



RIFTS®



ALL THAT GLITTERS

A *Savage Worlds* One Sheet™ By Johnny Roccia for use with *Savage Rifts*® for Seasoned characters.

An aging Glitter Boy pilot stumbles into town half-dead from an attack. His armor: stolen! Before the thief can make his escape, the heroes have one chance to make things right, but can they go toe-to-toe with a Glitter Boy and survive?

DOWN BUT NOT OUT

The Legionnaires are re-supplying at a high-traffic trading post. It's the sort of place that attracts a dozen new faces a day, and watching your back is mandatory. Officially governed by no one, the peace is fragile, but the deals and information are good. In the early morning, one of the Legionnaires spots a badly injured man on foot as he stumbles into town.

The man has no gear nor weapons and is gravely injured but wears a Glitter Boy pilot's jumpsuit! Once his Wounds are treated, he introduces himself as Geoffrey Aloysius Metry. A successful Common Knowledge check reveals Metry is a well-known Glitter Boy pilot with a history of heroic deeds and a noble reputation. He explains his circumstances:

"I patrol a hundred-mile stretch of trade road through these mountains, often staying out for a few weeks at a stretch. I can't sleep in the suit the way I used to in my younger days, so I usually pitch a tent but leave the suit's sensors and alarms on. Someone must have disabled them somehow, because I woke up to an ambush — got shot up bad and left for dead but saw at least half a dozen attack me. One climbed

into the suit and they ran off, and then I hoofed it here.

The Brotherhood will hunt a stolen suit to the ends of the Earth, but if that thief makes it out of the area, I might never see my baby again. On the authority of the Glitter Boy Brotherhood, I'm issuing a Chrome Bounty! Whoever gets my suit back will be forever an ally of all Glitter Boys, and that's worth more than any reward."

RISE FOR THE PRIZE

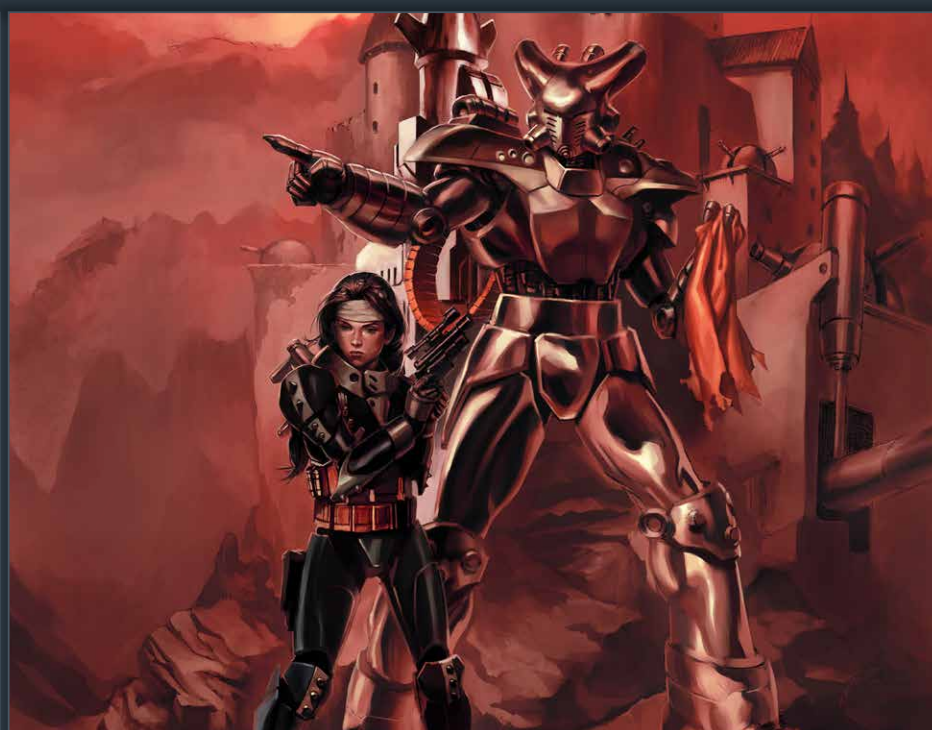
The prospect of facing down a genuine Glitter Boy is enough to scare off most people. Others only work for coin and

aren't interested, since selling a stolen Glitter Boy is next to impossible. There are two others in town who hear about Metry's plight and are interested for their own reasons, however.

Valkyrie Jane is a Crazy who sometimes works as a bounty hunter, but more often chases increasingly challenging fights for the sake of proving herself worthy of a glorious afterlife.

Carmine Hazard is a Techno-Wizard who finds the idea of being able to get his hands on the most powerful piece of pre-Rifts technology ever recovered to be irresistible.

The heroes can learn of one or the other and their respective interest with



a successful **Networking** check, or both on a raise. Neither is necessarily evil, so while their default status may be as competitors, it's also possible for them to become allies under the right conditions.

THE COMPETITION

- **Valkyrie Jane (Crazy):** Armed with a TW Lightning Axe in addition to the standard gear, see *Savage Foes of North America* and *The Tomorrow Legion Player's Guide*.
- **Carmine Hazard (Techno-Wizard):** Already fascinated by Power Armor, Carmine has the Power Armor Jock Edge and pilots an NG-X9 Samson, see *Savage Foes of North America* and *The Tomorrow Legion Player's Guide*.

THE CHASE IS ON

When the Legionnaire squad arrives at Metry's campsite, they see plenty of evidence of struggle. Any competent attempt at tracking, such as with a basic Survival check, is more than enough to follow the trail. The trail leads to a crumbling bridge over a rapid river, where henchmen of the Glitter Boy thief lie in ambush.

The henchmen want an easy fight and flee or surrender if more than half their number are defeated. Captured henchmen can be bribed, threatened or persuaded to tell the party that the Glitter Boy thief's name is Miles Tetlock. Tetlock's agenda is personal: he was once an apprentice of Metry! Before Metry could retire and pass on the suit, he caught Tetlock threatening a merchant for a better deal, implying he could bring the Boom Gun to bear if he didn't get his way. Metry banished him from the Brotherhood, and Tetlock's planned revenge ever since.

Tetlock has paid for a transport to pick him up at a rendezvous point and take him west. If he's not captured before then, Metry's suit is lost!

HENCHMEN AMBUSH

- **Commandos (2 per hero):** See *Savage Foes of North America*.

LAST TRAIN OUT OF TOWN

The rendezvous point is an ancient pre-Rifts trainyard. Metal tracks overgrown with weeds crisscross the large field, littered with rusted boxcars, moss-covered engines, and skeletal hangars. The abundance of metal makes most electronic detection methods useless, giving Tetlock the perfect place to hide and wait for his pickup. He's well aware multiple people are after him, so he won't leave the suit until he's hundreds of miles away, making it difficult to catch him by surprise. Tetlock is also a trained Glitter Boy pilot. This is a difficult fight by any measure.

Unless something else has happened to change their course, Valkyrie Jane and Carmine Hazard have also found their way here. Jane attempts to challenge Tetlock head-on, actively trying to hinder the Legionnaires' attempts in order to take the glory for herself. Once she's Losing It, she can't be reasoned with. Carmine is more cautious and waits for an opportunity to seize the suit with minimal danger to himself if possible.

If the Legionnaires successfully return Metry's suit to him, Metry shows tremendous gratitude and becomes a personal ally. In addition, true to his word, he reports the deed to the Glitter Boy Brotherhood, and our heroes can forever count on good favor and support from noble-hearted Glitter Boy pilots whenever they encounter them.

HENCHMEN AMBUSH

- **Miles Tetlock (Glitter Boy):** A disgraced former member of the brotherhood, see *Savage Foes of North America*.
- **Valkyrie Jane (Crazy):** see above.
- **Carmine Hazard (Techno-Wizard):** see above.

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