

Here is the second cut at conversion rules between Savage Worlds and Children of The Sun. Keep in mind that the conversions for attributes and skills are for NPCs and monsters. PCs should be build with normal Savage Worlds rules. People will have to be familiar with CoTS and SW in order to understand these conversion rules.

Character Creation

PCs use the standard SW creation rules except that they get 4 free Edges. Please note that they don't automatically get the Talented Edge.

Rational : CoTS assumes that each races has genetic variations and these are reflected in the purchase of special abilities at character creation. These special abilities translate into Background Edges in SW (1 to 4 per race). As they are Background Edges, they can not be taken after character creation. In order to preserve the feel of CoTS, the PCs are given 3 extra Edges. They can chose to pick their race's background edges or any other Edge. The 4th extra Edge is for the PCs to buy the Talented Background Edge. CoTS assumes that all PCs are Talented, but in order to maintain max flexibility it has been made optional.

Attributes

SW	CoTS
Str	Strength
Agility	Agility
Smarts	(Focus + Perception) / 2 Round up
Spirit	(Ferocity + Leadership + Disipline) / 3 Round to nearest number
Vigor	Vigor

Look on CoTS page 234 to determine the value of each CoTS attribute

CoTS	SW
Meager	d4
Modest	d6
Adept	d8
Gifted	d10
Remarkable	d12
Astounding	d12 + 1
Godly	d12 + 2

(will have to work on levels above Godly)

Charm	Charisma
Meager	(-1 + appearance) / 2 round down
Modest	(0 + appearance) / 2 round down
Adept	(1 + appearance) / 2 round down
Gifted	(2 + appearance) / 2 round down
Remarkable	(3 + appearance) / 2 round down
Astounding	(4 + appearance) / 2 round down

Godly	$(5 + \text{appearance}) / 2$ round down
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Two new derived attributes are added :

Magic Resistance

The target number to cast spells on the target. Equal to $2 + (\text{smarts}/2)$

Inate Resistance

The strength of the spirit that weakens the effects of certain magics. Equal to $\text{Spirit}/2$

Rational : In CoTS, every single spell has one to two resistance rolls. The first roll, which is always present, has a binary result. The spell worked or it didn't. The second resistance roll, which is only rolled some of the time, is used to reduce the effects of the spell. These rolls are represented in SW as derived attributes in order to decrease the amount of dice rolling, similar to the Parry attribute for melee attacks.

Example

SW Attribute	Character on page 62	Demonic Fragment on page 258
Strength	d4	d12+1
Agility	d4	d12
Smarts	d6	d10
Spirit	d6	d12
Vigor	d6	d12
Charisma	-1	0
Magic Resistance	5	8
Inate Resistance	3	6

Skills

CoTS	SW
0	d4-2
1-2	d4
3-4	d6
5-6	d8
7-8	d10
9-10	d12
11+	d12 + (skill - 10)

Skill List

- ⌘ Alchemy (Smarts)
- ⌘ Arcane Engineering (Smarts)
- ⌘ Healing (Smarts)
- ⌘ Climbing (Smarts)
- ⌘ Demolitions (Smarts)
- ⌘ Repair (Smarts)
- ⌘ Gambling (Smarts)

- ⌘ Lore (Smarts) (Treat like Knowledge skills in SW)
- ⌘ Pilot (Agility)
- ⌘ Driving (Agility)
- ⌘ Boating (Agility)
- ⌘ Fighting (Agility)
- ⌘ Shooting, Guns (Agility)
- ⌘ Shooting, Missile (Agility)
- ⌘ Seige Weapons (Smarts)
- ⌘ Throwing (Agility)
- ⌘ Tracking (Smarts)
- ⌘ Stealth (Smarts)
- ⌘ Swimming (Smarts)
- ⌘ Streetwise (Smarts)
- ⌘ Survival (Smarts)
- ⌘ Taunt (Spirit)
- ⌘ Riding (Agility)
- ⌘ Persuasion (Spirit)
- ⌘ Lockpicking (Agility)
- ⌘ Investigation (Smarts)
- ⌘ Inimidation (Spirit)

Rational: Guns, Missile, and Seige weapons have been seperated to preserve the feel of CoTS.

Races

Avendera

- ⌘ +3 to all hearing tests, +2 to all smell tests
- ⌘ Flash Sensitive - Flash effects get +3 bonus to there effect
- ⌘ d6 Strength, d6 Smarts, -2 Inate Resistance, -1 Toughness

Banfilidh

- ⌘ Easy Intoxicated
- ⌘ Healing Resistance
- ⌘ Lack of internal stucture - 1/2 damage from piercing attacks, Never rolls on the Injury Table nor does he "Bleed out"
- ⌘ Require Sunlight
- ⌘ Weak - Stength costs 2 points/level or 2 level advancements/level
- ⌘ d6 Agility, d6 Smarts

Elf

- ⌘ +2 Hearing rolls
- ⌘ Outsider
- ⌘ d6 Smarts, +1 Charisma, -1 Inate Resistance

Hu'Kra

- ⌘ Stupid - Smarts costs 2 points/level, 2 level advancements/level above d8
- ⌘ d6 Strength, d6 Vigor, d6 Spirit, -1 Charisma, -1 Magic Resistance

Human

- ⌘ +1 Edge

Luparathi

- ⌘ +3 to hearing and smell tests
- ⌘ -2 Sight on items within 2"
- ⌘ Clumsy
- ⌘ Outsider
- ⌘ Lore(Pillar) always costs as if above attribute
- ⌘ d6 Str, d6 Agility, d6 Vigor, -2 Magic Resistance, -1 Charisma, +3 Toughness
- ⌘ Really Stupid - Smarts costs 2 points/level or 2 level advancements/level
- ⌘ Strong - can go up to d12+2 Strength

Throqua

- ⌘ d6 Spirit, -1 Parry

Zheol-Jhe

- ⌘ Oily Skin - +1 vs grapple attacks
- ⌘ Require Water
- ⌘ Cold Resistance - No Fatigue rolls due to cold, +2 Toughness vs Cold Attacks

Edges**General Background Edges**

- ⌘ Alertness
- ⌘ Ambidextrous
- ⌘ Attractive
- ⌘ Very Attractive
- ⌘ Brawny
- ⌘ Fast Healer
- ⌘ Luck
- ⌘ Great Luck
- ⌘ Quick
- ⌘ Rich
- ⌘ Filthy Rich
- ⌘ Arcane Background (Talented)
Requirements : Novice, Wild Card
Starting Magic Points : 1

Avendera Background Edges

Darksight

Sprinting

- +1 die type for running

Banfilidh Background Edges

Darksight

Wisper

Resist Elements

No fatigue roll due to heat or cold. +2 to toughness verses heat or cold based attacks

Contortion

Can be learned after character creation

Elf Background Edges

Darksight

Resistance to Disease

+3 vs diseases

Exceptional Memory

+2 on all Lore and Common Knowledge rolls exact when casting magic

Hu'Kra Background Edges

Battle Cry

+2 on a Test of Wills roll in combat

Berserk

Resist Cold

No fatigue roll due to cold. +2 toughness verses cold based attacks.

Human Background Edges

Breed

May chose 1 racial edge from parent race for free.

Grasp of Arcane Engineering

Arcance Engineering always costs as if was below attribute.

Luparathi Background Edges

Stay Awake

+3 vs Fatigue rolls due to sleep

Claws

Str +2; Treat as armed

Darksight

Throqua Background Edges

Shell

Armor +3; Torso

Commune with Nature

Combat Flexability

-1 gangup bonus

Zheol-Jhe Background Edges

Gill Cloak

Combat Edges

All

Leadership Edges

All

Power Edges

Magic Point

Requirements : Novice, AB (Talented)

Character gains an additional Magic Point. May be taken multiple times.

In addition to being used to cast magic and linking to linked devices, 1 Magic Point may be spent to:

1. Become Unshaken.
2. Ignore 1 wound or fatigue penalty until your next action.
3. Roll a d4 wild die for an action.
4. Add +2 to spell resistance against a single attack
5. Add +1 to Inate Resistance against a single attack
6. Cancel 1 effect die of an environmental technique.

Professional Edges

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Social Edges

All

Wild Card Edges

None

Ledendary Edge

All

Gear

Weapons

All weapons default to 2 dice of quality. For each die of quality above 2, the weapon has a weapon edge. A 1 die quality weapon has a weapon hindrance.

CoTS Damage Die	SW Melee Damage	Missile Damage (DF 1)	Missile Damage (DF 2)
d4-4	STR -1	d4	2d4
d4-2	STR +0	d4+1	2d4+1
d4	STR +1	d6	2d6

d6	STR +2	d6+1	2d6+1
d8	STR +3	d8	2d8
d10	STR +3	d8+1	2d8+1
d12	STR +4	d10	2d10
d20	STR +4	d12	2d12

Weapon Edges and Flaws

Name	Type	Notes
AP +1	Edge	Can be taken multiple times
ROF +1	Edge	Can be taken multiple times, range only
Parry +1	Edge	Can be taken multiple times, melee only
Parry -1	Hiderance	Can be taken multiple times, melee only
+1 Shooting	Edge	Can be taken multiple times, range only
-1 Shooting	Hiderance	Can be taken multiple times, range only
Concealable (-2 to be noticed)	Edge	GM approval only.
1 action to reload	Hiderance	Can be taken multiple times, range only
Snapfire Penalty	Hiderance	Range only

Armor

CoTS Armor Die	SW Armor Bonus				
	1	2	3	4	5
d4	+0	+1	+1	+2	+2
d6	+0	+1	+2	+2	+3
d8	+1	+1	+2	+3	+4
d10	+1	+2	+3	+4	+5
d12	+2	+3	+4	+5	+6
d20	+3	+4	+5	+6	+7

Shields

Shields give their Protection Factor in parry bonus and a bonus to armor against ranged attacks based on the material used. Only shields larger than small give this armor bonus unless the shield was being used to protect something being aimed at, like the head.

Material	Armor Bonus
Lesser Wood	+0
Culhainne	+1
Rimmed Culhainne	+2
Metal	+3

Magic

Lore(Pillar)

Each Pillar is represented as a specialty of the the Lore Skill

Techniques

Learning

Each Technique is free to learn, in terms of XP, as long as the characters meets the requirements.

Technique Rank	Requirements		
	Character Rank	Lore	Magic Points
1	Novice	d4	1
2	Novice	d4	2
3	Seasoned	d6	3
4	Veteran	d8	4
5	Heroic	d10	5
6	Legendary	d12	6

In order to learn a technique, the character must study for a period of time as outlined on CoTS page 64. After that period of time, the character makes a Lore test for each of the Pillars involved with a target number of 2+Rank. A failure on either roll means that the time was wasted and the charcter must start again.

Rational : CoTS has over 600 spells.

Procedure

1. Spend Magic Points, use normal costs
2. Target spends Magic Points to raise Magic Resistance.
3. Roll lower of Lores verse Targets Magic Resistance. Environmental and techniques against willing targets have a TN of 4. Each Raise gives +2 Effect Dice.
4. Target spends Magic Points to raise Inate Reistance or to nullify environmental spells.
5. Roll Effect Dice. The number of dice become the bonus. If the spell can be resisted, subtract the resistance modifier and target's Inate Resistance. If the bonus is 0, then the spell fails.
6. Apply Effect.

Example

Bob wants to cast Flame Gout (CoTS 103) at an approaching Zombie (SW page 135).

Bob has Lore(Energy): d6, Lore(War) : d8, and 3 Magic Points.

The Zombie has a Magic Resistance of 4, a Inate Resistance of 2, and a Toughness of 7.

Bob spends 2 Magic Points for the spell and uses his third to increase the number of effect dice to 4.

Bob then rolls his Lore(Energy) along with his wild die. Bob gets a total of 8, which is good for 1 raise. This raises his effect dice to 6.

Next Bob rolls damage. Since Flame Gout can be resisted, Bob must subtract the Zombie's Inate Resistance from the number of effect dice. This leaves him with 4 effect dice. 4d4 translates into d4 +4. Bob rolls a 2 for a total of 6. The Zombie looks a little smoldered, but keeps advancing on poor Bob.

General Considerations

The following is a list of general conversion items. As always, the GM has final say.

No Verbal Component

-2 to spell casting roll

No Somatic Component

-4 to spellcasting roll

Peril Tests

Use regular target number, Success = 1 failure, Raise = 0 failures.

Strain

Any technique that heals strain allows a shaken character to make a spirit roll with a bonus.

+/- dice

Any technique that adds or subtracts dice will act as a modifier for the roll. If the a negative modifier is greater than the die, the effects of having 0 dice will take place.

The Undead

Add the Undead's Base Fugue to all derived stats and 1/2 Current Fugue (round down) to all rolls.

Arcane Engineering

Overview

The Arcane Engineering rules are based on the Power Rules found in SW and its various supplements.

Arcane devices can be used by anyone and often require an Arcane Engineering roll to use properly.

Procedure

1. Design Circuit.
2. Make Arcane Engineering rolls to complete design.
3. Gather Materials.
4. Make Arcane Engineering rolls to build device.

Activation Rating

Each Arcane Engine has an activation rating that is determined when the device is designed. When the device is designed, it starts with an activation rating equal to half of the design difficulty. Each raise on the final design roll halves the rating further.

Designing the circuit

The first step is to design the arcane circuit. For example:

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Power Source-----Power 1-----Power 2--\
|           |----Power 3-----/           |
|           \----Power 4-----|
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\----- /

In this diagram, we have an arcane engine with 4 different powers. Powers that are parallel to each other can be used separately. Powers that are serial to each other have to be used at the same time.

Looking at our diagram, we see that there are 5 different ways to use the device.

1. Powers 1 and 2
2. Powers 2 and 3
3. Power 4
4. Powers 2, 3, and 4
5. Powers 1, 2, and 4

Powers 1 and 3 can never be used at the same time as it would cause a surge in power 2.

Of course, the Power Source must be able to provide enough juice to operate all of the powers desired. If there isn't enough juice to operate an entire branch, the branch will not operate.

Designing the powers

For the most part, simply take the power as written in the SW book or supplement. The rank of the power determines if the arcane engineer has enough knowledge to duplicate it. The rank also determines the base difficulty for the circuit.

Power Rank	Skill Level Required	Base Difficulty
Novice	d4	4
Seasoned	d6	6
Veteran	d8	8
Heroic	d10	10
Legendary	d12	12

Scaling

All of the powers in Savage Worlds assume human scale. To increase the scale, consult the following chart. Note, add all of the power multipliers to 1.0 before applying to the base.

Size	Die Step	Bonus Multiplier	Power Multiplier	TN
Small Vehicle (moterbike)	+1	x1.5	x1	+1
Medium Vehicle (Car)	+2	x2	x2	+2
Large Vehicle (Truck)	+3	x2.5	x3	+3
Huge Vehicle (Yahat)	+4	x3	x4	+4
Huge +1 Vehicle (Destroyer)	+5	x3.5	x5	+5
Huge +2 Vehicle (Battleship)	+6	x4	x6	+6

Huge +3 Vehicle (Carrier)	+7	x4.5	x7	+7
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For example, Armor rating 6 for a Tank would be :

Scale	Rating	Power Cost	Target Number
Human	2	2/1	4
(Large Vehicle)		x3	+3
(Bonus Multilier X3)	6	x4	+4
Total		16/8	11

Obviously, armor is very expensive and difficult. That's why non-magical armor is still used.

For powers that provide movement, use the following table to figure out the stats.

Scale	Foot, Bike	Car, horse	Plane	Jet
Power Multiplier	x0	x.1	x.2	x.4
TN	+0	+2	+4	+8
Accel	3	5	10	15
Accel Increase	+1	+2	+3	+4
Power Multiplier	x.1	x.2	x.4	x.8
TN	+1	+1	+1	+1
Top Speed	9	16	32	48
Top Speed Increase	+1	+2	+4	+8
TN	+1	+1	+1	+1

Power Source

The power circuit is the main circuit that determines the minimum size of the object.

TN = (4 + 1/Power Increases + 1/Recharge Increase) * recharge rate.

Size	Power		Recharge						
	Base	Increment	Base	Increment	Week	days	hours	minutes	turns
Ring	10	10	1	1	x0.5	x1	x2	x3	x4
Belt Pouch	50	50	5	5	x0.5	x1	x2	x4	x5
Backpack	100	100	10	10	x0.5	x1	x2	x4	x6
50 Gallon Drum	500	500	50	50	x0.5	x1	x3	x5	x7
Small Car	1000	1000	100	100	x0.5	x1	x3	x5	x8
Large Van	5000	5000	500	500	x0.5	x1	x3	x6	x9
Semi-Truck	10000	10000	1000	1000	x0.5	x1	x4	x7	x10

Note : 1 Week = 6 Days

New Powers

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Make Design rolls

After the circuit is laid out, the Arcane Engineer has to make a series of Arcane Engineering rolls. One roll is need for each circuit, each branch, and one overall integration.

The base time for each roll is TN days. Each additional day adds +1 to the roll. The time is scaled based on the size of the object. Use the same multiplier as power requirements. So a Arcane Truck has a base time of TN * 4 days. Each additional 4 days adds +1 to the roll.

The TN for each Branch is the highest difficulty in the branch/2 + 1 for each additional circuit in the branch.

The TN for the overall roll is the highest branch difficulty +2 for each branch beyond the first. This is the TN that is used to calculate the activation rating.

Hired workers (ie NPCs) will always work extra to get an effective TN of 4.

Gather Supplies

Rather self-explanatory. Better quality material will give a bonus to construction difficulties.

Quality Rating	TN multiplier
1	X3
2	X2
3	X1
4	X1/2
5	X1/4

Make Build rolls

To build the device, the Arcane Engineer has to make a series of Arcane Engineering rolls. One roll is need for each circuit, each branch, and one overall integration.

The base time for each roll is TN hours. Each additional hour adds +1 to the roll. The time is scaled based on the size of the object. Use the same multiplier as power requirements. So a Arcane Truck has a base time of TN * 4 hours. Each additional 4 hour adds +1 to the roll.

The TN for each Branch is the highest difficulty in the branch/2 + 1 for each additional circuit in the branch.

The TN for the overall roll is the highest branch difficulty +2 for each branch beyond the first.

All Target Numbers are modified by the Quality of material multiplier for the roll only, not the time required.

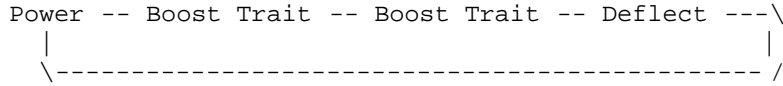
Hired workers (ie NPCs) will always work extra to get an effective TN of 4.

Examples

Example 1: Power Sword

George wants a sword that has increased damage, increased weapon skill, and act as a defensive shield. The diagram looks like this:

Step 1 - Circuit Diagram



The first boost trait will raise the damage of the sword. The second boost trait will increase the skill level.

Circuit 1 - Weapon Damage

George wants his sword to do an extra d8 worth of damage. That is a boost of 3 levels (d0 -> d4 -> d6 -> d8). The Boost Trait power typically boosts it by 1.

	Initial Power	Maintaince Power	TN
Boost Trait	2	1	4
(+2 die step)	x2	x2	+2
Total	6	3	6

Circuit 2 - Skill Boost

George wants to boost his skill by +1 Levels.

	Initial Power	Maintaince Power	TN
Boost Trait	2	1	4
Total	2	1	4

Circuit 3 - Deflect

George wants to go hogwild with this power as he want to wade into a mass of people and not get hit. He decides that he wants deflect at -6

	Initial Power	Maintaince Power	TN
Deflect	2	1	4
(X3 Bonus Multiplier)	x4	x4	+4
Total	10	5	8

Power Circuit

Looking over the design, George sees that it will take 18 power to start the item and 9 Power to continue the effects. George desides on the belpouch size power circuit with a power capacity of 100. This will give him about 10 combat rounds worth of power. George doesn't planning on needing the sword more than once a day, so he settles for a recharge rate of 10/hour.

Item	TN
Belt Pouch	4

+50 PP	+1
5/Day	+0
10/Day	+1
10/hour	X2
Total TN	12

Step 2 Design the Circuits

The base target numbers and times are as follows:

Item	TN	Time	NPC time
Circuit 1	6	6 Days	8 Days
Circuit 2	4	4 Days	4 Days
Circuit 3	8	8 Days	12 Days
Power Circuit	12	12 Days	20 Days
Branch 1	6	6 Days	8 Days
Overall	12	12 Days	20 Days

The total base time will be 48 days. The base activation rating is 6. As George has hired a Arcane Engineer to design the sword for him, it will take a total of 72 days (12 Weeks) to design.

Step 3 Gather Materials

George goes out and finds a Quality 4 sword to turn into his Power Sword. For the 2 Weapon Edges, he finds one with AP 2

Step 4 Build the Device

The base target numbers and times are as follows:

Item	Base TN	Actual TN	Time	NPC time
Circuit 1	6	3	6 Hours	6 Hours
Circuit 2	4	2	4 Hours	4 Hours
Circuit 3	8	4	8 Hours	8 Hours
Power Circuit	12	6	12 Hours	14 Hours
Branch 1	6	3	6 Hours	6 Hours
Overall	12	6	12 Hours	14 Hours

The total base time will be 48 Hours. As George has hired an Arcane Engineer to build the sword for him, it will take a total of 52 hours to build.

Power Sword

Activation Rating : 6

Damage: Str + d8 + 3

AP 2, +6 Parry, -6 to hit with range weapons, Boost(Fighting) +1

Power : 100/10 hour

Usage : 18(3)/9

When activated, the Power sword glows with unearthly energy and the user appears to be surrounded by

flying disks of energy.

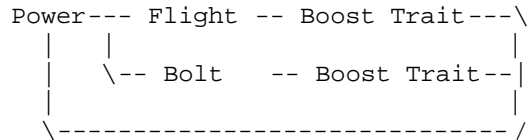
Design Cost : 10,560/72 days

Build Cost : 3040/52 Hours

Example 2: Speeder Bike

Bob wants a speeder bike out of Return of the Jedi. He wants it to fly, have enhanced controls, and shoot at things with increased precision.

Step 1 - Circuit Diagram



Circuit 1 - Flight

Bob wants his bike to go really fast and have an accel 15 of and top speed of 32.

	Initial Power	Maintaince Power	TN
Flight	3	1	8
Small vehicle	x1.0	x1.0	+1
Car Speed	x0.1	x0.1	+2
Accel 15	x1.0	x1.0	+5
Top Speed 32			+8
Total	9.3	3.1	24

The fractional energy will be rounded to the nearest whole number when the entire branch is calculated

Circuit 2 - Skill Boost

Bob wants to have enhanced control when flying really fast, so he wants +2 die type to Piloting.

	Initial Power	Maintaince Power	TN
Boost Trait	2	1	4
Small vehicle	x1.0	x1.0	+1
(+2 die step)	x2	x2	+2
Total	8	4	7

The Boost Trait has to be scaled for the vehicle as it used to control the entire bike

Circuit 3 - Bolt

Bob wants to shoot bolts of fire from the bike. He wants the bolts to be 2d10 damage

	Initial	Maintaince	

	Power	Power	TN
Bolt	2	NA	4
(+2 die step)	x2	NA	+2
Total	6	NA	6

Circuit 4 - Skill Boost

Bob wants to have enhanced fire control, so he wants +3 die type to Shooting, Guns

	Initial Power	Maintaince Power	TN
Boost Trait	2	NA	4
(+2 die step)	x2	NA	+2
Total	6	NA	6

Power Circuit

Looking over the design, Bob sees that it will take 15 power to start the item and 6 Power/turn (60/minute, 3600/hour) to continue the effects. Shooting the gun will consume 12 points per shot. The bike has a top speed of 80MPH. Bob wants a range of 100 miles, or 1.25 hours worth of time on a single charge. The means that he will need a power circuit with 4500 points. Bob doesn't planning on needing the bike more than once a day, so he settles for a recharge rate of 400/hour.

Item	TN
50 Gallon Drum	4
+4000 PP	+8
100/Day	+0
400/Day	+7
400/hour	X3
Total TN	57

Step 2 Design the Circuits

The base target numbers and times are as follows:

Item	TN	Time	NPC time
Circuit 1	24	48 Days	88 Days
Circuit 2	7	14 Days	17 Days
Branch 1	13	13 Days	22 Days
Circuit 3	6	6 Days	8 Days
Circuit 4	6	6 Days	8 Days
Branch 2	4	4 Days	4 Days
Power Circuit	57	57 Days	110 Days
Overall	15	15 Days	26 Days

The total base time will be 163 days. The base activation rating is 8. As Bob has hired a Arcane Engineer to

design the bike for him, it will take a total of 283 days to design.

Step 3 Gather Materials

Bob goes out buys a Culhainne wood bike with a Toughness of 12(2). The GM rates is a Quality 3 item. It costs George 5,000 Silver

Step 4 Build the Device

The base target numbers and times are as follows:

Item	Base TN	Actual TN	Time	NPC time
Circuit 1	24	24	48 Hours	88 Hours
Circuit 2	7	7	14 Hours	17 Hours
Branch 1	13	13	13 Hours	22 Hours
Circuit 3	6	6	6 Hours	8 Hours
Circuit 4	6	6	6 Hours	8 Hours
Branch 2	4	4	4 Hours	4 Hours
Power Circuit	57	57	57 Hours	110 Hours
Overall	15	15	15 Hours	26 Hours

The total base time will be 163 Hours. As Bob has hired an Arcane Engineer to build the bike for him, it will take a total of 283 hours to build.

Speeder Bike

Activation Rating: 8

Acc/Topspeed: 15/32; Toughness: 12(2); Crew: 1+1

Notes: Boost(Pilot) +2

Power: 4500/400 Hour

Usage : 15(3)/6 (3600/hour)

Weapons:

Fire Bolt (2d10 damage, 12 Power per shot, Boost(Shooting, Guns) +3)

Design Cost: 45,280/283 Days

Build Cost: 10,660/283 hours