PhaseWorld®

A Rifts® Dimension Savage Setting



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Based on the Rifts Role-Playing Game series created by Kevin Siembieda and published by Palladium Books.

Phase World and The Three Galaxies created by C.J. Carella.

AND in the indicia

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Palladium Books



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Character Creation

To streamline character creation for this setting, each player will choose a specific framework (an Iconic Framework or MARS Package). These reflect appropriate *Phase World for Savage Worlds* heroes and include a mix of Traits, Edges, Hindrances, and unique abilities. All Hindrances included in a framework have already been factored into its balance and do not give additional Hindrance Points.

To build an adventurer, follow these steps in order. Due to Born a Hero (see *Setting Rules*, p. @@), Edges ignore Rank requirements during character creation.

1. Choose a **Race** and apply its components. Humans start with one Edge of any Rank and may take 6 points worth of Hindrances[PL1.1] instead of the usual 4.
2. Choose an **Iconic Framework** or **MARS Package** (note that some are race-restricted!) and apply its Traits, Edges, Hindrances, and unique abilities.
3. (MARS only) Choose one of the **Personal Glory Packages** (p. @@) and gain its components.
4. Choose a number of free Edges per the Framework's **Personal Journey** (MARS packages get three). These can be any type except Iconic or Legendary Edges and you must meet all requirements except Rank. You may trade a single Personal Journey Edge for 2 Skill Points. You can also trade one or more Personal Journey Edges for gear. Each grants a single weapon, suit of body armor, or item of adventuring gear (no power armor, vehicles, etc.), always subject to GM permission.
5. Choose personal **Hindrances**, gaining Hindrance Points as usual. If spending 1 Hindrance Point on money, gain additional credits equal to twice your framework's starting amount.
6. Distribute the usual 5 points to raise **Attributes**, unless the framework or Race states otherwise.
7. More Skill Points (*Setting Rules*, p. @@) is in effect, so spend 15 points on **Skills**.
8. If spending Hindrance Points on **Edges**, ignore Rank requirements.
9. (MARS only) Take four **Advances**. You start at Seasoned instead of Novice.
10. Gain whatever **Starting Gear** is listed for your framework. These usually reference *Starting Gear* (see p. @@).

Powers and Limitations

To save space when writing out Arcane Background power lists, an asterisk (*) means it has the Range and Personal Limitations, a diesis (‡) means it has the Aspect Limitation, and a dagger (†) means it has all three. If you don't recognize a power, check the *Science-Fiction Companion*.

Several arcane abilities in this book refer to "investing" PP. These PP maintain the listed effect indefinitely, but the caster's maximum PP pool is reduced accordingly. Releasing the PP is a free action (unless stated otherwise), after which the caster does not immediately regain the PP but begins recovering them normally.

Cosmo-Knight

Throughout the Three Galaxies — perhaps across all dimensions, even! — there are no defenders more powerful than the Cosmo-Knights. Each was just a normal person, chosen for greatness one day by the Cosmic Forge, most powerful and mysterious artifact in the universe. The selection process seems almost arbitrary; the Forge has empowered lawmen and criminals, heroes and weaklings, and all races and genders.

Each Cosmo-Knight lives by a strict code of honor. They serve the universe, defending all innocents and Nature in the name of freedom and justice. They will not attack a helpless foe, abandon an ally or noble cause, or break their word. They administer mercy and justice equally for all. They never assume a leadership position, especially as a public authority. If they abandon this code, they risk becoming a Fallen Knight; these dangerous yet pitiable beings are a threat to the universe, despite losing a great deal of their power.

Personal Journey (One Edge)

Cosmo-Knights start with one Personal Journey Edge, as explained on p. @@.

Cosmic Armor

Every Cosmo-Knight has two sets of unique, spaceworthy armor; both look identical yet are easily distinguished; see below. They are form-fitted to the Cosmo-Knight's body like a metallic second skin and customized based on their personality. One Cosmo-Knight's armor might be gleaming gold with sleek lines and an elaborate headdress, while another's could be embossed archaic armor with spikes and a pseudo-mohawk.

Summoning or dismissing either type of armor, or swapping from one to the other, is a limited free action — no PP or check required. It replaces any armor they're already wearing in their mundane identity.

Terrestrial Armor: A Cosmo-Knight's most used armor by far, this suit is designed for dealing with nearly all threats. It grants +12 Armor (MDC), +5 Toughness, EBA, and Flight (Pace 24, 400 MPH, Handling +1). The Cosmo-Knight can lift and carry 10× as much as usual. Their Gifted attacks (bolt, damage field, etc.) and Cosmic Weapon automatically do Mega-Damage and add an additional damage die.

Star Armor: This powers up the Terrestrial Armor to robot vehicle or spacecraft magnitude and is reserved for fighting similarly massive threats. The Cosmo-Knight floats in the center of a bright "star energy" field about 30' in diameter (5" across on the tabletop). This field is treated as their body, making them Huge Scale for all purposes, including –4 to hit Normal-sized targets and +4 to be hit by them. The armor can only be summoned if there is sufficient room for it.

Star Armor grants +24 Armor (MDC), +10 Toughness, EBA, Flight (as above), and FTL capability once the Cosmo-Knight has left a planet's gravity well. Treat the latter as a CG-drive capable of traveling Agility/2 light years per hour. The Cosmo-Knight can lift and carry 100× as much as usual. Their Gifted attacks (bolt, damage field, etc.) and Cosmic Weapon automatically do Mega-Damage, add two additional damage dice, and gain additional AP equal to the Cosmo-Knight's Spirit die type. They may wield weapons and use other carried gear, but cannot enter vehicles, most buildings, etc.

Bear in mind that a 30' field of bright energy is easily visible from 4–6 miles away, barring equally tall obstacles. Fliers can see it from 10–30 miles away depending on altitude. The Cosmo-Knight's attacks also become extremely loud, comparable to vehicular ones. Trying to enter a town, interact with common folks, etc. like this will induce panic. Using Star Armor for anything other than fighting a robot vehicle, adult dragon, several tanks, etc. is a breach of the Cosmo-Knight's Code of Honor.

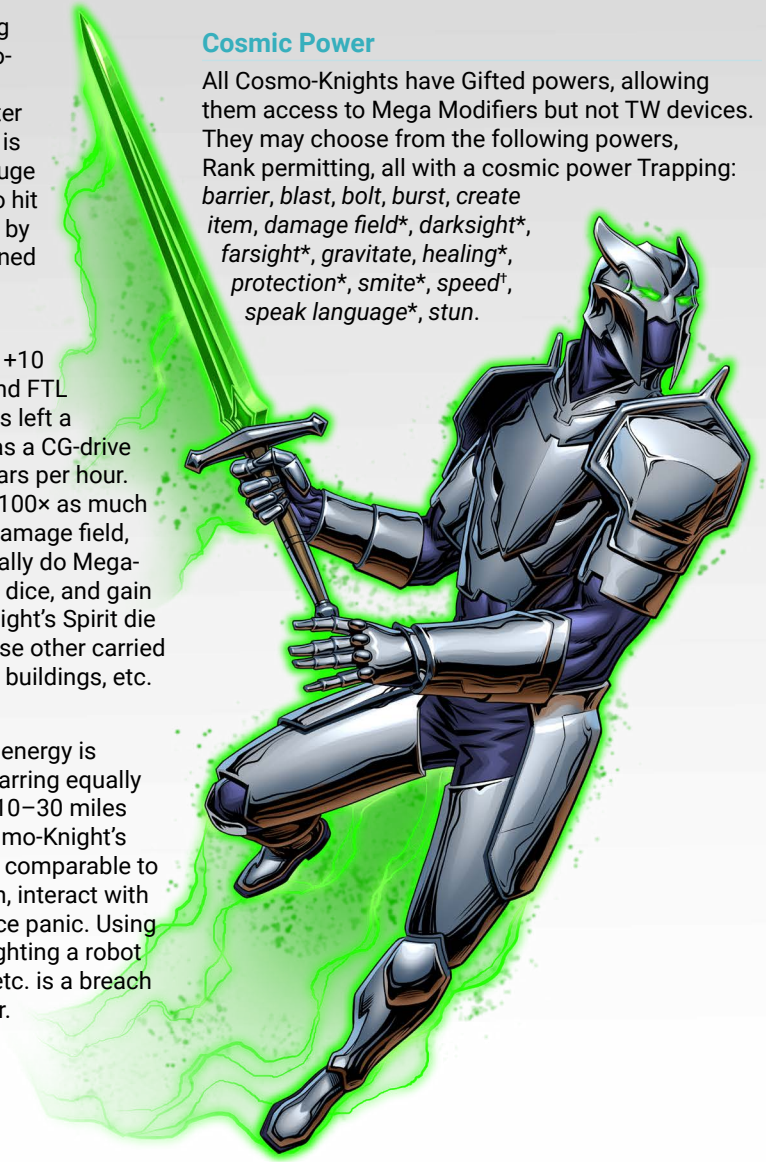
Cosmic Weapon

Each Cosmo-Knight has a melee weapon as unique to them as their armor. Summoning or dismissing it is an action. It inflicts Str+2d8 MD, AP 12. Choose one of the following forms; with GM permission, a Cosmo-Knight may be able to change their weapon's form during downtime.

- *Axe*: AP +3
- *Flail*: Damage +1, ignores shield bonus
- *Mace*: Damage +1, damage rolls to break objects can Ace
- *Staff* or *Spear*: Parry +1, Reach 1, two hands
- *Sword*: Fighting +1
- *Whip*: Parry –1, Reach 2, with a raise the attacker may Entangle the victim instead of adding bonus damage

Cosmic Power

All Cosmo-Knights have Gifted powers, allowing them access to Mega Modifiers but not TW devices. They may choose from the following powers, Rank permitting, all with a cosmic power Trapping: *barrier*, *blast*, *bolt*, *burst*, *create item*, *damage field**, *darksight**, *farsight**, *gravitate*, *healing**, *protection**, *smite**, *speed*†, *speak language**, *stun*.



Cosmo-Knight Abilities and Bonuses

The Cosmic Forge empowers its heroes with phenomenal capabilities in addition to their special armor and weapon (detailed above).

- **Cosmic Awareness**: Their innate connection with the universe always lets a Cosmo-Knight know exactly where they are. They get +2 on Survival (navigation) and are never penalized for lack of gear, strange environments, etc.
- **Cosmic Power**: Start with Arcane Background (Gifted), Blaster, and Power Points; 20 PPE (15 plus the 5 from Power Points); two die types in Focus; and the *bolt* and *protection** powers.
- **Energy Resistance**: Even when not wearing their special armor, the damage of all non-arcane energy attacks is reduced by 8 against a Cosmo-Knight. Arcane energy attacks (magic, psionics, miracles, etc.) do full damage, as do kinetic attacks of any sort.
- **Enhanced Body and Will**: A Cosmo-Knight adds one die type to Spirit, two die types to Vigor, and four die types to Strength — but they have just 3 points to further improve their Attributes (instead of the usual 5). Their Attribute maximums are unlimited for Strength, d12+4 for Vigor, and d12+2 for everything else.
- **Incredibly Resilient**: As minor supernatural beings, Cosmo-Knights gain +2 Toughness and Immunity to Gritty Damage, Disease, and Poison. They do not age.
- **Slow Regeneration**: Cosmo-Knights make a Natural Healing roll every day and may heal permanent Injuries as though they were Wounds.
- **Swift**: Cosmo-Knights double their Pace.

Cosmo-Knight Complications

The Forge imposes strict requirements on those who receive its power.

- **Cosmic Hero***: As discussed above, the Cosmo-Knight has the Code of Honor and Heroic Hindrances.
- **Cyber-Resistant**: Their bio-regeneration rejects cybernetics within minutes of installation.
- **Enemies (Major)**: All supernaturally evil beings relish the joy of taking down a Cosmo-Knight. Further, many nations see them as a dangerous wild card capable of destabilizing things, and will want to eliminate them as a potential problem.
- **Higher Standard**: If the Cosmo-Knight blatantly violates any of the Complications marked with an asterisk (*), the GM will give them a "strike." Minor violations may be given a warning or a "half-strike" (GM's call). The Cosmo-Knight can erase a strike by correcting the issue, making amends, etc. At three strikes, the Cosmo-Knight becomes an NPC Fallen Knight, no longer under the player's control.
- **Loyal***: A Cosmo-Knight never abandons friends, allies, or worthy causes.
- **Noticeable**: A Cosmo-Knight in their armor is extremely distinctive. Anyone seeing one may roll Common Knowledge (at –4 for folks from other dimensions) to identify what they are. On a raise, they've heard stories of this particular individual. Add +1 to this roll per Rank above Novice, and +2 if they're in Star Armor. Reactions to Cosmo-Knights vary; they may be treated as revered heroes, a fearsome danger, or a threat to be neutralized.
- **Poverty**: Because a Cosmo-Knight is so self-sufficient and powerful, they donate credits to the needy and give most of the valuable and potent weapons they acquire to less powerful heroes and allies.
- **Restricted Paths**: All of a Cosmo-Knight's paranormal power is funneled into their cosmic abilities. They retain any racial Arcane Background, but cannot gain a new one nor similar Edges like Mystic Powers. They cannot learn the Major Psionic, Master Psionic, or Master of Magic Edges.
- **Secret (Major)***: A Cosmo-Knight must keep their mundane identity from being connected to their Cosmo-Knight side. This is primarily to prevent them from becoming objects of worship and adulation, but also to protect their friends and loved ones. If someone learns the truth, the Cosmo-Knight must swear them to secrecy and follow up if they blab. Much like a classic superhero, a Cosmo-Knight will often come up with a "knightly moniker" to go by when in armor, so the public feels less pressure to uncover their true name and identity.

Cosmo-Knight Starting Gear

Cosmo-Knights get standard starting gear for their society (p. @@), with credits halved due to Poverty. The GM may make adjustments to ensure the gear fits their mundane identity and role.

To Survive and Thrive — the Cosmo-Knight

- This is a *very* powerful framework, balanced mainly by restrictions on how and when they can use that power. The GM has the right to disallow this option in a more grounded game! Players shouldn't assume it's available; always ask.
- Some Cosmo-Knights live as their mundane identity most of the time, only becoming their alter ego when needed. Others rarely leave their Terrestrial Armor except when it's absolutely necessary to "play normal." Where do you fall in this spectrum?
- Be sure to take the time to describe your personalized armor and weapon when creating your character. And in play, always narrate what your Gifted attacks look like. Doing so adds a lot of fun to the game!

Cosmo-Knight Iconic Edges

Bio-Regeneration

Requirements: Seasoned, Cosmo-Knight, Vigor d10+

The Cosmo-Knight now makes a Natural Healing check every hour instead of every day, and gets a free reroll on it. They also get a free reroll when casting *healing* on themselves.

Energy Resistance

Requirements: Veteran, Cosmo-Knight

Experienced Cosmo-Knights develop a near-immunity to (non-arcane) energy attacks. The damage *and* AP from such blasts is *halved* (round down) instead of the damage being reduced by 8.

Improved Cosmic Weapon

Requirements: Veteran, Cosmo-Knight, Fighting d10+, Focus d8+

The Cosmo-Knight's cosmic weapon now inflicts Str+2d10 MD with AP 16. As well, the hero may summon or dismiss it as a limited free action instead of an action. This Edge cannot be taken at character creation.

Ultimate Cosmic Weapon

Requirements: Legendary, Cosmo-Knight, Spirit d12+

The cosmic weapon now does Str+2d12 MD with AP 24 and the Cosmo-Knight may shift its form as a free action (e.g., attacking as an axe, then a whip). This Edge cannot be taken at character creation.

Raw Cosmic Power

Requirements: Heroic, Cosmo-Knight, Spirit d10+, Rapid Recharge

The Cosmo-Knight's ability to tap into the power of the universe has broadened dramatically. The Power Points (Gifted) Edge grants them 10 PP instead of 5. This applies retroactively.

Transcended Mortality

Requirements: Veteran, Cosmo-Knight, Nerves of Steel

The Cosmo-Knight no longer needs to eat, drink, or sleep. They merely require an hour of meditation each day, during which time they're considered fully awake and aware, just unmoving. In addition, in times of emergency the Cosmo-Knight can sacrifice health for cosmic power, taking 1 Wound (which cannot be Soaked) in exchange for 10 PP. This Wound cannot be treated via Healing or *healing*, only via the Cosmo-Knight's natural regeneration.