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Top Secret to Savage Worlds Conversion Notes

Introduction

The best conversion is one that converts, not every rule of one game into the other, but converts the spirit of the original game. Top Secret is a game about spying and espionage as portrayed in fictional books, feature films and in television shows.

In Top Secret the Game Master is called the Administrator or Admin.

Reminder: Wild Card Characters are Marked **WC** in the conversations.

Player Characters

New player character spies should be created using the Savage Worlds Explorer's Edition rule book (SWEX). Everything will work pretty much the way it already is. Use common sense.

Normal spies do not do magic or have special powers. All Arcane Edges, Hindrances, and Backgrounds are not used. The only Weird Edge that should be permitted is Danger Sense - if the Game Master wants to use it.

The one issue that needs to be addressed is languages. Spies travel all over the world and not speaking the language can be a major problem. The following is based on the language rules used in Rippers.

New Background Detail

Languages (Smarts divided by 2)

Your character knows a number of languages equal to his Smarts Die divided by two. He is able to read, speak and write each language he knows. No die roll is needed to communicate in that language. If his Smarts Die is permanently increased, he gains additional languages.

Known languages should be written on your character sheet. Your Native Language should be written first, and then any others you know.

English (Native)

German

Russian

You could break it down even further: American English, British English, BBC Television English. If you get too far out, no one will be able to understand you. Use common sense. Try to pick basic languages that are spoken in more than one country. **Make sure that you and your teammates have a language in common.**

See the Language Table for some ideas.

New Background Edge

Linguist (Novice, Smarts d6+)

Your character has a natural talent for languages. He knows two additional languages. With a Smarts Roll at -2 he can communicate in any language that he has heard spoken for at least ten minutes. This is simple communication. He will not be discussing complex scientific theories.

Minimum Starting Skills

Basic training for spies is pretty much the same all over the world. All spies should have these skills, at a minimum.

Driving d4+

Fighting d4+

Lockpicking d4+

Notice d4+

Shooting d4+

Stealth d4+

Climbing d4+, Persuasion d4+, Repair d4+, and Swimming d4+ may be useful as well. Any skill could be useful. It really depends on the mission.

A spy needs to know a little bit about everything. You never know when the odd bit of knowledge will save your life. That is why Agencies are always sending spies on all those courses.

Adventure Conversion

The Missile Mission (Dragon Magazine #39, By Mike Carr, July 1980).

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