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1 Introduction

ANCIENT CURSES! DASTARDLY VILLAINS! HAIR RAISING CHASES!

ALL IN A DAY'S WORK FOR THE COURAGEOUS MEMBERS OF TESLA'S POWER CORP!

It is the fall of 1937, Nikola Tesla is crossing the street from his hotel room to make his nightly trip to feed the pigeons at the library. In a freak accident he is hit by a passing car. Never one to go to a doctor Nikola returns to his hotel room to recover in private. With his health deteriorating Nikola decides to put his resources and scientific accomplishments towards a lasting goal. Nikola decides to form a secret organization known as Tesla's Power Corp. Tesla's Power Corp will be comprised of stalwart men and woman who will defend the earth from evil.

The campaign is standard pulp in the style of *Doc Savage*, *19XX*, *League Of Extraordinary Gentlemen*, *Atomic Robo*, *Race To Adventure*, and *Indiana Jones*. Expect high action and excitement around every turn. If you have not heard of some of these references I encourage you to look them up.

The basis for the campaign is a set of adventure collections from Triple Aces Games (TAG) called *Daring Tales Of Adventure (DTOA)*. Each DTOA compendium includes a collection of adventures that make up an entire *Savage Worlds* RPG campaign. *Savage Worlds* is a universal RPG system put out by the Pinnacle Entertainment Group (PEG). DTOA as written uses provided player characters but as long as certain skill sets are present it will not be hard to adapt the adventures to any brave group of adventurers.

The base *Savage Worlds Deluxe (SWD)* rule system will be the basis for the campaign. Some modifications will be made to the rules based on recommendations from TAG for the pulp genre. These rule changes as well as character creation guidelines will be provided later in this document.

The name of the campaign will be *Daring Tales Of Adventure: Tesla's Power Corp*. It will be abbreviated DTOA.

1.1 Data Handling

We will use our regular sources to manage this campaign.

- **Campaign Files And Session Reports** – My blog, Kingbeast's Lair, will be used to control all of the electronic content. This includes all of the campaign material in downloadable electronic format (PDF). Session logs will be done as blog posts. A new category will be created for the campaign.
- **Session Logistics** – We will use our Checkered Demon Yahoo Group to handle all of the session logistics. I will strive to keep the Yahoo Group Calendar updated so refer to that if you forgot when we will be playing next.

1.2 Campaign Flow And Lethality

DTOA will be comprised of a set of episodic adventures. As is common with the pulp genre there will be recurring villains but for the most part the campaign is entirely episodic in nature.

In the pulp genre death is uncommon. Several optional rules will be enacted to enforce this genre trope. Really the only way to die would be by a directed killing blow by a powerful master villain.

1.3 Book Buying Recommendations

Savage Worlds Deluxe (SWD) will be used for this campaign. SWD is published by a company called Pinnacle Entertainment Group (PEG). PEG sells SWD in two formats. They sell a standard 8.5" x 11" hardback book and a smaller 9" x 6.5" perfect bound softcover edition. The smaller softcover versions are called "Explorer Editions". You can buy the softcover editions VERY cheaply! CAREFUL! Make sure to get the *Savage Worlds Deluxe* rules (i.e. NOT the *Savage Worlds* rules). *Savage Worlds Deluxe* is the newer revision of the rules. Here are links to the products on several sites.

- *Savage Worlds Deluxe* (hardback)

- Amazon currently has it for sale for \$29.99 at [this](#) URL.
- Noble Knight Games currently has it for sale for \$22.00 at [this](#) URL.
- *Savage Worlds Deluxe Explorers Edition*
 - Amazon currently has it for sale for \$9.99 at [this](#) URL.
 - Noble Knight Games currently has it for sale for \$8.00 at [this](#) URL.
 - DriveThruRPG currently has the PDF for sale for \$9.95 at [this](#) URL.

You do NOT have to buy any of the SWD books. I have included a PDF file that describes all of the rules that you need to know to play the campaign.



2 Character Creation Guidelines

2.1 Who Are The Characters

Characters are members of the newly formed Tesla's Power Corp. They are brave men and woman who stare down adventure like a lion stalking a gazelle. There is no question in this campaign who are the good guys and who are the bad guys.

In the pulp genre there are several types of characters that work well. These include the following.

- Daring Pilot – More at home in the air then on the ground.
- Ingenious Scientist – Mad tinkerer albeit a bit absent minded.
- Intrepid Archaeologist – How fedora and whip will travel.
- Nosey Journalist – The pen is mightier than the sword!
- Plucky Kid Companion – “Nice shot Dirk! You sure clocked that Kraut!”
- Rich Debutante – Sometimes a quick wit is more disarming than a swift kick.
- Square-Jawed Hero – The manly hero who is quick with his fists and rod.

Initially Tesla's Power Corp will be not be known to the public-at-large but as the PC gain in ability over the course of the campaign that will likely change. Expect the heroes to enter the public eye as their adventures take them all over the world and back again.

2.2 What Types Of Skill Sets Are Needed

In the DTOA compendiums as published by TAG there are four provided characters. (I will include a PDF copy of the characters in the zip package.) We will NOT be using the provided characters. Instead everyone will be making up their own characters. To make sure the PC cover all of the basis here are some skill sets and backgrounds that should be covered by the PC.

- Archaeology – At least one PC needs skills at archaeology or history.

- Driving – At least one PC should be good behind the wheel of a car.
- Fighting – At least one PC should be good with his fists.
- High Society – At least one PC should be good in high social circles.
- Languages – It is good if the PC have a variety of languages. Some must have languages for at least one PC include French, German, Hieroglyphics, and Mandarin.
- Piloting – At least one PC should be able to fly a plane.
- Scientist – At least one PC needs to have science skills and specifically the Weird Science skill. In *Savage Worlds* this means strange gadgets that are created by the PC.
- Shooting – At least one PC should be good with guns.
- Survival – At least one PC should be able to survive in the wilderness.

2.3 PC Have A History

Every PC must have a paragraph that describes them and their background. This can be short and to the point. The paragraphs for the sample characters are a good example of what I would like to see for each PC.

In the pulp genre PC often have connections to others in their group. We are going to do this as well and hook it to the existing *Savage Worlds* rewards system. SWD uses bennies to reward players for acting in character or making the session fun for the other players or GM. These are rewarded by the GM during the session. Bennies must be used before the end of the session or they are lost. See the SWD rules for details. In DTOA each player must define the following in their paragraph.

- Positive Connection To Another PC – Each PC will have a positive connection or association with another PC. For example, Dirk Daring has just returned from an adventure in Egypt where he became infatuated with Daphne Le Carre.
- Conflict With Another PC – Each PC will have some type of conflict with another PC. For example, although Daphne likes Dirk Daring she thinks he is a buffoon and not worth her time.

2.4 Character Creation Guidelines

PC will be created using the standard guidelines presented in SWD. I will repeat some of the salient points now.

- PC start with a d4 in all Attributes. They get 5 points to raise them. Each die costs 1 point. Max is d12.
- PC start with 15 points to spend on Skills. A die type costs 1 point as long as the associated Attribute is equal to or less than the current Skill rank. It costs 2 points per die type if the Skill is greater than the linked Attribute. Max is d12. One word of advice for Skills. Consider getting at least a d4 in Notice unless your character is really daft.
- There are four figured Attributes.
 - Charisma – 0 unless Edges or Hindrances change it.
 - Pace – Starts at 6” for walking and 6” + 1d6 for running. Edges and Hindrances can impact.
 - Parry – 2 plus half of your characters Fighting Skill. Parry is 2 if you character does not have Fighting. Impacted by Edges, Hindrances, Shields, and some Weapons.
 - Toughness – 2 plus half of your characters Vigor. Impacted by Edges, Hindrances, and Armor.
- Starting PC can take up to 2 Major Hindrances and 2 Minor Hindrances max. A Major Hindrance is worth 2 points. A Minor Hindrance is worth 1 point. All of the PC are human and thus get one free Edge on top of those gained by taking Hindrances.
 - For 2 points you can:
 - Raise an Attribute one die type, or
 - Choose an Edge.
 - For 1 point you can:
 - Gain another Skill point, or
 - Gain additional money equal to your starting funds. PC start with \$500.

- In general the GM will help determine the starting equipment for each character. If you have a question in this area please ask.

2.5 Changes To Existing Rules

2.5.1 Advances

Per the rules Attributes can only be increased once per Rank. To clarify, it is fine for a character to spend two Seasoned Advances raising Attributes if they have not done so during the Novice Rank. In this example the limit is still one Attribute per Rank.

Characters are limited to two Powers per Rank. This includes starting Powers that were purchased during character creation. Just like Attributes these can be banked and spent at a later Rank if desired. The limit is still two Powers per Rank.

2.5.2 Blast Templates

The Medium, Large, and Cone blast templates will be shrunk.

- Medium - Will go from 4" in diameter to 3" in diameter.
- Large - Will go from 6" in diameter to 4" in diameter.
- Cone - Will go from 9" long and 3" wide at widest point to 5" long and 2" wide at widest point.

2.5.3 Languages

In the straight SWD rules individual languages are purchased using Knowledge. Doing that would be too expensive for our starting PC and knowing multiple languages fits the pulp genre. There is an optional Setting Rule called Multiple Languages that will be used with a slight deviation. The optional rule states that each character gets additional languages based on $\frac{1}{2}$ Smarts. Instead we will be using one $\frac{1}{2}$ Knowledge (Language). So if you have Knowledge (Language) at a d4 you get 2 additional languages. All learned languages are considered to be at the fluent level of proficiency.

2.6 Character Advancement

Normally in SWD only 1 to 3 experience points are awarded per session. I want to try SWD at various power levels so I will be awarding 5 experience points per completed adventure (i.e. not per session). This should give each player an Advance at the end of each adventure. For an Advance a player may:

- Gain a new Edge.
- Increase a Skill by 1 die type if the skill is equal to or greater than the linked Attribute.
- Increase two Skills by 1 die type if the skill is less than the linked Attribute.
- Buy a new Skill at d4.
- Increase one Attribute by 1 die type.

In addition to the above characters enter new Ranks based on their total experience. Moving into a new Rank opens up additional Edges.

Experience Points	Rank
0-19	Novice
20-39	Seasoned
40-59	Veteran
60-79	Heroic
80+	Legendary



3 Files In Zip Package

Included in the zip package are several PDF files from PEG and TAG. These documents will give the players an introduction to the Savage Worlds rule and provide some guidelines on the setting from Triple Aces Games. I will list these in the order that I think they should be read. Everyone should read the Savage Worlds Test Drive Version 6 document.

If you have questions on any of these documents please ask.

3.1 *Savage Worlds Test Drive Version 6*

This document describes all of the important SWD rules that are needed during gameplay. It is a bit loose on the character creation stuff but it has everything you need to know to play. I read only this PDF before playing SWD for the first time at DunDraCon and I did great. ☺

3.2 *DTOA Pulp Rules*

Short PDF that describes the rule changes that will be in effect for the campaign. These are provided by TAG. Note that I MAY adjust these during our session but at the start of the campaign I plan to use these rules as written.

3.3 *DTOA Character Sheet*

A PDF character sheet formatted for DTOA. I wish this was a PDF form but this should do for now.

3.4 *DTOA Sample Characters*

There are four sample characters provided from TAG. These include Brent Hardcastle, Doctor Nathaniel “Doc” Davenport, Jimmy Patterson, and Lady Amelia “Duchess” Valentine. Note that I do NOT think some of the skills, edges, and hindrances on these sheets make sense. For example, Jimmy has First Strike as a kid with a Boy Scout pocket knife...huh? ☺



4 Appendix #1 – Abbreviations / Glossary

Abbrv	Expanded Term	Definition
DTOA	<i>Daring Tales Of Adventure</i>	Name of a series of adventures put out by Triple Aces Games for the Savage Worlds RPG.
PEG	Pinnacle Entertainment Group	Company that makes Savage Worlds.
SWD	<i>Savage Worlds Deluxe</i>	Universal RPG game that focuses on fast, furious, and fun! ☺
TAG	Triple Aces Games	Triple Aces Games is a company that products RPG products for a couple of different systems but centers on Savage Worlds.

5 Appendix #2 – Revision History

This section contains a revision history for this document.

Revision	Date	Description
1.0	3/2/2013	First revision.
1.1	3/4/2013	<ul style="list-style-type: none"> Added section called “Changes To Existing Rules”. To that section I added a new subsection called “Languages”. See that section for details.
1.2	10/7/13	<ul style="list-style-type: none"> Added “Advances” and “Blast Templates” to the “Changes To Existing Rules” section. See that section for details.
1.3	10/9/13	<ul style="list-style-type: none"> The Cone Blast Template will go to 5” long and 2” wide.