

# Dissonance and chaotic powers

## Introduction

In Savage Worlds most counters are reduced to the congruent portion. Thus a character can only have a maximum of 3 Wound levels and 2 Fatigue levels. Apart from a possible ammunition count, there is still a counter with a significant value: that of the Power Points (PP).

Just as in some settings a mental counter inspired by Wounds appears, here is a proposal to suppress the PP count in favor of Fatigue inspired Dissonance levels.

## Dissonance

A Power requires to function an energy that is difficult to quantify, whether it is ambient for a magician, internal for an adept or conferred by his divinity for a priest. An arcanist harmonized with his source can draw freely from it to feed his Powers but with each use he risks an overload, the Dissonance, being able little by little to reduce his capacities. This is not suited to the Super Powers of the eponymous Companion where PPs represent a purchase budget.

Dissonance points come in malus to Arcane rolls to activate Power. Beyond 2 points, the arcanist is in the incapacity to use his Powers or a capacity using PP.

All PP spending is replaced by a Dissonance card draw. If the value of this card does not exceed base + PP required by Power, the character is overtaken by the influx of Power and gains 1 Dissonance point. Valets, queens and kings are worth 11, 12 and 13 respectively. Whatever the threshold, the 2 always cause a Dissonance, the aces and the

jokers avoid it and these last allow to recover 1 point.

The base starts at 8 and decreases by 1 per 5PP rounding to the nearest. Thus a magician with 10PP has a base of 6.



Art by kiyocat illust

*During a bitter fight, the Silver Heron, a magician, throws a triple Bolt (3PP) at his attackers. Having 2 Dissonance points, he does his Arcane roll at -2. Whether the power takes effect or not, he draws a card and must exceed 9 (6 basic + 3PP). He only gets an eight. As Dissonance peaks at 2, here he is now in the Incapacity to use his Powers until his next meditation. If he survives that long.*

## Harmonization

To lose Dissonance points, the arcanist must take the time to meditate to renew or stabilize contact with his source. One hour of active meditation recovers 1 Dissonance point. This form of

meditation does not allow to rest from Fatigue.

This recovery is normally automatic but if the character accumulates too much Wounds and Fatigue, the leader may require Spirit Success at +4.

## **Maintaining Powers**

An arcanist may extend the duration of his Powers if he is not Incapacitated due to Dissonance or otherwise. At the start of the round when the Power is to end, he may immediately extend it by its base duration but must immediately draw a Dissonance card against the threshold that remains based on the PP using to launch the Power.

Excluding duration and Dissonance, Power Maintenance functions as described in the rules.

## **Power Edges**

The use of Dissonance requires some adaptations of the Edges.

### **Power points**

**Requirements:** Novice, Arcane Background.

Used to lower the Dissonance threshold by one point.

This asset can be taken several times but only once per rank.

### **Rapid Recharge**

**Requirements:** Seasoned, Spirit d6+, Arcane Background.

Meditation recovers 1 Dissonance point every 30 minutes.

### **•Improved Rapid Recharge**

**Requirements:** Veteran, Rapid recharge..

Meditation recovers 1 Dissonance point every 15 minutes.

## **Soul drain**

**Requirements:** Seasoned, Arcane Background (any but Weird Science), Knowledge (Arcana) d10+.

When your hero is cut off from his source by Dissonance, he can still drain the energy from his own soul.

Then he makes his Arcane roll without Dissonance malus and draws a card. In case of a new Dissonance, he could not drain enough energy: the Power cannot be casted, he suffers a Wound and he falls unconscious for 1d6 hours on a clover.

## **Professional Edges**

### **Adept**

The 1PP spend is replaced by a Dissonance card draw. This faculty is no longer available when the adept is unable to use his Powers.

### **Holy/Unholy Warrior**

The 1PP spend is replaced by a Dissonance card draw. This faculty is no longer available when the holy/unholy warrior is unable to use his Powers.

### **Wizard**

Replace the last paragraph by:

Wizards tend to learn their craft in formalized institutions or under the tutelage of experienced masters. Each raise a Wizard gets on his Spellcasting roll reduces the cost of the spell by 1PP for the calculation of the Dissonance threshold.

## **Setting rules**

### **Without Power Points Edge**

The Power Points Edge is not available. The Dissonance threshold is then 4+PP

for a classical universe, 6+PP for an universe where magic is unreliable.

### Chaotic powers



Art by Dan Scott

Powers gain an unpredictable side, sometimes good, sometimes bad. Specify which Arcana or abilities are concerned. These must be submitted to Dissonance. The effect depends on the Dissonance card sign.

#### ♠ Spade - increased effect

The effect of Power is increased. Dice gain a type, modifiers or fixed numbers increase by 1 per 2 (-2 becomes -3, +4 becomes +6, an Allure of 6 becomes 9, etc.). No change without quantified effect.

In case of Arcane roll failure, the Power nevertheless acts with a Success and a diminished effect (cf. heart).

#### ♥ Heart - decreased effect

The effect of Power is diminished. Dice lose a type, modifiers or fixed numbers decrease by 1 for every 2 (-2 becomes -1, +4 becomes +2, an Allure of 6 becomes 3, etc.). No change without quantified effect.

#### ♦ Diamond - normal effect

The effect is as described in Power.

#### ♣ Clover - extended effect

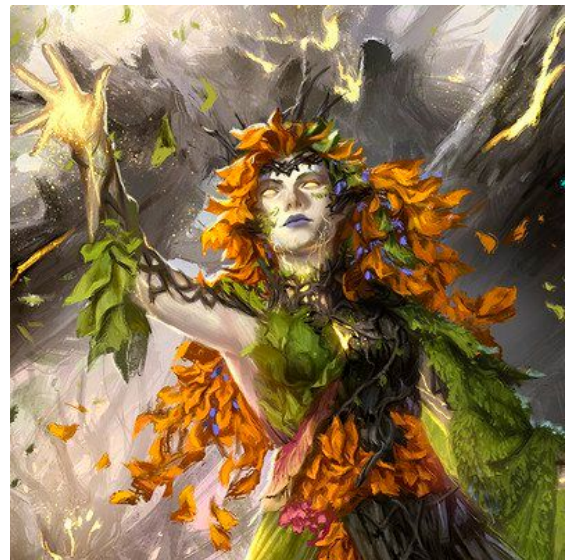
Power acts in a wider area. One or more targets become as many Small Templates centered on them, a circular template increases by one size (its radius increases by one square), a Cone Template also

receives a Medium Template centered on its large disc.

In case of Arcane roll failure, the Power still acts centered on the arcanist with a Success and a reduced area: a Large Template becomes a Medium Template, a Medium Template or a Cone Template becomes a Small Template, a Small Template or one or more targets affect only the Arcanist and only once. That whether the Power is beneficial or not.

### Maintaining Powers

If a chaotic Power is maintained, the sign on the new card replaces the previous one.



Art by Diego Cunha

*Emerald Hermine incants a leaf breastplate (Armor) and gets a Raise. Her Dissonance card being a spade, she gets a magic protection of +6 (+4 for Raise then +2 from spade). Three rounds later, she decides to concentrate to extend it when she feels that the effect is falling apart (free action). His new Dissonance card is a clover. His armor always benefits her and confers +4 thanks to the initial Raise. Unfortunately the opponents who are in close combat with her at that time also enjoys it for the full duration.*