pillbug serves as the literal shield of the Bug Brigade. He is willing to throw his body in the way of attacks to protect his friends. Vika is the heart of the team and considers everyone, even the crass Carter or abrasive Darla, dear friends. His best friend, though, is Marc Antoni who he regularly joins at the gym. He's also recently grown closer to Carter who has offered to sew his clothes to keep them together longer. Whether this is Carter's attempt to use Vika to get closer to Marc, or just genuine, budding compassion is unknown.



Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Knowledge (Cooking) d6, Lockpicking d4, Notice d6, Shooting d4, Stealth d6, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5/8; **Toughness:** 6/10 (4)

Hindrances: Heroic, Poverty, Quirk (Minor, Bad Student)

Edges: Arcane Background (Transform), Interpose, Martial Artist

Special Abilities:

- **Armored Suit:** +4 Armor. Armored.
- **Rolling Shield:** Str+d4. +3 Parry. Defending x2.
- **Blaster:** 2d6, Ranged 10/20/40, 5 shots.
- **Leaping:** Vika can jump 2" vertically and 4" horizontally when transformed.
- **Transform (Bestowed):** Transforming from Mundane to Hero Tier takes no action for Vika. He does not have access to his Rolling Shield, Blaster, Leaping, and Armor Special Abilities while untransformed.
- **Tier:** Vika is either Mundane or Hero Tier.

Fire at Will

Fire at Will is a short, one session adventure that can help introduce new players to the style of transforming hero games. The adventure covers a type of crossover episode between a hero who is trying to move beyond her past and live the life of a normal high school girl and an active team of heroes fighting against a strangely well-intentioned team of alien firefighters.

The Story So Far

It's a new day in the forested city of Bright Lake and it's also a new chapter in the life of Amina Basra, the civilian identity of the now retired transforming hero Liberty Flame. She recently enrolled in the city's premier private high school, Seigo Private Academy, and is about to experience her first day.

The school is attended by the active heroes of the Bug Brigade. Carter Mills, Darla Marva, Marc Antoni, Melissa B. Hunnington, and Vika Santos are all current sophomores and don't get along quite as well as the public expects the members of the Bug Brigade would. These diverse sophomores live their day to day lives while juggling school, social lives, and fighting an intergalactic threat.

Regardless of this, Volt Wagon, a former leader of the evil organization White Noise, has tracked Amina to Bright Lake and plans to turn the city upside down to find her. Unknown to Volt Wagon, another organization has taken up residence in the city. Fire Team Omega is an intergalactic team of alien firefighters that have chosen Earth, and more specifically Bright Lake, as the staging grounds for their plan to protect the planet from the most dangerous fire in the solar system: the Sun.

Depending on which of the pregenerated characters are used, if any, the beginning of the adventure might unfold differently. If Amina isn't a character, then the plotline of who White Noise is searching for might never be resolved, or she can be used as an NPC if the party finds themselves in a bit of a pinch. With the other five characters already having established relationships with one another, it is easier to bring them together for the adventure.

Business As Usual

Seigo High is a uniform-less school that seeks to foster the next generation towards greatness. Its principal, Principal Lindsay, is a stern but understanding man that always seems to be moments from bursting out of his suit. He stands at the front of the school's entrance, as he does on most days, to greet his students. New students might be awestruck by the sheer size of the school and its principal.

The three story structure features state of the art labs, computers, and other facilities that are open for the student body's use. Several large fields occupy the flanks and rear of the school to accommodate both types of football, baseball, and field hockey. The student body is lively and mostly friendly.

Fire Team Omega has been inactive for several days and the members of the Bug Brigade have had plenty of free time to engage in their passions and hobbies. New students are encouraged by teachers, such as the tight laced Ms. Sutherwood, to put themselves out there and make new friends.

As it so happens, all characters share the same homeroom and might even have similar electives in addition to the physical education period they all share together at the end of the day. Give the heroes time to mingle and feel out their characters. They might even interact with one another between periods or make plans after school. It's important for characters in transforming hero stories to have personal lives that are just as colorful as their "extracurricular activities."

Blackout

Things start out small. Electronic bells fail to ring on time, computers and projectors glitch out, cell phone batteries drain and messages suffer a continuous "failed to send" loop. Attentive characters might notice these small out of the ordinary occurrences, but they don't truly begin to become disruptive until lunch.

All power in the school cuts out. The other students in the cafeteria are excited and act accordingly. No



message comes across the school's intercom. If the characters are separated, such as one having a different lunch period or having had stepped out for any reason, the enthusiastic chattering near all characters is abruptly and loudly overpowered by the sound of static and white noise.

Stepping through, or almost being shaped by, visible static in midair are small groups of strange looking humanoids. They appear to be wearing rubber jumpsuits with various bits and bobs of electronic devices attached to it in a makeshift armor. Their faces are possibly masks with large, LED screen faces that wrap to the midpoint of the head. The normal students in the area enter into a panicked frenzy. There are simply too many of them in the cafeteria for a character to shift into their hero form. Characters in hallways or classrooms might have a better chance of shifting unseen.

These strange creatures, which Amina recognizes as Jammers, begin to accost students in a brusque manner. They appear to be searching for something on the bodies of the students. Any character witnessing this might realize that they are looking for Shifters, the devices that allow the heroes the ability to transform. Students that resist are struck down deftly. Characters that step up to fight find themselves slightly outnumbered, but are still more than capable of defeating these creatures.

- **Jammer (2 per hero)**

When a Jammer is defeated, its body is quickly covered in static and it disappears as the static quickly fades away. Normal students who witnessed the characters fight back against the Jammers are incredibly thankful, and maybe even a little surprised, that their fellow students stepped up to the plate for them. With the Jammers defeated, power returns to the school and technology begins to work normally once again.

Characters that check their phones quickly discover that something is happening in the heart of downtown. A major, rolling blackout has spread over several blocks and Fire Team Omega seems to be patrolling the area for some reason. Were the enemies a previously unseen force that Fire Team Omega had been

keeping in the reserves? Amina knows for certain that this is not the case, but other characters might be left to speculate without her.

Triple Threat

Downtown is a warzone when the characters arrive. Battalion Chief Flambay, one of the top brass of Fire Team Omega, seems to be engaged in a heated discussion with a strange, part-car, part-robot. Characters eavesdropping on their conversation hear the brief history of Flambay and Volts Wagon and how Flambay is astounded that Volts Wagon would have the audacity to show his face.

For the most part, Volts Wagon seems to be trying to either get Flambay to join in its search for someone known as "Liberty Flame" or to get out of the way. Flambay insists on several occasions that the only person he takes orders from is Fire Chief Champat, the de facto leader of Fire Team Omega.

The heroes have several ways they can handle this situation. They might try to form a temporary alliance with Flambay to get rid of a mutual, fire starting threat. Rolls made to convince Flambay to take this course of action suffer a -4 penalty. They might try to get Flambay to leave so they can deal with Volts Wagon. They may even, if their rolls are particularly poor or if they are particularly headstrong, enter into a three way combat with the forces of both Fire Team Omega and White Noise.

- **Battalion Chief Flambay**
- **Fire Team Hosier (1 plus one per hero)**
- **Volts Wagon**
- **Jammer (1 plus one per hero)**

Flambay does what he can to stay within range of his underlings to maximize his Command Edge and prefers to target as many enemies as possible with Sweep. He is courageous but not foolish and knows to retreat if things take a turn against his team. Volts Wagon, however, seems dead set on defeating everything in front of it so that its search for Liberty Flame can proceed uncontested. If Liberty Flame is present,



Volts Wagon focuses on attacking her and anyone giving aid to her while the Jammers do what they can to ensure no one interferes with their battle. His preferred tactic is to set up a vulnerable target with Pylon Blast and then use Burn Out and Bumper Fist on the following round.

The ruined street provides ample cover in the form of cars, upturned chunks of concrete, and various pieces of rubble from Flambay and Volts Wagon's initial, incredibly brief skirmish before they began conversing. Certain patches of the road might count as difficult terrain and clever heroes can use those areas to protect themselves from Volts Wagon's charging Burn Out.

If the battle spills into the nearby buildings, several civilians cower behind seats and desks in the waiting rooms of the offices and stores in the area. Neither Flambay or Volts Wagon have any reason to actively target a civilian over the more dangerous heroes, but civilians might find themselves caught in the splash zone of these conflicts. If a hero dives in front of a civilian to protect them from

such an accident, they should be awarded a Benny for their heroism. Protecting a civilian requires no action and can be done even when it is not the character's turn, provided the character can reach the civilian with their Pace.

Decibel's Peak

When defeated, Flambay and the hosiers explode into puddles of water that quickly launch off in the direction of their flying base, the Fire Station. Jammers turn into static as described in the Blackout section, but the static outline of their bodies remains in place.

Volts Wagon, when Incapacitated, refuses to admit defeat. As static begins to overtake its body, it does not dissipate. Instead, the static forms of the fallen Jammers fly forward and begin to fuse with Volts Wagon's own static. It begins to grow exponentially upward. Thankfully, all heroes have the ability to create or summon giant mecha of their own. Allow the characters to describe their individual mecha based on their character and how they attempt to stop the now gigantic Volts Wagon as individual mecha. While they cannot defeat him, they should be able to safely push Volts Wagon out of the heart of the city and into a massive, isolated junkyard, depot, or field.

When the time is right, the heroes know what they must do. They must combine their mecha to create the Champion Carapace, their super mecha! If Liberty Flame is in the game, her mecha is morphic enough to be able to fuse with and empower the Champion Carapace, or, at the very least, replace any of the missing mecha parts for unselected characters.

The final battle uses the previously presented Simultaneous Mech Command rules from early in the document. The stats for the Linked Champion Carapace are presented on the next page.

+ Champion Carapace Mech

Attributes: Agility d6, Strength d8, Vigor d6

Pace: 6; **Parry:** 7; **Toughness:** 10 (4)

Special Abilities:

- **Armored Mech:** +4 Armor. Armored.
- **Hardy:** The mech does not suffer a Wound from being Shaken twice.
- **Stinging Spear:** Str+d8, Reach 1. One Handed.
- **Winged Shield:** Str+d4, +2 Parry. Defending.
- **Giant:** The mech is Giant Tier.

In a one on one fight, Volts Wagon is still a considerably dangerous threat thanks to its high mobility and ranged attacks. It fights similarly to how it did in the previous battle but now there is no cover or difficult terrain for the heroes to hide behind. When defeated, Volts Wagon sputters in pain and rage before exploding in a large flash of violent static and white noise. Liberty Flame knows for certain that he is now defeated.

Back to Normal

With Volts Wagon defeated, things quickly return back to normal. The damage to the city was minimal, as is often the case, and the heroes are free to celebrate a job well done. They might talk about forming a new group that includes Liberty Flame, or simply ask the untransformed Amina about her previous transforming hero career with Adamant Blitz.

Ultimately, whatever comes next is up to the players and Game Master to sort out. This adventure might even serve as an “in media res” introduction to the *Fire Team on the Scene* Plot Point campaign in *Savage Tokusatsu*. The easiest way to merge this story with the opening parts of that campaign is to run the first Plot Point with Amina’s player taking on a small, temporary role as another character or even just beginning at Plot Point Two from the aftermath of this adventure while glossing over Plot Point One.

Enemy Stats

⚡ Battalion Chief Flambay

Flambay is an absolutely massive alien with a burning head that he can ignite and extinguish at will. He wears his emblazoned Fire Team Omega jacket with pride. Two massive, rounded pauldrons with the Fire Team’s crest rest on his shoulders and drape his barrel-shaped chest. He commands the adoration of his subordinates and leads from the front.

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

Skills: Fighting d8, Knowledge (Rescue Operations) d10, Notice d8, Shooting d6

Pace: 6; **Parry:** 7; **Toughness:** 10 (1)

Edges: Block, Command, Command Presence, Counterattack, Sweep

Special Abilities:

- **Armor +1:** Armored firefighter’s jacket.
- **Hydro-Axe (Melee):** Str+d6, Knockback 1”.
- **Hydro-Axe (Ranged):** Cone Template. Every target within this cone may make an Agility roll opposed by Flambay’s Shooting roll +2 to avoid the attack.



Those who fail suffer 2d8 damage and are knocked back 3”.

- **Immunity (Fire):** Flambay's nature and armor render him immune to fire.
- **Size +2:** Flambay is significantly larger than a normal human.
- **Hero:** Flambay is Hero Tier.

Fire Team Hosier

Hosiers make up the fire-quenching grunts of the Fire Team. Their blasters are hose nozzles that fire high pressure blasts of water.

Hosier's are incredibly weak in melee and rely on axemen to keep heroes away from them. Much like axemen, a hosier's uniform consists of red armor, thick khaki-colored trousers, soft helmets, and bright yellow reflection trim.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Knowledge (Rescue Operations) d6, Notice d8, Shooting d8

Pace: 6; **Parry:** 4; **Toughness:** 4

Special Abilities:

- **Punch:** Str+1.
- **Blaster:** 2d6, Range 10/20/40, Knockback 1”
- **Dodge:** Ranged attack rolls made against the hosier are made at -1.
- **Mundane:** Fire Team minions are Mundane Tier.

Jammer

Jammers are minions for the technology themed organization, White Noise. They teleport in through a haze of white noise and static before warbling into combat. They are exceptionally weak but attempt to overwhelm their enemies with superior numbers.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d4, Vigor d4

Skills: Fighting d6, Knowledge (Computers) d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Special Abilities:

- **Armor +1:** Junk plating.
- **Punch:** Str+d4.
- **Techno Block:** All mundane pieces of technology within 10” of a jammer malfunction.
- **Mundane:** Jammers are Mundane Tier.

Volts Wagon

Part cobbled together car and part cobbled together robot, Volts Wagon is one of the few remaining members of White Noise that is still active after their defeat at the hands of Liberty Flame and Adamant Blitz. This amped-up creature zips back and forth with lightning speed but has a difficult time getting its motor mouth to keep up with its mile-a-minute thoughts. It blasts foes with powerful currents generated from its shoulder mounted pylons and slams into foes with hit-and-run tactics. Volts Wagon is a fairly competent leader but places little value on the safety of its subordinates.

In its distant past, Volts Wagon was a member of Fire Team Omega responsible for the upkeep of their capital ship, the Fire Station, and various pieces of equipment. It defected for reasons unknown and was next seen working with White Noise on the isolated planet of Earth. He and Flambay were once quite close but ideological differences caused a schism between them. Will they reunite and work together to stop the heroes or are old wounds still open?

Attributes: Agility d12, Smarts d4, Spirit d8, Strength d8, Vigor d6

Skills: Driving d10, Fighting d6, Knowledge (Automobiles) d8, Knowledge (Computers) d10, Notice d4, Repair d6, Shooting d8

Pace: 10; **Parry:** 5; **Toughness:** 9 (3)

Edges: Extraction

Special Abilities:

- **Armor +3:** Automobile frame.
- **Bumper Fist:** Str+d6.
- **Immunity (Electricity):** Volt Wagon is immune to electricity. If struck with an electrical effect, Volt Wagon's Pace has +2 until the end of its next turn.
- **Pylon Blast:** 2d4+2, Ranged 10, AP 5 and the target suffers a -2 penalty to Parry until the beginning of their next turn.
- **Burn Out:** If Volt Wagon can charge at least 6” before attacking with Bumper Fist, it adds +2 to its damage total.
- **Size +1:** Volts Wagon is part car, part large robot.
- **Hero:** Volts Wagon is Hero Tier.