SCIENCE FICTION COMPANION

SAVAGE WORLDS

ADVENTURE EDITION

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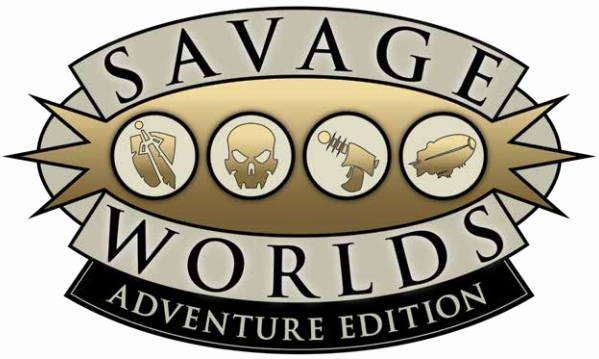

Science Fiction Companion

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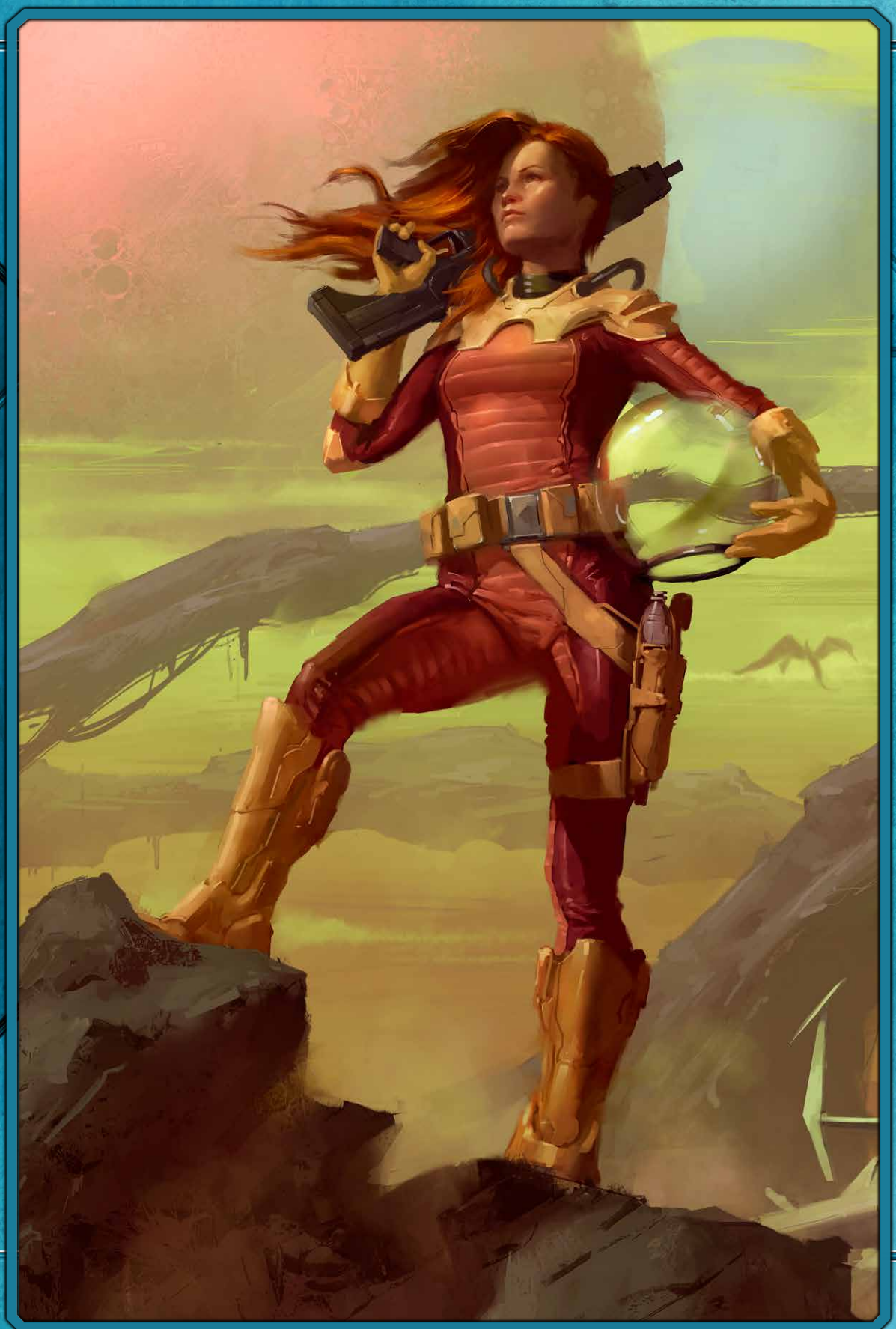
Contents

1. HEROES 5
Ancestries & Cultures 5
Core Ancestries 10
New Hindrances 22
New Edges 24
2. GEAR 31
Development Levels 31
Acquiring Expensive Equipment 32
Weapon Notes 44
Outposts 66
Step 1: Advantage 67
Step 2: Complication 68
Step 3: Form 69
Starships as Outposts 74
3. SETTING RULES 77
New & Updated Rules 77
Bound & Entangled 77
Desperate Attack 78
Limited Actions 78
Giant Foes 78
Stream Template 78
Betrayal 78
Difficult Healing 78
Downtime 79
Energy Management 81
Extreme Environments 82
Acclimation 82
Atmosphere 82
Gravity 83
Pressure 83
Hacking 84
Netrunning 84
Logistics 86
Supply Levels 86
Detailed Logistics 86
Salvage & Trade 87
Sword & Planet 88
Fast Healing 88
Knockout Blow 88
Cliffhangers 88
Planetary Romance 89
Unarmored Hero 89
Transhumanism 90
Genetic Engineering 91
Vehicle Rules 92
Heavy Metal 93
Tactical Vehicular Combat 94
Clashes 96
Villainous Conviction 100
Sci-fi Styles 100
4. CYBERWARE 111
Basics 111
Profiles 111
Strain 111
Installing Cyberware 112
Cyberware Hindrances 113
Cyberware Edges 113
5. POWER ARMOR 119
Basics 119
Sample Profile 120
Profiles 120
Combat 120
Custom Power Armor 121
6. ROBOTS 129
Basics 129
Profiles 129
Playing a Robot 129
Healing & Repairs 130
Custom Robots 131
Stock Robots 136

7. STARSHIPS 139
Basics 139
Profiles 140
Combat 141
Faster Than Light Travel 144
Astrogation 144
Sensor Scans 146
Custom Starships 147
8. VEHICLES 163
Basics 163
Profiles 163
Custom Vehicles 164
9. WALKERS 179
Basics 179
Profiles 180
Combat 181
Custom Walkers 182
10. WORLD MAKER 191
11. POWERS 195
Arcane Backgrounds 195
Chaplain 196
Chronomancer 197
Gravlock 199
Hard-light Controller 200
Mystic 201
Psyker 202
Shepherd 203
Shifter 204
Star Knight 205
Technomancer 207
Warper 208
New Powers 209
12. ARTIFACTS 217
Relics 217
13. BESTIARY 227
New Special Abilities 227
Bestiary 229
APPENDIX A: EMPIRES 294
INDEX 302



Chapter One

Heroes

Heroes, rogues, and scoundrels from across the galaxy are ready for adventure. They explore unknown worlds, smuggle cargo through enemy blockades, fight galactic wars against evil empires, and battle ruthless pirates preying on the space lanes.

What's in this Book?

Chapter One introduces the wondrous beings explorers may encounter as they travel across the galaxy, as well as new Hindrances and Edges designed for sci-fi heroes. Chapter Two details futuristic equipment, armor, weapons, and outposts to outfit your explorers.

Chapter Three introduces special Setting Rules to handle the dangers—and opportunities—of the future.

Cyberware is the focus of Chapter Four, from intradermal armor to internal weapons.

Chapter Five features incredible suits of power armor and how to customize them, while Chapter Six does the same for robots.

Chapter Seven is all about starships and how to travel the space lanes, while vehicles take the spotlight in Chapter Eight and walkers in Chapter Nine.

You'll find a "world maker" in Chapter Ten, new powers in Chapter Eleven, and artifacts in Chapter Twelve.

We finish with Chapter Thirteen—a massive database of allies, enemies, and monsters a Game Master can hurl against the adventurers.

Ancestries & Cultures

The *Savage Worlds* core rules already allow you to create a vast array of beings. The *Science Fiction Companion* adds new abilities to create most any xeno, alien, or traveler one might encounter across an entire universe.

On the following pages are a number of character types you can use to populate your science-fiction campaign. All have relatively specific backgrounds so they're complete, balanced, and ready to play, but they're also easy to tweak and change to fit a particular setting. The warlike aurax in your game, for example, might be high-tech scientists, insectoids who normally communicate through clicks and clacks might be able to speak normally, or florans in your world might be muscular barbarians from a high-gravity planet.

These player-character-ready beings all have a +2 ancestral modifier (see *Savage Worlds*), which can be increased or decreased to fit your particular setting.

You'll also find fully fleshed-out, ready-made archetype characters based on these rules available in print and PDF at our website or finer game stores across the galaxy!

ANCESTRAL ABILITIES

Below are commonly used abilities and their cost when building new alien species.

➘ Abilities marked with this symbol have been updated since the first printings of the *Savage Worlds Adventure Edition.*

Genetic Engineering: Ancestral abilities may come from heritage, but may also be the result of genetic engineering, creating unique individuals or "series" of beings built for a specific purpose, such as space marines or workers designed to function in Zero-G.

VALUE	ABILITY
1	**360-Degree Vision (1):** Bulbous or faceted eyes, independent eyestalks, or another unusual arrangement give the species an unhindered field of vision that lets them ignore 1 point of Gang Up bonus.
1	**Acid Biology (1):** The beings' blood and/or viscera are highly acidic. When one suffers a Wound, everyone within a Small Blast Template must roll Evasion or suffer 2d6 damage. If the being takes two or more Wounds from the attack, increase the damage to 3d6. The species is immune to acid and acid-based attacks.
4/5	➘ **Additional Action (1):** The species is quick, mentally or physically, for 4 points, allowing them to reduce Multi-Action penalties by 2 if all the actions are physical or mental. For 5 points, they can ignore 2 points of Multi-Action penalties for either type of action.
−1	**Alien Form (1):** The beings' size and shape are incompatible with most equipment and vehicles used in the setting. They can only wear customized armor and subtract 1 from Trait rolls when using non-customized equipment and vehicles. Items can be customized to work for the character for 100% of the base cost (GM's call). If the creature is Big as well (see *Savage Worlds*), use only that ability.
−1/−2/−4	**Atmospheric Dependency (1):** The species requires a rare atmosphere to survive. Any other atmosphere is hazardous, requiring a Vigor roll every hour to avoid a Fatigue level that can lead to death. This check is made every minute for –2 points, or every round for –4 points. Breathable air at standard pressure allows the being to recover one Fatigue level every 10 minutes.
1/2/3	➘ **Bite (1):** The species has fangs that cause Str+d4 damage and may be used on grappled foes. Increase the bite to d6 for +1 point, and/or AP 2 for +1 point. See **Natural Weapons** in *Savage Worlds*.
1	**Bloodless (1):** Members of the species automatically stabilize whenever they would Bleed Out without needing to roll. Rending weapons (see page 46) deal no extra damage to them.
2	**Breath Weapon (1):** The species can breathe fire, cold, acid, or other energy by making an Athletics roll as a limited action. This uses the Cone Template, may be Evaded, and causes 2d6 damage (3d6 with a raise on the Athletics roll). A Critical Failure on the attack causes Fatigue. Fiery breath automatically has a chance to set someone on fire (see **Hazards** in *Savage Worlds*). Other breath weapon types may have additional effects from the Power Modifiers listed in *Savage Worlds* and increase the cost by the Power Point modifier appropriately. Cold breath may Hinder for +1 point, for example.
1/2	**Camouflage (1):** The being's skin or exoskeleton allows her to effortlessly blend in with her natural surroundings. For 1 point, pick a terrain type she can blend into: aquatic, arctic, desert, forest, hill/mountain, jungle, plains, space, swamp, underground, or urban. For 2 points, she can change color to match any natural surrounding (GM's call). While camouflaged, she adds +2 to Stealth (+4 while completely motionless). The bonus is halved if half or more of the character's skin is covered by clothing (unless also camouflaged to match the environment), and the character gets no bonus if completely covered.
−1	**Can't Heal (1):** The species has no capacity for natural healing or self-repair, but may otherwise be healed normally.

−3	**Cold-Blooded (1):** The species subtracts 1 from Agility, Strength, and Vigor rolls after spending more than ten minutes in temperatures below 60° Fahrenheit (18° Celsius). The being recovers after spending more than ten minutes in a warmer temperature.
1	**Communal (1):** The being is part of a hive mind or highly integrated social construct. He gains a +2 bonus to Spirit rolls when others of the same species are present within 12" (24 yards).
1	**Darkvision (1):** The species can see in the dark a short distance, ignoring all Illumination penalties and up to 2 points of penalties from *invisibility* or similar powers within 10" (20 yards).
2/4/6	**Diminutive (1):** The cost to create a Diminutive being is 2 points for Small Scale, 4 points for Very Small, or 6 points for Tiny. They may not take ancestral abilities, Edges, or Hindrances that alter their Size. Remember that Scale Modifiers (see *Savage Worlds*) make Diminutive characters much more difficult to hit for most foes; hence the cost of what at first might look negative. Weapons made for Diminutive creatures are smaller and cause less damage, as noted below. • *Small* creatures (Size −2) have a maximum Strength of d8. They subtract 2 from their Toughness and all damage rolls. Gear made for Small characters weighs and costs half the listed value. Reduce the Min Str for Small armor two die types (minimum d4). • *Very Small* beings (Size −3) have a maximum Strength of d6. They subtract 3 from their Toughness and all damage rolls. Gear made for Very Small characters weighs and costs a quarter the listed value. Reduce the Min Str for Very Small armor three die types (minimum d4). • *Tiny* species (Size −4) have a maximum Strength of d4. They subtract 4 from their Toughness and damage rolls. Gear made for Tiny characters weighs and costs a tenth the listed value. Reduce the Min Str for Tiny armor four die types (minimum d4).
1	**Echolocation (1):** The character can "see" by emitting sound and receiving its echo. As long as he can emit and receive sound, he may ignore all Illumination penalties and up to 4 points of blindness, invisibility, or other penalties inflicted by sight or Illumination within 10" (20 yards). Creatures with keen hearing may be able to hear the character's calls (GM's call).
4	**Energy Form (1):** The being's body is made of energy. It has no vital organs and ignores Called Shots and takes no damage from falling, collisions, or physical weapons and projectiles (it takes full damage from energy weapons, explosions, arcane attacks, etc.). The being has some mass but can fit through all but filtered openings (GM's call) as if they were Difficult Ground. It can't wear armor, use weapons, or manipulate matter unless it wears a containment suit (see page 42).
2	**Extra Limbs (2):** The creature has an additional set of arms (including a second primary hand). The limbs may be used for sustained actions such as holding a flashlight or grappling a foe, leaving other limbs free for other things. They can also wield two different two-handed weapons, add +1 point of Gang Up bonus if the limbs are used in melee, and add +1 to Athletics rolls (such as climbing and grappling).
2/3	**Gelatinous (1):** The species has an amorphous, almost liquid body with no vital organs. Members take only half-damage from falling or collisions and Called Shots do no extra damage against them. For 3 points the creature can make an Athletics roll as an action to ooze through grates or large openings like they were Difficult Ground. Cracks and the like take 1d6 rounds to seep through, leaving the hero Vulnerable until she reforms.

1	**Heightened Senses (3):** The character gains one of the following heightened senses each time this is taken: 1) Eagle Eyes: The character can read fine print up to a mile distant. This reduces Range penalties by 1. 2) Hearing: The character can hear a whisper up to a mile away if he knows to listen for it. It also gives him +2 to Notice rolls based on hearing. 3) Smell: A keen sense of smell gives the hero +2 to Survival rolls made to track if the target had a scent and the trail is no more than a day old.
2	**Husk (1):** The being inhabits another body (the "husk"), either taken, purchased, or recovered. The character cannot separate from the husk—take this ability and then create the husk normally. Consider taking Undead (see below) if the husk is essentially a zombie. The neural connection between host and husk is always slightly dull—the being ignores 1 point of Wound penalties. If the character isn't destroyed by its husk's death (GM's call based on the type of damage sustained), it can inhabit a new host body within 24 hours. What that requires depends on the trapping—a parasite might simply be moved to a new host or it might require an operation of some sort, while an energy being might be drawn out with a device or simply transfer its own consciousness. The new host body might look different but has the same statistics when using this version of the Husk ability. If you want to create a "parasitic" character that can change bodies more easily, create the parasitic being and use the rules for **Transhumanism** on page 90 instead.
2	**Interface (1):** The beings can link directly to electronic devices, adding +2 to Electronics and Hacking rolls when using a device they're able to connect to.
4/8	**Invisibility (1):** The beings are translucent (–2 to see or attack) for 4 points or entirely invisible (–4 to see or attack) for 8. The ability has no effect on worn or carried items. Carrying gear reduces the penalty by 2 points, and wearing clothing or body armor reduces it by 4. Environmental factors such as rain, smoke, or muddy footprints might also negate some of the penalty (GM's call).
1	**Mods (1):** The species has three robotic Mod slots (see page 132), plus or minus their Size. Each installed Mod must still be purchased normally.
–4	**No Manipulators (1):** The species lacks hands or digits. They can't use any equipment that wasn't specifically designed for their species. Clothing and armor may be placed on them but they can't take off or put on anything but the simplest garments by themselves.
1/3	↘ **Poisonous Touch (1):** When the character hits a foe with an unarmed attack, whether it causes damage or not, the target must make a Vigor roll or suffer the effects of Mild Poison. Change the poison to Knockout for +1, Lethal for +3, or Paralyzing for +2. The character may always choose whether or not to use her poison touch. For +2 points, the character can spit or otherwise project her poison. This requires an Athletics roll as a limited action at a target up to 6" (12 yards) away. The character can administer a "concentrated" dose of venom, forcing the target to suffer a –2 penalty to his Vigor roll, but doing so causes the hero Fatigue.
–1	**Repugnant (1):** The species has an odor, appearance, or set of habits that disgusts beings of most other cultures. Reactions (see *Savage Worlds*) are always either Unfriendly or rolled on 1d6 instead of 2d6 if determined randomly. A roll of 1 is treated as Hostile, plus the unfortunate being becomes physically ill.
6	**Robot (1):** The being is a mechanical and electronic entity created by others. Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation. Robots have a number of Robotic Mod slots based on their Size (but must still pay the equipment cost for anything installed in them, see page 131). Cybernetics may be installed (if available in the setting) with Strain counting as Mods instead. Robots can't make natural healing rolls, must be Repaired rather than Healed (see page 130), and ignore the Golden Hour (see *Savage Worlds*) for Wounds.

–2	**Separation Disorder (1):** Members of the species require others of their kind in close proximity to function unhindered. They subtract 2 from Spirit rolls when no other beings of the same species are within line of sight.
4	**Shapeshift (1):** As a limited action, the species can assume the appearance of another being within 2 points of Size. They don't gain or lose Wounds when changing Scales. In order to duplicate a specific individual, the shapeshifter must touch the target and make an opposed Smarts roll. With success, the changeling looks like the target. With a raise, he also gains surface memories, voice, fingerprints, retinal patterns, etc.
–1/–2	**Sickly (1):** Members of the species are extremely susceptible to illness. They suffer a –2 penalty to any Vigor roll made to resist or recover from disease. For –2 points, the character must roll Vigor any time she suffers a Wound. If failed, she becomes infected (a Debilitating Disease, see *Savage Worlds*).
3	**Spacer (1):** The beings can survive in space without artificial means. They have the Doesn't Breathe ability (see *Savage Worlds*) and ignore the effects of decompression and background radiation. This doesn't confer any other environmental resistances.
1	**Stable (1):** The species has multiple legs, a serpentine body, or even strange limbs that operate like a tracked vehicle. They ignore the penalty for Difficult Ground.
2	**Stun (1):** The species has electrical shocks, mild toxins, or even a psychic lash effect. When the character hits a foe with an unarmed attack, whether it causes damage or not, the target must make a Vigor roll or be Stunned. The attacker may focus his ability for a level of Fatigue, causing the target to subtract 2 from her Vigor roll.
1	**Telepathy (1):** The species can communicate mentally with any sapient lifeform within 12" (24 yards) regardless of language.
2/4	**Tentacles (2):** The being has tentacles that add +2 to grappling rolls. For 4 points, characters of this ancestry gain two tentacle actions (see *Savage Worlds*).
8	**Undead (1):** The being is undead or has a physiology similar enough to call them so. They have +2 Toughness, +2 to recover from being Shaken, take no additional damage from Called Shots, ignore 1 point of Wound penalties, don't breathe, and are immune to disease and poison.

Core Ancestries

Any of the ancestries presented in *Savage Worlds* can be used in a science-fiction campaign. The GM should simply choose which are available in her game and then add any of her own creation. She can also let players create their own using the ancestral abilities in *Savage Worlds*, this book, or other Savage Settings—the universe is a big place, after all!

Below are examples of the packages presented in *Savage Worlds* you might want to consider for your campaign.

- **AQUARIANS:** The aquarians in *Savage Worlds* are typical "Atlantean-style" beings, but the biodiversity of the depths is great, allowing a massive number of variations on the same theme. Aquarians evolved from urchin-like beings, for example, might trade out Aquatic for Semi-Aquatic and Toughness for Poisonous Touch.
- **AVIONS:** More alien avions might be more heavily related to birds than those presented in *Savage Worlds*. They might have wings instead of arms and raptor-like heads. Replace Frail with Low-G Worlder, Can't Swim with Alien Form, and start them with Heightened Senses (Eagle Eyes) to reflect their superior vision.
- **DWARVES:** Genres that mix fantasy tropes with sci-fi often lean into the dwarves' love of crafting and technology. If this is true in your world, they might start with the Cyber Tolerant Edge, offset by 2 points of negative abilities appropriate to the setting.
- **ELVES:** The enigmatic elves might be a dying people with no offspring, the few who remain being hundreds or even a thousand years old. In this era they lose the All Thumbs Hindrance, replacing it with Communal and Separation Disorder. Perhaps they live on large "craftworlds" where they desperately try to cure their species's infertility and rely on raiding the space lanes for their supplies.
- **HUMANS:** Humans may remain Adaptable in the far future, or they may have cultural packages that represent their adopted home. Those who live on a space station might be Low-G Worlders with higher Agility, while those born on a heavy-gravity mining planet have Atmospheric Dependency (Major) with greater Strength or Vigor.
- **RAKASHANS:** The rakashans presented in the core book reflect the predatory nature of cats, but perhaps others are more playful. Switch Bloodthirsty with Curious. Other variations might have Alertness or a +1 bonus to the Taunt skill.
- **SAURIANS:** Saurians lacking powerful jaws often have other defensive capabilities. One offshoot might be able to spit poison, for example. Drop their Bite and Keen Senses for Poisonous Touch with the spit option.

Centaux

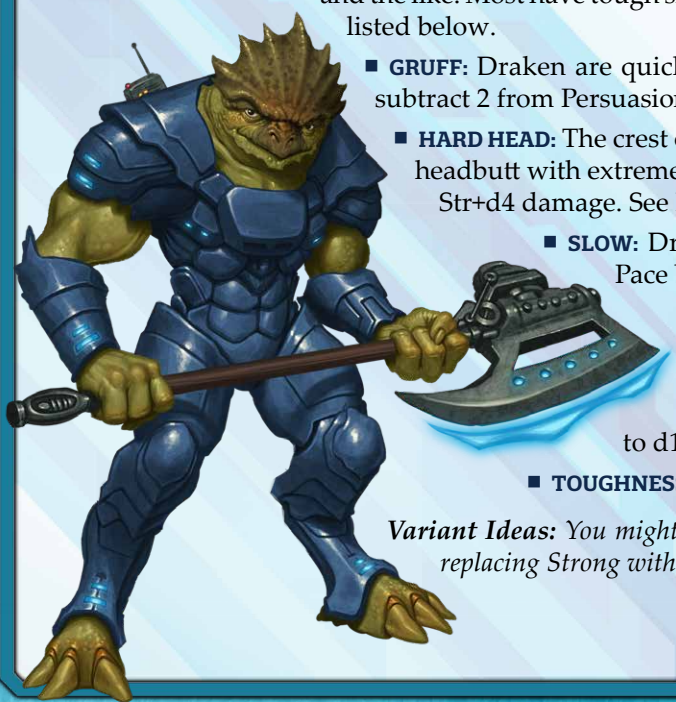
The centaux combine the lower body of a four-legged animal with the upper body of a humanoid. Their powerful legs propel them forward at impressive speeds and keep them from being hindered by terrain that would slow down other species. However, their large size combined with their natural propensity to show off makes them easy to pick out of a crowd.

- **BIG:** Centaux bodies are large and ungainly. They subtract 2 from Trait rolls when using equipment that wasn't specifically designed for them and cannot wear others' armor or clothing. Equipment, food, and clothing cost double the listed price.
- **OBVIOUS:** Centaux are large, noisy, and stand out in crowds. They subtract 1 from Stealth rolls.
- **PACE +2:** The centaux's Pace is increased by +2 and their running die is increased a die type.
- **SIZE +2:** The humanoid part of a centaux is a thick, muscular human, while the rear body is the size of a large four-legged mammal. Add +2 to their Toughness.
- **STABLE:** Centaux have four strong legs and broad feet or sturdy hooves. Their Pace is not reduced by Difficult Ground.

Variant Ideas: *One species of centaux are fast, gazelle-like beings. Drop Size to 0 and increase Pace to +4 and their running die to d10.*

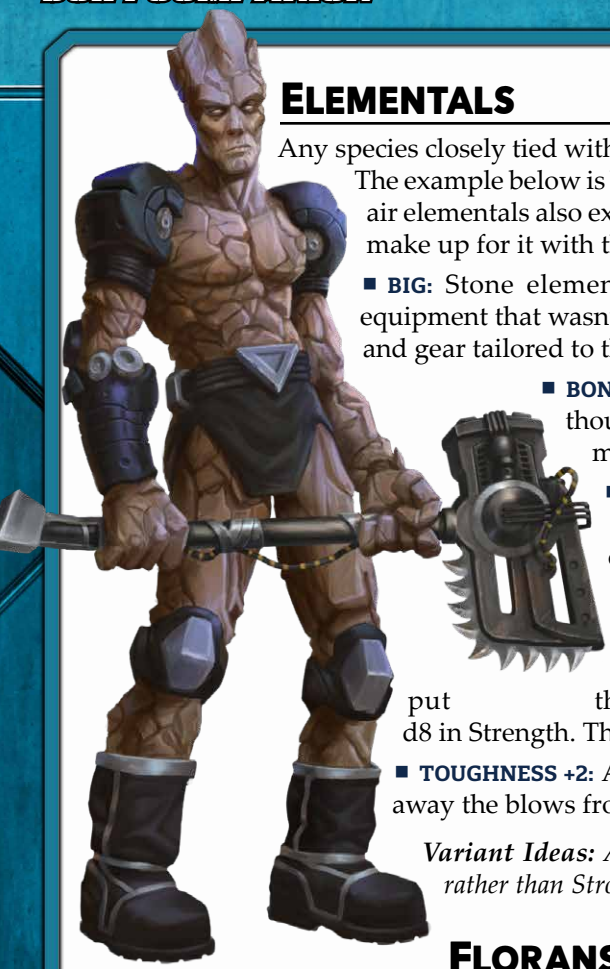
Draken

"Draken" are tough and intimidating beings vaguely reminiscent of dragons, drakes, basilisks, and the like. Most have tough skin and quick tempers like the example listed below.



- **GRUFF:** Draken are quick to threaten rather than cajole. They subtract 2 from Persuasion rolls.
- **HARD HEAD:** The crest of these draken's heads allows them to headbutt with extreme force. This counts as Horns and deals Str+d4 damage. See Natural Weapons in *Savage Worlds*.
- **SLOW:** Draken are slow runners. Reduce their Pace by 1 and their running die to d4.
- **STRONG:** Draken are stronger than most species their size. They start with a d6 in Strength instead of a d4. This increases maximum Strength to d12+1.
- **TOUGHNESS +2:** Draken are tough and resilient.

Variant Ideas: *You might lean further into the "dragon" concept, replacing Strong with a fiery breath weapon.*



Elementals

Any species closely tied with a natural element is referred to as an elemental. The example below is based on earth and stone, though fire, water, and air elementals also exist. These stone elementals are slow thinkers but make up for it with their brute strength and raw determination.

- **BIG:** Stone elementals subtract 2 from Trait rolls when using equipment that wasn't specifically designed for them. Food, clothing, and gear tailored to their large form cost double the usual price.
- **BONEHEADED:** These stone elementals don't process thoughts as quickly as other beings. Smarts rolls are made at –1.
- **REDUCED PACE:** Elementals move with slow, methodical steps. Reduce Pace by 1 and running die by one type.
- **SIZE +1:** Elementals are 7′ tall. Add +1 to their Toughness.
- **STRONG:** Stone elementals are very strong and put their weight behind each blow. They start with a d8 in Strength. This increases maximum Strength to d12+2.
- **TOUGHNESS +2:** An earth elemental's stone body is able to turn away the blows from most modern weapons.

Variant Ideas: *Air, fire, and water elementals have Energy Form rather than Strong and Toughness.*

Florans

On some worlds, the dominant species evolved not from animals, but plants. These "plant people" are known as florans and there are dozens of species from different planets and biomes across the galaxy. Their color and form differ greatly depending on their place of origin, though all florans tend to have a few key features in common.

- **BLOODLESS:** Florans automatically stabilize whenever they would Bleed Out.
- **DEPENDENCY:** This type of plant-based lifeform must bask in sunlight (artificial or otherwise) once per day or suffer Fatigue. This can lead to death. Fatigue is recovered at the rate of one level per hour of sunshine.
- **ENVIRONMENTAL WEAKNESS (Heat/Fire):** Florans subtract 4 from Fatigue checks made to resist the effects of heat, and take 4 additional points of damage from heat- and fire-based attacks.
- **HARDY:** A second Shaken result in combat does not cause a Wound.
- **NO VITAL ORGANS:** Florans' organs are spread out along their strange vascular systems; they take no additional damage from Called Shots.
- **SLEEP REDUCTION:** Florans require half the usual amount of sleep.

Variant Ideas: *Some florans may have special defense features to protect them from aggressive herbivores. Replace Hardy with Poisonous Touch (Paralyzing).*

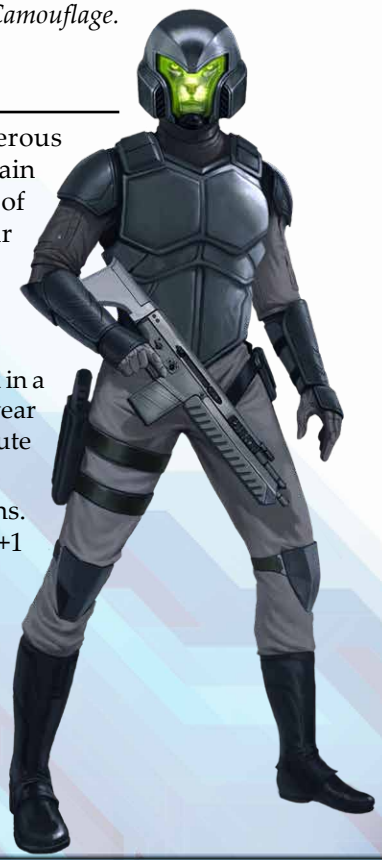
GELATINOIDS

Gelatinoid refers to any ooze-like, generally translucent life forms that can alter their shape. They take in food and oxygen and even "hear" sound vibrations through their semi-permeable membrane. They "speak" by emitting subtle pheromones, but only others of their kind can understand them without a universal translator (page 35).

- **CYBER RESISTANT:** It's difficult to implant cyberware in creatures made of ooze. Gelatinoids have the Cyber Resistant Hindrance (page 113).
- **GELATINOUS:** Gelatinoids have an amorphous, almost liquid body with no vital organs. Members take only half-damage from falling or collisions and Called Shots do no extra damage against them. They can make an Athletics roll as an action to ooze through grates or large openings like they were Difficult Ground. Cracks no smaller than 1" wide take 1d6 rounds to seep through, leaving the hero Vulnerable until he reforms.
- **REGENERATION:** Gelatinoids reform at an amazing rate. They may make a natural healing roll once per day.
- **WEAK:** Because of their lack of bones and muscles, gelatinoids have a hard time exerting physical force. They subtract 1 from Strength and melee damage rolls.

Variant Ideas: *Creating an amoeba-like character who can change colors to match their surroundings can be done by trading out Regeneration for Camouflage.*

GEN MINERS



Mines and construction projects in deep space are dangerous affairs, particularly for ordinary beings. Colonies that maintain generations of miners, construction workers, or other types of heavy laborers may introduce genetic modifications into their inhabitants. Some see this as an encouragement for indentured servitude; others as a necessity for the hard life required to work and live in a hostile environment.

- **ATMOSPHERIC DEPENDENCY:** Gen miners are designed to work in a particular atmosphere (see page 82). Pick one. They must wear a rebreather in the other types or make a Vigor roll every minute to avoid Fatigue that can lead to death.
- **FIT:** Gen miners work long hours under difficult conditions. They start with a d6 Vigor, and increase the limit to d12+1 as well.
- **STRONG:** Gen miners undergo constant physical labor, and so start with d6 Strength, increasing the limit to d12+1 as well.

Variant Ideas: *Gen miners may be designed for other types of labor. For Zero-G construction workers, give them the Gravitic Acclimation Edge for Strong and swap Atmospheric Dependency for the Low/Zero-G Worlder Hindrance.*

Gen Troopers

They made the perfect killing machines…and hoped they wouldn't have to fight them! Gen troopers are genetically engineered soldiers designed for deadly efficient combat.

- **COMBAT REFLEXES:** These genetically modified soldiers' "fight or flight" reflex has been hardwired into their nervous systems, giving them the Combat Reflexes Edge. They add +2 to recover from being Shaken.
- **NERVES OF STEEL:** Nerve blockers allow the soldier to register pain but dull its effects, giving him the Nerves of Steel Edge; this ignores 1 point of Wound penalties.
- **RUTHLESS (Major):** Gen troopers are trained to obey orders and complete their mission at any cost. If your hero has broken free of his conditioning, replace this with Wanted if his employer wants revenge, or Enemy for someone he's wronged in the past who wants him dead.
- **TOUGHNESS +1:** Gen troopers were built to take a hit.
- **TRAINED FOR WAR:** These soldiers have little practical knowledge of life outside the military. They subtract 4 from Common Knowledge rolls.

Variant Ideas: *Genetically engineered soldiers might be designed for general use as presented, or very specific purposes, such as Zero-G marines. Drop Nerves of Steel and give such warriors the Gravitic Acclimation Edge instead.*

Insectoids

Insectoids outnumber most other species in the galaxy and could probably take it over if they were able to organize themselves into a single force rather than separate hives.

The species here is based on creatures that resemble ants and praying mantises.

- **360-DEGREE VISION:** The compound eyes of the insectoids grant them an unhindered field of vision. Ignore 1 point of Gang Up bonus.
- **ARMOR +2:** These beings have a beetle-like exoskeleton made of thick chitin.
- **CANNOT SPEAK:** Insectoids have no vocal cords and can normally only communicate with members of their own species. They can still hear and understand other typical languages and may communicate via electronic devices such as the language translator found on page 35.
- **CLAWS:** This type of insectoid has claws that deal Str+d4, AP 2 damage.
- **COMMUNAL:** Insects evolved from hive creatures. They add +2 to Spirit rolls when within 12" (24 yards) of others of their kind.
- **OUTSIDER (Minor):** Everything from the insectoids' eating habits to their hive-like mentality is strange and alien to most other beings. They have the Outsider (Minor) Hindrance.

- **SEPARATION DISORDER:** Insectoids are hive creatures, and usually don't do well on their own. When no other insectoids are within line of sight the character suffers –2 to Spirit rolls.

Variant Ideas: *An insectoid variant based on wasps trades out Armor +2 and Claws for a stinger (treat as Bite (Str+d4)), Flight (Pace 6), and Poisonous Touch (Mild).*

Mimics

The term mimic refers to a species that can change its physical form to match another, usually a living being. Some mimics duplicate other sentient beings while others simply take the form of animals. Unfortunately, their ability to take the form of others and rearrange their organs makes it difficult for cybernetics to take to them.

Whatever level of mimicry they possess, mimics tend to be the go-to scapegoat in societies where they're prevalent. Although most legal systems don't accept the "mimic defense," this doesn't stop criminals from claiming a mimic impersonated them.

- **CYBER RESISTANT:** A mimic's physiology doesn't take well to cyberware. They have the Cyber Resistant Hindrance (page 113).
- **NO VITAL ORGANS:** Mimics can alter the location of their vital organs, making them hard to target. Called Shots do no extra damage against them.
- **OUTSIDER (Minor):** Societies across the galaxy distrust mimics. They have the Outsider (Minor) Hindrance.
- **SHAPESHIFT:** As a limited action, mimics can assume the appearance of another being within 2 points of Size. They don't gain or lose Wounds when changing Scales. In order to duplicate a specific individual, the shapeshifter must touch the target and make an opposed Smarts roll. With success, the changeling looks like the target. With a raise, he also gains surface memories, voice, fingerprints, retinal patterns, etc.

Variant Ideas: *Some mimics can't duplicate targets of larger or smaller Size, but are made of more resilient materials, increasing their Toughness by +1.*

Oracles

Any species with innate ties to mental, spiritual, or supernatural powers is referred to as an "oracle."

- **DANGER SENSE:** All oracles have the Danger Sense Edge.
- **FRAIL:** Most oracles have slight builds. This subtracts 1 from their Toughness.
- **TELEPATHY:** Oracles can communicate mentally with any sapient lifeform within 12" (24 yards) regardless of language.

Variant Ideas: *Some oracles might be attuned to terrifying presences that threaten the entire galaxy. Drop Danger Sense in favor of the Mystic Powers (Telepath) Edge, page 25, to better combat the cosmic horrors they sense—and the powers they channel against their foes.*

Quadroids

Any species that has developed additional functioning upper limbs is known as a quadroid. They are often hired as bodyguards or soldiers thanks to the combat efficiency granted by their additional arms.

- **ADDITIONAL ACTION:** Quadroids have four arms and ignore 2 points of physical Multi-Action penalties each round.
- **ANCESTRAL ENEMY:** Quadroids are in constant conflict with some relatively common species or culture in your setting.
- **EXTRA LIMBS:** The being has an additional set of arms (including a second primary hand) that may be used for sustained actions, leaving other limbs free for other things. When wielding multiple weapons they gain a +1 Gang Up bonus and add +1 to Athletics rolls involving the additional limbs (such as climbing and grappling).
- **FRAIL:** Quadroids are often of slim build, subtracting 1 from their Toughness.
- **THIN SKINNED:** Quadroids are notoriously hot-headed. They subtract 4 when resisting the Taunt skill.

Variant Ideas: *To make a quadroid that ignores 2 points of any Multi-Action penalty (physical or mental), balance it with a −1 ability such as Atmospheric Dependency.*

Rascals

"Rascals" are any number of crafty and determined mammalians similar to humanoid versions of Earth's raccoons, ferrets, wolverines, badgers, and the like. Rascal societies often compensate for their diminutive stature with advanced technology, and are well known for their tenacity against overwhelming odds.

- **ANCESTRAL ENEMY (Insectoid):** This example of rascals was prey to voracious insectoids for generations and has a deep-rooted hate or fear of them. They subtract 2 from Persuasion rolls when dealing with insectoids and may become hostile with little provocation.
- **DIMINUTIVE:** Most rascals stand around 16" tall. This makes them Size −3 (Very Small). They subtract 3 from their Toughness and have a maximum Strength of d6. See **Diminutive** on page 7 for more information.
- **HIGH TECH (Major):** Rascals are unfamiliar with the "crude" technology of other beings. They have the High Tech Hindrance, subtracting 4 from Electronics or Hacking rolls made while using devices from any culture but their own.
- **REDUCED PACE:** Rascals have short legs and stature. Decrease their Pace by 1 and their running die one die type.
- **SPIRITED:** Rascals remain unflappable in the face of danger. They start with a d6 in Spirit instead of a d4. This increases maximum Spirit to d12+1.

Variant Ideas: *Because they are often overpowered and outclassed by other species, some rascals rely on numbers to survive. This even smaller version of the rascal trades Spirited and High Tech for Separation Disorder and increases their Diminutive to Tiny.*

Riders

Riders are parasites, energy beings, or even AIs that have somehow inhabited or interfaced with an organic host. The version here integrates with the husk seamlessly and may survive the destruction of their husk and inhabit a new form.

Riders may be combined with other ancestral packages, such as saurians or centaux. As the package here has 2 points of abilities, you'll need to balance it out with 2 points of negative abilities before adding it to another preset package. A −1 Agility penalty is common, reflecting some minor feedback between the character's mind and the body it occupies.

- **COMMUNAL:** Riders are part of a highly integrated social construct. They gain a +2 bonus to Spirit rolls when others of their species are within 12" (24 yards).
- **HUSK:** The parasite can graft itself into another body if it survives the husk's destruction and one is available within 24 hours.
- **OUTSIDER (Minor):** Riders are frequently looked down upon, and others may be hostile if the parasites "wear" someone they knew. They have the Outsider (Minor) Hindrance.

Variant Ideas: *Energy beings might be capable of taking over a physical form. Add Energy Form and balance with 4 points of negative abilities that make sense in your setting, such as Curious and Clueless if they have little experience in an organic world.*

Hosts

In civilized environments, riders tend to get their host bodies legally. Sometimes they have the technology to revivify the flesh, perhaps paying a substantial fee to relatives or others for the donor body. They cannot resurrect the host's consciousness—the mind and soul are gone—but friends and relatives not involved in the transaction may be stunned to see their dead friend walking around. Most riders go to great pains to obscure the donor's appearance, undergoing cosmetic surgery, wearing armor with a helmet, or simply a hooded cowl.

Less scrupulous riders might take bodies by force, but these are actions reserved for the villains of your high-tech campaign. Of course a rider might have been transplanted against its will, lied to about the provenance of its host, or the host itself may be wanted by others—a fact the rider finds out only after taking over the new body!

Robots

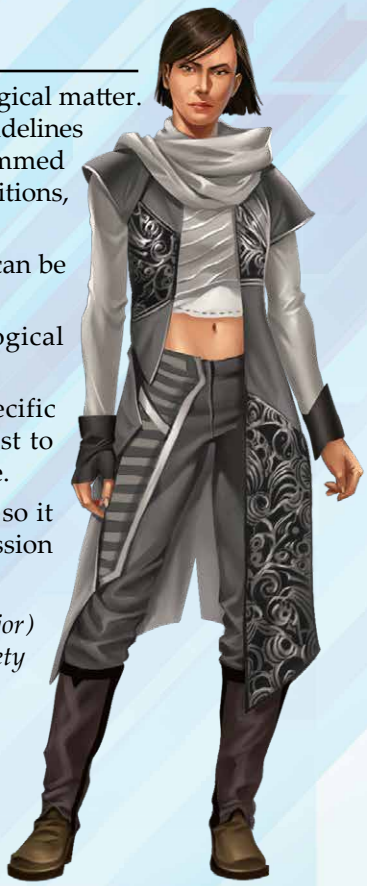
Whether they are faithful companions, instruments of war, or simply machines designed for a particular purpose, robots are ubiquitous in the realms of science-fiction. The package here is designed to accompany living companions and aid them in their duties.

- **ASIMOV CIRCUITS:** The robot may not harm sapient beings. This gives them the Pacifist (Major) Hindrance.
- **PROGRAMMED:** The being was designed to serve a specific purpose, task, being, or organization, and will do its best to carry out its tasks. They have the Programmed (Major) Hindrance.
- **ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size (but must still pay for them normally, see page 131), can't make natural healing rolls, ignore the Golden Hour, and must be Repaired rather than Healed. See **Playing a Robot** on page 129 for further details.

Variant Ideas: *Drop the Pacifist Hindrance for Ruthless (Major) for a robotic warrior or security droid. For dedicated robots with limited experience beyond their purpose, consider Reduced Core Skills to reflect the fact that they don't know the basics of Athletics, Common Knowledge, Notice, Persuasion, or Stealth.*

Synthetic Beings

Advanced technology can create lifelike beings of quasibiological matter. Such individuals have will and consciousness, but may have guidelines and parameters they must follow (reflected in their Programmed Hindrance). They are often created to work in hazardous conditions, such as deep space, asteroid mines, or toxic jungles.

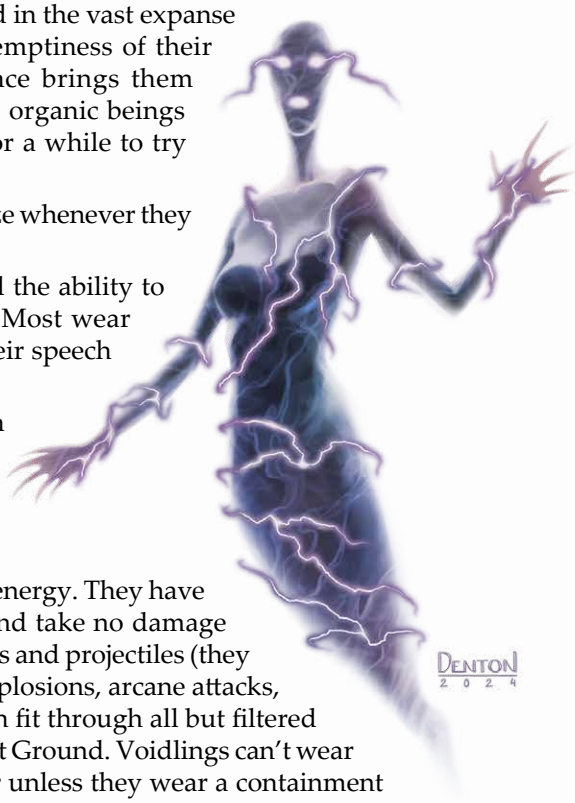


- **CAN'T HEAL:** Synths can't make natural healing rolls, but can be Healed normally.
- **IMMUNE TO DISEASE AND POISON:** A synth's quasibiological system is immune to toxins and pathogens.
- **PROGRAMMED:** The being was designed to serve a specific purpose, task, being, or organization, and will do its best to carry out its tasks. They have the Programmed Hindrance.
- **SPACER:** The synth doesn't breathe (though it appears to so it seems more lifelike) and ignores the effects of decompression and background radiation.

Variant Ideas: *Drop the Programmed Hindrance for Wanted (Major) or Outsider (Major) for a being who has gone renegade in a society where synthetics are treated more like machines than people*

VOIDLINGS

Voidlings are creatures of energy who evolved in the vast expanse of space. They are lonely beings given the emptiness of their environment, but spring to life when chance brings them together with others of their kind. They find organic beings curious and occasionally travel with them for a while to try and understand their alien ways.



- **BLOODLESS:** Voidlings automatically stabilize whenever they would Bleed Out.
- **CANNOT SPEAK:** Voidlings never developed the ability to verbally communicate with one another. Most wear portable translation screens to translate their speech to other types of beings.
- **CURIOUS:** Those voidlings who travel with other beings are incredibly curious, especially about the many facets of organic life that are completely unknown to them.
- **ENERGY FORM:** Voidlings are made of dark energy. They have no vital organs and ignore Called Shots and take no damage from falling, collisions, or physical weapons and projectiles (they take full damage from energy weapons, explosions, arcane attacks, etc.). They have no significant mass but can fit through all but filtered openings (GM's call) as if they were Difficult Ground. Voidlings can't wear armor, use weapons, or manipulate matter unless they wear a containment suit (see page 42).
- **OUTSIDER (Minor):** Corporeal beings don't tend to trust such alien life forms. They have the Outsider (Minor) Hindrance.
- **SEPARATION DISORDER:** The creatures are lonely entities, subtracting 2 from Spirit rolls when there are no other voidlings present.
- **SPACER:** Voidlings don't breathe and can survive in the vacuum of space.

Variant Ideas: *The creature here is designed to use a containment suit (see page 42). For a far more powerful energy being, give it super powers (see* Savage Worlds *and the* Savage Worlds Super Powers Companion*) such as ranged attacks and damage field.*

"I'VE SEEN THINGS YOU PEOPLE WOULDN'T BELIEVE. ATTACK SHIPS ON FIRE OFF THE SHOULDER OF ORION. I WATCHED C-BEAMS GLITTER IN THE DARK NEAR THE TANNHAUSER GATE. ALL THOSE MOMENTS WILL BE LOST IN TIME... LIKE TEARS IN RAIN... TIME TO DIE."

-ROY BATTY, BLADERUNNER

Yetis

Any breed of fur-covered mammalian inevitably winds up being labeled as "yetis" by Earthers and those who have adopted Earth's customs. These types of beings are tall, hairy, and ferocious when threatened. Their large stature and abnormal bulk require special gear that is tailored to their large forms.

- **BIG:** Yetis subtract 2 from Trait rolls when using equipment that wasn't specifically designed for them. Equipment, food, and clothing cost double the listed price.
- **ENVIRONMENTAL RESISTANCE (Cold):** Yetis add +4 to resist the effects of cold, and reduce damage from cold- and ice-based attacks by 4.
- **ENVIRONMENTAL WEAKNESS (Heat):** Their thick coats are a liability in extreme heat and humidity. Yetis subtract 4 from Fatigue checks made to resist the effects of heat, and take 4 additional points of damage from heat- and fire-based attacks.
- **SIZE +2:** The beings are typically about 7' tall, very broad, and very dense. Add +2 to Size and Toughness.
- **STRONG:** Yetis are large and ferociously strong. They start with a d6 in Strength and increase their Strength limit to d12+1.

Variant Ideas: *Some yetis may be closer tied to their environment than others, granting them the ability to issue forth a blast of cold air from their great guts. Give this variant Breath Weapon (Cold) and Dependency (must be in subzero temperatures for at least one hour a day).*

The Last Parsec

The first edition of the *Science Fiction Companion* served as the core book for our setting, *The Last Parsec*. Most ancestries from that game are in this book, but four were specific to *The Last Parsec* and are updated here.

Aurax

Aurax hail from a primitive world of rolling plains and hostile beasts. They combine the lower body of a small hippo with the upper body of a gray-skinned humanoid. They are centaux (page 11) with these additional abilities:

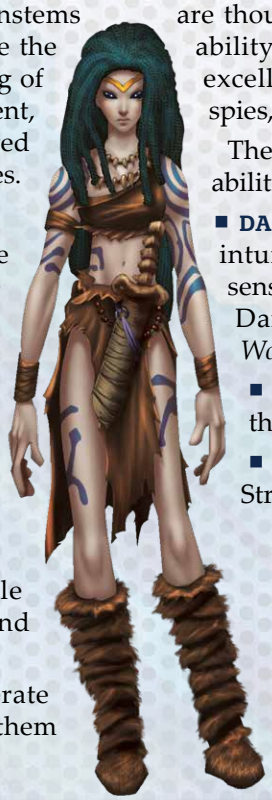
- **Low Tech (Major):** The aurax home world is low tech compared to most developed worlds. They have the Low Tech (Major) Hindrance.
- **Strong:** Aurax start with a d6 in Strength and their limit is d12+1.

Deaders

The "parasteen" are slug-like parasites who graft themselves to the brainstems of humanoid corpses and preserve the bodies in special suits. The grafting of the creature to its host is permanent, so the character is generally treated normally and dies when its host dies.

They have the following abilities:

- **Calculating:** Parasteen are crafty thinkers. They have the Calculating Edge, allowing them to ignore up to 2 points of penalties when their Action Card is a Five or less.
- **Clumsy:** The host corpse is stiff and difficult for the parasites to maneuver. They suffer −1 to Agility rolls.
- **Outsider (Minor):** Most people are just uncomfortable around animated corpses.
- **Poor Parry:** The slow, deliberate movements of deaders make them easy targets in melee. Parry −2.



- **Slow:** Deaders shuffle as they move, reducing Pace to 5" and their running die to d4.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, takes no additional damage from Called Shots, ignores 1 point of Wound penalties, doesn't breathe, and is immune to disease and poison.
- **Weak:** Deaders have difficulty using their host's muscles to their full extent. They subtract 1 from Strength rolls, including damage.

Kalians

A four-armed species of highly agile humanoids, kalians are known for their quick reactions, sharp wit, marksmanship, and swordplay. They are hot-headed quadroids just as those listed on page 16.

Serrans

Serrans are a slight species who rely on their precognitive abilities to avoid danger. They are thoughtful, cautious beings whose ability to sense danger makes them excellent assassins, guides, scouts, spies, and navigators.

They have the following ancestral abilities:

- **Danger Sense:** The precogs are intuitive and have limited extra-sensory perception. They have the Danger Sense Edge (see *Savage Worlds*).
- **Parry:** Serran ESP increases their Parry by +2.
- **Weak:** Serrans subtract 1 from Strength rolls, including damage.

New Hindrances

Below are new Hindrances available in most science-fiction settings. See Chapter Four for cybernetic Hindrances.

Ailment (Minor or Major)

Bad luck, heritage, contact with an alien species, exposure to high-tech bioweapons, or venturing to strange new worlds can occasionally result in terrible and life-threatening illness.

Whatever the cause, your traveler suffers from a chronic and so far incurable disease of some sort. The Minor version of the Hindrance means you subtract 1 from any roll made to resist Fatigue from any source, or 2 if it's a Major Hindrance.

A Critical Failure on a Vigor roll means things are getting worse. If your explorer has the Minor version, she gets worse and her Hindrance becomes Major. If she already has the Major version, she gains an immediate point of Conviction but will perish sometime this session. Work with the Game Master to determine how the journey ends—in a brave sacrifice, furious blaze of glory, or surrounded by friends overlooking the grandeur of a strange and beautiful alien planet.

When your character finally passes, the other player characters gain a point of Conviction, drawing strength from the brave death of their stalwart companion.

A character can buy off the Minor Hindrance by spending an Advance (or reduce a Major Hindrance to Minor). Work with the GM to figure out a narrative reason for the improvement—a miracle cure, alien knowledge, or a rigid program of diet, exercise, and treatment may all result in a miraculous recovery.

Amorous (Minor)

The character is easily enamored with a pretty face. Perhaps it's lust or lechery, he comes from a culture where such interactions are encouraged, or he just has a habit of falling deeply in love with exotic beauties across the cosmos.

Amorous characters suffer an additional –2 penalty to resist Tests by any character with the Attractive or Very Attractive Edge.

Atmospheric Dependency (Minor or Major)

The character has become dependent on a rare or unique atmosphere. Any other atmosphere requires a rebreather or spacesuit to survive. As a Minor Hindrance, a hero deprived of this critical gear must make a Vigor roll every hour or suffer a Fatigue level that can lead to death. As a Major Hindrance, the check is made every minute.

Breathable air at standard pressure allows the being to recover one Fatigue level every 10 minutes.

Bullet Magnet (Minor)

Some people are always in the wrong place at the wrong time. This luckless traveler is hit by accidental fire (using the Innocent Bystander rules) on a 1–2 for single-shot weapons, and a 1–3 for shotguns or full-auto fire.

Dependent (Minor or Major)

Your character has some person to which he is completely devoted and will do anything to protect. This may be a wife or husband, a child, coworker, or even a pet.

The Dependent is a Resilient Extra who constantly gets into trouble, reveals team secrets, or otherwise causes your star warrior no end of grief. Of course, every now and then, the Dependent might just save the hero's life in return.

If the Dependent ever dies, your hero gets a point of Conviction, and another if he gets justice…or revenge! After that, you should work with the GM to create a new Dependent, or buy off the Hindrance with Advances. The Dependent should appear fairly regularly in your campaign as a Major Hindrance, or every now and then as a Minor Hindrance.

Ex-Drone (Major)

At some point, the character was inducted into the hive mind of another species. The induction might have been biological or technological, but the experience left the former drone both physically and mentally scarred.

The loss of the collective mind puts the hero under constant mental stress whenever she feels alone or isolated. She subtracts 2 from Spirit rolls if she has no ally within 5" (10 yards).

FTL Sickness (Minor or Major)

Something about the spacer doesn't sit right with the bizarre warping effects of hyperspace. After each use of FTL (Faster Than Light) travel, he suffers a level of Fatigue that takes 24 hours to fade. FTL Sickness can cause Incapacitation but not death.

As a Major Hindrance, the hero must make a Vigor roll (after taking Fatigue) or be Exhausted. A Critical Failure results in a heart attack (see the **Fear Table** in *Savage Worlds*).

Note: This Hindrance may only be taken in campaigns where FTL travel is common.

Low/Zero-G Worlder (Major)

The character hails from a world with light gravity, making his muscles weak compared to most other species. He subtracts 1 from Strength and melee damage rolls. This stacks with the ancestral Attribute Penalty (see *Savage Worlds*) if the character happens to have both.

Low Tech/High Tech (Minor or Major)

The character comes from a culture where technology is a few generations ahead or behind the galactic average. That makes using computers and other devices of different tech levels than he's used to difficult, so he suffers a −2 penalty to Electronics and Hacking rolls (−4 if a Major Hindrance).

This is different than All Thumbs—the character isn't technology averse, he's just used to different paradigms or operating systems. The penalties are ignored when operating equipment from his own world or tech level.

Programmed (Major)

The being must follow a set of orders assigned by its creator or those the programmer has assigned it to. The programmed character may be a robot or synthetic being, or she may be an organic or energy entity controlled by technology or mind control.

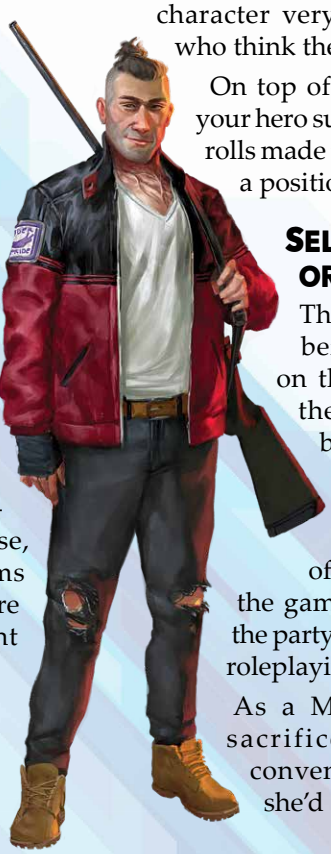
Regardless of origin, Programmed is not like being Driven or having a Vow—its directives cannot be refused unless the character faces conflicting choices, in which case she takes the path that causes the least harm to those she serves, herself, or randomly, in that order.

Instructions may be simple such as "serve the crew of the starship, following the chain of command and Asimov's Three Laws of Robotics," or more complex, such as "patrol the city and arrest anyone committing a criminal act."

Rebellious (Minor)

Your spacer doesn't handle authority figures well. Maybe he learned to fend for himself during the war or maybe he just never got along with bossy types. Regardless, he runs his mouth, disobeys direct orders, or just sits and stews, but however his disrespect manifests itself, it's very evident to any observer. Not surprisingly, this makes your character very unpopular with those who think they're in charge.

On top of the obvious drawbacks, your hero subtracts 2 from Persuasion rolls made to influence any person in a position of authority.



Selfless (Minor or Major)

The hero thinks of others before herself. She sleeps on the floor to give another the bed. She pretends to be full to give her friends the last bite of meat. She stands in front of her companions in the face of a plasma blast. She buys the game book everyone else in the party uses to play their favorite roleplaying game—a true hero!

As a Minor Hindrance, she'll sacrifice time, money, or convenience, but as a Major, she'd sacrifice herself.

Trouble Magnet (Minor or Major)

Things never go smoothly for this hero. As a Minor Hindrance, whenever the character rolls a Critical Failure the consequences are subtly worse in some way, as determined by the GM. A pilot doesn't just embarrass herself when docking the ship at the spaceport—she bumps into the local syndicate boss's prized pleasure yacht. A Critical Failure with an energy weapon hits herself with a raise.

The Major Hindrance has a different effect. Anytime the Game Master must choose a random character to be hit, attacked, or otherwise negatively affected by something—it's this poor spacer.

Zero-G Sickness (Minor)

The lack of gravity makes this spacer hurl. He becomes dizzy and throws up intermittently, causing an automatic level of Fatigue when in Zero-G and not restrained in some way. Zero-G Fatigue can cause Incapacitation but not death, and is recovered after one hour in any other type of gravity.

Note: This Hindrance may only be taken in campaigns where the heroes will spend a significant amount of time in Zero-G space.

Animal Handling

Galactic explorers must often make use of local beasts for riding or burden. Rather than create a new skill that might conflict with others, use Intimidation or Persuasion, depending on approach and demeanor.

With success, the animal attempts to follow the instructions to the best of its ability. It's still just an animal though, so complex tasks are usually beyond its abilities to comprehend.

Unlike influencing sentient creatures, a hero need not worry about speaking the same language as the animal. If he is able to speak to the animal, however, he adds +2 to the roll.

New Edges

A host of new advantages is available to explorers of the near and far future.

Background Edges

Captain

Requirements: Novice, Command, Piloting d8+

Your spacer has a light cargo hauler or scout ship of her very own. She may have inherited it, stolen it, or even bought it legitimately. She's responsible for maintenance and fuel costs, hiring crew, securing charters, and all the other responsibilities that come with owning your own spaceship.

This Edge lets you start the campaign with a starship large enough to accommodate your party, usually a Multi-Purpose Transport (page 155). Make sure you talk this over with the GM as he may have other plans.

Favored Terrain

Requirements: Novice, Survival d6+

Explorers and scouts who spend great amounts of time in the wilderness of strange planets know how to use it to their advantage.

Choose a terrain type: aquatic, arctic, desert, forest, hill/mountain, jungle, plains, space, swamp, underground, or urban (including the space station and vehicle interiors). While in his Favored Terrain, your character gets a free reroll to Survival and Notice rolls. The character also draws an additional Action Card for initiative when in his Favored Terrain. He may then choose from all possible Action Cards as usual. Favored Terrain may be taken multiple times, adding a new Favored Terrain each time it's taken.

Geared Up

Requirements: Novice

This Edge may only be taken at character creation. Your spacer starts with 10 times the usual Starting Funds in possessions (usually $10,000—excess cash is lost). If used for cyberware or Robotic Mods, they are already

safely installed. This is a one-time-only benefit—if the possessions are lost or broken they are not replaced.

Heavy/Super-Heavy-G Worlder

REQUIREMENTS: Novice

The character comes from a dense world with heavy or very heavy gravity. He treats his Strength as one die type higher when determining Encumbrance and Minimum Strength to use armor, weapons, and equipment without a penalty and doubles normal jumping distances.

Combat Edges

Ammo Counter

REQUIREMENTS: Novice

The number of bullets used by a weapon's Rate of Fire is given in *Savage Worlds* under Ranged Attacks and the **Bullets per Rate of Fire** table. This simulates the massive amount of ammo most shooters use at high rates of fire.

A shooter with this Edge is more precise with his trigger pulls, reducing the number of bullets fired by half (round up). Firing a weapon with Rate of Fire 2, for example, fires three shots instead of five per attack; and RoF 3 uses five shots instead of 10.

Opportunistic

REQUIREMENTS: Veteran

Opportunity is what one makes of it. When a character with this Edge is dealt a Joker, he adds +4 to his Trait and damage rolls instead of +2.

Quick Draw

REQUIREMENTS: Novice, Agility d8+

You draw two cards when spending a Benny for an additional Action Card at the beginning of a round. You may choose your final Action Card from any of your available choices, including additional draws from Level Headed, Quick, etc.

You also add +2 to Athletics rolls made to interrupt others' actions (including being on Hold and resisting being interrupted).

Leadership Edges

Team Leader

REQUIREMENTS: Seasoned, Command, Common Bond, Natural Leader

Team Leaders excel at getting people to work together like the idiomatic well-oiled machine. With this Edge, all allies within the hero's Command Range (see **Leadership Edges** in *Savage Worlds*) may exchange Bennies as if they all had the Common Bond Edge.

Power Edges

Favored Power

REQUIREMENTS: Seasoned, Arcane Background (Any), arcane skill d8+

The spacer has dedicated her time to mastering a particular power. She may ignore up to 2 points of any penalties (Multi-Action, Wounds, Fatigue, etc.) when making the arcane skill roll for one power of your choice. Other actions that round suffer the Multi-Action penalty normally.

Mystic Powers

REQUIREMENTS: Seasoned; other Requirements are listed in the specific packages below.

Throughout the galaxy are special individuals who have developed limited psychic or spiritual abilities to help them in their chosen profession. They are not as powerful or versatile as those with Arcane Backgrounds, but their limited powers are more dependable.

Characters with Mystic Powers have the powers listed below and 10 Power Points that recharge normally. As a limited free action, the hero may automatically activate any one of her powers with success for its regular cost, or with a raise for an additional 2 Power Points. She may use applicable Power Modifiers if desired (at the usual cost).

Mystic Powers doesn't grant access to Edges that require an Arcane Background, but the warrior may take the Power Points or Soul Drain Edge (substitute Spirit for the Arcane Skill requirement). If the hero also has an Arcane Background, none of its Edges or

abilities can be used with Mystic Powers and vice-versa.

Powers noted as "Personal" or "Range" do not get any benefit from those Limitations.

- **STAR WARRIOR (Fighting d8+):** *Boost Trait* (Fighting, Strength, and Vigor only), *deflection, protection, smite, telekinesis.* All but *telekinesis* have the Personal Limitation.
- **TELEPATH (Smarts d8+):** *Confusion, empathy, mind reading, relief, stun.* All have the Range Limitation.

Professional Edges

Atmospheric Acclimation

REQUIREMENTS: Novice

Travelers who have spent substantial time exploring strange new worlds learn to manage their breathing in different types of atmospheres. They never make Vigor rolls to avoid the effects of Thin **Atmosphere** (see page 82) or High and Low **Pressure** (see page 83).

Duct Tape & Bubble Gum

REQUIREMENTS: Seasoned, Repair d8+

This mechanic knows how to reroute power, strap on some duct tape, and keep a vehicle moving under pressure. As a limited action, he may make a Repair roll to remove a vehicle's Distracted or Vulnerable status. With a raise, he may remove both.

Evasive Maneuvers

REQUIREMENTS: Veteran, Ace

This vehicular champion runs circles around his opponents. The Edge can only be used when the character is operating a vehicle. At the start of a round, after everyone has been dealt Action Cards and all Edges, Bennies, and other abilities (except powers) have been accounted for, the character may spend a Benny to swap his Action Card with that of any enemy vehicle in the encounter (or group if multiple vehicles are acting on a single card).

Exo Scientist

REQUIREMENTS: Novice, Science d8+

This egghead has studied exotic scientific principles in depth and takes to them easily. He ignores up to 2 points of penalties from equipment being too advanced, too alien, or too primitive compared to the setting's standard technology.

Gravitic Acclimation

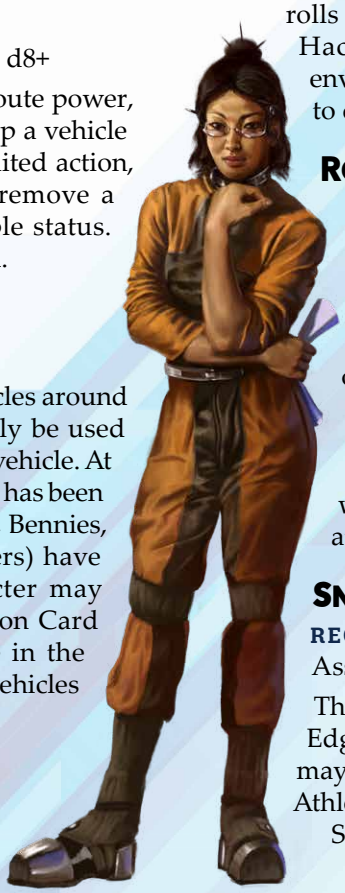
REQUIREMENTS: Novice, Agility d6+

The spacer knows how to operate in different gravities. He ignores the –2 penalty to Agility and Agility-based skills when acting in a gravity other than his own (see **Gravity** on page 83).

Power Hacker

REQUIREMENTS: Novice, Hacking d8+

The hacker is used to coding under high pressure and dealing with the most secure systems. She gets a free reroll when failing a Hacking roll. She can also ignore the advice about making repetitive Support or Test rolls from *Savage Worlds* if using Hacking to control the local environment (and has the ability to connect to it).



Rocket Jock

REQUIREMENTS: Seasoned, Ace

The spacer ignores the Multi-Action penalty for making a Boating, Driving, or Piloting roll and taking another action in the same round. This is critical for single-crew fighter pilots who need to maneuver and attack on the same turn.

Sneak Attack

REQUIREMENTS: Seasoned, Assassin

The +2 bonus from the Assassin Edge is replaced by a d6, which may Ace as usual. This applies to Athletics (throwing), Fighting, or Shooting attacks.

Improved Sneak Attack

Requirements: Veteran, Sneak Attack

The character's Sneak Attack bonus also now applies if the foe is Distracted.

Soft Touch

Requirements: Novice, Boating d4+ or Driving d4+ or Piloting d4+

Some pilots have learned how to squeeze higher performance out of bulky freighters and clumsy transports. They ignore up to 2 points of Handling penalties.

Trick Shot

Requirements: Seasoned, Athletics d8+ or Shooting d8+

When performing a Test with the Athletics (throwing) or Shooting skill, the attacker can choose to make the foe resist with Smarts instead of Agility.

Uncanny Reflexes

Requirements: Veteran, Agility d8+, Athletics d8+

The character has an uncanny ability to avoid area attacks and effects, either through lightning-like reflexes or perhaps even extrasensory perception.

She ignores the usual −2 Agility penalty when making Evasion attempts. She also gets a regular Evasion attempt against area effect attacks or effects that don't usually allow it (at the usual −2 penalty) such as *burst* or *blast,* or even *confusion* or similar powers cast with the Area Effect modifier.

Social Edges

Deceptive

Requirements: Seasoned, Smarts d8+

Lies, deception, and misdirection are a stock-in-trade for this rogue. When making a Persuasion or Taunt Test, he can choose whether the target resists with Smarts or Spirit.

Legendary Edges

Immortal

Requirements: Legendary

Through science, mutation, or quantum phenomena even he doesn't understand, the character has become immortal. He no longer ages, and if slain, eventually recovers as long as his body is reasonably intact (GM's call, missing body parts do not regenerate).

Miracle Worker

Requirements: Legendary, Mr. Fix It

This highly skilled engineer can occasionally work miracles with machines and devices. Once per session, he can make a Repair (or Electronics, as appropriate) roll at −2 that would normally take hours or days as a single limited action.

This can be used to repair a vehicle, walker, or any device that can be fixed, even if it normally requires a workshop, dry dock, etc.

Savior of the Universe

Requirements: Legendary

A few noble souls seem to be chosen by the universe. Whether they are a messiah, a savior, or chosen one, something about them radiates power and potential.

The hero can convert two Bennies into a point of Conviction. She may do this at any time, and may give her Conviction to others if she wishes.

"HE'LL SAVE EVERY ONE OF US!"
-QUEEN
THEME FROM
FLASH GORDON

HINDRANCE SUMMARIES

Ailment (Minor or Major): –1 from rolls made to resist Fatigue (–2 as a Major Hindrance). With a Critical Failure, the ailment gets worse.

Amorous (Minor): –2 to resist Tests by foes with the Attractive or Very Attractive Edge.

Atmospheric Dependency (Minor or Major): A hero without suitable apparatus must make a Vigor roll every hour (every minute as a Major Hindrance) or suffer Fatigue that can lead to death.

Bullet Magnet (Minor): Innocent Bystander rules hit this character on a 1–2 for single-shot weapons (1–3 for shotguns or full-auto).

Dependent (Minor or Major): The hero has a Resilient Extra who constantly gets into trouble.

Ex-Drone (Major): –2 to Spirit rolls if there is no ally within 5" (10 yards).

FTL Sickness (Minor or Major): After each use of FTL travel the character must take a level of Fatigue (and then roll Vigor or be Exhausted as a Major Hindrance).

Low/Zero-G Worlder (Major): –1 to Strength and melee damage rolls.

Low Tech/High Tech (Minor or Major): –2 to Electronics and Hacking rolls (–4 with a Major Hindrance).

Programmed (Major): Must follow a set of instructions or orders assigned by its creator.

Rebellious (Minor): –2 to Persuasion rolls when attempting to influence a person in authority.

Selfless (Minor or Major): The hero goes out of her way to put others before herself (even risking her own life as a Major Hindrance).

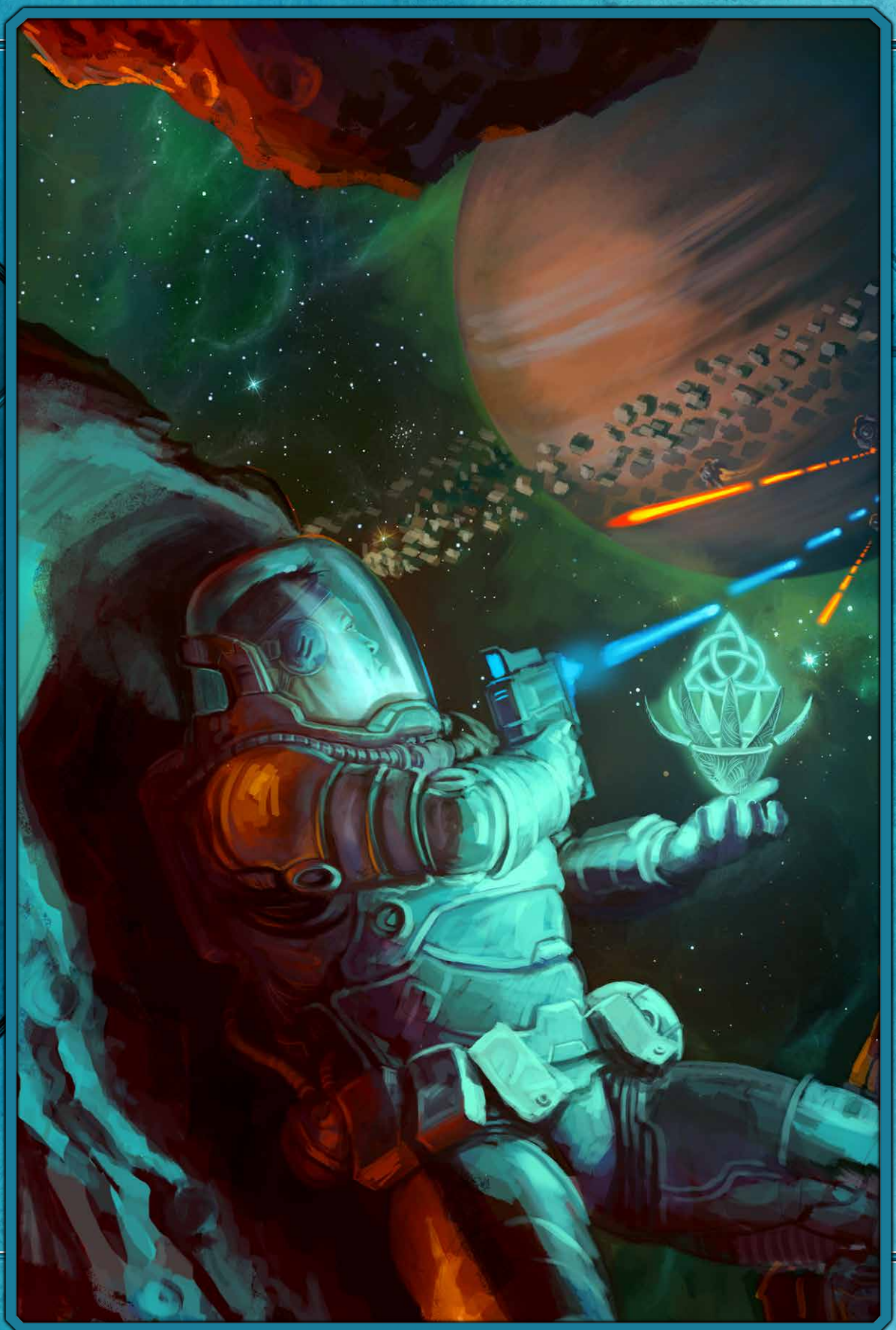
Trouble Magnet (Minor or Major): As a Minor Hindrance, the character's Critical Failures are worse. As a Major Hindrance, the character is always the victim of otherwise random misfortunes.

Zero-G Sickness (Minor): If not restrained, this character gains a level of Fatigue in Zero-G (this can cause Incapacitation, but not death).

EDGE SUMMARIES

EDGE	REQUIRES	EFFECTS
BACKGROUND EDGES		
Captain	N, Command, Piloting d8+	Start the campaign with a starship large enough to accommodate your party.
Favored Terrain	N, Survival d6+	Character draws an additional Action Card and may reroll Notice and Survival in his chosen terrain.
Geared Up	N	Hero starts with 10× usual Starting Funds in possessions.
Heavy/Super-Heavy-G Worlder	N	Treat character's Strength as one die type higher for Encumbrance and Minimum Strength.
COMBAT EDGES		
Ammo Counter	N	Reduce the number of bullets fired by half (round up). A weapon with RoF 2, for example, fires three shots instead of five per attack; and RoF 3 uses five shots instead of 10.
Opportunistic	V	When dealt a Joker, the hero adds +4 to his Trait and damage rolls instead of +2.
Quick Draw	N, Ag d8+	Draw two cards when spending a Benny for an additional Action Card. Also add +2 to Athletics rolls made to interrupt others' actions.
LEADERSHIP EDGES		
Team Leader	S, Command, Common Bond, Natural Leader	All allies within Command Range may exchange Bennies as if they all had the Common Bond Edge.

POWER EDGES		
Favored Power	S, AB (Any), arcane skill d8+	Ignore up to 2 points of any penalties (Multi-Action, Wounds, Fatigue, etc.) when making the arcane skill roll for one chosen power.
Mystic Powers	S, Special	Grants various, auto-activating powers in different packages.
PROFESSIONAL EDGES		
Atmospheric Acclimation	N	Avoid the need to make Vigor rolls in thin atmosphere or high and low pressure.
Duct Tape & Bubble Gum	S, Repair d8+	Make a Repair roll to remove a vehicle's Distracted or Vulnerable status (both with a raise). Limited Action.
Evasive Maneuvers	V, Ace	The character may spend a Benny to swap his Action Card with that of any enemy vehicle in the encounter (or group if multiple vehicles are acting on a single card).
Exo Scientist	N, Science d8+	Ignore up to 2 points of penalties from equipment being too advanced, too alien, or too primitive compared to standard technology.
Gravitic Acclimation	N, Ag d6+	Ignore the −2 penalty to Agility and Agility-based skills when acting in a gravity other than his own.
Power Hacker	N, Hacking d8+	Gain a free reroll on a failed Hacking roll.
Rocket Jock	S, Ace	Ignore the Multi-Action penalty for making a Boating, Driving, or Piloting roll and taking another action in the same round.
Sneak Attack	S, Assassin	The +2 bonus from the Assassin Edge is replaced by a d6, which may Ace as usual. This applies to Athletics (throwing), Fighting, or Shooting attacks.
Improved Sneak Attack	V, Sneak Attack	The character's Sneak Attack bonus also now applies if the foe is Distracted.
Soft Touch	N, Boating d4+ or Driving d4+ or Piloting d4+	Ignore up to 2 points of Handling penalties.
Trick Shot	S, Athletics d8+ or Shooting d8+	When performing a Test with the Athletics (throwing) or Shooting skill, the attacker can choose to make the foe resist with Smarts instead of Agility.
Uncanny Reflexes	V, Ag d8+, Athletics d8+	Ignore the usual −2 Agility penalty when making Evasion attempts. May also get an Evasion attempt vs AoE attacks or effects that don't usually allow it.
SOCIAL EDGES		
Deceptive	S, Sm d8+	When making a Persuasion or Taunt Test, choose whether the target resists with Smarts or Spirit.
LEGENDARY EDGES		
Immortal	L	Hero no longer ages, and if slain, eventually recovers as long as his body is reasonably intact.
Miracle Worker	L, Mr. Fix It	Once per session, make a Repair (or Electronics) roll at –2 that would normally take hours or days in an action. Limited Action.
Savior of the Universe	L	The hero can convert two Bennies into a point of Conviction. She may do this at any time, and may give her Conviction to others if she wishes.



Chapter Two

Gear

In this chapter are a galaxy-full of devices and weapons a hero can use to explore and survive the spaceways. Prices are set at a standard average and should be adjusted by the Game Master based on legality, scarcity of materials, and even politics that might affect galactic trade.

Starting money or gear depends on the campaign, but we recommend characters in most science-fiction games start with $1,000 instead of the usual $500.

Development Levels

Savage Worlds separates equipment by eras (Ancient, Medieval, Modern, and Futuristic) when needed. The Futuristic era is especially expansive, so it's split into three different grades in this book, called Development or "Dev" Levels. Dev II and Dev III items are marked with stars, as shown below.

* **DEV I:** Technology at this level usually consists of improved versions of technology which already exists in some fashion, or realistic speculation about what might exist within the next century or so.

  This includes emergent versions of more fantastic devices like laser or blaster weapons, walking battle machines, and hover tanks, but usually with a significant drawback like size or power consumption needs which makes them only practical in specific situations.

* **DEV II:** At this level, items are advanced enough to bypass current limitations around power sources and the laws of physics—especially repelling gravity. The technology at this level is more speculative and less realistic.

* **DEV III:** Time travel, teleportation, impenetrable shields, and devices that reorganize matter are "ultra tech." They eschew physics for "science fantasy," envisioning a universe where sufficient technology is indeed equivalent to magic. Devices at this level don't just repel gravity, they increase or manipulate it.

Variability

Dev Levels aren't like eras in that some types of technology might be significantly more or less advanced in different civilizations. For example, a cyberpunk setting might be Dev I in general, but Dev II in cybernetics. See **Sci-Fi Styles** on page 100 for some ideas on Dev Levels and how they mix with our new and current Setting Rules.

If a higher Dev Level is available for gear, items from lower levels are generally available as well—including gear from previous eras. The prices are often the same because the goods are cheaper to manufacture but in less demand. The Game Master has final say on whether a listed item is available at base price, at an increased price to account for setting differences, or not at all.

How Does This Stuff Work?

Science-fiction often hinges on particular discoveries or technologies that power or provide explanations for the devices the characters use. In one setting, "faster than light" travel may have resulted from the discovery of a fantastic super-fuel. In another it may be based on the latest real-world theories from NASA. Similarly, a force field in a hard-science campaign might use predictive sensors and electromagnetic fields, while the same field "just works" in a space-opera setting.

Rather than attempt to explain the physics of all the devices in this book, we've explained their function instead. That way the GM can decide exactly how things work and how users interface with them based on the tone of the campaign and how much of that detail is important.

Technology Levels

Despite all the fantastic gear in this book, it's often the mundane technology that truly flavors a setting. Mobile phones might be holograms that pop up from the user's wrist, for example. Store windows, ad screens, and billboards might "read" a pedestrian's identification and tailor their ads to him. T-shirts might have LED technology or even be able to change their color.

Culture also features in the best science-fiction. Printed meat might be the norm in a highly developed society while hunting anything that moves is required in a desperate dystopian environment.

These little elements don't usually need game mechanics, but such details—created by the GM and players alike—will bring the world to life and make it do what science-fiction was created for—imagine the future and all that comes with it.

Acquiring Expensive Equipment

Some of the gear presented in this book is incredibly expensive—from heavy lasers to power armor to starships. How the party comes by such items depends on the campaign.

The Equipment is Owned by Someone Else: The heroes may be given or put in charge of the equipment by a mysterious benefactor, political organization, or corporation. They might be members of a diplomatic corps, military unit, xeno exploration and research society, espionage agency, rebel cell, galactic law enforcement organization, criminal cartel, trade guild, salvage corporation, etc.

The downside is that the heroes are beholden to that organization and must generally do as they're asked. They may have to return it when their mission is over or even be responsible for any damage it takes—putting them further in debt to their patron!

They Own the Equipment: One or more of the party own their asset, whether it's a state-of-the-art hover tank, combat robot, or a run-down ship that needs constant attention. Perhaps they inherited it, salvaged it, won it in a game of chance or skill, or even took it by guile or force. They might even owe on it, and have to frequently share out a large percentage of any rewards they come by with the lien-holder.

Upgrading their prize should be a frequent consideration as they complete various quests and missions.

Adventure Awaits

Either case can provide endless adventure. Running a *Star Trek*®-style starship allows the party to seek out strange new worlds, but serving as the landing team aboard such a ship can be equally as interesting. Similarly, being rebels in a stolen freighter they've converted to run imperial blockades in a *Star Wars*®-style game means constantly avoiding the bounty hunters of whoever they took it from!

Make ownership of expensive science-fiction technology a springboard for adventure rather than an exercise in accounting.

BIOTECH

Biotech is a form of advanced science that uses genetic engineering, targeted mutations, and selective breeding to enhance—or add to—the qualities of living creatures to "sculpt" them into forms that replicate technology. Civilizations with biotech can create living weapons, armor, gear, and even vehicles that are *alive*, allowing them to better integrate with their user, as well as reduce or eliminate the environmental impact from manufacturing nonliving goods.

Biotech functions just like any other piece of gear, but is a living organism with a functioning brain and other organs. For example, a biotech flechette gun might be an insect that propels spines from its abdomen. A biotech rebreather might look like a mollusk that filters air for the wearer. Biotech lockpicks might be a swarm of tiny arachnoids that enter a lock, move the tumblers, then return to the user.

Even biotech spacecraft could be formed from gargantuan creatures modified to house crew and carry equipment, propelling themselves by means of massive sacs of ignited gas.

To convert any piece of gear to biotech, simply add the following property. The cost, weight, Range, Hardness, and other values remain the same.

BIOTECH

Biotech items are living creatures, and as such must eat regularly, be able to breathe, and may be Shaken and even killed. Assume a base Toughness of 4 for most gear, and roll damage anytime the item is targeted or the GM decides an area effect attack might harm an item.

Energy is replaced by food but otherwise works the same—assume a "battery" is a food pod of some sort (or the players and GM can always describe other eating habits as desired!).

Biotech with ranged attacks regenerates spines, acid, energy, or whatever the GM and player wish to describe.

In essence, biotech is a "trapping" of gear and should be treated as an equivalent item—except when it's interesting or important to the story to do otherwise.

COMMON GEAR

The array of gear available to heroes in a science-fiction campaign is unparalleled. Futuristic versions of older items in *Savage Worlds* may be lighter, cheaper (or more expensive), or more efficient, but the functionality is generally the same.

ADVENTURING GEAR

TYPE	WEIGHT	COST
3D Printer	10	$500
Notes: Can manufacture any other common gear up to 10 pounds in weight with a blueprint and the materials—usually the same total cost as the completed item. Items are printed in about one minute per pound.		
Adhesive Patches	.25	$20
Notes: Each patch repairs a sealed suit. Applying a patch requires an action and a Repair roll with a +2 bonus. Failure ruins the patch.		
Battery, Universal	.5	$50
Notes: A universal battery pack for most electronic items. They are easily charged in civilized areas (or self-charging at Dev Level III), but a Critical Failure when using the device it powers means the battery is dead and must be replaced.		
Binoculars	2	$250
Notes: 100× magnification and light-enhancing optics negate up to 4 points of Illumination penalties and add +2 to the user's Notice roll when used as an action. These may be worn as goggles at twice the price, allowing the user to turn the goggles on or off with a voice command or touch of a button (either is a free action).		
Biolink	1	$100
Notes: These small sensor systems are used by security or military commanders to monitor their troops. They act as secure commlinks, cameras, and vital monitors with any authorized command suite. Sizes and shapes vary, but they are fairly obvious at Dev Level I and weigh one pound. At Dev Level II and above they weigh only a few ounces and may be easily hidden (Notice −2, or −4 at Dev Level III).		
Command Suite	20	$10K
Notes: A portable display tablet and suite of HUD apps that securely connect the user to up to 100 team members equipped with biolinks (see above) or in power armor or walkers. The suite's range is the same as comms (usually 20 miles) or further via civilian or military networks. This allows the commander to see and hear through her troops' biolinks, monitor their vitals, and extend her Command Range to all those in contact.		
Commlink	—	$50
Notes: A voice-activated, hands-free, two-way communications suite that can connect to other receivers within 20 miles. It can be worn over the ear or around the throat, or configured as a handheld device, watch, wristband, and the like as the user prefers.		
Cutting Torch	1	$200
Notes: Damage 3d6 (II), AP 10, HW. May be used as an Improvised Weapon (see *Savage Worlds*).		
Directional Microphone	1	$250
Notes: A small, wand-sized microphone and earphone that can detect sound as low as a whisper up to 200 yards distant (+2 to hearing-based Notice rolls).		
Drone, Combat	10	$10K
Notes: See page 244.		
Drone, Commercial	2	$200
Notes: A Size −2 commercial drone that contains a high-resolution camera and microphone. It has a Toughness of 3, Pace 12, and is controlled via an app and the Piloting skill.		
Emergency Beacon	5	$250
Notes: Sends an FTL distress signal with the beacon's location. The signal can last weeks on a single battery charge.		
Energy Sheet	1	$100
Notes: Provides bedding and environmental protection, from about 150° Fahrenheit down to about −50°, for one person for 72 hours.		
Energy Tent	2	$200
Notes: Tent for two with the same temperature range and duration as the energy sheet above.		

TYPE	WEIGHT	COST
Exoskeleton	5	$10K
Notes: Enhances Strength two die types. Requires a battery. May be worn over normal clothing and armor. Strength enhanced in this way doesn't count for Advancement.		
Generator	50	$500
Notes: Generators use microfusion reactors or other forms of advanced energy to power structures, vehicles, heavy weapons, or recharge universal batteries. They average a month of heavy usage for $10,000 worth of materials (usually rare or radioactive materials), or can themselves be recharged from industrial-size generators.		
✳ Gravity Trap	5	$1K
Notes: The trap is a small, black disc about one foot in diameter and a few inches thick, connected to a standard battery that's good for one use. Setting the trap takes about one minute—it cannot be thrown or used as a weapon—and creates a trap the size of a Large Blast Template. When a target moves within the template, it sets off a gravity well that traps everything above it in a Large Blast Template. The user can set the trap's activation protocols via its AI (which has a d10 Smarts). Targets Size 7 or higher automatically break free but move as if traveling over Difficult Ground. All other targets are automatically Bound and get one chance to break free (at –6) or are held until the trap is deactivated or its power burns out one hour after triggering. Detecting a mine is a Notice check (at –4 if it's competently buried or concealed).		
Language Translator	1	$250
Notes: Translates all known, sentient languages at d10 for common tongues and d6 for languages with lesser databases.		
✳ Line Projector	3	$100
Notes: This wrist-mounted device creates a tether of nanotech, hard light, or other material that can be "spooled out" and used like a rope. A single line can hold up to 1,000 lbs and reach a length of 500 feet.		
Manacles	1	$200
Notes: High-tech handcuffs made from resilient material, perhaps even hard light or nanotech. They are Hardness 16 and attempts to escape from them are made at –6.		

TYPE	WEIGHT	COST
Matter Cutter	6	$400
Notes: A tool used to cut open hard matter such as starship hulls. It's clumsy as a weapon (medium improvised weapon, Parry –2, Min Str d6), but causes 2d4+8 damage (II), AP 8, HW, Cauterize property (see page 44).		
✳ Matter Disintegrator	10	$4K
Notes: Damage 3d10, AP 20, Minimum Str d10. Vaporizes up to one cubic foot of material each round. May be used as an Improvised Weapon (see *Savage Worlds*).		
✳ Matter Replicator	20	$100K
Notes: Can rearrange up to 500 lbs of matter into an object with the same mass. It can replicate the structure of a living being, but the result is mindless and dead.		
Mineral Detector	4	$100
Notes: Detects minerals within a Large Blast Template up to six feet deep and eliminates any penalties for detecting mines or similar dangers.		
Motion Detector	2	$200
Notes: Shows the position of anything which isn't absolutely still within 25" (50 yards). Only blocked by energy or dense solids.		
✳ Omnitool	6	$600
Notes: An omnitool is a personal data device (see page 37) worn as a light bracelet that projects a hard-light console on command. The console provides a computer keyboard, screen, and interface, while the hard-light projector replicates any small, handheld tool. The omnitool generally lasts a month without recharging, though extensive use of power-tool functions shortens this tremendously.		
✳ Penetrating Visor	2	$1K
Notes: Cancels up to 4 points of penalties for Illumination or Range and may "see" through up to 6" (12 yards) of anything but energy or dense solid matter.		
✳ Projected-Light Device	4	$1K
Notes: A three-dimensional or holographic, projected-light thrower that generates images that can fill up to a Small Blast Template (4 yards across), centered on the device. The images might cause a Fear check or make an attacker Distracted at the GM's discretion.		

TYPE	WEIGHT	COST
✳ Psionic Block	1	$5K
Notes: A headband that grants the user +4 to resistance rolls or Armor versus psionic attacks. Stacks with the Arcane Resistance Edge.		
Rebreather	1	$250
Notes: Provides 12 hours of breathable air and adds +2 to resist harmful gases or harmful atmospheres. If the atmosphere contains the being's required air (such as oxygen), the rebreather can run indefinitely.		
✳ Repair Patch	10	$1K
Notes: A sheet of nano-repair bots welds gaps and restores known systems to their default state. The nanobots have a Repair skill of d10+2 and halve the time of the repair (a quarter time with a raise).		
Stun Collar	1	$500
Notes: Once placed around a target's neck (or similarly vulnerable spot), the collar may be activated by commlink as a free action, which causes the target to make a Vigor roll at –4 or be Stunned. Multiply the cost and weight by Size if the target is larger than Size 1.		
✳ Time Dilator	1	$50K
Notes: A time dilator is a device usually worn on the wrist like a watch. It can be activated as a limited free action, lasts for five rounds, and while engaged warps time around the user, doubling her Pace and allowing her to ignore 2 points of Multi-Action penalties. After use the dilator must recharge for an hour before it can be used again.		
✳ Time Regulator	1	$25K
Notes: While wearing this self-powered device, the character retains full awareness of any changes in the timeline, and is immune to time-based effects such as time grenades or the *time stop* power. If someone with a time dilator gets within 5" (10 yards) of a time regulator, the dilator's effects end immediately.		
✳ Wall Walker	4	$2.5K
Notes: The user has an exoskeletal frame that allows him to walk on smooth horizontal and vertical surfaces at half Pace (he may not run). At Dev III the user can move at full Pace, may run, and can generally traverse any surface.		

ANIMALS

TYPE	WEIGHT	COST
Cyber Dog (page 237)	—	$500
Ghevok (page 253)	—	$500
Monkey (page 266)	—	$1K
✳ Override Collar	2	$1K
Notes: When placed on the neck or head of a creature with Animal Smarts, it becomes loyal to whoever controls the paired commlink. The beast obeys simple commands within its limited understanding but won't knowingly sacrifice itself. Multiply the cost and weight by Size if the target is larger than Size 1.		
Quatha (page 274)	—	$500
Stryder (page 286)	—	$900

CLOTHING

TYPE	WEIGHT	COST
Alter Wear	1	$100
Notes: A vibrant shirt (short or long sleeve) that can change color and load user-defined patterns, icons, messages.		
Camouflage Suit	2	$2.5K
Notes: This full-body suit changes color and shadow to match its surroundings, adding +2 to a user's Stealth rolls. At Dev II, double the cost to grant the suit the *invisibility* power when switched on (one hour of power, or one day at Dev III).		
Environment Wear	3	$450
Notes: Reduces penalties to Vigor rolls made to resist Fatigue at 150° F to –50° by 2 points. With an optional battery (see above), the suit provides cool or warm air and negates the roll altogether, or reduces penalties for larger extremes as determined by the GM.		
✳ Gravity Harness	4	$500
Notes: This light, high-tech harness allows the user to set her personal gravity field to Low, Normal, or Heavy.		
Magnetic Boots	4	$100
Notes: Magnets in these heavy boots allow characters to walk on any metal surface at half Pace (they may not run).		
✳ Nano Wear	4	$500
Notes: This advanced fabric can change its shape, color, or texture to adopt the appearance of any sort of clothing—from a tuxedo to a parka to a breathable tracksuit. It cannot form armor or sealed suits of any kind.		

ELECTRONICS

TYPE	WEIGHT	COST
Augmented-Reality Glasses	1	$300
Notes: These glasses superimpose a real-time display of information about the environment for the wearer, who adds +1 to Notice and Research rolls in appropriate situations.		
✳ Cyberdeck	2	$500
Notes: The deck allows hackers to connect directly with virtual reality. See page 85 for its usage in hacking and netrunning.		
Electronic Lockpick	2	$500
Notes: This codebreaking hardware can be attached to an electronic lock. After one minute, it makes a d10 Electronics roll. Success opens the lock with no alarms. Failure means the lockpick can make another attempt, but a Critical Failure means it cannot open this particular lock. At Dev III, nanobots can also open physical locks.		
✳ Navigation Beacon	25	$5K
Notes: These heavy, self-powered beacons are placed in the depths of space as markers for other travelers, particularly those attempting to travel there via faster-than-light means. They transmit three-dimensional coordinates and broadcast any other information the placer wants to leave, including planetary data or even audiovisual messages—or warnings!		
Personal Data Device	1	$500
Notes: PDDs are upgraded versions of modern mobile phones with a month-long duration on a single charge and planetary range as long as they are connected to worldwide networks. They allow access to those networks and grant a free reroll on Common Knowledge rolls when used to gather information. At Dev III, use an omnitool instead (see Adventuring Gear).		
Scanner	1	$500
Notes: This device can detect and identify matter or energy. The targets do not have to be visible, though certain types of matter or energy may interfere. Small scanners are handheld and have a range of 50 yards. Medium sets are backpack-sized and have a range of 500 yards.		
Sensor Array	20	$25K
Notes: An expandable satellite dish and console that can scan heat, light, gravitational forces, electromagnetic waves, radio waves, and any other significant amounts of known matter or energy up to one light year away in space or line of sight planetside. If the accompanying mini satellite is launched, or there are other satellites to connect to, the system can scan a planetary hemisphere.		
Virtual Reality Set	1	$200
Notes: A headset that allows users to view and interact with a virtual environment. For an additional three pounds and $1K, the set includes a full-immersion suit that relays physical sensations all over the user's body.		

FIREARMS ACCESSORIES

TYPE	WEIGHT	COST
Heavy Weapon Harness	5	$150
Notes: A back, shoulder, and belt harness meant to compensate for the weight and recoil of slugthrowing machine guns (see page 57). The harness negates the attached weapon's Recoil and Snapfire penalties and reduces its Min Str two die types. The harness makes maneuvering awkward, however, and reduces Pace, Parry, and Fighting and Athletics rolls by 2. The weapon may be "shelved" onto the user's back when not in use, but the penalties remain. The harness may not be used while in a vehicle or other tight space unless the user has ample room to extend the weapon. At Dev III, the harness has no effect on Pace.		
Scope, Advanced	1	$1K
Notes: Ignores Illumination penalties and 4 points of Range or Scale penalties when Aiming or when Noticing objects through it.		
✳ Tractor Glove & Grip	.5	$100
Notes: This glove allows its wearer to draw a weapon fitted with a matching grip "tag" from up to 5" (10 yards) away. This is a limited free action, and the weapon may weigh no more than five pounds. Additional grip tags are $50 each, installed.		
Weapon Lock	—	$200
Notes: The weapon will not fire unless held by the person it's paired with. At Dev I this is usually a fingerprint device. At Dev II and higher it detects the user's biorhythms.		

FOOD

TYPE	WEIGHT	COST
Exotic Alien Liquor	—	$100
Notes: Must make a Vigor roll, gaining +2 on Spirit and Spirit-based skills with success. With failure, suffer a –2 penalty to Smarts, Agility, and related skills for one hour. Critical Failure also results in Fatigue.		
Feed, animal	3	$2
Meal, cheap	—	$10
Meal, average	—	$20
Meal, fine	—	$50
Nutribar	12/1lbs	$5
Notes: This small bar provides a full day's nutrition and energy for typical humanoid-size beings.		
Water, 120 oz. container	8	$1
Water Purification Filter	1	$50
Notes: This small bag removes all toxins and impurities from 12 ounces of water per minute, and can be used about a hundred times before it no longer works.		

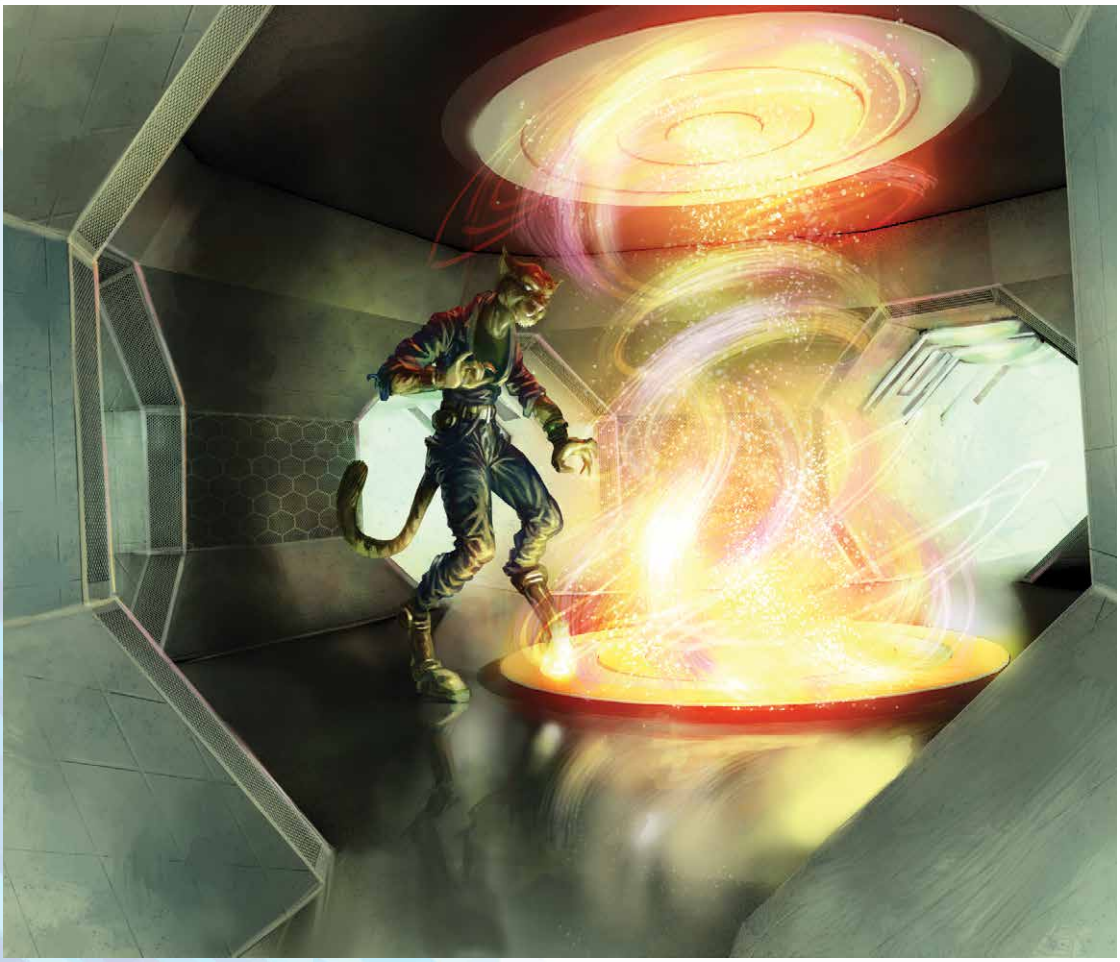
LIFESTYLE

GMs may wish to have characters pay for daily lifestyle expenses between treks or during **Downtime** (see page 79). The prices below are a daily average for food, drink, lodging, monthly subscription fees for data devices, and occasional entertainment. They should be adjusted based on the local situation. Lower lifestyle expenses increase the chance of theft or other hazards, while higher lifestyle expenses generally enjoy security.

TYPE	WEIGHT	COST
Destitute	—	$0
Meager	—	$30
Fair	—	$80
Comfortable	—	$125
Prosperous	—	$250
Lavish	—	$500
Opulent	—	$1,000

LOCOMOTION

TYPE	WEIGHT	COST
Glide Suit	8	$15K
Notes: A body suit with wings allows the user to glide at Pace 48 (120 MPH) over distances of roughly 10 times the height launched. Piloting is used for maneuvering and landing. A failed landing roll results in 3d6 damage, while a Critical Failure or full-speed collision deals 5d6 damage.		
Jump Pack	20	$5K
Notes: At Dev I, a jump pack is a noisy, heavy backpack that doubles jumping distance and allows characters to automatically move their full die type when running—ignoring most low-level terrain in between (GM's call). The wearer also ignores 2 points of Evasion penalties if the pack is on. At Dev II, this is a silent anti-gravity band that weighs only five pounds.		
Power Loader	20	$5K
Notes: A large and heavy exoskeleton designed to lift heavy cargoes or armaments. In a pinch, its metal claws can be used to deal with large and deadly alien threats. The suit provides no Armor but has a built-in Strength of d12+4. See **Chapter Five** for suits with more features and protection.		
Rocket Pack	30	$25K
Notes: This noisy rocket is worn as a backpack and allows the user to fly up to 25 MPH (Speed Rating 4). It has a max range of 100 miles and uses the Piloting skill. At Dev II, the rocket pack is much more quiet and has a top speed of 250 MPH (Speed Rating 12). At Dev III, the rocket pack weighs half as much and can propel the user up to 800 MPH (Speed Rating 15).		
✷ Teleporter Belt	1	$25K
Notes: When activated as a free action, the wearer disappears and reappears instantly at a linked teleporter in a base or starship. If multiple teleporters have been paired with the belt the user may choose which to travel to. A user may also teleport up to 12" (24 yards) and line of sight as a limited action—this is in addition to his movement.		
Thruster Unit, EVA	12	$500
Notes: A handheld unit that allows the holder to fly at Pace 6 in zero gravity. Contains energy and fuel for 24 hours of use.		



LODGING

Lodging prices generally include two beds per room, but some also have suites which house up to six for double the listed price.

TYPE	COST
Apartment, cheap	$1,000/month
Apartment, standard	$1,500/month
Apartment, luxury	$3,000+/month
Hotel, capsule	$25/night
Notes: Accommodates a single individual of Size 1 or smaller.	
Hotel, common	$100/night
Hotel, excellent	$200/night
Hotel, luxury	$500+/night
Stabling for Mounts	$5/night

MEDICAL

TYPE	WEIGHT	COST
✳ Medi-Gel	1	$50
Notes: A dose adds +2 to Healing rolls within the Golden Hour or to stabilize someone who is Bleeding Out.		
✳ Medi-Scanner	2	$500
Notes: Allows one free Healing reroll.		
✳ Regeneration Gel	.5	$1K
Notes: A dose takes one action to apply and automatically heals one Wound, regardless of the Golden Hour. Heals a Permanent Injury if used on someone with no Wounds.		
✳ Revival Kit	10	$50K
Notes: If used on a mostly intact corpse with an intact brain the dead character returns to life fully healed after an hour-long regeneration period.		

PACKS

These packs contain the most common gear for specific types of terrain packed together for convenience and a slight discount in cost and weight.

TYPE	WEIGHT	COST
Basic Spacer's Pack	20	$600
Notes: Adhesive patches ×4, backpack, flashlight, goggles, nutribar ×10, spacesuit, water container.		
Deep Space Pack	25	$700
Notes: Adhesive patches ×4, backpack, emergency beacon, flashlight, line projector, nutribar ×30, spacesuit, universal battery ×2, water container.		
Desert Worlder's Pack	10	$600
Notes: Backpack, bedroll, energy sheet, environment wear, goggles, nutribar ×10, shovel, universal battery, water containers ×2.		
Ice Worlder's Pack	25	$700
Notes: Backpack, bedroll, energy tent, environment wear, goggles, grappling hook, line projector, nutribar ×10, shovel, universal battery, water container.		
Jungle Worlder's Pack	25	$600
Notes: Backpack, energy tent, environment wear, flashlight, nutribar ×10, universal battery, water container, water purification filter.		

PERSONAL DEFENSE

TYPE	WEIGHT	COST
⁕ Force Dome Generator	30	$50K
Notes: Creates a force field around a Large Blast Template (6-yard radius) with Hardness 16. The bubble may not be moved while activated, and lasts an hour on a standard battery. If broken it burns out, and can't be powered back up without a Repair roll that takes ten minutes. Multiple domes may overlap and automatically connect, eliminating interior barriers.		
⁕ Force Field	.25	$10K
Notes: See page 42.		

SERVICES

Services are generally paid by the hour or the day, though contracts may vary. Hirelings which travel with their employer must be provided with food, water, shelter, and any equipment they don't already have. They are loyal to their employer but aren't mindless—they won't do anything clearly suicidal or against their own code of ethics.

Hirelings are Extras and use the profiles in the bestiary. Wild Card hirelings are available for three times the listed price.

TYPE	COST
Arcane (Chaplain, Shifter, etc.)	$30/hour
Assassin	$500+/target
Bodyguard (Thug)	$50/day
Bounty Hunter	$1000+/target
Diplomat	$100/day
Explorer	$50/day
Hacker	$70/hour
Local Guide (Citizen)	$30/day
Miner	$50/day
Personal Assistant (Citizen)	$50/day
Repairs	$50/hour
Scientist	$100/day
Security Guard (Law Enforcement)	$20/hour
Smuggler	$200/day
Space Cowboy	$70/day
Spy	$500+/day
Starship Captain	$300/day
Starship Crew	$60/day
Starship Engineer	$120/day
Starship Gunner	$80/day
Starship Medical Officer	$200/day
Starship Pilot/Navigator	$150/day

TRAVEL

Travel is per passenger and includes suitable accommodations (where appropriate) and trained crew or staff. Does not include meals, water, entertainment, or other services.

TYPE	COST
Animal	$3/day
Caravan	$5/day
Cargo (one ton)	$500/day
Hover Cab	$3/mile
Starship, common berth	$50/day
Starship, cabin	$100/day
Starship, luxury cabin	$500/day

"TWO POSSIBILITIES EXIST: EITHER WE ARE ALONE IN THE UNIVERSE OR WE ARE NOT. BOTH ARE EQUALLY TERRIFYING."
-ARTHUR C. CLARKE

ARMOR

Antiquated armor such as Kevlar vests, leather suits, and even chain mail is still worn on many backwater worlds. Most advanced societies have more sophisticated protective devices.

- **TOUGHNESS:** Some armors provide Toughness (Tough) in addition to or instead of an Armor value. This Toughness stacks with Toughness from other sources, but not other armor that provides Toughness.
- **BALLISTIC PROTECTION:** Armor marked with an asterisk (*) reduces the damage from bullets fired by slugthrowers by 4.
- **CLOAKING SKIN:** Starting at Dev II any armor may install projectors that distort the light around the wearer—treat as a normal activation of the *invisibility* power when switched on. A battery powers the field for one hour at Dev II, or for a day of constant operation at Dev III. Increase the cost of the armor by $5K.
- **ENERGY SKIN:** Any armor listed below may be treated with a shiny layer of diffusive material that reduces damage from lasers by 4. Increase the cost by 50% and Stealth rolls against vision suffer a −2 penalty.
- **SEALED:** Body armor and the infantry battle suit can be sealed for twice the price of the suit, providing protection against toxins, radiation, and extreme heat or cold (150° Fahrenheit down to about −50°). If the wearer suffers a Wound without Soaking the suit loses integrity without an adhesive patch (see page 34).

ARMORED SUITS

ITEM	ARMOR	TOUGH	MIN STR.	WEIGHT	COST
Body Armor	+4*	—	d4	4	$200
Notes: Covers torso, arms, and legs. Light, armored clothing made from complex polymers.					
✳ Containment Suit	—	+2	d4	5	$5K
Notes: Containment suits allow energy beings to use weapons and equipment normally. The suit isn't airtight and minor breaches cause no short-term issues, but every time the wearer takes Wounds, roll a d6 and add the number of Wounds caused by that attack. If the result is 7 or higher, the suit no longer functions.					
Infantry Battle Helmet	+6*	—	d6	2	$100
Notes: Covers head and face.					
Infantry Battle Suit	+6*	—	d6	12	$800
Notes: Covers torso, arms, and legs. A full suit of articulated body armor.					
Smart Sleeve	+1	—	d4	2	$900
Notes: Covers torso, arms, and legs. Grants a free reroll of Vigor against Bleeding Out. Can be worn under other armor; see Armor stacking rules in *Savage Worlds*.					
Synth-Mesh Suit	+2	—	—	1	$100
Notes: Covers torso, arms, and legs. Protective clothing made from synthetic materials.					

ENERGY ARMOR

ITEM	ARMOR	TOUGH	MIN STR.	WEIGHT	COST
✳ Force Field, Personal	—	+4	—	0.25	$10K
Notes: Usually projected from a belt or watch and built to surround a being of Size 2 or less. It stacks with worn armor and can be activated or deactivated as a limited free action. If the user takes three or more Wounds from one hit, the battery is expended and must be recharged.					

SPACESUITS

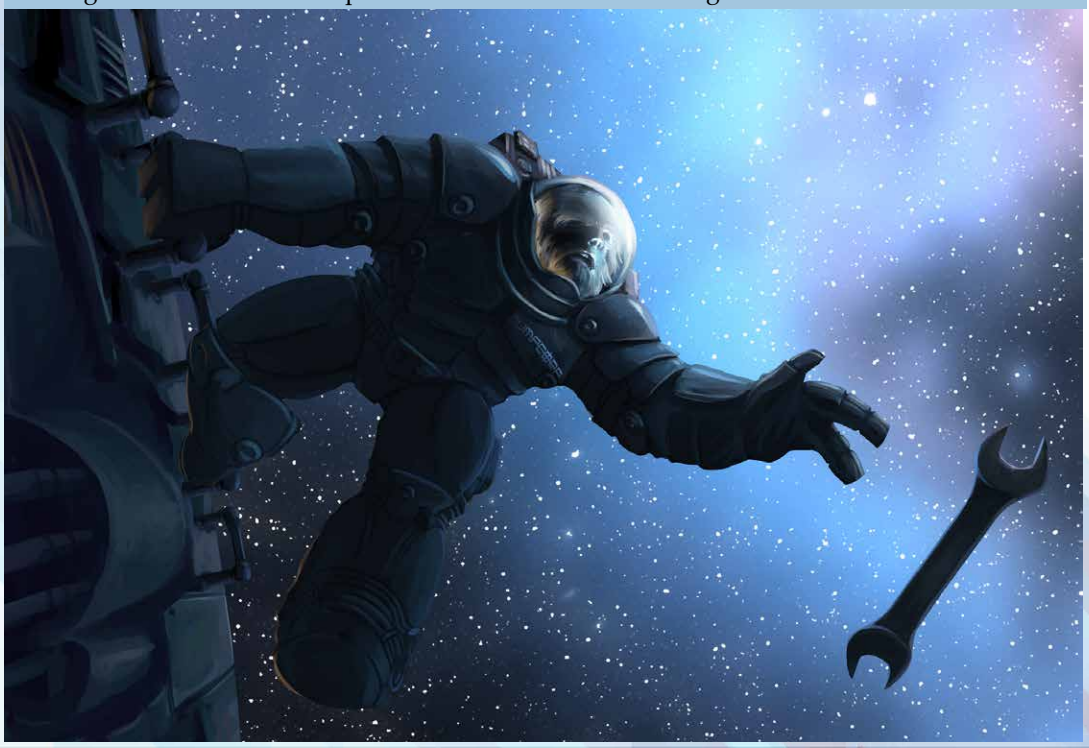
ITEM	ARMOR	TOUGH	MIN STR.	WEIGHT	COST
Spacesuit	+1	—	—	18	$500
Notes: Sealed (see above), full body. Protects against the vacuum of space and provides 12 hours of air.					
Spacesuit, Armored	+4*	—	d6	26	$2.5K
Notes: Sealed (see above), full body. Protects against the vacuum of space and provides 24 hours of air. If the wearer suffers a Wound without Soaking the suit loses integrity without an adhesive patch (see page 34).					
Spacesuit, Combat	+4*	+2	d6	20	$5K
Notes: Sealed (see above), full body. Protects against the vacuum of space and provides 48 hours of air. It self-seals any ruptures from Wounds without losing integrity.					

SHIELDS

A shield protects against half its wielder's opponents if attacked by multiple foes on the same Action Card. Polymer shields are Hardness 10 and provide +4 Armor should someone attempt to shoot through them.

- **ENERGY SKIN:** Any shield listed below may be treated with a shiny layer of diffusive material that reduces damage from lasers by 4. Increase the cost by 50% and Stealth rolls against vision suffer a −2 penalty.

ITEM	PARRY	COVER	MIN STR.	WEIGHT	COST
Polymer Shield, Small	+1	—	d4	2	$200
Polymer Shield, Medium	+2	−2	d4	4	$300
Polymer Shield, Large	+3	−4	d6	6	$400
✵ Smart Shield Drone	+2	−2	—	2	$2K
Notes: Activated as a limited free action, after which it hovers and protects the wielder as if he was carrying a shield of his own. Multiple drones may be used. The effects don't stack, but having more than one drone protects from all attacks on a single Action Card rather than half.					



Weapon Notes

The next section details a large number of weapons found across the multitudinous worlds of science-fiction, starting with key traits described below. We've also replicated the most important terms from the core book so that everything is in one place for easy reference.

Armor Piercing (AP)

The weapon or round ignores this many points of a target's Armor.

Beam Weapon

A raise when firing a beam weapon causes +2d6 damage instead of d6.

Catastrophic

The weapon causes massive and widespread damage. It ignores Setting Wound limits imposed by Rules or the Unstoppable ability.

Cauterize

The weapon sears organic material, causing little bleeding. Anyone Incapacitated by a weapon with this trait adds +2 to their Vigor rolls to keep from Bleeding Out.

Chain Blade

Bladed melee weapons such as axes or swords can be fitted with rotating blades to cause 2d6+4 damage. Such weapons are very dangerous, however—a Critical Failure hits the user instead.

Damage

Damage is listed in terms of dice. Projectile weapons have fixed damage (such as 2d6). Melee weapons have damage based on the wielder's Strength die plus another die, as listed under individual weapon entries. A dagger, for instance, inflicts Str+d4 damage.

In the case of Heavy Weapons, the Class is also listed in parenthesis for when **Heavy Metal** (page 93) is used.

Electromagnetic (EMP)

Electromagnetic weapons are designed to take out electronics with minimal collateral or lethal damage.

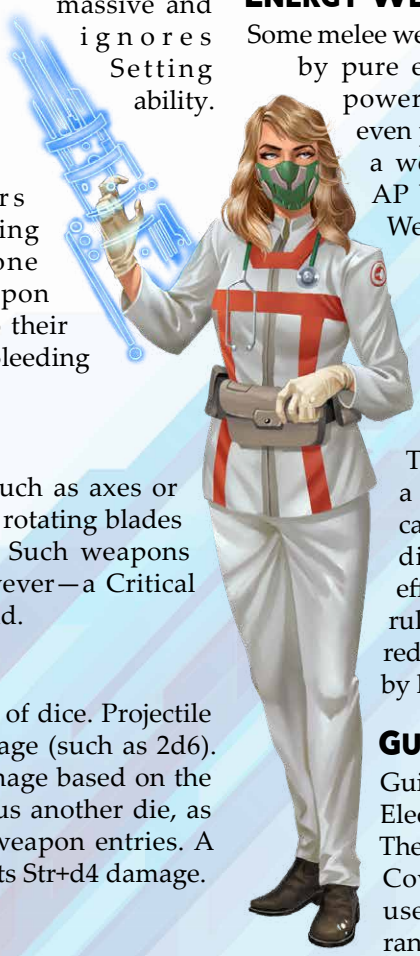
When a target is hit by an EMP attack, resolve damage as usual. Then, if the damage equals or exceeds the target's Toughness, all the target's carried, worn, or attached electronics are "knocked out" as well.

Small devices knocked out by an EMP are usually fried and must be replaced (GM's call). Cyberware, vehicles, power armor, robots, and sturdy gear meant for combat or hazardous environments continue to function but at a −4 penalty to any linked rolls. They may be reset or rebooted with a Repair roll (at the same −4 penalty) and a limited action.

Energy Weapon

Some melee weapons are made of or encased by pure energy, perhaps by focused power, light, mystical forces, or even psychic energy. Increase such a weapon's damage a die type, AP by +4, and make it a Heavy Weapon.

Energy weapons are tricky to wield—a Critical Failure when fighting with one causes damage to the user.



Fixed

The weapon isn't mounted in a turret or pintle mount and can only fire in a 45° arc in one direction. This has multiple effects in Chases and the Clashes rules presented in this book, and reduces the Mod cost of a weapon by half (round up).

Guided Weapon

Guided weapons are fired using Electronics rather than Shooting. They ignore 2 points of Range or Cover penalties but otherwise use all the standard rules for ranged attacks.

If they hit, targets who are aware of the attack get an Evasion roll to avoid them (vehicles make maneuvering rolls at −2 instead).

Heavy Weapon (HW)

The weapon can affect vehicles or other devices with Heavy Armor (see *Savage Worlds*).

Incendiary

Incendiary weapons may catch individual beings on fire as detailed in *Savage Worlds* under Hazards. For vehicles, anytime a vessel takes a Wound from an incendiary weapon, roll a d6. On a roll of 6 (5 or 6 for plasma weapons), a fire breaks out somewhere on board, causing an additional Critical Hit. Vehicle fires are extinguished after this, either by anti-fire systems or the crew.

Tracers: Incendiary slugthrower rounds are called "tracers" because they show the shooter where the rounds are hitting. When incendiary rounds are fired from a weapon with a Rate of Fire of 2 or more, add +1 to the attacker's Shooting rolls.

Linked Weapons

Weapons of the same exact type may be dual or quad linked and fired as one. Dual linked add +1 to hit and +2 damage; quad linked add +2 to hit and +4 damage. Treat triple-linked weapons as dual linked.

Each additional linked weapon in a set costs +1 Mod. This applies even to large weapons, like Super Heavy lasers (12 Mod slots), as most of the housing and wiring is already in place for a second, third, or fourth barrel.

Minimum Size

Vehicle weapons have a "Minimum Size" a vehicle (or character) must be to provide a stable firing platform for the weapon. If mounted on anything smaller, firing the weapon has the Snapfire property and causes the platform to automatically become Shaken (if a character) or Out of Control (if a vehicle).

Minimum Strength

Certain items have a "Minimum Strength" required to use without penalty. Note that some items list a d4 since it is possible to have a Strength lower than d4.

- **Armor/Worn Gear:** Each die type difference between the character's Strength and the item's Minimum Strength inflicts a −1 penalty to Pace (minimum of 1"), Agility, and Agility-related skill rolls. This is cumulative for those weak but determined adventurers who wear or use multiple items too heavy for their build.
- **Melee/Thrown Weapons:** A thrown or melee weapon's damage die is limited by the user's Strength die. Also, if the user's Strength is less than its Minimum Strength, he doesn't benefit from any of the weapon's positive abilities such as Reach or Parry bonuses. He still retains any penalties, however.
- **Ranged Weapons:** The user suffers a −1 attack penalty for each die step difference between his Strength and the weapon's minimum.

Molecular Blade

Advanced metalworking or manufacturing processes allow sharpening bladed melee weapons to an extremely thin edge. This adds +2 to damage and increases its Armor Piercing value by half the weapon's damage die type (+2 AP for a d4, +4 AP for a d8, and so on).

Mounted Weapon

Personal ranged weapons weighing 20 lbs or more can be mounted on a vehicle, bipod, or tripod. This grants virtually unlimited Shots if attached to an energy source, and ignores Min Str requirements, Recoil, and Snapfire penalties.

If a RoF 3 or higher weapon is mounted on a vehicle, it also gains the Point Defense and Reaction Fire properties.

No Recoil

Some weapons, most notably lasers, ignore Recoil penalties even when fired over Rate of Fire 1.

Overcharge

Some weapons may be overcharged by spending two "Shots" instead of one to cause an extra d6 damage. A Critical Failure when overcharging means the gun explodes for its overcharge damage in a Small Blast Template.

Parry

The weapon adds the bonus to the character's Parry score. If a character wields a weapon in each hand, penalties to Parry stack but bonuses do not (unless she has the Ambidextrous Edge).

Plasma Weapon

At Dev Level II, science has learned to harness the fourth state of matter, plasma. This superheated material can be generated or held in magnetic containment fields to augment certain kinds of weapons.

Plasma weapons are Incendiary (see above), and cause +2d6 damage with a raise instead of +1d6.

Point Defense

"Point Defense" weapons fire hundreds or even thousands of rounds a minute to destroy incoming missiles, torpedoes, or ramming craft. Crew must be on Hold to shoot down projectiles but automated systems attack automatically. Either allows one shot at Short Range against each incoming projectile but subtracts 6 for a missile's speed, 4 for a torpedo's speed, and 2 for a ramming vessel if its Top Speed is faster. Missiles and Torpedoes are Hardness 12 (2).

The ship may still attempt to Evade any projectiles that get through the barrage.

Power

The weapon releases a blast of energy on impact, or in melee weapons, greatly increases the user's momentum, adding an additional +d6 to damage and +d10 with a raise on the attack roll. All power weapons are Heavy Weapons.

Psychic

The weapon can be charged with psionic energy. A user with Arcane Background (Psionics) can pay 1 to 3 Power Points (before firing) to increase the damage of the attack by +2 per point.

Range

This lists the weapon's Short, Medium, and Long Range. Extreme Range is up to 4 × its Long Range. Ranges are listed in inches so you can use a ruler to move, shoot, and fight on the tabletop with miniatures. If you're not using miniatures, each inch is equal to two yards.

Weapon ranges are "effective" ranges for the tabletop. If you need to know the real-world range of a weapon (for battles that don't take place on the tabletop, for instance), multiply each range bracket by 2.5.

Rate of Fire

This is the number of "shots" (not necessarily bullets or rounds) that may be fired by this weapon in a single action. Each shot gets its own skill die (usually Shooting).

Reach

Weapons with "Reach" allow their user to make Fighting attacks at the listed range. A Reach of 1, for example, allows a character to strike a target 1" distant. Weapons without a Reach value can only strike targets at arm's length (adjacent).

Reaction Fire

Weapons with this quality spray massive amounts of matter or energy, making them quick to fire against enemies who dart in and out of range to attack. In a Clash (page 96) or Chase (see *Savage Worlds*), reaction fire weapons may fire once per round at −2 when their craft is attacked by foes from Short Range—after the enemy's attack is resolved.

Reload

Reloading magazines, clips, and individual bullets in modern firearms is explained in *Savage Worlds*. Some weapons are much slower to reload. Once fired, the number after the word Reload is how many actions of reloading it takes before they can be fired again.

Rending

The weapon has a jagged edge, rotating chain blade, shreds organic matter, or otherwise causes intense tissue damage when it strikes.

Victims Shaken or Wounded by a rending attack are bleeding and must make a Vigor roll as a free action at the beginning of their next turn. Failure causes a Wound and the victim must make another Vigor roll next turn. Success means the victim doesn't suffer a Wound, but must make a Vigor roll again

next turn. A raise stops the bleeding and no further rolls are required from that attack. A successful Healing roll also stops the bleeding.

Repulse

The weapon uses force, shock, or gravity to push those it hits. A hit that causes at least a Shaken or Wounded result knocks the defender back d4–Size inches, or d6–Size inches with a raise.

Snapfire

Certain weapons, such as heavy sniper rifles, are very inaccurate if fired from the hip rather than using their sights, scopes, bipod, or tripod. If a character moves in the round he fires a Snapfire weapon, he suffers a –2 Shooting penalty.

Stun

The weapon or projectile puts out a powerful but nonlethal burst of energy that shocks a target's nervous system, concusses them, or otherwise stuns their system.

After resolving damage, the target must make a Vigor check (at –2 with a raise on the attack) or be Stunned.

Three-Round Burst

A few military weapons can fire three rounds in rapid succession with one pull of the trigger. If the weapon has this ability, its RoF is 1 in that mode but it fires three bullets at once and adds +1 to the Shooting and damage rolls.

Time

These incredible devices distort time around their targets, effectively making them Distracted and Vulnerable, and reducing their speed by half until the end of their next turn.

Two Hands

A two-handed weapon can be used with one hand at a –4 penalty. The character counts his full Strength for damage but loses all other advantages such as Reach or Parry bonuses.

Vibro

The melee weapon's blade vibrates rapidly, shredding whatever it hits for +d6 damage and AP +2. Vibro weapons are very loud when activated.

"This is the weapon of a Jedi Knight. Not as clumsy or random as a blaster; an elegant weapon for a more civilized age."
-Obi Wan Kenobi, Star Wars

Warheads

The standard explosive projectiles grenades, gyrojets, rockets, missiles, and torpedoes are listed in their descriptions on the following pages. Other types of warheads may be fitted to these weapons, either for additional money or for different effects.

Some warheads work differently when using the **Heavy Metal** rules, which simplify the calculations needed to compare weapon damage to targets with high Toughness and Armor. See **Warheads** on page 93 for details.

WARHEADS

ITEM	WEIGHT	COST
Armor Piercing: Increase the weapon's AP value by 8 but reduce damage a die type (3d6 becomes 3d4, for example).	—	—
EMP: The target's electronics are knocked out if the attack equals or exceeds its Toughness, but any actual Wounds are reduced by one. See **Electromagnetic (EMP)** on page 44 for more details.	×2	×5
High Explosive: Increase the blast radius one size (a Large Blast Template increases its diameter by 4" (8 yards)) but reduce damage one die type (2d12 becomes 2d10, for example). If a vehicle takes one or more Wounds from a high-explosive warhead, it takes an additional Critical Hit.	—	—
Incendiary: Targets may catch fire. See **Incendiary** on page 45.	—	—
Nuclear: Bombs, heavy missiles or torpedoes only. Catastrophic, Heavy Weapon. "Tac nukes" have a half-mile radius and cause 100 damage. On land, all but hardened structures are usually flattened and the area is steeped in deadly radiation for centuries. Using nuclear weapons is considered a despicable and criminal action in most civilized societies.	×3	×100
✷ **Phase:** These high-tech projectiles teleport or "phase" through vehicular armor into the interior. If rolling damage, ignore the target's Armor. Energy shields interfere with the warhead's phasing technology, so the defender adds +4 to their shield's Soak rolls.	×2	×10
✷ **Plasma:** Targets may catch fire. A raise on the attack causes +2d6 damage instead of +1d6.	×5	×5
Smoke: Creates an area of smoke that blocks vision (Dark Illumination) in a Large Blast Template. At twice the price, the smoke also contains reflective particles that interfere with guided weapons and lasers (−4 to Electronics or Shooting) that pass through it.	—	—
Stun: Stun warheads have no effect on vehicles, but unprotected beings caught in the area of effect must roll Vigor at −2 (−4 with a raise) or become Stunned.	×2	×2
✷ **Time:** These high-tech munitions detonate on impact, distorting the time field around any target they hit. Targets hit by the projectile or caught in the blast template are automatically Distracted, Vulnerable, and reduce their movement by half until the end of their next turn.	×2	×50

"BRACE FOR IMPACT!"
-COMMANDER RIKER,
STAR TREK: THE NEXT GENERATION

MELEE WEAPONS

Below are a sample of iconic melee weapons of the near and far future.

TYPE	DAMAGE	AP	MIN STR.	WEIGHT	COST
CHAIN WEAPONS					
Ripper Bayonet	2d6+4	—	d6	4	$200
Notes: Chain Blade, must be attached to a rifle, Two Hands.					
Ripper Sword	2d6+4	—	d4	8	$300
Notes: Chain Blade.					
Ripper Halberd	2d6+4	—	d8	10	$450
Notes: Chain Blade, Reach 1, Two Hands.					
EMP WEAPONS					
✳ EMP Baton	Str+d4	—	d6	1	$510
Notes: EMP.					
✳ EMP Staff	Str+d6	—	d6	4	$510
Notes: EMP, Parry +1 when used with Two Hands, Reach 1.					
ENERGY WEAPONS					
✳ Energy Sword	Str+d6 (I)	4	d4	2	$900
Notes: Cauterize, Heavy Weapon, Parry +1. (This replaces the "laser sword" in *Savage Worlds*.)					
✳ Energy Pike	Str+d10 (I)	4	d8	18	$1,150
Notes: Cauterize, Heavy Weapon, Reach 2.					
MOLECULAR WEAPONS					
Molecular Axe, Great	Str+d10+2	7	d10	7	$900
Notes: Parry –1, Two Hands.					
Molecular Knife	Str+d4+2	2	d4	.5	$550
Molecular Sword	Str+d8+2	4	d8	2	$600
Molecular Spear	Str+d6+2	3	d6	2	$600
Notes: Parry +1 if used two-handed, Reach 1.					
Molecular Whip	Str+d4+2	2	d4	2	$600
Notes: Parry –1, Reach 2, ignores shield bonus. Unlike a normal whip, with a raise the attacker may deal bonus damage or Entangle the target.					
POWER WEAPONS					
Power Gauntlet	Str+2d6 (I)	—	d6	3	$600
Notes: Heavy Weapon, Power, does not count as a weapon for Unarmed Defender.					
Power Mace	Str+2d6 (I)	—	d6	5	$600
Notes: Heavy Weapon, Power.					
Power Whip	Str+d4+d6 (I)	—	d6	4	$600
Notes: Heavy Weapon, Parry –1, Reach 2, ignores shield bonus. Power: With a raise the attacker may choose to either Entangle the target or deal +d10 bonus damage.					
PSYCHIC WEAPONS					
✳ Psi Blade	Str+d8 (I)	4	d4	1	$1,350
Notes: Psychic, Cauterize, Heavy Weapon.					

TYPE	DAMAGE	AP	MIN STR.	WEIGHT	COST
REPULSOR WEAPONS					
✷ Gravity Gauntlets	Str+2d6 (I)	—	d4	3	$1,100
Notes: Heavy Weapon, Power, Repulse. Does not count as a weapon for Unarmed Defender.					
✷ Gravity Hammer	Str+d10+d6 (I)	2	d10	10	$1,500
Notes: Power, Repulse.					
STUN WEAPONS					
Stun Baton	Str+d4	—	d4	2	$260
Notes: Nonlethal, Stun.					
Stun Pike	Str+d6	—	d6	6	$650
Notes: Nonlethal, Reach 2, Stun.					
VIBRO WEAPONS					
✷ Vibro Blade	Str+d6+d4	2	d4	1	$525
✷ Vibro Sword	Str+d8+d6	2	d6	3	$600

CUSTOM MELEE WEAPONS

The weapons listed above have been perfected by years of development, but any hand weapon can be upgraded to deliver any of the qualities listed below. Up to three qualities may be added to a weapon, though each after the first makes them unwieldy and subtracts 1 from the user's Parry and Fighting rolls. The qualities must also make sense together—a blade can't cauterize and repulse, for example. A setting (or a masterful inventor) may introduce a more available (and stable) version of the weapon without the penalties for additional modifications.

Powered Weapons: All of the qualities except molecular blade and psychic require an attached battery (see page 34) at Dev I or II. This adds $50 to the cost and one pound to the weight. In addition to any other effects, a Critical Failure when using the weapon means the battery is drained (after damage is resolved) and the item becomes a normal weapon of its type.

UPGRADE SUMMARY	COST
Chain Blade: Convert base damage to 2d6+4. Critical Failure hits the user.	$200
✷ **EMP:** Roll damage normally. If damage equals or exceeds Toughness, electronic items are knocked out (see page 44).	$500
✷ **Energy:** Increase weapon damage a die type, AP +4, Heavy Weapon. Energy weapons automatically have the Cauterize property (Incapacitated victims add +2 to Vigor rolls to keep from Bleeding Out).	$750
Incendiary: Target may catch fire.	$250
Molecular Blade: +2 damage, increases AP by half the weapon's damage die type.	$500
✷ **Plasma:** Incendiary, +2d6 damage with a raise instead of +1d6.	$500
Power: +d6 damage, +d10 bonus damage with a raise, Heavy Weapon.	$500
✷ **Psychic:** Increase damage by +2 per Power Point, spent before rolling damage (max +6).	$500
Rending: Shaken or Wounded targets must roll Vigor or gain another Wound.	$250
✷ **Repulse:** Shaken or Wounded foes are knocked back d4" (d6" with a raise).	$500
Stun: Target must make a Vigor check (at –2 with a raise on the attack) or be Stunned.	$250
✷ **Time:** Targets hit by the weapon are automatically Distracted, Vulnerable, and reduce their movement by half until the end of their next turn.	$750
✷ **Vibro Blade:** +d6 damage, AP +2.	$500

RANGED WEAPONS

BLASTERS

Properly referred to as particle acceleration weapons, electromagnetic accelerators propel tiny particles to high speeds. They cause more damage than traditional slugthrowers and can hold a large amount of ammo since each particle is so minute. All blasters use particle packs for ammo.

- **AMMO:** Particle packs (Weight .25, Cost $20).

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
✳ Pistol	12/24/48	2d6+2	2	1	50	d4	1	$200
✳ Pistol, Heavy	10/20/40	3d6	2	1	40	d6	3	$300
✳ SMG	12/24/48	2d6+2	2	3	50	d4	4	$350
✳ Rifle	25/50/100	3d6+2	2	1	30	d6	6	$600
✳ Rifle, Heavy	25/50/100	3d6+4 (I)	4	1	20	d8	9	$800
Notes: Snapfire, Heavy Weapon.								
✳ Gatling	25/50/100	3d6+2	2	4	80	d8	20	$1500
Notes: Snapfire unless mounted. Holds up to four particle packs at once.								

DISINTEGRATORS

These nasty and often illegal weapons fire a beam of energy that disrupts and breaks down matter. Wounds deal Gritty Damage (see *Savage Worlds*) even if the Setting Rule isn't normally in effect; Extras Incapacitated by them are usually killed.

- ✳ **AMMO:** Power packs (Weight 1, Cost $50).

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
✳ Pistol	3/6/12	3d10	—	1	10	d4	5	$600
✳ Rifle	5/10/20	3d10	—	1	5	d6	12	$1K

FLAK GUNS

These blunderbuss-like weapons hurl a heavy ball that explodes on impact, releasing a hail of super dense fragments in all directions. The shrapnel is designed to shred soft targets like flesh and is much less effective against armored targets.

- **AMMO:** Flak packs (Weight 1, Cost $40).

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
Flak Gun	12/24/48	3d6+2	—	1	6	d6	15	$800
Notes: LBT, Rending.								

FLAME WEAPONS

Flamethrowers use liquid fuel to incinerate targets and may be Evaded.

- ✳ **AMMO:** Fuel pods (Weight 5, Cost $100).
- ✳ **PLASMA:** At Dev II, the flamers may be filled with plasma instead for 2× the ammo cost. A raise on the attack roll causes +2d6 damage instead of +d6.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
Hand Flamer	Cone	3d6 (I)	—	1	20	d4	5	$500
Notes: Cauterize, Heavy Weapon, Incendiary, may fire as an MBT up to 18" (36 yards) instead of a Cone.								
Heavy Flamer	Cone	4d6 (I)	—	1	10	d6	15	$1K
Notes: Cauterize, Heavy Weapon, Incendiary, may fire as an MBT up to 18" (36 yards) instead of a Cone.								

FLECHETTE GUNS

Flechettes are slivers of light metal or hardened plastic designed for use inside the vulnerable hulls of spaceships. They cause significant damage to soft material but have no Armor Piercing ability and thus are less useful against armored or hard targets.

- **AMMO:** Flechette packs (Weight .5, Cost $30).

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
Flechette SMG	12/24/48	2d4+1	—	3	90	d4	4	$150

GRENADES

High-tech grenades are palm-sized spheres and may be Evaded unless fired from a launcher.

- **LAUNCHER:** A launcher is available as a standalone weapon or as an attachment to another weapon the same weight or larger. It has a Range of 24/48/96, Shots 6, Min Str d6, Weight 5, Cost $300. As an attachment, increase the Min Str of the other weapon one step. Either version features an electronic selector that allows the user to choose which round fires from the magazine (a limited free action).
- **AMMO:** Individual grenades (Weight .5, Cost $50).
- **BEEHIVE ROUNDS:** A grenade launcher may fire "beehive rounds," a shell filled with shrapnel that fires in a Cone Template, much like a large shotgun.
- **WARHEADS:** The standard grenades listed below may be upgraded with any of these warheads (see page 48): EMP, High Explosive, Incendiary, Phase, Plasma, Smoke, Stun, and Time.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
Frag (Thrown)	5/10/20	3d6 (I)	—	1	1	d4	.5	$50
Notes: Heavy Weapon, MBT.								

GYROJETS

Gyrojet launchers fire micro rockets in "dumb" or "smart" mode. In dumb-fire mode, the user rolls his Shooting skill as usual. In smart-fire mode, the gyrojet is a Guided Weapon (see page 44).

- **AMMO:** Individual gyrojets (Weight .25, Cost $50). A selector switch allows the user to choose which round loads from the magazine next (a limited free action).
- **WARHEADS:** The standard gyrojets listed below may be replaced with these warheads (see page 48): EMP, High Explosive, Incendiary, Phase, Plasma, Smoke, Stun, and Time.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
Pistol	12/24/48	3d6 (I)	—	1	10	d4	3	$400
Notes: Heavy Weapon.								
Rifle	24/48/96	3d6 (I)	—	1	30	d6	6	$600
Notes: Heavy Weapon.								

"CAREFUL WITH THAT. YOU'LL PUT YOUR EYE OUT."
-GABE

"ALREADY DID. THIS ONE LETS ME SEE IN THE DARK."
-RED

LASERS

Lasers fire intensely focused bursts of light to penetrate and burn their targets.

- **AMMO:** Power packs (Weight 1, Cost $50).

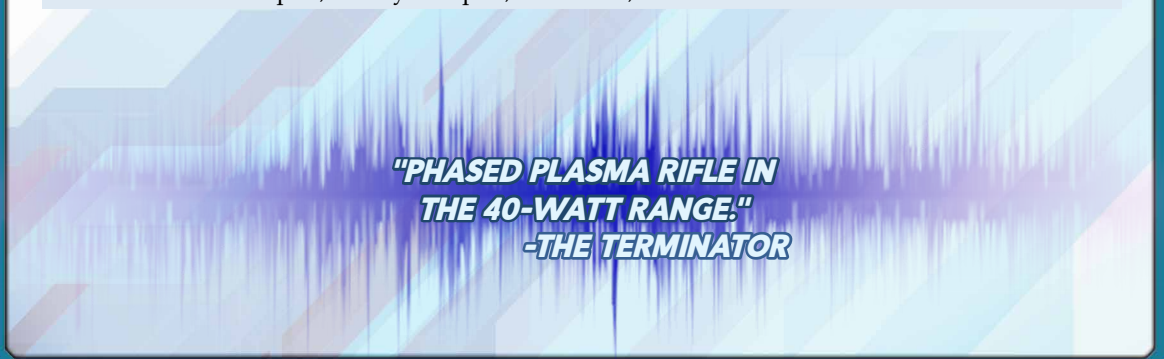
TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
✳ Pistol	15/30/60	2d6	2	1	50	d4	2	$250
Notes: Cauterize, Overcharge.								
✳ SMG	15/30/60	2d6	2	4	50	d4	4	$500
Notes: Cauterize, No Recoil, Overcharge.								
✳ Rifle	30/60/120	3d6	2	3	30	d6	8	$700
Notes: Cauterize, No Recoil, Overcharge.								
✳ Rifle, Sniper	100/300/400	3d6	2	1	20	d6	15	$1K
Notes: Cauterize, Overcharge, Snapfire.								
✳ Gatling Laser	50/100/200	3d6+4 (I)	4	4	80	d8	20	$3K
Notes: Cauterize, Heavy Weapon, No Recoil, Overcharge, Snapfire. May be mounted (see page 45).								

MISSILE LAUNCHERS

Portable missile launchers allow infantry to take out installations, vehicles, aircraft, walkers, and other hard targets. They pack a hard punch for their size and weight.

- **LAUNCHER:** The required launcher (Weight 5, Cost $1K) can hold one type of missile at once (purchased separately). Min Str d8, Guided Weapon (see page 44).
- **AMMO:** Cost and Weight are for a full reload of the missile type's Shots value. An electronic selector switch allows the user to change available missile types or warheads as a limited free action when fired. Warheads, unlike bullets, use one shot per RoF.
- **WARHEADS:** Light, medium, and heavy missiles may be upgraded with any of these warheads (see page 48): EMP, High Explosive, Incendiary, Nuclear (heavy missiles only), Phase, Plasma, Smoke, Stun, and Time.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
Micro	25/50/100	3d6 (I)	—	1	1	—	2	$1K
Notes: A pod of micro missiles fired as a single swarm. If the attacker takes an aimed shot (see Aim in *Savage Worlds*), he may pick which targets in the template are affected. Guided Weapon, Heavy Weapon, LBT, ignores Point Defense.								
Light	100/200/400	6d6 (III)	16	4	4	—	8	$4K
Notes: Guided Weapon, Heavy Weapon, No Recoil, SBT.								
Medium	150/300/600	7d6 (IV)	24	2	2	—	8	$10K
Notes: Guided Weapon, Heavy Weapon, No Recoil, MBT.								
Heavy	200/400/800	8d6 (V)	32	1	1	—	8	$20K
Notes: Guided Weapon, Heavy Weapon, No Recoil, LBT.								



PLASMA GUNS

Plasma weapons fire bolts of superheated gas that disperses quickly.

- **AMMO:** Power packs (Weight 1, Cost $50).

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
✳ Pistol	5/10/20	2d10 (I)	—	1	10	d6	8	$800
Notes: Cauterize, Heavy Weapon, Plasma.								
✳ Rifle	10/20/40	2d10 (I)	—	1	10	d8	12	$1K
Notes: Cauterize, Heavy Weapon, Plasma.								
✳ Shotgun	Cone	2d10 (I)	—	1	5	d8	16	$2K
Notes: Cauterize, Heavy Weapon, Plasma.								

PSYCHIC WEAPONS

Psychic weapons channel and amplify a user's ability and focus it into destructive energy.

- **AMMO:** Recharged with 1 Power Point (no weight or cost).

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
✳ Pistol	5/10/20	2d6	—	1	24	d4	1	$250
Notes: Psychic.								
✳ SMG	10/20/40	2d8	—	3	20	d4	2	$350
Notes: Psychic.								
✳ Rifle	20/40/80	2d10	—	1	16	d6	6	$350
Notes: Psychic.								

PULSE WEAPONS

"Pulse weapons" fire pure energy of various types to blast their targets.

- **AMMO:** Power packs (Weight 1, Cost $50).

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
✳ Pistol	10/20/40	2d6	2	1	12	d4	2	$300
Notes: Overcharge.								
✳ SMG	10/20/40	2d6	2	3	25	d6	4	$500
Notes: Overcharge.								
✳ Rifle	20/40/80	3d6	4	1	12	d6	6	$1K
Notes: Overcharge.								
✳ Rifle, Assault	15/30/60	3d6	4	3	30	d6	8	$1K
Notes: Overcharge.								
✳ Rifle, Sniper	40/80/160	4d6	4	1	6	d6	6	$1K
Notes: Overcharge.								
✳ Gatling	20/40/80	3d6	4	3	50	d8	12	$2K
Notes: Overcharge, Snapfire. May be mounted (see page 45).								

ROCKET LAUNCHERS

Rockets have shorter range than missiles but can't be jammed.

- **LAUNCHER:** The required launcher (Weight 3, Cost $500) can hold one type of rocket at once (purchased separately), Min Str d8, Snapfire.
- **AMMO:** Cost and Weight are for a full reload of the rocket type's Shots value. An electronic selector switch allows the user to change available rocket types or warheads as a limited free action when fired. Warheads, unlike bullets, use one shot per RoF.
- **WARHEADS:** Light, medium, and heavy rockets may be upgraded with any of these warheads (see page 48): EMP, High Explosive, Incendiary, Phase, Plasma, Smoke, Stun, and Time.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
Micro	20/40/80	3d6 (I)	—	1	1	—	2	$500
Notes: A pod of micro rockets fired as a single swarm. Heavy Weapon, LBT, ignores Point Defense.								
Light	20/40/80	6d6 (III)	16	4	4	—	8	$2K
Notes: Heavy Weapon, SBT, No Recoil.								
Medium	20/40/80	7d6 (IV)	24	2	2	—	8	$6K
Notes: Heavy Weapon, MBT, No Recoil.								
Heavy	20/40/80	8d6 (V)	32	1	1	—	8	$15K
Notes: Heavy Weapon, LBT.								

SLUGTHROWERS

Traditional firearms are still used on many worlds in the far future. Those listed below are high-tech versions of current designs and are often lighter, have digital ammunition counters, and use caseless ammo. The Game Master can increase the weight or reduce the cost for older models.

- **AMMO:** Standard ammo is listed for each type of weapon in its individual notes. Additional kinds of rounds may be purchased at no additional cost:
  - **Armor Piercing:** Damage –2, AP +4.
  - **Incendiary:** Cauterize. Small flammable targets may catch fire (see **Fire** in *Savage Worlds*). For Size 4+ targets, bonus damage is +d8 instead of +d6. Add +1 to Shooting when firing at Rate of Fire 2 or more.
  - **Hollowpoints:** –2 AP, +2 damage only if the target has no Armor at all.
  - **Slugs:** Shotguns only. Shotguns no longer grant +2 to hit, friendly fire becomes normal, and damage becomes 2d10 at any range.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
PISTOLS								
Machine Pistol	5/10/20	2d6	2	4	25	d4	4	$300
Notes: 3RB (May fire RoF 1 for +1 to hit and damage). Ammo is 1 lb, $10 per box of 50.								
Light	10/20/40	2d6	1	2	10	d4	1	$200
Notes: Ammo is 1 lb, $10 per box of 50.								
Medium	12/24/48	2d6+1	2	1	10	d4	2	$250
Notes: Ammo is 2 lbs, $20 per box of 50.								
Heavy	12/24/48	2d10	4	1	6	d6	4	$400
Notes: Ammo is 4 lbs, $30 per box of 50.								
SUBMACHINE GUNS								
Medium	12/24/48	2d6+1	2	3	30	d6	6	$500
Notes: 3RB (May fire RoF 1 for +1 to hit and damage). Ammo is 2 lbs, $20 per box of 50.								
Heavy	12/24/48	2d10	4	3	25	d8	8	$600
Notes: 3RB (May fire RoF 1 for +1 to hit and damage). Ammo is 4 lbs, $30 per box of 50.								

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
RIFLES								
Carbine	20/40/80	2d8	2	1	24	d4	6	$400
Notes: Ammo is 4 lbs, $40 per box of 50.								
Hunting	24/48/96	2d10	4	1	12	d6	8	$500
Notes: Ammo is 6 lbs, $60 per box of 50.								
Assault	24/48/96	2d10	4	3	30	d6	10	$600
Notes: 3RB (May fire RoF 1 for +1 to hit and damage). Ammo is 6 lbs, $60 per box of 50.								
Sniper	50/100/200	2d12 (I)	4	1	6	d6	25	$1K
Notes: Heavy Weapon, Snapfire. Ammo is 6 lbs, $100 per box of 50.								
SHOTGUNS								
Automatic	12/24/48	1–3d6	—	1	12	d6	10	$250
Notes: Ammo is 6 lbs, $100 per box of 50.								
Full-Auto	12/24/48	1–3d6	—	3	32	d8	16	$400
Notes: Ammo is 6 lbs, $100 per box of 50.								
MACHINE GUNS								
Light	30/60/120	2d8	2	3	200	d6	20	$700
Notes: Gains Point Defense and Reaction Fire when mounted. Ammo is $100 and half the weight of the gun per 200-round drum.								
Medium	30/60/120	2d8+1	2	3	100	d8	30	$1K
Notes: Gains Point Defense and Reaction Fire when mounted. Ammo is $100 and half the weight of the gun per 100-round drum.								
Heavy	50/100/200	2d10 (I)	4	3	50	d10	40	$2K
Notes: Heavy Weapon, Snapfire unless mounted. Gains Point Defense and Reaction Fire when mounted. Ammo is $100 and half the weight of the gun per 50-round drum.								
Minigun	50/100/200	2d8+1	2	5	2000	d10	40	$10K
Notes: Minimum Rate of Fire 3. Ignores Recoil and gains Point Defense and Reaction Fire when mounted. Ammo is carried in a backpack or bin that costs $1K and is half the weight of the gun.								

STUN GUNS

Stun guns use energy, electricity, sound, or other energy forms to disrupt and stun a target system. The GM must decide if a stun gun affects nonbiological creatures, constructs, undead, or other energy beings in her world.

- **AMMO:** Power packs (Weight 1, Cost $50).

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
Stun Gun Attachment	6/12/24	—	—	1	6	—	1	$300
Notes: Target must roll Vigor at –2 (–4 with a raise) or become Stunned. Stunner and power pack may be attached to another weapon the same weight or larger.								
Stun Gun	12/24/48	—	—	1	12	—	1	$300
Notes: Target must roll Vigor at –2 (–4 with a raise) or become Stunned.								

"SET PHASERS TO STUN."
-CAPTAIN KIRK, STAR TREK

VEHICULAR WEAPONS

Vehicular weapons must be connected to a power source, firing system, or ammunition supply, and so must be mounted on a vehicle of some kind.

- **HEAVY WEAPONS:** All vehicular weapons are Heavy Weapons unless noted otherwise.

AUTOCANNONS

Autocannons fire explosive-tipped metal rounds to shred light to medium vehicles and ships. They are most often mounted on fast attack craft, but larger platforms might have one or two to keep enemy infantry (or strange creatures) at bay.

- **AMMO:** A full reload of the weapon's Shots is $1K times the Mod value. A full reload takes up one Mod slot.
- **RATE OF FIRE:** All autocannons have a minimum Rate of Fire of 2.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Light *Notes:* Point Defense, Reaction Fire.	50/100/200	3d8 (I)	4	4	100	2	1	$10K
Medium	50/100/200	4d8 (II)	6	4	80	8	2	$20K
Heavy	75/150/300	5d8 (III)	8	4	60	12	3	$50K

BOMBS

Bombs are dropped from air or launched from space using the lower of the character's Shooting or Piloting skill. In atmosphere, weather, high altitude, or other factors may inflict a penalty to the attack roll (GM's call).

- **BOMB RACK:** The required rack (Min Size 4, Mods 1, Cost $50K) can hold one type of bomb at once and includes space for that type's Shots value (purchased separately).
- **AMMO:** Cost is for a full reload of the bomb type's Shots value. A full reload takes up one Mod slot. Reloading is automated and allows the user to reload or change available bomb types or warheads as a limited free action when fired. Warheads, unlike bullets, use one shot per RoF.
- **WARHEADS:** The standard bombs listed below may be upgraded with any of these warheads (see page 48): EMP, High Explosive, Incendiary, Nuclear, Phase, Plasma, Smoke, Stun, and Time.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Micro (Bomblets)	25/50/100	3d6 (I)	4	1	2	—	—	$500
Notes: A pod of micro bomblets dropped as a single swarm. LBT.								
Light	—	6d10 (III)	5	4	8	—	—	$1K
Notes: LBT.								
Medium	—	8d10 (V)	10	2	4	—	—	$4K
Notes: 10" (20 yard) radius.								
Heavy	—	10d10 (VI)	10	1	2	—	—	$10K
Notes: 25" (50 yard) radius.								

CANNONS

Cannons fire heavy explosive or armor piercing rounds and are found on armored personnel carriers, battle tanks, or fixed positions, usually to take out targets in their own weight class.

- **AMMO:** A full reload of the weapon's Shots is $1K times the Mod value. A full reload takes up one Mod slot.
- **CANNONS:** Cannons fire either armor piercing (listed, SBT) or high-explosive rounds (see each weapon's notes for HE rounds). The gunner may choose which type of round to fire as a free action if both types are available.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Light	50/100/200	3d10 (II)	5	1	80	1	1	$15K
Notes: Reaction Fire, SBT. HE ammo is damage 3d8 (I), LBT, AP 0.								
Medium	75/150/300	4d10 (III)	10	1	60	2	3	$30K
Notes: SBT. HE ammo is damage 4d8 (II), LBT, AP 5.								
Heavy	100/200/400	5d10 (IV)	20	1	40	4	5	$60K
Notes: SBT. HE ammo is damage 5d8 (III), LBT, AP 10.								
Super	150/300/600	6d10 (VI)	30	1	20	10	6	$100K
Notes: MBT. HE ammo is damage 6d8 (IV), LBT, AP 15.								
Super Heavy	150/300/600	8d10 (VII)	40	1	10	16	8	$500K
Notes: MBT. HE ammo is damage 8d8 (V), LBT, AP 20.								

FLAMETHROWERS

Flamethrowers use liquid, vapor, or plasma to burn targets. Planetside they're often used to dig opponents out of bunkers, caves, or other tight places, and as terror weapons against lightly armored foes. Flame weapons may set targets on fire (see **Hazards** in *Savage Worlds*) unless in a vacuum.

- **AMMO:** Fuel pods (Cost $500).
- ✳ **PLASMA:** At Dev II, the flamers may fire plasma instead for 2× the ammo cost. A raise on the attack roll causes +2d6 damage instead of +d6.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Heavy	Cone	3d12 (I)	—	1	30	1	1	$5K
Notes: Cauterize, Incendiary, Cone or MBT up to 18" (36 yards).								

GRAVITY CANNONS

Gravity cannons blast a target with waves of gravitic distortion that wreak havoc on the structural integrity of vehicles and disorient crew or living targets.

- **AMMO:** Gravity cannons are usually connected directly to power centers and don't require ammunition. Away from these sources, they can be connected to large batteries that weigh 500 pounds and cost $5K.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
✳ Heavy	50/100/200	5d12 (IV)	10	1	10	12	5	$100K
Notes: LBT. A target Shaken or Wounded by a gravity cannon is Distracted.								

GRENADE LAUNCHERS

Grenades are careless and indiscriminate weapons most often used against greater numbers.

- **LAUNCHER:** The required launcher (Min Size 1, Cost $2K) can hold up to 12 grenades. A full reload takes up one Mod slot. Reloading is automated and allows the user to reload or change which round fires from the magazine (a limited free action).
- **AMMO:** Individual grenades (Weight .5, Cost $50).
- **BEEHIVE ROUNDS:** A grenade launcher may fire "beehive rounds," a shell filled with shrapnel that fires in a Cone Template, much like a large shotgun.
- **WARHEADS:** The standard grenade listed below may be upgraded with any of these warheads (see page 48): EMP, High Explosive, Incendiary, Phase, Plasma, Smoke, Stun, and Time.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Frag	24/48/96	3d6 (I)	—	3	12	—	1	$600
Notes: MBT. The launcher includes space for one reload of grenades (purchased separately).								

ION CANNONS

These cannons fire powerful bursts of ionized particles to disrupt an enemy's electronics with minimal damage to the target.

- **AMMO:** Ion cannons are usually connected directly to power centers and don't require ammunition. Away from these sources, they can be connected to large batteries that weigh 100 pounds times their Mod value, and cost $1000 times their Mod value.
- **EMP:** Ion cannons are EMP weapons that cause no actual Wounds, but if damage equals or exceeds the target's Toughness, the target's electronics are knocked out. See page 44.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
✳ Light	75/150/300	5d8 (II)	—	1	10	4	3	$20K
✳ Medium	75/150/300	7d8 (III)	—	1	10	8	4	$50K
✳ Heavy	75/150/300	9d8 (IV)	—	1	10	20	5	$100K

LASERS

Lasers are convenient, powerful weapons if the vehicle has energy to spare. At this size they can burn through solid materials and flash-boil flesh.

- **AMMO:** Lasers are usually connected directly to power centers and don't require ammunition. Away from these sources, they can be connected to large batteries that weigh 100 pounds times their Mod value, and cost $1000 times their Mod value.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
✳ Gatling	50/100/200	3d6+4 (I)	4	4	80	1	1	$3K
Notes: Cauterize, Overcharge, Point Defense, Reaction Fire.								
✳ Light	150/300/600	2d10 (II)	10	3	80	2	1	$20K
Notes: Cauterize, Overcharge, Reaction Fire.								
✳ Medium	150/300/600	3d10 (III)	20	2	60	4	3	$50K
Notes: Cauterize, Overcharge.								
✳ Heavy	150/300/600	4d10 (V)	30	1	40	8	5	$200K
Notes: Cauterize, Overcharge.								
✳ Super	150/300/600	5d10 (V)	30	1	20	12	8	$300K
Notes: Cauterize, Overcharge.								
✳ Super Heavy	150/300/600	6d10 (VII)	40	1	10	20	12	$1M
Notes: Cauterize, Overcharge.								
✳ Mega	150/300/600	8d10 (VII)	40	1	1	28	16	$2M
Notes: Cauterize, may not be Linked or Overcharged. Takes one minute to recharge after firing.								

MASS DRIVERS

Mass drivers (or "rail guns") magnetically propel heavy projectiles at high speed, causing devastating damage to whatever they impact. Launch systems are extremely long and difficult to move so they're usually found only on large sea- or starships. This makes them ideal for planetary bombardments or support, or taking out enemy capital ships with slow or predictable movements.

- **AMMO:** Projectiles are made of dense metallic materials such as can be found in many asteroids or planets, making them favorite weapons for long-range military vessels that need to resupply from natural materials as they go (1d10 × 10 in Shots can be mined from most asteroids per hour, divided by the number of d12 rolled for damage). Larger accelerators launch larger projectiles, hence the greatly increased damage.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Light	100/200/400	2d12+2 (I)	5	3	100	2	2	$10K
Notes: Point Defense, Reaction Fire, SBT.								
Medium	100/200/400	3d12+3 (II)	5	2	80	4	3	$20K
Notes: MBT.								
Heavy	100/200/400	4d12+4 (III)	5	1	60	8	4	$40K
Notes: LBT.								
Super	100/200/400	6d12+6 (IV)	5	1	40	12	8	$80K
Notes: 10" (20 yard) radius.								
Super Heavy	100/200/400	8d12+8 (VI)	5	1	10	20	12	$400K
Notes: 25" (50 yard) radius.								
Mega	100/200/400	10d12+10 (VII)	5	1	1	28	16	$1M
Notes: 50" (100 yard) radius.								

MINES

Mines can be buried underground, hidden under brush, or floated in water or space to detonate when triggered. Low-tech mines are set off by weight or impact (usually drawn to metal targets by magnetic force). High-tech mines have cameras, microphones, and motion detectors controlled by limited AI. These can be set to detonate under whatever circumstances the user sets and the equipment can detect. For example, a mine might be told to detonate if it detects life forms and doesn't hear a particular keyword or passphrase.

Use the statistics for grenade launchers to "launch" a mine, at half the listed Range.

- **AMMO:** Individual mines (Weight 5 lbs, Cost $1,000).
- **WARHEADS:** The standard mine listed below may be upgraded with any of these warheads (see page 48): Armor Piercing, EMP, High Explosive, Incendiary, Phase, Plasma, Smoke, Stun, and Time.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Mine	LBT	4d6 (II)	10	1	1	1	1/10	$1K

MISSILES

Missiles pack a deadly punch in relatively small and disposable containers, allowing even a small or light vehicle to do significant damage to much larger targets.

- **LAUNCHER:** The required rack (Min Size 2, Mods 1, Cost $1K) can hold one type of missile at once and includes space for that type's Shots value (paid for separately). Guided Weapon (see page 44).
- **AMMO:** Cost is for a full reload of the missile type's Shots value. A full reload takes up one Mod slot. Reloading is automated and allows the user to reload or change available missile types or warheads as a limited free action when fired. Warheads, unlike bullets, use one shot per RoF.
- **WARHEADS:** Light, medium, and heavy missiles may be upgraded with any of these warheads (see page 48): EMP, High Explosive, Incendiary, Nuclear (heavy missiles only), Phase, Plasma, Smoke, Stun, and Time.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
MISSILES								
Micro	25/50/100	3d6 (I)	—	1	2	—	—	$1K
Notes: A pod of micro missiles fired as a single swarm. If the attacker takes an aimed shot (see Aim in *Savage Worlds*), he may pick which targets in the template are affected. Guided Weapon, LBT, ignores Point Defense.								
Light	100/200/400	6d6 (III)	16	4	8	—	—	$4K
Notes: Guided Weapon, SBT.								
Medium	150/300/600	7d6 (IV)	24	2	4	—	—	$10K
Notes: Guided Weapon, MBT.								
Heavy	200/400/800	8d6 (V)	32	1	2	—	—	$20K
Notes: Guided Weapon, LBT.								

PARTICLE BEAMS

Particle beam weapons fire a long stream of charged particles. They require minuscule mass but massive energy sources.

- **AMMO:** Particle beams are usually connected directly to power centers and don't require ammunition. Away from these sources, they can be connected to large batteries that weigh 100 pounds times their Mod value, and cost $1000 times their Mod value.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
✳ Light	75/150/300	5d8 (IV)	24	2	40	4	3	$150K
Notes: Beam Weapon, Reaction Fire.								
✳ Medium	75/150/300	7d8 (VI)	32	2	20	8	4	$750K
Notes: Beam Weapon.								
✳ Heavy	75/150/300	9d8 (VII)	40	2	2	20	5	$3M
Notes: Beam Weapon.								

PARTICLE CANNONS

Particle cannons accelerate microscopic amounts of matter with tremendous energy and project them as a bolt of plasma. They scale to different sizes and don't need ammunition, just the energy to imbue and deliver the bolt.

- **AMMO:** Particle cannons are usually connected directly to power centers and don't require ammunition. Away from these sources, they can be connected to large batteries that weigh 100 pounds times their Mod value, and cost $1000 times their Mod value.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
✳ Light	100/200/400	4d6+4 (II)	5	3	90	2	2	$25K
Notes: Point Defense, Reaction Fire.								
✳ Medium	100/200/400	6d6+6 (III)	10	3	60	8	4	$50K
✳ Heavy	100/200/400	8d6+8 (V)	20	3	30	12	6	$250K

ROCKET LAUNCHERS

Rockets have shorter range than missiles but can't be jammed. They can still be shot down by Point Defense systems, however.

- **LAUNCHER:** The required rack (Min Size 2, Mods 1, Cost $1K) can hold one type of rocket at once and includes space for that type's Shots value (paid for separately).
- **AMMO:** Cost ais for a full reload of the rocket type's Shots value. A full reload takes up one Mod slot. Reloading is automated and allows the user to reload or change available rocket types or warheads as a limited free action when fired. Warheads, unlike bullets, use one shot per RoF.
- **WARHEADS:** Light, medium, and heavy rockets may be upgraded with any of these warheads (see page 48): EMP, High Explosive, Incendiary, Phase, Plasma, Smoke, Stun, and Time.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Micro	20/40/80	3d6 (I)	—	1	2	—	—	$500
Notes: A pod of micro rockets fired as a single swarm. LBT, ignores Point Defense.								
Light	20/40/80	6d6 (III)	16	4	8	—	—	$2K
Notes: SBT, No Recoil.								
Medium	20/40/80	7d6 (IV)	24	2	4	—	—	$6K
Notes: MBT, No Recoil.								
Heavy	20/40/80	8d6 (V)	32	1	2	—	—	$15K
Notes: LBT, No Recoil.								

SLUGTHROWERS (MACHINE GUNS)

Slugthrowers are traditional firearms firing chemically propelled rounds. They are primarily used for infantry suppression and support or attacks on light targets. When mounted in this way they gain the Point Defense and Reaction Fire abilities.

- **AMMO:** Standard ammo is listed for each type of weapon in its individual notes. Additional kinds of rounds may be purchased at no additional cost:
  - **Armor Piercing:** Damage −2, AP +4.
  - **Incendiary:** Cauterize. Small flammable targets may catch fire (see **Fire** in *Savage Worlds*). For Size 4+ targets, bonus damage is +d8 instead of +d6. Add +1 to Shooting when firing at Rate of Fire 2 or more.
  - **Hollowpoints:** −2 AP, +2 damage only if the target has no Armor at all.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Light	30/60/120	2d8	2	3	200	1	1	$700
Notes: Point Defense, Reaction Fire, not a Heavy Weapon. Ammo is $100 per 200-round drum.								
Medium	30/60/120	2d8+1	2	3	100	2	1	$1K
Notes: Point Defense, Reaction Fire, not a Heavy Weapon. Ammo is $100 per 100-round drum.								
Heavy	50/100/200	2d10 (I)	4	3	50	3	1	$2K
Notes: Point Defense, Reaction Fire. Ammo is $100 per 50-round drum.								
Minigun	50/100/200	2d8+1 (I)	2	5	2000	3	1	$10K
Notes: Minimum Rate of Fire 3. Point Defense, Reaction Fire. Ammo is $1K per 2000-round bin.								

STUN WEAPONS

Vehicular stun weapons use sound, microwaves, or other energy to disrupt and break up large crowds. They may also be useful at passively driving off or herding large creatures on frontier worlds where travelers seek to cause as little harm as possible to the local wildlife.

- **AMMO:** Stun weapons are usually connected directly to power centers and don't require ammunition. Away from these sources, they can be connected to large batteries that weigh 100 pounds times their Mod value, and cost $1000 times their Mod value.
- **STUN:** With a successful hit the target must check Vigor at −4 or become Stunned (−6 with a raise). They have no effect on vehicles, robots, or creatures without nervous systems.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Ray	50/100/200	—	—	1	60	1	1	$5K
Projector	25/50/100	—	—	1	30	2	1	$10K
Notes: Cone Template.								

Alternate Stats

In some settings, more advanced equivalents of the same weapons or systems may be available—for a price. One way to reflect that is to halve the Mods of the item (rounding down) but multiply the cost by 10 to reflect the scarcity of such tech. This generally increases the base Dev Level by one as well, to the usual maximum of Dev III presented in this book.

Advanced modifications are at least −2 to repair, but see the Exo Scientist Edge on page 26 for a way around that limitation. The availability of any advanced item is the GM's call; such equipment might even count as a unique Artifact (see Chapter Twelve).

The Game Master should also feel free to simply "cheat" when she wants. A walker with even 25% more Mod space from a mysterious faction makes for a terrifying foe, a secret to be uncovered, and the basis for numerous adventures.

TORPEDOES

Torpedoes are large, heavy missiles packed with explosives or other devices designed to inflict massive damage to hard targets such as space stations or enemy capital ships. They may only be fired in space or a liquid environment—they are not designed for atmospheric flight.

- **LAUNCHER:** The required rack (Min Size 12, Mods 2, Cost $500K) can hold one type of torpedo at once and includes space for that type's Shots value (paid for separately). Guided Weapon (see page 44).
- **AMMO:** Cost is for a full reload of the torpedo type's Shots value. A full reload takes up one Mod slot. Reloading is automated and allows the user to reload or change available torpedo types or warheads as a limited free action when fired. Warheads, unlike bullets, use one shot per RoF.
- **WARHEADS:** The standard torpedoes listed below may be upgraded with any of these warheads (see page 48): EMP, High Explosive, Incendiary, Nuclear (heavy torpedoes only), Phase, Plasma, Smoke, Stun, and Time.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
Light ***Notes:*** Guided, LBT.	300/600/1200	6d10 (V)	20	2	2	—	—	$200K
Medium ***Notes:*** Guided, LBT.	300/600/1200	7d10 (VI)	30	1	1	—	—	$300K
Heavy ***Notes:*** Guided, LBT.	300/600/1200	8d12 (VII)	40	1	1	—	—	$400K

TRACTOR BEAMS

Tractor beams latch onto a target and pull captor and captive inexorably together. The beam is fired like a weapon that ignores shields and sloped armor. If the weapon hits, the target may no longer move farther away from the attacker. Either ship may decrease the distance between them, however, and attempt to ram or board when the distance closes to zero (see **Chases & Vehicles** in *Savage Worlds* and additional rules for **Boarding** on page 142 of this book). If the captive ship is larger, any locked ships automatically move with it (regardless of their Top Speed). The captive ship may attempt to escape the beam with an action and a maneuvering roll at –4 on its captain's turn.

- **AMMO:** Tractor beams are usually connected directly to power centers and don't require ammunition. Away from these sources, they can be connected to large batteries that weigh 100 pounds times their Mod value, and cost $1000 times their Mod value.

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN SIZE	MODS	COST
✷ Light ***Notes:*** May affect up to Size 11 vehicles.	50/100/200	—	—	1	20	10	2	$100K
✷ Medium ***Notes:*** May affect up to Size 28 vehicles.	100/200/400	—	—	1	10	20	4	$300K
✷ Heavy ***Notes:*** May affect up to Size 44 vehicles.	100/200/400	—	—	1	1	30	8	$500K

"...A GOOD MILITARY COMMANDER SPENDS THE LIVES OF THEIR PEOPLE RELUCTANTLY AND WITH REGRET, BUT DOES SPEND THEM WHEN NECESSARY. THE GOOD POLITICIAN DOES THE SAME THING WITH PRINCIPLES. THERE AREN'T ANY FINE BURIALS FOR SACRIFICED PRINCIPLES, THOUGH."

-JACK CAMPBELL, THE LOST FLEET

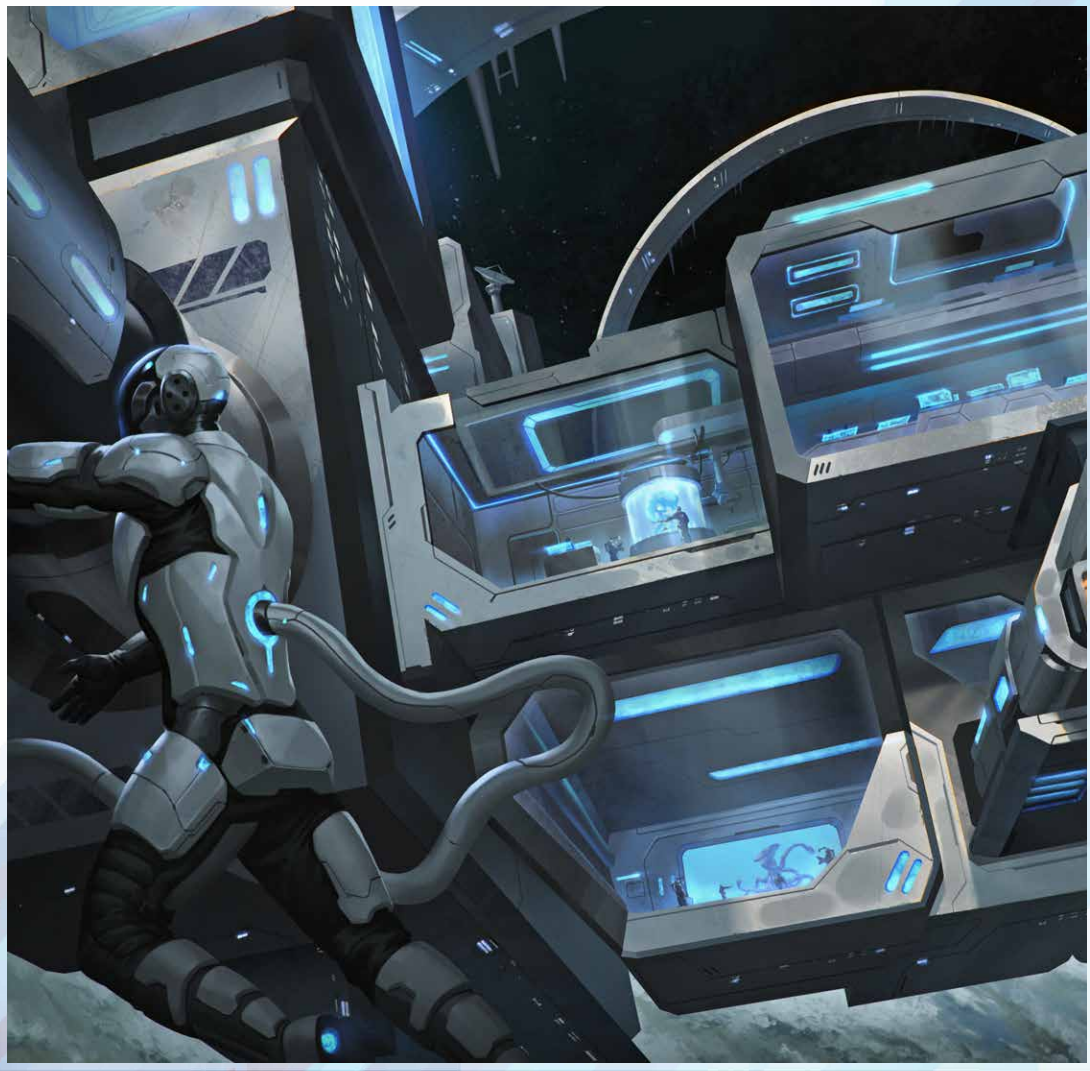
Outposts

Some adventuring parties in science-fiction campaigns maintain a headquarters of some sort. Their "outpost" might consist of a series of apartments on an international space colony, a lonely research station at the edge of known space, or an alien ruin on an exotic planet. They might even live primarily on their ship but call a particular spaceport their home—be it a wretched hive of scum and villainy, lost colony, or industrial ringworld.

Whatever the form, the party's outpost is a place where they can plan their next adventure, upgrade their ship, hone their skills, or maybe even spend some time in the arms of an alien paramour!

If the Game Master's campaign centers around such a place, or the players decide to occupy one during play, simply follow the steps below.

* **STEP 1:** Roll an Advantage (page 67).
- **STEP 2:** Roll a Complication (page 68).
- **STEP 3:** Determine the outpost's Form and how the party acquires it (page 69).
- **STEP 4:** Add any Upgrades (page 70) the outpost might already have when acquired. The player characters can guide its growth from there.



Step 1: Advantage

The Advantages listed below should work for most sci-fi settings, from space opera to dark and gritty worlds plagued by horrific threats. Customize them as desired to fit your game. An Exotic Location in a Warhammer 40K™ -style universe might be a drifting Eldar craftworld. In a setting inspired by James Cameron's *Avatar*™, it might be a giant living forest of connected trees inhabited by a family of friendly ikran.

In all cases, "members" refers to any and all permanent team members who have free access to the base and its systems. If an individual quits or leaves the team, or if the base is destroyed, any bonus is lost.

Advantage (Roll d6)

1–Exotic Location: The outpost is in an unusual location, such as an alien ruin, an abandoned mining colony on a drifting asteroid, or a drifting space hulk long forgotten by the people who made it.

Wondrous items sometimes emerge from the outpost's mysterious depths (or surroundings). Whenever the party upgrades the outpost, generate or choose an exotic item from Chapter Twelve. The item may be used or sold as the adventurers choose.

If Arcane Backgrounds are allowed, members who have that Edge reduce the cost of powers activated within the base by 1.

2–Hallowed: The structure and its grounds are deeply revered and respected. It may mark the site of a great battle or heroic sacrifice, hold the remains of a legendary space explorer, or be the former home of a prestigious order or academy. Members start each session with an extra Benny, and most locals and ordinary travelers have a Friendly attitude toward them.

3–Inspiring: The outpost inspires those who live there. It may look out on a swirling nebula, be filled with exquisite alien artifacts, sit within an unspoiled utopian forest, or feature statues or trophies to those brave explorers who came before. The Spirit of each of the team members is increased one die type. The bonus is lost when a character leaves the team.

4–Mentor: The base is managed by an exceptional individual of some kind—an extraordinarily prescient artificial intelligence, grizzled explorer, or even a distant and mysterious alien "presence."

The GM should work with the players to create the mentor and their backstory. Then, at the start of each session, randomly choose one player character. Continue to do so each session until every player has been chosen once, then start again. That character may recite a brief tale of the mentor's guidance or inspiration to gain Conviction that must be used on some action relevant to the anecdote. If the Conviction isn't used by the end of the adventure, it's lost.

5–Productive: The outpost produces income of some sort. Members share in the rewards and enjoy a monthly bonus equal to their Starting Funds times their Rank (2× at Seasoned, 3× at Veteran, and so on). The outpost is coveted by others, and may be the frequent target of pirates, powerful corporations, or covetous rivals.

6–Renowned: The outpost is famous for something. Maybe it's known for being a neutral ground for various peoples, the nerve center of a powerful empire, or the hub of a revered society of explorers or galactic freedom fighters.

All team members gain a permanent die type in a Trait of their choice. The bonus might come from exposure to cultural phenomena, exceptional training equipment or tutors, or the high standards people expect of those who represent this place.

"I WAS THERE, AT THE DAWN OF THE THIRD AGE OF MANKIND. IT BEGAN IN THE EARTH YEAR 2257 WITH THE FOUNDING OF THE LAST OF THE BABYLON STATIONS, LOCATED DEEP IN NEUTRAL SPACE. IT WAS A PORT OF CALL FOR REFUGEES, SMUGGLERS, BUSINESSMEN, DIPLOMATS AND TRAVELERS FROM A HUNDRED WORLDS."
-AMBASSADOR MOLLARI, BABYLON 5

Step 2: Complication

Complications are long-term issues with the outpost. The explorers might be able to resolve these matters for a while, but they eventually return, change, or evolve with some twist or change to keep the story interesting.

Complication (Roll D6)

1–Contested: A powerful rival wants the outpost for their own. They're constantly attempting to take it by guile, force, sabotage, subterfuge, or even lawsuits! The foe could be a megacorporation, corrupt official, enemy empire, or explorers from rival worlds or organizations.

The team gains the Enemy (Minor) Hindrance. The enemy might be powerful but only show up occasionally, or may be less powerful but more frequent in their actions.

2–Dangerous: The outpost is falling apart. It may be old, was built poorly, suffers frequent breaches, or is too close to a massive source of radiation or strange energy. This causes frequent and seemingly unconnected problems—inhabitants are often ill, computers become corrupt, and main power fails intermittently.

When rolling for Encounters (page 72), treat a roll of 2 to 5 as a Malfunction on that table instead.

3–Foreboding: The outpost fills the inhabitants and guests with dread. Perhaps it is a reminder of some terrible tragedy, is built on the bones of a ruined world, or is the last bastion of some forgotten people, cause, or principle.

Team members have the Bad Luck Hindrance. Roll again until you get a different result if the outpost's Advantage is Hallowed.

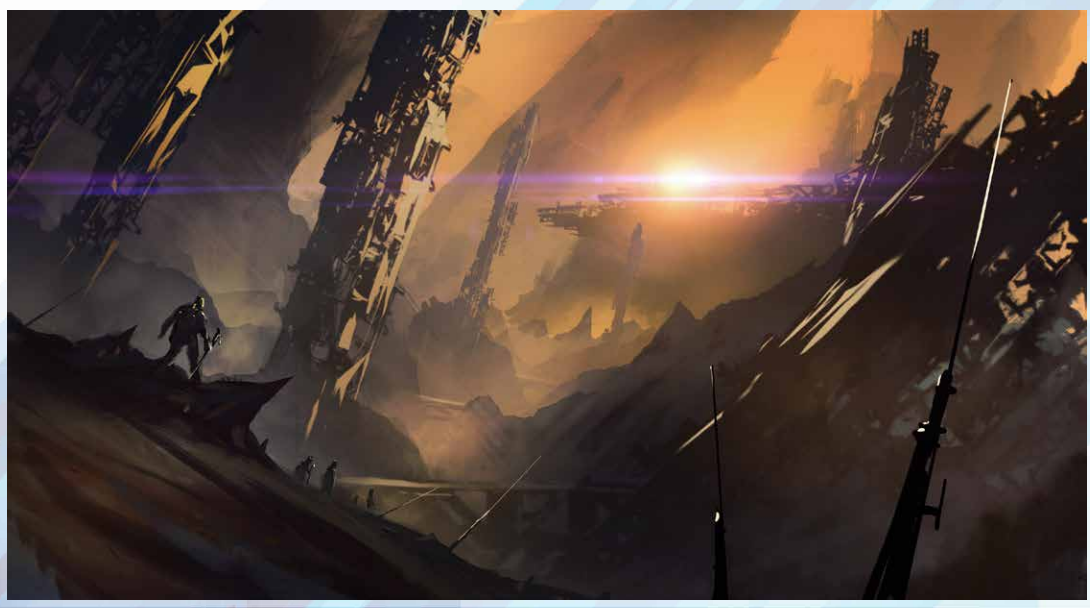
4–Intruders: The outpost is frequently invaded by enemies or pests of some sort. The intruders occasionally find their way in to cause trouble, steal equipment, or even attack. Deadly xeno-forms creep in through the vents and ductwork, beings of pure energy are attracted to its power core, or the ghosts of the alien world it's built atop haunt its halls.

The GM should work with the players to decide the nature of the threat.

5–Remote: The outpost is in a far-removed location. It may be on the outer edge of the known worlds, underground or underwater on an out-of-the-way planet, or in an inhospitable region of a hazardous climate.

Whatever the location, travel to the base is often hazardous, particularly for those who aren't prepared for its challenges. The GM and players should work together to figure out the exact nature of this Complication.

6–Strange Tech: The outpost was created with alien, outdated, or advanced technology beyond the usual understanding of the team's members. Using any of its systems incurs a –2 penalty.



Step 3: Form

Now that you know a bit about the outpost, figure out its general form and appearance. Is it a prefab structure on the cliffs of a lush paradise planet? An underground bunker on a world covered in rivers of lava? An isolated space station? Whatever it is, it's large enough to accommodate the team's personal quarters, mess, meeting rooms, and transportation.

If the team later expands their base so that the current description no longer makes sense, the GM and players can describe an expansion, they can move to a new facility, or whatever else fits narratively.

Acquisition

Next decide how the heroes came by their base. Were they gifted it by a wealthy patron? Tasked with running it by some authority? Does it belong to one of the characters? Do they have to complete some goal to acquire it? Does it come with an obligation of some sort?

Don't worry about the "cost" of the outpost. Decide what makes sense for the group and their environment and use it as an opportunity to emphasize the flavor of the setting. If the team works for a distant megacorp, for example, maybe they have to start with fairly spartan lodgings until they turn a profit through their adventures—uncovering alien artifacts, salvaging space hulks, or defending the space lanes from pirates. If they're valued professionals, maybe their accommodations are more luxurious, but their actions are held to strict and unflinching standards.

Maintenance

Outposts require mundane services such as electricity, communications, water, and so on. Large installations also need help with the day-to-day operations—caretakers, facilities personnel, or robotic servants.

The players and GM should work together to understand these additional characters, perhaps naming any important staff and giving them unique personality traits to make them memorable and unique. (You can use the **Allied Personalities** table in *Savage Worlds* for inspiration.)

The cost to maintain the outpost isn't something the players and Game Master should normally track. Such matters might create adventures, however. Perhaps a meteor shower causes great damage and the heroes are on the hook for the repairs. Or the company they work for suffers a hostile takeover and the party must prove their worth or be shut down. It's especially interesting—on occasion—to use situations like these to encourage tasks the party wouldn't usually take, such as courier missions or taking sides in some conflict they otherwise have no interest in.

Don't worry about actual numbers; just use maintenance and upkeep issues to create drama and force decisions, particularly those that result in adventures.

The Black Fortress

Red, Gabe, and their team are mercenary mech pilots based on a peaceful agricultural world. From here their group is hired out to fight on distant battlefields of a war-torn galactic empire.

After several successful missions, the team decides they need a defensive outpost to live in and store their precious walkers. The Game Master thinks about it, agrees, and generates the basics of a potential outpost. She rolls a 2 on the **Advantage** table and gets Hallowed, then a 6 on the **Complication** table—Strange Tech.

Putting these two ideas together, the GM tells the heroes there's an old fortress on their world that was built by a strange precursor culture. It's been taken over by deadly xenos, but if they clear it out, the local government will happily deed it to them.

The team straps on their body armor, charges up their weapons, and battles through the crumbling walls of the impressive edifice. By the time they're done, they've Advanced—which gives them an Upgrade for the fortress as well. They choose a Hangar for their walkers—the local authorities gladly gifting them the materials and labor for their efforts and promise of protection should their own planet ever be threatened.

ROOM UPGRADES

Bases consist of personal living quarters, kitchens, meeting rooms, showers, and other basic areas by default. Anything else is an "Upgrade." When the group earns an Advance, they may also add any one of the Upgrades below to their outpost.

Encounters: Having a customized outpost comes with a price. Whenever the team Upgrades their base, roll on the **Encounters** table on page 72.

Acclimation Enclosure: The outpost has an obstacle course and special equipment designed to simulate different planetary conditions. It can simulate dense and thin atmospheres. Crews can train in the enclosure for a week to acclimate to either **Thin Atmosphere** (see page 82) or low and high pressure. At Dev II the enclosure can simulate different gravities as well. If this Upgrade is taken a second time characters acclimate in three days.

Advanced Firewalls: The team's electronics are protected by advanced firewalls or protective software that make them very difficult to hack. Any foe attempting to break into their systems subtracts 8 from their Hacking rolls, and failure automatically signals all available team members to the attempted intrusion.

Barracks: The outpost has space for a squad of 12 marines or other protectors. If this is taken a second time, the squad increases to a platoon (20 individuals plus a Wild Card officer), and a half-company of 50 defenders plus a Wild Card subcommander if taken a third time. If the GM allows, additional Upgrades add another 50 individuals.

Base Defenses: The outpost's entrances have automated turrets equipped with either stun guns or pulse Gatling weapons (team's choice). If this Upgrade is taken a second time, the turrets cover all Upgraded rooms as well.

Brig: The outpost contains four small cells in a secure area. Each cell holds up to four normal-size individuals and contains basic amenities. If taken a second time the brig has 12 cells, and 20 if taken a third time.

Combat Simulator: This Upgrade may be taken up to three times. Each time gives any of the outpost's nonplayer character guardians a combat-oriented Advance (see Barracks, above).

Command Center: The outpost has a cutting-edge command center with interactive maps linked to satellite networks, advanced scanners, and state-of-the-art communications arrays (including entangled and FTL comms if available, see **Starship Modifications,** page 148).

Cryosleep Chambers: The outpost contains a secure room with enough cryogenic "sleeping" tubes for 20 beings. This puts the person inside in a state of "suspended animation" for up to 100 years with minimal power (much longer at Dev II and III, as determined by the Game Master). Anyone waking up from cryosleep suddenly (due to emergency or breach) is Stunned. Additional chambers may be taken to house 20 more individuals each time.

Factorium: A 3D printing shop that can manufacture objects or devices of Size –2 or less in 1d6 minutes. This reduces the listed cost by 50%, including patent fees and resources. If taken a second time it can produce items of Size 1 or less (1d6 × 10 minutes), and a third time for up to Size 5 or less (1d6 hours × Size).

Game Room: The party has a dedicated game room with space and equipment for tabletop games. This Upgrade may be taken up to three times. The camaraderie of gaming together adds a Benny per Upgrade to a special team pool when it's built and at the start of each session. The player characters should take turns being in charge of the pool, with the leader handing out these Bennies as she sees fit among all those team members who usually participate in the game sessions.

Gymnasium: The outpost contains a workout room with intense and guided VR routines that can increase Agility, Strength, or Vigor one die type. The attribute is retained until another is focused on, but the increase does not count during Advancement (use the "real" attribute value).

Hangar: The outpost has dedicated space for the team's vessels, including aircraft, starships, walkers, vehicles, etc. Each time it's taken the hangar can accommodate up to 10 Size points of vehicles (one Size 10, two Size 5, etc.).

Learning Library: Books, videos, cerebral feeders, or other technology enhances team members' skills. "Studying" increases any one skill a die type (regardless of linked attribute), and is retained until a new skill is focused on. The boosted skill does not count for Requirements.

Medical Center: The team has a full hospital with advanced life-saving equipment. Add +2 to Healing rolls made to treat patients here. At Dev II, it grants a natural healing roll every day.

Monument: This Upgrade may only be taken after a team member falls! A monument in a prominent location in the base recounts her achievements and final sacrifice. Every member of the exploration team increases their Spirit one die type permanently. This may only be taken once, no matter how many monuments are eventually installed.

Psi Lab: The psionic lab offers constant training for those with Arcane Background (Psionics). As long as the lab exists, members gain +5 Power Points.

Sanctuary: The outpost has a serene space dedicated to reflection, religion, meditation, or introspection. Those who pray or meditate there add +1 to all Spirit rolls for the next month.

Science Lab: The base has an advanced workshop, laboratory, or research room that adds +2 to any Science or relevant Research rolls made within.

Self-Sufficient: The base has its own water source, generator, food storage, hydroponics, oxygen (if necessary), and other critical life-support systems. The team can survive within for up to 90 days even if cut off from the outside world each time this Upgrade is taken.

Simulation Room: Detailed simulators teach team members how to respond to various situations. The room uses VR tech at Dev Level I, holographs at Dev II, and tangible "hard light" programs at Dev III. Training grants each participant one Edge (with GM's approval—one can learn to be Quick but can't "learn" to be Rich) that is retained until a new Edge is focused on.

Stables: Secure stables for a dozen or so mounts such as horses or alien animals. If taken a second time, the stables have a dedicated trainer that can increase one of each mount's attribute or skill one die type.

✷ **Teleporter:** The outpost has a teleporter room that can accommodate up to ten people at a time. An Electronics roll sends the users to a scanned location up to 20,000 miles distant.

Vehicle Bay: The heroes have a dedicated vehicle bay that adds +2 to vehicle Repair rolls.

ENCOUNTERS

Every time your group Upgrades the base, roll a d20 and consult the **Encounter** table below. As always, the Game Master should customize details for her world and the party's particular backgrounds and adventures.

D20	ENCOUNTER
1	**Danger! Danger!:** Roll twice and apply both results!
2–8	**All Quiet:** Nothing troubles the outpost or its owners this time around.
9	**Malfunction:** A major system goes haywire. Any one Upgrade, GM's choice or rolled randomly, cannot be used for 30 days while the staff attempts repairs. A player character can spend an entire day working on it herself—making a Repair roll that reduces the Upgrade's downtime by one day for each success and raise.
10	**Invasion:** Outsiders arrive in the area to threaten the outpost directly. Aliens warp in from hyperspace, an inhabited rogue planet drifts into the system, or distant enemies finally launch a major offensive in the area.
11	**Alliance:** Like an Invasion above, but the newcomers aren't hostile—so long as they're placated. A mutual defense pact against their own powerful enemies, concessions to their unique culture, or even a diplomatic marriage union may be required to keep things from getting out of hand.
12	**Disturbance:** Formerly benign creatures or allies suddenly turn violent. There might be an enemy manipulating events, an unexpected change in the environment that alters behavior, or a legitimate violation by the outpost that needs to be corrected.
13	**Shortage:** Supply-chain issues, mismanagement, or an accident leave the outpost low on vital equipment. The heroes must find a location with what they need, travel there, then buy, trade, or steal what they need before the people they left behind suffer.
14	**Raiders:** A group of marauders plunders the bases and ships in the region. Their success may be due to a small armada of stolen ships, strikes from a secret base, or insidious connections with one of the rival powers in the area.
15	**Infestation:** Deadly creatures infiltrate the base. They could be worms that leech energy from the reactor, or primitive insectoids looking to claim the outpost as a hive. The heroes must clear the outpost of the infestation before the xenos destroy it.
16	**Disaster:** An incoming asteroid, exotic solar flare, or other natural disaster is headed toward the outpost. It's predictable and impending, but cataclysmic unless the heroes can find a solution before it's too late.
17	**Visitor:** Unwelcome beings make themselves at home on the outpost. It could be a single mischievous being with cosmic powers, fugitives trying to evade ruthless hunters, or malevolent aliens who can mimic the base's normal inhabitants. It's up to the heroes to find a way to get rid of the troublesome newcomers.
18	**Artifact:** The heroes uncover a relic from an ancient power in or under the outpost (see Chapter Twelve for some ideas). The object might be inherently dangerous, contain a malevolent entity, or draw unwanted attention from powerful beings seeking the relic for their own purposes.
19	**Diplomatic Dilemma:** A dispute breaks out between some of the outpost's allies, potential allies, or neighbors. The party is forced to side with one and make an enemy of the other, or find some unique solution to placate both—perhaps by uncovering a conspiracy to set the factions against each other in the first place.
20	**Shakeup:** The world, system, corporation, or galaxy's power changes radically after an assassination, coup, or election. The new administration is at odds with the outpost's usual methods. The heroes must find a way to restore the status quo or survive resisting their new masters' demands.

Example Outpost: Phoenix Station

Advantage (Renowned): The players in a space-opera campaign decide they need an outpost of their own. On the first table they roll a Renowned location. Since the main enemy are the warlike Rigellians, who seem determined to wipe out humanity, they decide the outpost should be a historical structure that is recognizable as an icon of Earth's resistance. The perfect candidate is the wreckage of the *Phoenix*, a famous battle cruiser from the early days of the war, now lying abandoned in the wastelands of Earth. Restoring it to space-worthiness will be quite a task, but they have the backing of the Star Council. Every member of the party gains a permanent die type in a Trait of their choice.

Complication (Dangerous): Since the *Phoenix* has been neglected for over a century, its damaged superstructure succumbing to rust and corrosion, simply restoring it to functionality won't be enough to make it truly safe—at least not for a while. When rolling for Encounters, they have an increased chance of a Malfunction result.

Form (Refurbished Battleship): Spanning nearly 1,000 feet in length, the *Phoenix*—now renamed *Phoenix Station*—is an impressive sight. Or it will be, once fully repaired and repainted, that is. Undamaged portions of the superstructure provide sufficient living chambers for the heroes and tagalongs, as well as secure storage and meeting space, with room for even more as repairs continue.

Sadly, the *Phoenix* is too antiquated to ever return to service as a battleship. New advancements in technology would far exceed its structural integrity, and even if it was retrofitted its hull isn't strong enough to support the strain of FTL travel. Nonetheless, once hauled into orbit near Sol Station it stands as a visible inspiration to millions, and operates as a home base and staging ground for the heroes' forays against the Rigellians.

Unique Staff Members

- **Lead Engineer:** Xhan-Dunu is a Rigellian rebel who took up arms against his own kind to aid the heroes. Nobody is more knowledgeable about the old battleship's abilities, a fact that sometimes causes others to view him with suspicion.
- **Communications Officer:** Though she's only an intern, Mercy Kidjo has already shown an aptitude for the job. She is disorganized and distracted when off duty, but when seated at her comms station she is laser-focused and tireless.
- **Steward:** The day-to-day operations of *Phoenix Station* are the responsibility of Mr. Tuan, a former attendant to notable celebrities and ambassadors. An avid devotee of gene therapy, nobody knows how old he really is—and he's not saying!

First Upgrade (Hangar)

Returning from their latest mission, a stealthy venture into Rigellian-controlled territory to investigate rumors of a superweapon, the team decides the first order of business is to complete work on the *Phoenix*'s hangar, which was badly damaged when the ship was shot down long ago. Now they'll be able to launch from it directly without trouble.

Encounter

After the Upgrade, the GM rolls for an Encounter and gets a 12—Disturbance! The players are relieved that the *Phoenix*'s Complication didn't crop up this time, but their comfort doesn't last long when their beloved lead engineer, Xhan-Dunu, inexplicably turns against them! Was he acting as a double agent all this time? With his knowledge of the *Phoenix*'s ins and outs, Xhan-Dunu manages to seal the heroes into an unused wing and opens an old airlock. The confused team members must escape the death trap, then get to the bottom of Xhan-Dunu's uncharacteristic behavior—or lose their ally forever!

Starships as Outposts

While the default base is a static affair—constructed on the surface of a planet, tunneled out of an asteroid, or a space station floating in a fixed orbit—it's just as viable to use a starship instead.

The general process is the same. Roll an Advantage and Complication as usual. When it comes to the Form, things get a bit more specific. Build a Starship (see Chapter Seven) large enough to accommodate at least one superstructure, and dedicate that installation as Superstructure (Special—outpost).

Initially, the structure doesn't provide anything at all beyond the outpost's Advantage and Complication. Room Upgrades install into this space and fill out its functions. The ship's nonplayer character crew become members of the outpost (and the responsibility of the heroes).

Beyond the unique superstructure, construct the rest of the starship normally. The GM may provide the ship, or determine the amount the group may spend to build their own. $10 million is a good starting value for the ship (not including the $5 million for the superstructure), but the GM should feel free to adjust this based on the setting and needs of her campaign.

The outpost has access to all the ship's equipment and may even install additional superstructures if it has the room and funds to do so.

Upgrades

Upgrades are earned normally, and built into the outpost superstructure. These rooms add crew, bays, or other gadgets beyond whatever is already available in the starship.

At the GM's option, the heroes may use an Upgrade to install a Modification to the ship instead. Roll a d6 and multiply the result by $500K. If the cost of the item is equal to or less than the result, the heroes manage to find the gear they're looking for. If not, they don't, but can save the result and add it to their next attempt. They can't exchange the roll for cash, however—the item is traded, scavenged, promised, or otherwise held for them. The heroes can add their own cash to the total if they wish, however.

Roll for an Encounter after each attempt, whether the ship gets the new Modification or not. Other systems may be removed or downgraded to make room for the new item, but the ship doesn't get any money back for those changes—it's all part of the installation process.

Encounters

The usual Encounters apply whether a base is mobile or not, but a starship requires one of two adjustments: either the issue affects people in a region the heroes care about, or whatever is happening follows wherever the starship goes. Which one is more appropriate depends on the specific circumstances. The important thing is that the heroes can't just fly away from the problem without any consequences.

Example: *A powerful and advanced starship outpost was built by a benevolent federation, and the heroes are the command crew exploring the galaxy on behalf of that organization.*

After an Upgrade they roll a 20 for their Encounter—a Shakeup. Suddenly, a new Federation President with ties to a disbanded espionage service is elected under shady circumstances. The president orders the ship to return to dry dock and hand over several crewmen for interrogation. They must also take on a "political officer" appointed by the president to make sure the administration's new regulations are followed!

The heroes can comply and push for changes within the organization, or disobey and strike out on their own. Either choice has implications that follow the ship—and the crew—wherever it goes!

"I FAIL TO COMPREHEND YOUR INDIGNATION, SIR. I HAVE SIMPLY MADE THE LOGICAL DEDUCTION THAT YOU ARE A LIAR."
-SCIENCE OFFICER SPOCK, STAR TREK

Example Ship Outpost: The Darwin

Advantage (Productive): The heroes are researchers and support personnel on a scientific research vessel, the *Darwin*, tasked with studying strange phenomena in the mysterious and distant Pandora system.

Complication (Intruders): In one of their first missions, the team flew through a massive nebula and became infested with mischievous, energy-based life forms they've decided to call "power gremlins." The beings manifest at the worst possible moments to siphon energy from critical electronic systems. The ship's security officer, Captain Stevens, is working on lethal means to deal with the pests, but some of the scientists are convinced they're intelligent and can be reasoned with.

Form (Deep-Space Exploration Vessel): The ship is a Class III science vessel with 50 crew, based on the stock Science Vessel listed on page 155. The team swaps the ship's research superstructure for its outpost superstructure, and are instead investing their Upgrades into the ship itself. The ship isn't Atmospheric, so it has 17 total Mod slots available for other Mods.

Unique Staff Members

- **DR. KUWHATI:** The ship's lead researcher is fastidious and strict. She cares little for society, authority, and even her own crew. The heroes think she's entirely focused on gravitic research for power, wealth, and fame. In truth, she knows a dreadful secret the Scientific Consortium back home is keeping from the rest of the known worlds—their system is threatened by an approaching black hole and she's desperate to save as many lives as possible!
- **DR. HOUHER:** The ship's second-in-command is a wise and kindly xeno-researcher. She's the one who's convinced the gremlins are intelligent, and has so far convinced Dr. Kuwhati and Security Officer Stevens from destroying them. Houher also knows Kuwhati's secret about the black hole, and will eventually entrust this information to the player characters once they've earned her trust.
- **SECURITY OFFICER CAPTAIN JOHN STEVENS:** Stevens is a by-the-book corporate security officer. He believes rules are there for a reason and should never be broken. He can be ruthless when it comes to the safety of the ship.

First Upgrade (Shields)

After several encounters with pirates, the player characters have decided the *Darwin* desperately needs shields. There's nowhere to buy the shields out in deep space, but the GM allows them to roll Science to find a way to cobble some together.

Encounter

Soon after the shields are installed, the GM rolls result 17 on the **Encounters** table—Visitor. She thinks on it between sessions, looks through the creatures in Chapter Thirteen, and comes up with an idea. The "gremlins" are actually the child-form of atomic elementals! The immature beings have so far restricted themselves to feeding off the ship's power core and playing pranks on the strange organic beings who inhabit the ship, but if they're attacked, they could easily destroy the *Darwin* with their atomic attacks! The "visitor" is a caretaker atomic elemental who senses the "children" and wants to take them back. It can't speak, however, and its initial attempts to communicate with the organic crew have caused nothing but fright and paranoia. The heroes must keep Stevens and his officers from attacking the gremlins, find a way to communicate with the caretaker, and coax the gremlins out of the power core where the visitor can round them up—all but a couple, of course, who remain, because the ship has the Intruders Complication.

Chapter Three

Setting Rules

In this chapter are updated and additional rules to help you run games in the myriad worlds of science-fiction, including atmospheric effects, gravity, hacking, intergalactic trade, expanded rules for vehicles, and more.

New & Updated Rules

We've made a few rules changes since the *Savage Worlds Adventure Edition* was first published. You'll find all of them in a downloadable update at our website and current digital and physical printings of the core rules.

Here are a few of the most important to make sure you have the latest versions.

Bound & Entangled

The *entangle* power from the core book no longer has the Strong Power Modifier, and the Entangled status now makes the victim Vulnerable rather than Distracted. We also clarified a few aspects on Breaking Free from a device. The amended text for these rules is included below.

- **ENTANGLED:** The victim can't move and is Vulnerable as long as he remains Entangled.
- **BOUND:** The victim may not move, is Distracted and Vulnerable as long as he remains Bound, and cannot make physical actions other than trying to break free.

Breaking Free: Attempting to break free from being Bound or Entangled is an action using Strength at −2 or Athletics.

Breaking Free from a Device: A character bound by a physical device (such as a net, manacles, or handcuffs) who fails to break free can't try again until the situation changes in some way (GM's call).

Bound or Entangled victims may try to destroy the entanglement with an accessible and appropriate weapon (GM's call based on circumstances and the entangling material). Weapon attacks hit automatically (see **Breaking Things** in *Savage Worlds*), and attackers may Wild Attack for +2 damage. Webs, ropes, nets, and the like are generally Hardness 4. If successful the character is un-Entangled (others in an area-effect entanglement must be freed separately unless the attack is an area effect itself).

"You know what the difference is between you and me? I make this look good."

-Agent J, Men in Black

Desperate Attack

Desperate attacks are frantic efforts to hit a target at the expense of damage. The attacker adds +2 or +4 to any Fighting roll and subtracts a like amount from damage if he hits. This can be determined per attack (before rolling), and can't be combined with Wild Attack.

Limited Actions

A character may only perform one limited action on their turn, whether it's the same or different actions. The same applies to limited free actions. If high-tech goggles allow the user to switch modes as a limited free action, for example, he can't change to infrared and night vision on the same turn.

Giant Foes

In the vastness of the universe, there are planets with massive flora and fauna. Some of the latter are so huge explorers can freely maneuver between the foe's massive legs, be swallowed whole by them, or even find themselves beneath such creatures' notice.

Creatures that are two or more Scales smaller than another may attempt to climb up the larger foe with an opposed roll of Athletics. If the smaller creature wins, he's attached and moves along with the larger creature on its turn. If the larger creature wins, the smaller creature falls or is shaken off, taking appropriate falling damage.

If the smaller creature is in an appropriate spot (GM's call), he ignores up to 2 points of Called Shot penalties when making a melee attack. This lets a hero clamber up the back of a massive dinosaur-like beast or even a construct like a walker, for example, and strike it in a more vulnerable spot.

Stream Template

Any power or other effect that uses a Cone Template may use the Stream Template instead. This is a straight line 1" (2 yards) wide and 12" (24 yards) long. If you aren't using miniatures, the GM can usually assume it affects up to three foes.

Betrayal

Some campaigns focus more on political maneuverings and inevitable betrayals than space battles. The political machinations of *Dune*™, for example, lend themselves to scheming, treachery, and familial bloodshed. In such an environment, those struck by surprise rarely survive.

If this Setting Rule is in play, characters may not Soak Wounds caused by The Drop, nor may they spend Bennies to resist a Knockout Blow. A trusted advisor striking his emperor from behind, a lover stabbing her betrothed with a concealed knife, or guardsmen turning traitor on their commander all make thematic sense within these types of campaigns.

Difficult Healing

High-tech devices and arcane abilities can make healing very easy. Use this rule if you want a more realistic, gritty, or dark sci-fi game. Each "medic" only has one chance to treat a particular set of Wounds. Bennies may be spent as usual but the medic only gets one chance. After that, the Wounds must heal naturally. New Wounds may be treated but the roll doesn't affect prior Wounds.

The GM decides if the Greater Healing *healing* modifier is available in these settings. If so it works normally.

"DON'T WE HAVE A BACTA TANK OR SOMETHING?"
-GABE

"THAT'S STAR WARS. THIS IS WAY MORE STARSHIP TROOPERS."
-RED

Downtime

Between defeating evil empires, traveling the galaxy, and exploring strange new worlds, adventurers of the future sometimes find time to see their loved ones, train their abilities, study strange xenos, heal, meditate, or even play games with their friends.

When the Game Master decides there's "downtime" (generally a few days to a week), your traveler can choose to perform one of the following activities. Each provides a benefit of some sort, from financial rewards to rerolls on select Traits. Choose one, then narrate a brief vignette of her actions for the rest of the party.

Unless an option says otherwise, its effect may only be gained once per downtime no matter how long the characters have away from adventuring.

Note that downtime may not be appropriate in an uncomfortable or unfamiliar environment, such as the cold hull of a cramped starship hurtling toward danger. Some, such as Carousing, also require a community, so can't be chosen where one doesn't exist.

Carouse

Carousing characters spend their time socializing with friends, making new ones, or cementing relationships with their contacts. This involves considerable cost and time spent at a favorite saloon in a crowded starport, a day trip to go sightseeing on an exotic planet, or attending races between colorful xenos or exotic new vehicles.

A Novice character who wants to carouse spends $50 in food, drink, and entertainment. Double that for each Rank thereafter: $100 for Seasoned, $200 for Veteran, $400 for Heroic, and $800 if she's Legendary.

In exchange, she gains a local favor she can call in at any time. The greater her Rank and her overall standing in the community (GM's call), the greater the favor.

Center

The hero focuses on those things that bring her peace. She might code a new game, volunteer at a homeless shelter, enjoy a VR LARP, paint, read, write, dance, or date.

Whatever the activity, the goal is inner peace. Taking a week to enjoy the fruits of one's labors grants the character Conviction.

Earn

The hero earns money. Maybe she uses her Repair and Electronics to fix up old robots, does some Hacking for less savory associates, or takes part in a VR arena battle.

The hero must make a relevant skill roll to earn her reward. Use an appropriate attribute for more mundane jobs. Success grants the campaign's Starting Funds, or twice that with a raise. A Critical Failure means the character doesn't make any money and takes Fatigue from overwork or an accident of some kind. If the job was dangerous, she also takes d4 Wounds. Failure means she doesn't make any money and embarrasses herself somehow.

Research

A traveler with an Arcane Background can spend her downtime developing or learning new powers. This doesn't permanently give her a power, but allows her to use any power of her Rank and Available Powers list for one entire encounter.

The character may also temporarily change the Trapping of a power she already has for one encounter—converting a pyrokinetic power to a cryokinesis effect, for example.

The power is cast at a –2 penalty, but is otherwise treated just like one of the character's regular powers. This can be particularly useful if the individual must face a threat with a particular weakness.

Finally, Research can also be used to reveal deep information about a particular subject. The GM decides just how much the investigator learns based on the roll and given the topic, location, and resources at hand. This might reveal the weakness of particular xenos, design flaws in an enemy's walker or starship, the details of some mystery the party has yet to solve, or the last known location of an alien artifact.

Rest

Those who have suffered grievous Wounds might need to rest during downtime to recover their health.

Use the Natural Healing rules during the week. Any healers in the group can provide Support, as can professionals such as medics and doctors.

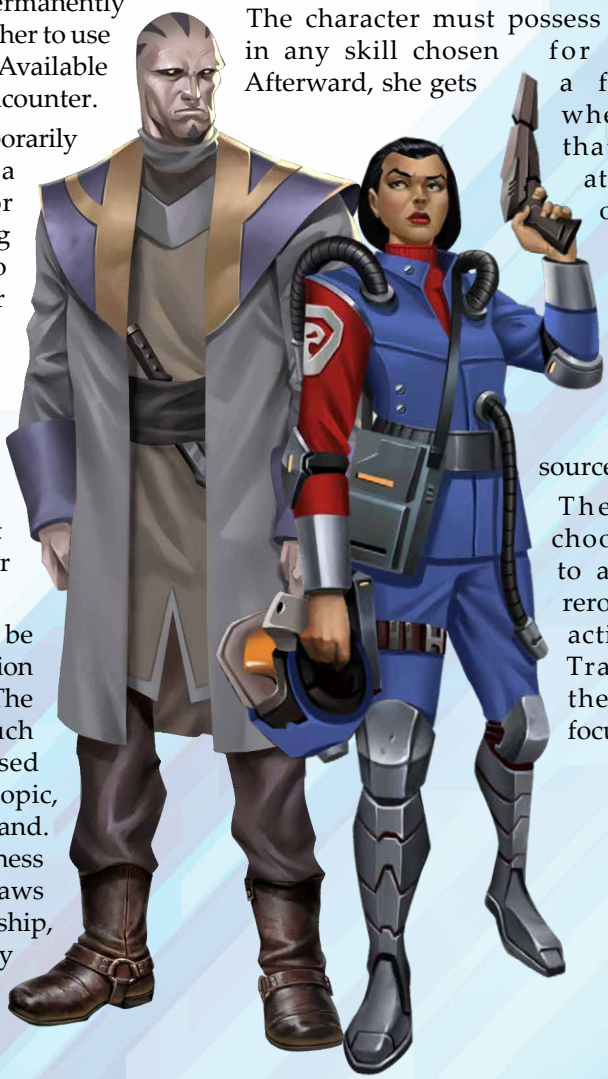
Successful or not, a week of solid rest also gives the character a Benny.

Train

A traveler can practice a specific skill or attribute to temporarily increase its effectiveness. A character might train Fighting by sparring with a holographic gladiator, Persuasion by public speaking, Science by study and experimentation, Strength or Vigor with vigorous exercise, and so on.

The character must possess at least d4 in any skill chosen for training. Afterward, she gets a free reroll when failing that skill or attribute for one entire encounter. This stacks with any other rerolls she may have from other sources.

The player chooses when to activate her rerolls as a free action. If she Trains again, the previous focus is lost.



Energy Management

Operators of power armor, starships, vehicles, and walkers can increase the power to some systems by reducing it to others. Assuming a working power core and electronics, operators can choose one system to boost. Power can be increased to shields by diverting it from propulsion or weapons, for example, or to energy-based weapons by reducing the feed to propulsion or shields.

Diverting power in this way is a limited free action available to the operator as long as the ship, vehicle, or walker has power and working electronics. Once power is diverted, it remains that way until the end of the character's following turn.

The operator (or AI) chooses which system to boost, and can degrade one other system for a partial boost, or two other systems for a greater boost.

Here are the specific effects for Propulsion, Shields, and Weapons systems. A vehicle must have the system to divert power from it.

- **PROPULSION:** Boosting power to propulsion increases Handling by +2 if diverted from one other system, or +4 if diverted from two.

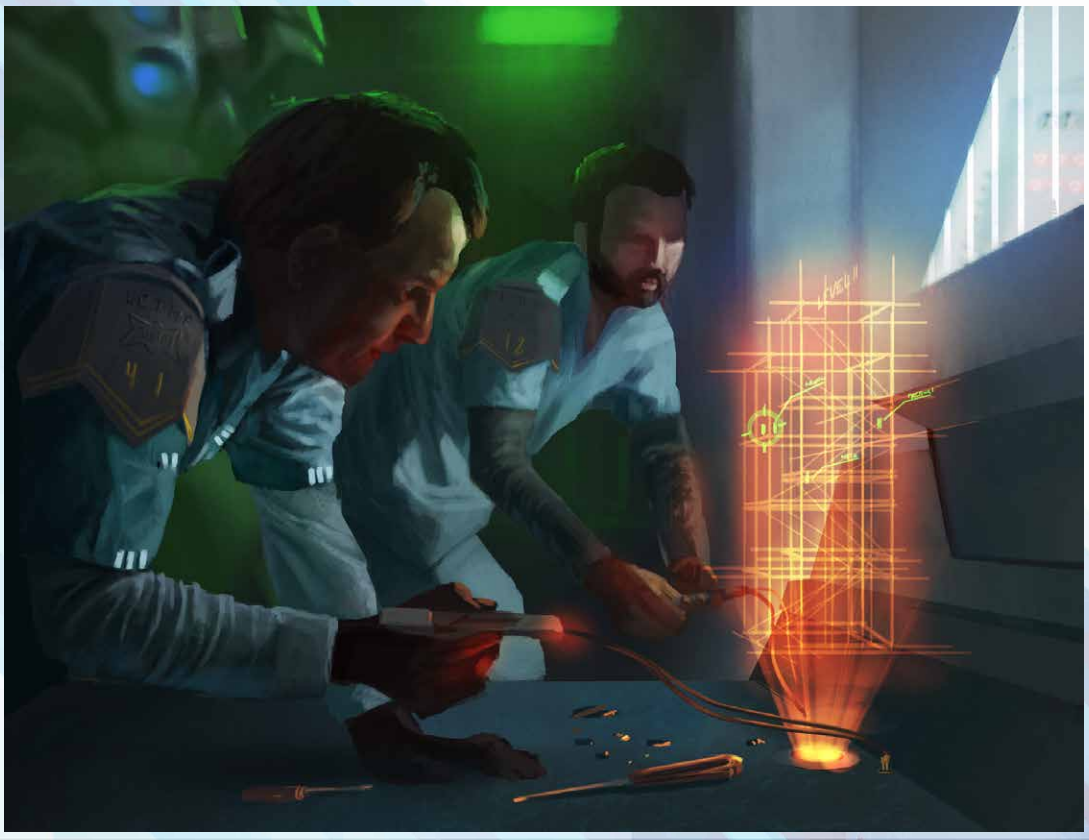
  Diverting power from propulsion reduces Handling by 4.

- **SHIELDS:** Boosting power to shields adds +2 to their Soak rolls if diverted from one other system, or +4 if diverted from two.

  Diverting power from shields reduces the Soak rolls by 4.

- **WEAPONS:** Boosting power to weapons adds +4 to energy-based weapon damage if diverted from one other system, or +8 if diverted from two. (+1 or +2 Wounds if using the Heavy Metal rules, see page 93.)

  Diverting power from weapons reduces their damage by 4 (–1 Wound if using Heavy Metal).



Extreme Environments

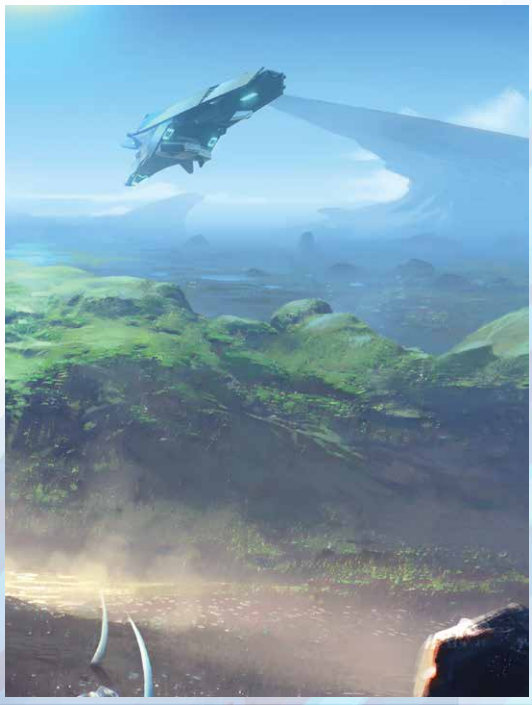
Use these rules to add more detail and realism to the game when your party ventures into space or visits dangerous new alien worlds.

Acclimation

Characters may acclimate to different atmospheres, gravities, and pressure conditions over time. Acclimation takes a week of constant exposure to that environment, or less (as little as a day) with intense training, previous exposure, or special activity (GM's call).

Once acclimated to a condition, reduce the penalty associated with it by 2. So for gravity, the −2 to Agility and Agility-based skill rolls drops to −0. For a thin atmosphere, a −4 penalty to the Vigor roll drops to −2, and so on.

After acclimating, the condition becomes the character's new "normal" no matter the native environment, until they acclimate back (or to another type). Thus a character who becomes acclimated to new gravity suffers the −2 penalty when returned to normal gravity, a being acclimated to low pressure treats standard pressure as high, and so on.



Atmosphere

Atmosphere describes the chemical composition of a planet's gas or liquid. Most major life forms breathe nitrogen, oxygen, or a mixture of the two. Knowing what kind of atmosphere a planet contains and whether or not the air is breathable is literally a matter of life and death.

Breathable

Earth-like atmospheres are said to be "normal" or "breathable" and have no special effects. Characters can survive without special equipment.

Thin

The air has the elements needed for life, just not enough of them. A character must make a Vigor roll after every four hours spent in thin air. Subtract 2 from the roll for scarce oxygen, up to a maximum of 4 for an extremely thin mixture. Beyond that, a character can't breathe at all. He can hold his breath for a number of rounds equal to 2 + Vigor, then must make a Vigor roll every round or take Fatigue that can lead to Incapacitation and unconsciousness for 2d6 hours. Victims recover a level of Fatigue after one hour of rest, or after only 10 minutes of rest with a breathing apparatus.

Breathable atmosphere becomes thin at around 5,000 feet above the surface. Rolls are made at −2 at 10,000 feet of elevation, and −4 above 15,000 feet.

Hazardous

The gaseous content of these atmospheres doesn't support human life, regardless of pressure. They may be high in carbon dioxide or made up of more primeval gases like methane, hydrogen, and ammonia, as with Jupiter and other gas giants.

Those without breathing equipment must check Vigor every round (or minute or hour for less toxic environments, as determined by the GM) or suffer Fatigue that can lead to death. Recovery is only possible when the character receives breathable air, and one Fatigue level is recovered every 10 minutes.

Toxic

The nastiest atmospheres are made up of carbon monoxide, sulfur, or actively poisonous compounds. Anyone not in a sealed spacesuit must make a Vigor roll each round or is Stunned and takes a Wound until they perish or are able to remove themselves from the environment somehow.

Gravity

Space-based parties may visit everything from high-gravity worlds to drifting space hulks. Below are the game effects for these various environments.

All individuals suffer some physical disorientation in gravities different than what they're used to. This inflicts a −2 penalty to Agility and Agility-based skill rolls until they acclimate (see the previous page). Those with the Gravitic Acclimation Edge (page 26) always ignore this penalty.

Characters also experience a bonus to Strength, Pace, and jumping ability on planets with lower gravity, and the reverse on those with higher gravity, as shown on the **Gravitational Effects** table.

GRAVITATIONAL EFFECTS

GRAVITY	JUMP	STR	PACE
Super Heavy	×.5	−2	−4
Heavy	×.5	−1	−2
Normal	—	—	—
Low	×2	+1	+2
Zero-G	See Below	+2	+4

Zero-G Effects

Movement and combat in Zero-G are especially tricky due to momentum and disorientation. Characters who Critically Fail a physical Trait roll while operating in Zero-G lose control and tumble. They may recover by making an Agility roll as a free action on any subsequent turn—assuming they have some way to stabilize. A tumbling character is Distracted and can't recover until he stops tumbling.

Characters who jump from a stable platform propel themselves at a Pace equal to their Strength in (tabletop) inches per round until they contact a larger object or apply thrust from another source. Physical attacks and shots from firearms (except lasers and gyrojets) push the firer backward 1" (two yards) away from the blast, and 2" (four yards) with large-caliber weapons or high melee damage rolls, GM's call.

Pressure

Vacuum

Vacuums contain little or no air or atmosphere, meaning most organic beings must breathe through artificial means (such as spacesuits). The lack of atmosphere also means pressure is extremely low or nonexistent. This causes blood vessels to burst and lungs to rupture. If a character doesn't have a sealed suit (or it's breached), he must make a Vigor roll every round or suffer a Wound from decompression.

Low

Low pressure can cause physical trauma as blood vessels expand and rupture. Beings require pressurized spacesuits to operate safely in such an environment. Any breach of the suit forces the individual to check Vigor every minute to avoid gaining a level of Fatigue. This can lead to death. The victim recovers a Fatigue level every 10 minutes if returned to standard pressure.

High

Dense atmospheres are almost as difficult to breathe in as thin atmospheres. A being must wear some sort of breathing apparatus or make a Vigor roll every hour. Failure results in a level of Fatigue that can lead to Incapacitation but not death. Victims recover a Fatigue level every 10 minutes if returned to standard atmospheric pressure.

Crushing

At this pressure, vehicles and people must resist the force exerted by the atmosphere or implode. Anything with a Toughness bonus of +4 or +4 Heavy Armor can survive—anything else suffers a Wound each round while exposed to the pressure.

Hacking

Computers are an integral part of any advanced society. Using them is second nature to characters in science-fiction settings—and hacking or breaking into them is often necessary in the pursuit of a team's mission!

Using an unprotected and connected system or device is a single roll of the Hacking skill. A hacker could connect to the wiring in an apartment, for example, and turn the lights on or off to Support an ally or use as a Test against foes.

More complicated hacking, such as breaking into a secure system, requires a computing device of some sort, the Hacking skill, and a connection to the target network. If the network is online, the hacker can connect to it from any stable connection. Isolated networks can only be accessed within an enemy headquarters, compound, or building, so the hacker and her team must first infiltrate the facility and connect to it from a terminal or node within.

Once connected, the attempt should be resolved as a Dramatic Task. The penalty and difficulty of the task depend on the type of target:

SECURITY	PENALTY	TASK TYPE
Light	–2	Challenging
Medium	–4	Difficult
Heavy	–4	Complex
Ultra	–6	Complex

Failure

The consequences of failure depend on the target. The system might simply boot the user and lock the system down for some number of hours, shut down, and/or trace the hacker's physical location so that response teams can be dispatched to deal with the interloper.

Netrunning

In some settings, hacking a system is more than just coding—it involves "jacking into" virtual reality to raid the target network in "cyberspace."

Cyberspace might be imagined as a world of illuminated computing structures as in the movie *Tron®*, or it might take on a more fantastic tone such as a desolate wasteland with intrusion countermeasures represented by irradiated mutants. Another might imagine an alien planet guarded by salivating xenos. It might even feel like a video game, with the network presented as a trap-laded dungeon protected by fire-breathing dragons.

Whatever the simulation, "netrunning" in cyberspace works as described under Hacking above, with a few twists.

First, netrunning is a direct connection between the user's mind and the virtual network. This requires a data jack (page 114) in the hacker's skull and a cyberdeck (page 37). Once connected, the hacker "sees" only the virtual world. She can communicate with friends in the real world via voice, but they can't Support her unless using a buddy program (see **Programs** on the following page).

Second, the hacker's Action Card each round represents both her initiative and the intrusion countermeasures the system deploys to stop her. Failing to gain at least one Task Token each round has additional consequences:

- **SPADES (Tracer):** The system traces the user to her location—usually so that security forces can be dispatched to deal with the intruder. How long it takes for them to arrive depends on the circumstances.
- **HEARTS (Overload):** The system sends dangerous current down the line, causing the hacker 2d6 damage (the network may make this nonlethal damage if it chooses). Only arcane armor and the guardian program protect (see **Programs,** below).
- **DIAMONDS (Worm):** The system sends corrupted data to delete whatever data was already taken. The hacker loses d6 Task Tokens.

- **CLUBS (System Dump):** The system (or part of it) shuts down and dumps the user out of the system. The task is failed and the hacker is Stunned.

Cyberdecks

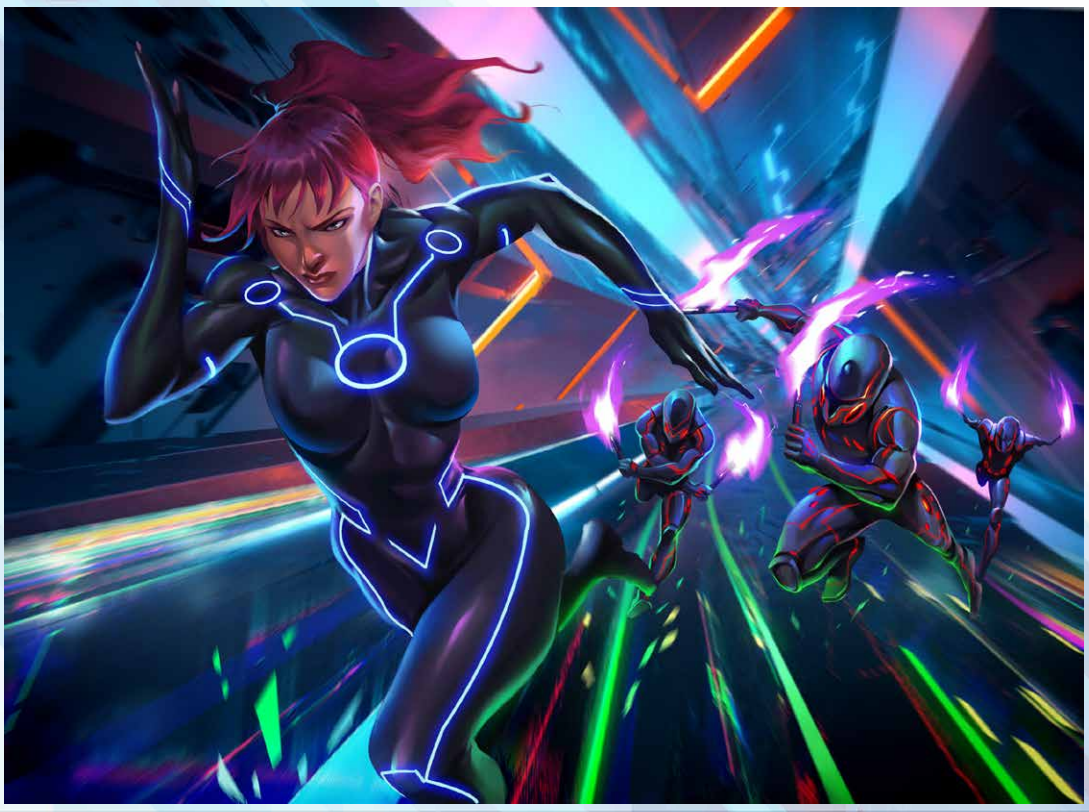
Hacking a virtual system requires a cyberdeck that interfaces with and interprets the user's brainwaves and the network the hacker wants to raid.

Up to four additional users with a data jack can connect to a hacker's cyberdeck, either wirelessly or via a short, secure, cable that adds +1 to their Support attempts. Unlike the hacker, they can switch off their view as a limited free action, allowing them to keep an eye out on the real world if needed.

Programs

Cyberdecks hold up to four slots of programs, chosen from the list below. The number in parentheses is the number of slots the software takes to install. Each instance of the programs costs $100. Some of these programs delete themselves after use—this purges them permanently so that they cannot be used (and must be repurchased) again.

- **BUDDY (1):** This program allows up to four connected allies to attempt Support rolls.
- **GUARDIAN (2):** The system blocks up to 4 points of damage the user takes from the system's Overload countermeasures.
- **HELPER (2):** The deck has a dedicated AI that helps code on the fly, adding +2 to the user's Hacking totals.
- **REROUTE (1):** The user may reroll a failed Hacking roll (including a Critical Failure!). If this roll is failed, the program provides no further use this run.
- **SCRAMBLER (1):** This software spoofs the Tracer countermeasure with an (obvious) false location, then deletes itself to prevent further tracing.
- **SPAMMER (2):** The program overloads the target network with random signals. When "fired" (deleted), the countermeasure for this Action Card automatically fails whether the hacker gains a Task Token this turn or not.
- **VIRUS (1):** The hacker can delete this program to extend the Dramatic Task another round.



Logistics

Some groups enjoy tracking a group's ammo, food, fuel, and supplies, especially if they command their own squad of power-armored troopers or own a starship, vehicle, or walker on some lonesome frontier where supplies are scarce. This is especially worthwhile if the quest for food, fuel, matter, or energy results in campaign goals and adventures.

Supply Levels

If tracking those things is a secondary consideration in a campaign though, the players and Game Master can use an expanded version of the Ammo tracking rules found under **Allies** in *Savage Worlds*.

Simply note a starting supply level of Very High, High, Low, or Out for anything you think is important to keep up with—usually ammunition, food, and fuel.

After a fight or long trip, reduce the supply one level. Increase or replenish them whenever the party is able to resupply. Missiles, torpedoes, grenades, and the like should be tracked individually.

When using this method, remember that the point is simply to influence choices and create dramatic situations. Imagine, for example…

- …the GM decides the last firefight destroyed the hydroponic gardens in the heroes' starship and they must explore an unknown planet to replenish it.
- …a party of bounty hunters on a desert planet must choose their path based on resupplying their food, fuel, or ammo. After a few adventures, perhaps they must choose between tracking their foes with only enough ammo for one good fight or heading to the nearest settlement to resupply first.
- …a mech-based game, where low ammo means the pilots have to go to the lone munitions dump for resupply—and deal with the local creatures that are attacking it and the syndicate they owe money to!

Detailed Logistics

Below are baseline numbers for Crew, Energy, and Repairs you can use for groups who want that level of detail in the campaign.

Crew

Standard pay is $10K per person per month for leadership positions, $5K for experienced professionals, and $3k for less skilled crew.

Provisions cost $10× the ship's crew per day. A ship with 30 crew, for example, costs $300 per day in food, water, oxygen, and other basic needs. If a crew doesn't have adequate provisions for some reason, make a group Vigor roll at the end of each week. Failure results in a level of Fatigue that can eventually lead to death from starvation, suffocation, thirst, exposure, etc.

Energy

The Energy rating for all the vehicles in this book is expressed in days' worth of fuel and power. This is the number of days' worth of energy the vehicle stores in its fuel cells (or reactor, warp core, etc.). A Huge starship (see **Starship Frames,** page 147), for example, has 15 days' worth of energy under normal circumstances.

Fuel costs are $100× the ship's Size per unit, usually purchased at a spaceport. Game Masters can also use the **Supply & Demand** table on page 87 if fuel costs fluctuate.

Repairs

Crews can perform some repairs to their vehicles, ships, or walkers "in the field" assuming they have sufficient tools and access to parts.

Vehicular repairs require a Repair roll minus the vehicle's Wounds and number of person-hours equal to its Size. Each success and raise fixes a Wound or Critical Hit (player's choice). One raise may also be "spent" to halve the required time. Critical Failures on any of the above Repair rolls mean the vehicle requires a garage, dry dock, starport, or other advanced facility to make any further repairs.

Garage or dry dock fees are $1000 times the Size of the vehicle per Wound or Critical Hit repaired (plus any specific parts that must be replaced).

Salvage & Trade

During the course of their adventures, the heroes of the campaign may find occasion to buy and sell goods or salvage the wrecks of their enemies. Here's some guidance for both.

Salvage

Crews often come into salvage, such as the weapons or ships of defeated pirates, drifting hulks, or lost caches of alien artifacts. A Networking roll in any sizable settlement allows a seller to unload all his salvage for a quarter its listed price. A raise finds a buyer who will take it all for half. The roll may only be attempted once per week.

Reduce the offer by 25% for damaged equipment (GM's call), or by the ratio of Wounds on a starship, walker, or vehicle. A Large vessel with two Wounds of its four, for example, would be worth half its normal salvage value. Wrecked craft are typically sold for scrap or parts and worth a flat 10% of their original value.

Trade

Trade goods are relatively mundane cargoes such as food, ore, timber, or raw materials. More exotic cargoes should be customized by the Game Master.

Trade goods are measured in "cargo spaces" of 125 cubic feet, or a 5'×5'×5' container space (one unused Mod space for ships, vehicles, and walkers).

The base value of each cargo space's worth of goods depends on what kind of good it is, as shown on the **Commodities** table.

COMMODITIES

GOODS	VALUE
Food: Fruits, vegetables, frozen meat, spices, grains.	$1000
Fuel: Low-tech fuels such as oil or gasoline. Also covers common chemicals.	$2000
Industrial Parts: Large industrial machinery or components, street lamps, generators, heating and cooling units.	$1500
Manufactured Goods: Low-end electronics, furniture, books, housewares, sporting goods.	$800
Ore: Common ores such as coal, copper, lead, or iron.	$1400
Technology: High-end consumer goods such as vidscreens, sound systems, computers, PDDs, music players.	$1800
Timber: Precut into various sheets and boards.	$800

Supply & Demand

Supply and demand in a particular settlement change about once per month, and can be determined with the table below if the GM doesn't have a particular plan in mind. Roll once for each type of commodity and record the result. Buying from a world with no demand and selling it on another with high demand can be extremely profitable. Successful traders buy goods in plentiful supply and resell them where they are in high demand.

SUPPLY & DEMAND

D20	COMMODITY'S VALUE
1–2	**None:** The commodity is plentiful and worth half its listed value.
3–5	**Low:** The commodity is worth 75% of its listed value.
6–12	**Normal:** The commodity is worth its listed value.
13–15	**High:** The commodity is worth 50% more than usual.
16–18	**Very High:** The commodity is worth twice its listed value.
19	**Extreme:** The commodity is worth three times its listed value.
20	**Desperate:** The commodity is worth five times its listed value.

Sword & Planet

Modern science-fiction can trace its origins to the "pulps"—the action-packed film, radio, and magazine serials which gave us such timeless names as Flash Gordon™, Buck Rogers™, and Edgar Rice Burroughs's John Carter of Mars. Characters in these tales were often larger than life, flying around in pointy rockets, escaping from dastardly danger in nail-biting cliffhangers, blasting savage alien beasts with their ray guns, and winning the hand of sword-wielding princesses.

The rules in this section combine to emulate these pulpy, "retro" settings, complete with square-jawed heroes, amazing escapes, and stylized rockets that laugh in the face of modern science.

Fast Healing

Heroes and villains in pulp science-fiction games are never down for long. Wild Cards make natural healing rolls once per day instead of every five days. All other modifiers apply as usual (see **Healing** in *Savage Worlds*).

Bumps & Bruises

Fatigue from Bumps & Bruises is little more than an annoyance to planet-hopping adventurers. Characters recover a level of Fatigue from Bumps & Bruises every four hours instead of 24 hours, and if successfully tended by a character with the Healing skill all levels are eliminated.

Knockout Blow

Even the strongest jaws can fall prey to a sudden but inevitable betrayal. When a character takes enough damage to be Shaken or worse from an attacker with The Drop on him (see *Savage Worlds*), he must make a Vigor roll (at –2 if the attack was to the head) or be knocked unconscious.

KO'ed characters stay that way for about half an hour or until the GM decides it's dramatically appropriate to wake up.

Note that Knockout Blows come from any kind of damage, not just blows to the head.

Cliffhangers

At the end of a round, and assuming they're desperate enough, the players may decide to call for a Cliffhanger to get them out of trouble (majority rules if there's a debate). If so, they roll a die and accept the results of

Pulp Sci-Fi Ray Guns

All the weapons listed in Chapter Two are generally available in space opera campaigns but can be given much more flavor by changing their names and trappings. Lasers might become "death rays," slugthrowers are "uranium guns," and so on. A few additional weapons common to sci-fi pulp properties are listed below. (For more, see our *Savage World of Flash Gordon™* roleplaying game.)

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WGT	COST
✳ Freeze Ray	3/6/12	3d10	—	1	10	d4	5	$1K
Notes: Anyone struck by a freeze ray's beam must make a Vigor roll (at –2 with a raise on the attack). If the target resists with a raise, she's unaffected. Success means she's Entangled in ice, and failure means she's Bound and frozen solid. Victims may only use Strength to break free from ice, not Athletics. A frozen victim thaws in 2d6 rounds under normal conditions, but a companion can spend his entire turn heating the target with a suitable heat source (GM's call) to improve the ally's state from Bound to Entangled.								
✳ Heat Ray	5/10/20	3d10	—	1	10	d4	5	$600
Notes: Incendiary.								
✳ Net Gun	3/6/12	—	—	1	1	d4	8	$300
Notes: Reload 3. With a successful hit, targets are Entangled, with a raise, they're Bound.								
✳ Ray Gun	12/24/48	3d10	—	1	10	d4	5	$600

the **Cliffhanger** table below! This will almost certainly avoid the current danger and grant them additional Bennies or even Conviction, but will open them up to new dangers (and adventures!) as well.

CLIFFHANGER (D6)

1–Captured: A temporary setback forces the group to surrender, but quickly leads to another opportunity for adventure! The party is captured and imprisoned and must now escape a deadly dungeon, fight for their lives in a savage arena, or figure their way out of a sinister death trap! Everyone in the party refills their starting Bennies and gains Conviction—after they're captured and placed in some new situation (a prison, arena, etc.).

2–Disaster: A terrible explosion, colossal landslide, terrific storm, or other massive disaster occurs, threatening not only the party but the locals as well! The enemy flees, and the heroes gain Conviction if they're able to save most of the innocent bystanders affected by the disaster.

3–Environmental Hazard: The building catches fire, noxious gas leaks into the rocket, or the ship begins to sink. Hazardous effects ensue, or perhaps the party must perform a Dramatic Task to avoid disaster! Each player character immediately receives two Bennies.

4–Out of the Frying Pan: A new threat emerges, destroying or chasing off any existing threats! The new threat might be a monster, a determined group of new enemies drawn to the scene, or an old foe who's been tracking the party and chooses this vulnerable moment to strike! The heroes immediately draw up to their starting Bennies.

5–Perilous Portal: A new path opens to somewhere. The current opposition is left behind, but the path takes the heroes on a significant detour away from their current destination. Everyone in the party immediately receives two Bennies.

6–Reinforcements: The enemy gains reinforcements—usually minions equal to those that began the fight—but the player characters receive three Bennies each to face the renewed threat.

"FLASH! FLASH! I LOVE YOU, BUT WE ONLY HAVE 14 HOURS TO SAVE THE EARTH!"
-DALE ARDEN, FLASH GORDON, 1980

PLANETARY ROMANCE

Most all pulp-era science-fiction features romantic entanglements between the adventurers and any number of stunning princes, exotic princesses, beautiful lackeys, and strange but beautiful aliens. This rule fuels those romantic flames.

Anytime the party encounters a nonplayer character with the Attractive Edge, all potential suitors may make a Spirit roll. The highest roll—or both in a tie!—becomes the object of that beauty's obsession.

Exactly how that manifests depends on the circumstances. The daughter of an evil galactic emperor might betray her father and help the hero avoid a death trap. The handsome young farmer on a backwater world might fall head over heels for the party's captain, bringing him or her special treats and rallying the other villagers when the alien horde arrives!

Exactly who becomes obsessed and to what ends they'll go to is up to the Game Master—but the situation should have the potential to become an epic romance, lasting friendship, or deadly rivalry.

UNARMORED HERO

Heroes and heroines of classic space opera often wore skintight suits—or very little at all! Some of Flash Gordon's first comic strips featured the titular hero wearing nothing more than a pair of briefs!

A Wild Card who chooses not to wear any armor (ignoring shields) in battle adds +2 to their Soak rolls.

Transhumanism

At the boundaries of technology and biology lies transhumanism—the ability to change one's form, gender, or even species beyond merely cosmetic means. It envisions a world where humans and other sentient beings have transcended their biological constraints to new and dramatically different forms. In these settings, beings can transplant their very consciousness into a new body.

Transference

Transference means putting one's consciousness into a host body—usually one that's better or younger than the original. This usually takes place in a high-tech facility over several hours.

Where the host comes from depends on the setting. It might be taken by force, cloned from the original, or even sold to the character by a willing donor for some reason.

- **Dissonance:** Transference incurs "Dissonance," a measure of the character's loss of self. The new body is called the "host," and the original consciousness is still called the "character."

  A character's Dissonance increases by 1 if the host is a relatively similar clone of the character's original form.

  Dissonance increases by 2 if the character is placed in any other kind of host, or 4 if the host is of a dramatically different form (such as an alien or animal body).

  Anytime a character undergoes transference she must roll on the **Dissonance** table on the following page and add her Dissonance value to the roll.

  Dissonance is cumulative, so switching hosts often eventually causes significant disassociation.

  After each Advance earned inside the host body, the character's Dissonance decreases by 1.

- **Mind:** The character maintains their own Smarts, Spirit, and related skills.

- **Body:** The hero takes on the Agility, Strength, and Vigor of the host.

  This can be used to remove a Permanent Injury (assuming the host doesn't have such an injury).

- **Skills:** The character uses their own Smarts-based skills. They keep their own Agility-based skills, and if the host has higher skills those increase their own by one die type. If the character has a d6 Fighting and the host has a d10, for example, the character's Fighting is now d8.

- **Edges & Hindrances:** The character retains any Edges that require just a Rank, or require Smarts, Spirit, or a skill based on one of those attributes. The Brave Edge requires Spirit d6+, for example, so the hero would retain that Edge.

  Similarly, the character gains the host's Edges if they require a Rank and Agility, Strength, Vigor, or a skill based on one of those attributes. An Edge with any other Requirement doesn't transfer. The Channeling Edge, for example, requires an Arcane Background, so the hero would not gain it even if the host had it in life.

  The character keeps all Hindrances except those that are purely physical, such as One Eye, Slow, or One Arm. Any physical Hindrances of the host remain as well (GM's call).

- **Price:** The financial cost to transfer one's consciousness into another is $10K times the Dissonance it causes. If a character's transference raises Dissonance by 4, for example, it costs her $40,000.

  This cost is intentionally high to reflect the tropes of most transhumanist settings, but can be more if illegal, rare, or reserved for certain classes; or cheaper if cloning technology is relatively common.

"PULL ON THE NEW FLESH LIKE BORROWED GLOVES AND BURN YOUR FINGERS ONCE AGAIN."
-RICHARD K. MORGAN, ALTERED CARBON

DISSONANCE

D20	RESULT
1–12	**No Effect**
13–14	**Flashbacks:** The character's past life and form flash before her eyes during times of stress. Any time she's Shaken, she's confused by vivid flashbacks and subtracts 2 from attempts to recover from being Shaken. If a character gets this result a second time, treat it as Hindrance (Minor), below.
15–16	**Disassociation:** The mind temporarily disassociates from the body, confused by intense visions and memories of a different form or life. Anytime she's Distracted or Vulnerable, she must make a Spirit roll to eliminate that state instead of removing it automatically. This is a limited free action. If a character gets this result a second time, treat it as Hindrance (Minor), below.
17–18	**Hindrance (Minor):** Some negative vestige of the host lingers. The character must take a new Minor Hindrance that reflects this old personality.
19–20	**Hindrance (Major):** As above but the character must choose a Major Hindrance.
21–22	**Coordination Disassociation:** Certain synapses between mind and body deteriorate. Roll randomly among all skills that are higher than the core's, then permanently reduce the host's skill one die type.
23–24	**Physical Deterioration:** The character doesn't have the discipline the host had and the body begins to lose its fitness. Roll randomly among the host's physical attributes that are higher than the core's, then permanently reduce that attribute one die type.
25+	**Shattered:** The character's mind and body desync. She subtracts 4 from all skill rolls as mind, muscles, and memories collide. The only way to fix the condition is to get a new host.

Genetic Engineering

Most genetic engineering is done before a person is born—simply create the character you want using the ancestral abilities in this book and *Savage Worlds* and consider them a product of such science.

Some settings might also allow characters to transform existing bodies via gene-splicing or alteration rather than growing them from a "child" state. This should usually be a Dev III development, and if allowed, grants characters a new option when they Advance:

- Gain or remove 2 points of ancestral abilities. This usually requires a week of Downtime (the Rest option) to undergo and recover from splicing surgery and d6 × $1,000 in funds.

Vehicle Rules

Science-fiction tales often lean heavily on the team's vehicles—whether it's the tanks of David Drake's *Hammer's Slammers*, the adventures of the *Star Trek*® Enterprise, the awesome space battles of *Star Wars*®, or duels between giant walkers like those featured in *BattleTech*™. The rules on the following pages will help you emulate these amazing encounters quickly and easily, and can be added to all your *Savage Worlds* games.

Vehicle States

Vehicles can be rocked by heavy fire, jostled by rough terrain, tricked by enemy maneuvers, or forced to make sharp maneuvers that throw off their crews. Failing to resist a Test or going Out of Control can make a vehicle Distracted or Vulnerable.

- **DISTRACTED:** When a vehicle is Distracted, skill rolls with any of its weapons or systems are made at −2. If an engineer on a Distracted destroyer makes a Soak roll for its shields, for example, he subtracts 2 from his total as wiring shorts out, the engineer is shaken out of his seat, or his crew is knocked to the floor while rushing to patch together the system's networks. Distracted states on the vehicle or its crew don't stack, so a Distracted character firing the weapons of a Distracted hover tank subtracts 2 from her rolls—not 4.
- **VULNERABLE:** Attacks made against a Vulnerable vehicle or its crew are made at +2. Even Tests, such as Taunting a starship's captain over a vidscreen, gain the bonus, as the enemy takes advantage of his foes' precarious position.

Testing Vehicles

Characters can Test an entire vehicle with an appropriate action (GM's call). Tests are usually resisted by the captain or pilot. Individuals can be targeted as well, but the result only affects that specific person.

A hero on a starship might Taunt the captain of an enemy cruiser, for example, and if successful, the captain's angry overreaction makes her entire ship Vulnerable. A hero could also fire on the cruiser's heavy laser as a Test rather than to cause damage (perhaps because his weapon isn't strong enough), to Distract the gunner of that particular weapon.

Out of Control

The operator of a vehicle must make a maneuvering roll anytime a vehicle takes damage equal to or greater than its Toughness, whether it takes a Wound or not. If failed, the vehicle must roll on the **Out of Control** table (page 95). Roll only once per attack; a pilot would roll only once if hit three times by a weapon with a Rate of Fire of 4, for example.

Wounds

Wounds reduce a vehicle's Handling a like amount, to a maximum of −3. A starship with three Wounds and a starting Handling of −2 has a Handling of −5!

Evasion

Vehicle operators use their maneuvering skill (Boating, Driving, Piloting) at a −2 penalty when they must make Evasion rolls. This most often comes into play when attempting to dodge Guided Weapons (see page 44).

Fire

Incendiary weapons (page 45) can set a small vehicle on fire, or start fires in the compartments of larger craft. Anytime a vehicle takes a Wound from an incendiary weapon, roll a d6. A roll of 6 (5 or 6 for plasma weapons) indicates a fire has broken out and causes an immediate Critical Hit. This is in addition to any caused by the attack itself. After the Critical is resolved, anti-fire systems or crew put out the flames and there are no further effects from that attack.

Vehicular Soak

In science-fiction settings, anyone operating a vehicle can attempt to Soak damage for vehicles they control or command, using the appropriate maneuvering skill at −2 instead of Vigor. The Ace Edge negates this penalty.

Heavy Metal

Calculating the damage of Heavy Weapons, their Armor Piercing value, and targets with high Armor can be a little daunting in the middle of dogfights, mech duels, and hover tank battles. To simplify that process we've given all the weapons and vehicles in this book a "Class." When an attack successfully hits a target, simply compare the weapon's Class to the target's Class and consult the table below to see the effects.

HEAVY METAL

DAMAGE	WOUNDS
Weapon Class is two or more levels below Vehicle Class	No Effect
Weapon Class is one level below Vehicle Class	0*
Weapon Class is equal to Vehicle Class	d3*
Each level Weapon Class is above Vehicle Class	+1 Wound*

**Note:* The operator must make a maneuvering roll or go Out of Control (see page 95).

Raise: A raise on the attack roll increases the number of Wounds caused by +1. This can take a 0 result to 1 unless the base result is "No Effect."

Collisions: When vehicles collide, treat each one as a weapon with a Damage Class equal to its vehicle Class. A raise on a roll to ram increases the Wounds caused to the target by +1.

Warheads

Some warheads (page 48) work differently when using the Heavy Metal rules:

- **ARMOR PIERCING:** Reduce the target's Class by one if it has at least 10 points of Armor.
- **EMP:** If the target takes any Wounds from this attack, its electronics are knocked out (see page 44) but any Wounds that would be taken are reduced by two.
- **HIGH EXPLOSIVE:** Reduce any Wounds caused by one, but if any Wounds are caused, roll one additional Critical Hit.
- **NUCLEAR:** All targets within a half-mile radius take 10 Wounds.
- **PHASE:** Increase the weapon's Class by one. The target's shields add +4 to their Soak rolls.
- **PLASMA:** A raise on the attack causes two additional Wounds instead of one.

Calculating Class

If you create your own weapons and vehicles (or import them from another setting) and need to know their Class, use the values below.

For weapons, use the average damage plus its Armor Piercing value, rounded up. A weapon that does 4d6, AP 10 damage, for example, has a value of (4 × 3.5 = 14) + 10 = 24, which makes it a Class II weapon.

Note that only Heavy Weapons have a Class value, and you don't count bonus damage from Linked weapons.

Vehicle Class is simply a vehicle's total Toughness, including its Armor. A Toughness 18 (4) walker, for example, has a value of 18 and is a Class II walker.

VEHICLE & WEAPON CLASS

CLASS	AVG. WEAPON DAMAGE	VEHICLE TOUGHNESS
I	1–20	1–15
II	21–30	16–25
III	31–40	26–35
IV	41–50	36–45
V	51–60	46–55
VI	61–70	56–65
VII	71+	66+

Tactical Vehicular Combat

Savage Worlds operates at a scale of 1" equals 2 yards for encounters at humanoid scale, but that's impractical when you're stomping around with giant robots or racing across the battlefield in a hover tank.

You can always use the Chase or Clash rules to resolve vehicle encounters, but when you want to put miniatures on a tabletop, simply divide movement (in MPH) and weapon ranges by 10, rounding up. A vehicle that moves 60 MPH, for example, can move up to 6" on a vehicle scale map; and a weapon with a Range of 200/400/800 has a Range of 20/40/80.

(If it's important to know, this makes 1" equal to 20 yards on the tabletop since every inch at regular scale is two yards.)

Assume there's more room to maneuver at vehicle scale, so you can ignore the rules for **Vehicles on the Tabletop** described in *Savage Worlds*.

Example: *Red's infantry support walker has a Top Speed Rating of 9. She checks the Speed Rating table and sees that's a Top Speed of 120 miles per hour. Her mech can move up to 12" per turn when the Game Master decides to show off his* BattleTech™ *maps and minis.*

Similarly, the mech's dual linked autocannons have a Range of 50/100/200, so they're Range 5/10/20 on the tabletop. Her light missiles' Range is 100/200/400, or 10/20/40 on the tabletop.

Speed Ratings

Vehicles in the *Science Fiction Companion* list their Top Speed as a Speed Rating, so use the table below to find the equivalent in miles per hour.

SPEED RATING

RATING	MPH	RATING	MPH
1	4	16	1K
2	8	17	1.2K
3	16	18	1.6K
4	25	19	2K
5	40	20	2.5K
6	60	21	4K
7	80	22	6K
8	100	23	8K
9	120	24	10K
10	160	25	12K
11	200	26	16K
12	250	27	20K
13	400	28	25K
14	600	29	40K
15	800	30	60K

Divide a vehicle's Top Speed in miles per hour by 10 to get its movement in inches per turn at the vehicle scale discussed above.

Speed & Cover: Vehicles hiding behind Cover don't get their standard Speed penalty (see **Speed** in *Savage Worlds*). They must choose one or the other.

Special Rules

Whether a fight takes place on a tactical map, in the theater of the mind, or using the Clash rules, the Game Master can make a fight more interesting and memorable by tying dramatic narratives to a few simple rules.

For example, if a hovertank duel takes place on an old battlefield, a vehicle might run over unexploded ordnance and take a Wound anytime the pilot rolls a Critical Failure.

Or a rocket sled chase across the frozen outlands of a deadly ice planet might feature a roll on a table anytime a pilot faces a Complication. The table might include dangerous results for everything from chasms, avalanches, or even massive, hostile creatures that erupt up out of the ice.

These are the kinds of extra details players will find fun, engaging, and memorable. They can also help focus the narrative on the kind of fast-paced chases these rules emulate rather than worrying too much about the mechanics.

VEHICLE TABLES

We've reprinted the **Out of Control** and **Vehicle Critical Hits** tables from *Savage Worlds* for your convenience, with slight updates to better work with the high-tech vehicles listed in this book and a more specific **Systems** subtable.

OUT OF CONTROL

2D6	EFFECT
2	**Major Collision:** Everyone in the vehicle is Distracted. It takes d4 Wounds.
3–4	**Minor Collision:** The vehicle takes a Wound.
5–9	**Distracted:** Ground vehicles spin out or skid. Airplanes or starships stall, slide, flip, or roll unexpectedly. Everyone on board is Distracted until the end of their next turn.
10–11	**Vulnerable:** The vehicle and everyone on board is Vulnerable until the end of their next turn.
12	**Glitch:** Something is jarred loose or breaks from rough handling. Roll on the **Systems** Table below.

VEHICLE CRITICAL HITS

2D6	EFFECT
2	**Superficial Damage:** The attack just scratches the paint or passes clean through the body without hitting anyone or anything vital. There's no permanent damage.
3	**Guidance/Traction:** The wheels, tracks, sails, thrusters, etc. have been hit. Reduce Handling by 1 each time this occurs (to a maximum penalty of –6).
4–5	**Locomotion:** The engine, mainsails, boiler, legs, etc. are hit. The vehicle's Top Speed Rating drops by 1 (this can reduce a vessel to 0).
6–8	**Hull:** The vehicle suffers a hit in the body with no special effects.
9–10	**Crew:** One random crew member, or d4 crew members for area effect attacks, takes d4–1 Wounds.
11	**Weapon:** A random weapon is destroyed. If there is no weapon, this is a Hull hit instead.
12	**System:** The vehicle loses an electronic system, its airbags, or some other system determined by the GM or rolled on the subtable below. If the vehicle doesn't have any special features, treat this as a Hull hit instead.

SYSTEMS TABLE

D6	SYSTEM
1	**Breach:** If the vehicle is sealed, it's breached. Crew who aren't in sealed suits must deal with whatever environment they're exposed to. If a breach has no effect on this vehicle, treat this as Electronics instead.
2–3	**Electronics:** The GM chooses a dramatically appropriate electronic system relevant to the current fight—FTL if the heroes are trying to jump away from their foes, comms if the heroes require coordination with other ships or sections of their own vessel, electronic countermeasures if the enemy has numerous guided missiles, AI if the crew are reliant on it, and so on. The hit should not be trivial—it should have a dramatic effect on the situation and require the party's engineers to attempt hasty repairs.
4	**Propulsion:** The vehicle's Top Speed Rating drops by 1 (this can reduce a vessel to 0).
5–6	**Weapons:** The GM rolls randomly among weapons crewed by player characters. If there aren't any, roll randomly among nonplayer character gunners. If the vehicle has no weapons, treat this as Propulsion instead.

Clashes

On the following pages is a way to use the Dramatic Task system with a few fun and exciting twists that give your party fast, furious, fun vehicular battles that prioritize cinematic action over tactical maneuvering.

We'll call this variant a "Clash" to differentiate it from standard Dramatic Tasks, and there are two main differences:

Objectives: First, success isn't determined by accumulating Task Tokens but by the encounter's objectives—take out the enemy force, bomb the enemy droid factory, escape the blockade, defeat a certain number of enemies, and so on.

"Clash" Tokens are still gathered by player characters who are piloting a vehicle, but instead of tracking success can be used to help themselves and their crewmates take out foes, evade enemy fire, and more. See **Clash Tokens** on the next page for details.

Number of Rounds: Clashes last five rounds for quick strikes, raids, or encounters with short narrative time limits—an enemy is trying to escape, reinforcements are on the way, or rebels have knocked down a capital ship's shields for a short duration.

Extend the Clash to ten rounds for firefights, battles, or protracted encounters without a pressing time limit such as patrols, fleet engagements, vehicular duels, chases with multiple targets, or desperate dogfights where the heroes can't easily withdraw.

Setup

The Game Master starts the encounter by explaining the situation, defining the party's objectives, telling them how many rounds the Clash will last (five or ten), then dealing Action Cards as usual.

Taking Actions

Player characters, named foes, and allies may take all the usual actions during a Clash—firing weapons, Supporting allies, and Testing foes. Assume unnamed crew are fulfilling their usual tasks and can't provide Support or Test enemies.

Attacks

Attacks take place at Short or Medium Range (player's choice) if the *pilot* of the attacker's vehicle has a higher Action Card than the target's pilot. Otherwise the attack takes place at Long Range.

The attacker rolls his attack skill and adds or subtracts all the usual modifiers except Speed. Speed and Handling are relative in a Clash, and use the bonuses or penalties listed below:

- **HANDLING:** Subtract 2 from attack rolls if the target vehicle's current Handling is higher than yours. Remember that Wounds reduce Handling!
- **SPEED:** Subtract 2 from attack rolls if the target vehicle's Top Speed Rating is higher than yours.

If the attack hits, resolve damage normally. We highly recommend using the **Heavy Metal** damage rules on page 93 when using the Clash rules.

- **REACTION FIRE:** Targets may use Reaction Fire (page 46) when attacked from Short Range, after the acting character's attack is resolved.
- **FIXED WEAPONS:** Fixed weapons may not fire at targets whose pilot has a higher Action Card than their own vehicle's pilot.
- **CONCENTRATING FIRE:** Vehicles with many weapons may choose to "concentrate fire." Choose the vehicle's target and roll the attack for one weapon—usually the one with the highest damage Class, but a different weapon may be chosen to gain whatever benefits it offers. Add a +1 bonus to the Shooting roll for each additional weapon concentrating fire on a single target (to a maximum of +4). This stacks with any Linked bonus from the main weapon, and applies to each die if the main weapon has a Rate of Fire of 2 or more. Secondary weapons must be within two Classes of the main weapon to add a bonus.

  Vehicles acting on the same Action Card may also combine fire as a Group Roll (see *Savage Worlds*). A group of five light fighters blasting with particle beams, for example, could Concentrate Fire to improve their chances of success.

Only weapons that use Shooting can Concentrate Fire, and those vehicles that do so may not designate attacks at other targets even if some of their weapons aren't used. Player characters may use Concentrated Fire if they wish. The Concentrating Fire option may be used outside of Clashes to speed things up!

Complications

If a pilot's Action Card is a Club, she faces a Complication of some kind. She may have pushed her speeder too hard, her starship must avoid wreckage, or her aircraft must dive to avoid deadly crossfire.

At the start of her turn, the pilot must first make a maneuvering roll at −2 as a free action (or −4 in a truly hazardous environment). If she's successful, she may take her turn as usual. If she fails, the Clash doesn't end but she loses a Clash Token (two with a Critical Failure), and must roll on the **Out of Control** table (page 95).

Nonplayer character vehicles can't try for Clash Tokens but must still deal with Complications when their Action Card is a Club.

Hold: Pilots with a Complication can go on Hold, but must take their action by the end of the round.

Clash Tokens

Player characters who are operating vehicles have an additional option on their turn. Anytime their Action Card is a Joker, Heart, or Diamond, they may attempt to gain Clash Tokens by making a maneuvering roll. This is a limited action, and uses the operator's Boating, Driving, or Piloting skill as appropriate (plus the vehicle's Handling as usual). A success grants one token, and a raise grants two. See **Using Clash Tokens** below for what you can do with them.

For all maneuvering rolls:

- **SPEED:** Subtract 2 if the fastest enemy vehicle's Top Speed Rating is higher than yours.

Planning: If the heroes have time to plan before a Clash and have a solid plan or other advantage, allow one of the party to make a Battle roll (or whatever skill is appropriate). Success grants a Clash Token that can be given to any allied player, a raise grants two.

Using Clash Tokens

Clash Tokens represent positioning, advantage, and maneuver, allowing an operator to earn and use them for any of the purposes below. They cannot be shared or given to others—every player maintains their own pool.

- **DAMAGE (Free Action):** The pilot may spend a Clash Token to increase the number of Wounds caused by an attack by one. The attack must originate from her vehicle, and can't increase a "No Effect" result (see **Heavy Metal,** page 93) to a Wound.
- **ESCAPE (Limited Action):** A pilot may spend three Clash Tokens to attempt to escape the encounter by making an opposed maneuvering roll against an enemy of the other side's choice (usually the enemy with the best Handling, a Wild Card, etc.). If the escape is failed, the pilot gets the Clash Tokens back.
- **EVADE (Free Action):** A Clash Token may be spent to automatically negate a vehicle's Wound as it's taken. Multiple Clash Tokens may be spent in this way, and it can be done before or after any Soak rolls for shields, the Ace Edge, etc.
- **INTERCEPT (Limited Action):** A pilot may spend three Clash Tokens and make an opposed maneuvering roll to try and make another vehicle stop. How this occurs is up to the GM and the environment—the target may be cornered, its locomotion destroyed, forced to ground, or simply put in a hopeless or deadly situation. If the interception fails, the pilot gets the Clash Tokens back.
- **OBJECTIVE (Limited Action):** This is a catch-all category the GM can use for objective-based missions, and should generally require three Clash Tokens and a successful maneuvering roll. This might include dropping bombs on an arsenal or factory, reaching a jumpgate before it closes, or even getting out of the reach of some of the other attackers in the Clash.
- **REPLENISH SHIELDS (Limited Action):** The pilot may spend a token to replenish all her vehicle's shield charges. See the Shields Mod in the Power Armor, Starships, Vehicles, and Walkers chapters for details on shields.

Clash Example: The Anvil

The evil Tazanian Empire has built an automated "manufactorium" called the "Anvil" on the peaceful forest planet of Hamidon. The Anvil's robotic workforce recklessly strips the environment of its resources to produce a vast quantity of drone fighters. Red and Gabe are mech warrior pilots sent to take out the Anvil.

The GM has decided to use the Clash and Heavy Metal rules for the fight. Red and Gabe must first battle their way to the Anvil by fighting through six light cybertanks guarding a long, flat valley surrounded by towering trees. Our heroes have five rounds to smash through the tanks before a swarm of reinforcements arrives.

Round One

The GM deals a Nine of Hearts to Gabe, a Six of Diamonds to Red, and a Five of Spades to the Tazanian cybertanks.

Gabe is first, and since his Action Card is Hearts, he decides to go for Clash Tokens. He makes a maneuvering roll, adds his Handling (+1), and subtracts 2 because the cybertanks are twice as fast as his walker. *"I'm rushing through the thick forests on the sides of the valley so I can flank the tanks."* The GM agrees, so Gabe rolls, gets a success and raise, and nets two Clash Tokens.

Red could also try for Clash Tokens since she's piloting her own vehicle and has a Diamond for an Action Card, but decides to go straight for the attack instead. Her card is higher than the tanks', so she decides to attack at Medium Range—avoiding the Reaction Fire of the vehicles' Gatling lasers. Red charges up the valley and declares four separate targets with her medium autocannon (Rate of Fire 4). She rolls four dice plus her Wild Die and subtracts 2 from the totals for the tanks' higher speed. Her Handling is the same so there's no penalty for that. She gets two hits—one with a raise.

Her autocannon is Class II and the tanks are Class II, so she does d3 Wounds to each one she hit. She rolls a d6 and divides by 2, getting a 5 for the first tank for three Wounds. They only have three Wounds so it blows up in a fiery explosion. She rolls a 1 for the second but her raise increases it to 2 Wounds. It makes a control roll, fails, and takes another Wound from the resulting collision. Red makes two tally marks on her character sheet and gives Gabe a smile. *"That's two for me!"*

The Tazanians attack next. Both Red and Gabe have higher Action Cards, so the cybertanks have to fire at Long Range. The GM decides three will go for Gabe while one fires at Red. The tanks' main gun is a heavy rail gun (Class III), and each has a Gatling laser (Class I) as well. The three firing at Gabe Concentrate Fire, adding the maximum +4 bonus for their rail guns and Gatling lasers. With the bonus, they hit, and since the rail gun is the same Class as Gabe's mech, they cause d3 Wounds. The GM rolls 3 Wounds. Gabe's mech staggers back under the barrage and he rolls for his energy shields, Soaking only one of the Wounds. Fortunately, he has two Clash Tokens, so he decides to spend them both and negate the last Wound. *"Repairs are expensive, you know!"*

The remaining hover tank fires at Red, adding +1 for the Gatling laser and gets a lucky hit with a raise. The GM rolls a d3 for Wounds, gets a 1, and adds one Wound for the raise. *"Two Wounds, Red! The rail gun smashes into your mech and the Gatling laser spins you around like a top."*

Emily picks up her dice. *"I've got shields, too!"* She rolls Electronics but fails. Her shields have three charges so she spends another charge and rolls again, Soaking one. She spends her final shield charge but fails again. She doesn't have a Clash Token to negate the remaining Wound like Gabe did, but she spends a Benny and rerolls Electronics for the last failed shield roll. This time she just manages to Soak the last remaining Wound.

Round Two

Red gets the Ace of Hearts, the cybertanks get a Jack of Clubs, and Gabe gets a Six of Clubs.

Red's shields are out, so she decides she better make a maneuvering roll to get some Clash Tokens in case she needs to recharge them. *"I'm gonna jump my walker right into a deep creek. Maybe that'll give me some cover and let me cool off the shields."* Red gets a success and a Clash Token.

The cybertanks go next on a Jack of Clubs—a Complication. The GM decides the tanks

must zip through the trees to get at Red and Gabe. She also decides they'll attempt a group Driving roll rather than rolling separately. They fail and roll on the **Out of Control** table, becoming Distracted until the end of their next turn.

Two tanks Concentrate Fire on Red this time and hit for d3+1 Wounds. Since their weapon is the same Class as her mech, they roll a 6 for a total of four Wounds. Red spends her Clash Token to block one Wound but takes the other three. Her walker staggers back under the punishing bombardment and she must make a control roll—which she just makes.

The other two tanks Concentrate Fire at Gabe but miss thanks to the Distraction.

Gabe's Action Card is also a Club so he has to deal with a Complication as well. The GM decides Gabe's mech gets entangled in the thick forest. He must make a Piloting roll at −2 or lose a Clash Token and roll on the **Out of Control** table. A Benny or two later, Gabe is successful and still has his action. He fires on one of the hover tanks and shouts *"Booyah!"* when it explodes into flames. That's three down.

Round Three

Red draws the Joker, the cybertanks get a Ten of Diamonds, and Gabe gets a Five of Hearts.

Since Red has a Joker, she decides to do a Multi-Action. Her first is a maneuvering roll that gets her two Clash Tokens. The second is to fire her autocannon at all three of the Tazanian cybertanks—at Short Range!

She gets two Wounds on the first and spends a Clash Token to cause another—it's destroyed. She gets four Wounds on the second and it careens into the forest with a massive explosion. The third tank survives so it uses its Reaction Fire—but misses since it's still Distracted from the previous round.

The last tank fires at Red but misses, then is quickly dispatched by Gabe.

Our heroes' walkers are beat up but still on their feet. They move on to the Anvil—and discover it's protected by the Viper, a veteran (Wild Card) pilot in a heavy mech!

The GM starts the second Clash…

Villainous Conviction

The player characters have Bennies, Conviction, and even Adventure Cards to help them in their epic struggles—and the ability to earn more through great roleplaying.

Wild Card villains also get Bennies, but at a much slower rate, and while they can be given Conviction if the Game Master desires, it's not something they earn quite as easily as player characters.

If this Setting Rule is in play, the central villain of an adventure can gain Conviction any time he succeeds at a significant goal or the heroes fail in some task related to his scheme. This makes him much more powerful and provides incentive for the heroes to act quickly and decisively when thwarting the mastermind's plans.

Sci-Fi Styles

Science-fiction is a huge genre that encompasses a wide range of styles and subgenres, from scientifically grounded hard sci-fi like *The Expanse*, to fantastical planet-hoppers like *Star Wars*. Some envision an adventurous—and fantastic—future, while others tell dystopian tales of collapsing empires or whisper of the existential dread of unimaginable gulfs of time and space.

The *Science Fiction Companion* allows you to emulate these different tropes by selecting which ancestries, Hindrances, Edges, and gear are available, changing or modifying skills, and especially by using Setting Rules from this book, *Savage Worlds*, or our other Companions or settings.

We discuss many of these science-fiction subgenres on the following pages to give you useful tips when building new universes for your players to explore, and note any Setting Rules typically used to represent their tropes. These are merely advice, of course. You might envision a sword & planet setting which plays against tropes by using Gritty Damage, for example, or employ Born a Hero to let the strike team in your sci-fi horror campaign be larger than life. Use our suggestions to start the conversation, then make your own list that captures your unique vision.

Apocalyptic Sci-Fi

This type of science-fiction is primarily interested in the social and technological results of the decline and collapse of civilizations—as well as what happens in the aftermath. Obviously, such stories tend toward the bleak, but some instead show the end as a chance for a new beginning.

Socio-political collapse makes for a powerful backdrop for adventures in any era. As things begin to fall apart, those affected quickly learn how thin is the veneer of civilization and how quickly the social contract can revert to the "law of the jungle." Central authority may try to slow the collapse, vanish completely, or even be complicit in the downfall—perhaps even arranging it for their own goals. Whatever the case, in such settings legal and propriety vanish, and power becomes the new law. Game Masters can play this up to make every moment, every interaction, fraught with danger.

After the collapse a new status quo is established, usually a permanent version of the conditions seen in the collapse itself—new views on the value of life, liberty, property, and the like. Most likely these aren't very positive attitudes, though more fortunate survivors might use the clean slate to reinvent the world in a new, better image.

In pre-, peri-, and post-apocalyptic settings, established economies are turned on their head. Some goods become essential while others become worthless. A new economy based on utility, need, and scarcity takes its place. Disregard prices for various gear and services given in this book, replacing them with unique currencies or substituting them with a barter system. Our own setting, *Deadlands: Hell on Earth*, has guidelines for scavenging and bartering, including modifiers for the rarity of items.

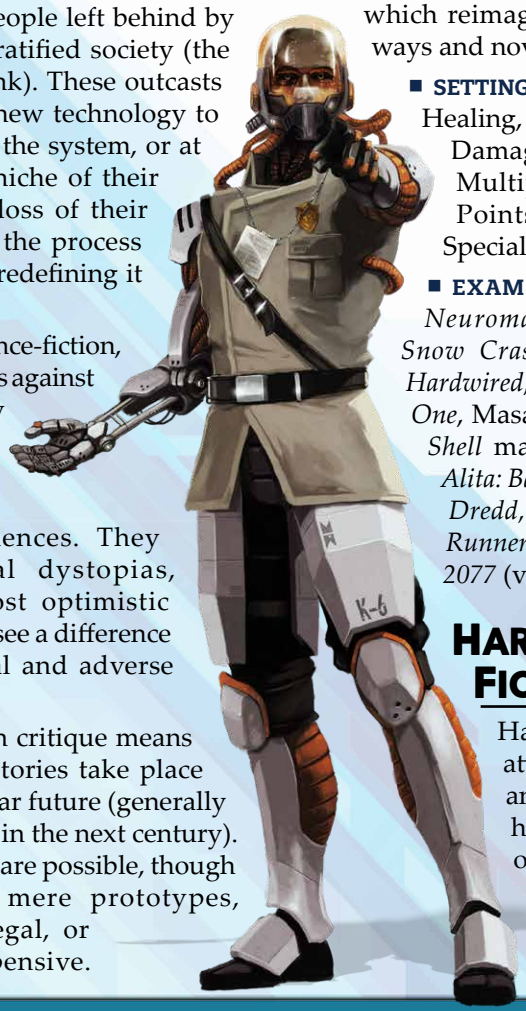
- **SETTING RULES:** Difficult Healing, Fanatics, Gritty Damage, Hard Choices, Logistics, Multiple Languages, Salvage & Trade.

- **EXAMPLES:** George R. Stewart's *Earth Abides*, Walter Miller Jr.'s *A Canticle for Leibowitz*, Richard Matheson's *I Am Legend*, Nnedi Okorafor's *Who Fears Death*, Margaret Atwood's *Oryx and Crake*, J.G. Ballard's *The Drowned World*, Cormac McCarthy's *The Road*, Samuel R. Delany's *Dhalgren*, *Logan's Run*, the *Mad Max* movies, *Borderlands* (video game), *Fallout* (video game).

Cyberpunk

Stories in the cyberpunk subgenre focus on the intersection of humanity and "cutting edge" technologies, such as cybernetics, virtual reality, computer networks, nanotech, and so on. They attempt to grapple with how such advancements are fundamentally changing what it means to be human, for good or ill.

Heroes in these stories are often underdogs, rejects, or in some cases actual criminals—disenfranchised people left behind by an increasingly stratified society (the "punk" in cyberpunk). These outcasts learn how to use new technology to push back against the system, or at least carve out a niche of their own, risking the loss of their own humanity in the process or, in some cases, redefining it completely.



Like so much science-fiction, cyberpunk warns us against embracing new technology too quickly without considering the broader consequences. They aren't all brutal dystopias, but even the most optimistic cyberpunk stories see a difference between beneficial and adverse technologies.

This very modern critique means most cyberpunk stories take place in the relatively near future (generally "now" or sometime in the next century). Dev I technologies are possible, though some might be mere prototypes, military-only, illegal, or prohibitively expensive. In some cases, Dev II tech might also be under development in secret corporate or government labs.

The supernatural is not generally part of cyberpunk stories. Save for those that border on techno-horror, or genre-blending crossovers like *Shadowrun*, stories in this genre focus on the "real." Psionics might exist in some worlds, as might some of the Arcane Backgrounds presented in this book. In some cases, Arcane Background (Gifted) might represent an unusual technology or new transhumanistic ability.

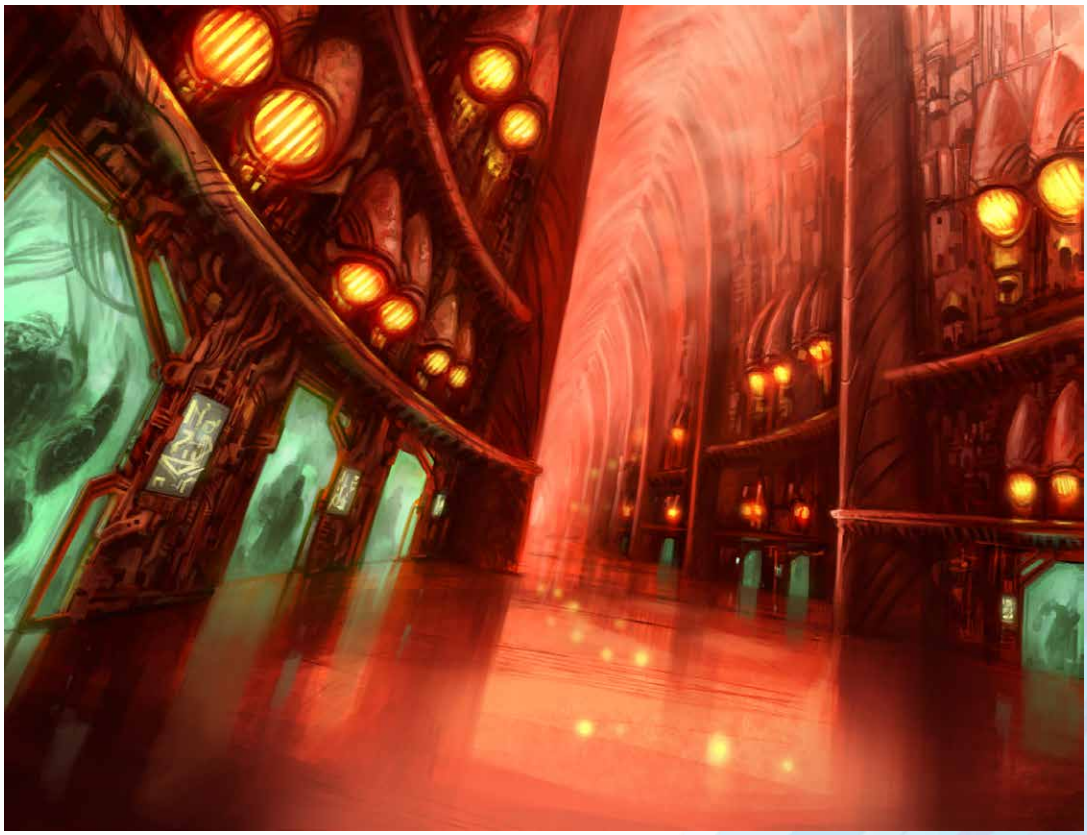
The typical milieu of a cyberpunk story is a vast, sprawling city, a perfect stage for the subgenre's other tropes—poverty, crime, class warfare, environmental degradation, overpopulation, and imminent collapse. Other stories might take place in an orbital metropolis, an arcology (self-contained micro cities), or even the lawless wilderness.

Cyberpunk has spawned several derivatives which reimagine its core themes in new ways and novel settings.

- **SETTING RULES:** Conviction, Difficult Healing, Energy Management, Gritty Damage, Hacking, Hard Choices, Multiple Languages, No Power Points, Salvage & Trade, Skill Specialization, Transhumanism.
- **EXAMPLES:** William Gibson's *Neuromancer*, Neal Stephenson's *Snow Crash*, Walter Jon Williams's *Hardwired*, Ernest Cline's *Ready Player One*, Masamune Shirow's *Ghost in the Shell* manga series, *Altered Carbon*, *Alita: Battle Angel*, *Johnny Mnemonic*, *Dredd*, *Elysium*, *The Creator*, *Blade Runner*, *Akira*, *Westworld*, *Cyberpunk 2077* (video game).

Hard Science Fiction

Hard sci-fi is defined by its attempt at scientific accuracy and detail. While it might also have elements of action, horror, or the fantastic, stories in this subgenre earnestly attempt to ground everything in real-



world physics and plausible technology. Space travel is slow, human understanding is limited, and there is *definitely* no sound in outer space.

Because of the focus on either real or highly plausible technology, "hard" sci-fi often takes place in the relatively near future, as humanity is just beginning to venture in earnest across the solar system or to our closest galactic neighbors. The technology is generally recognizable as advanced versions of existing tech, or the first functional applications of current theories. Anti-gravity technology, FTL travel, energy-based weaponry and gear, shields, cyberware, robots, and aliens are either rare or completely absent. Any advanced tech present in the story is weird, monolithic, vaguely threatening, and important to the plot.

This realistic approach means resource scarcity, survival, and the dangers presented by basic physical laws are frequent concerns. Atmospheric effects, gravitation, escape velocities, gravity assists or orbital slingshot maneuvers, Zero-G combat and movement penalties, the health problems (diseases and even deformities) associated with years or a lifetime spent living in zero gravity, fuel, radiation, food, water, and even air to breathe can all become critical plot points in these settings—for those last few see **Hazards** in *Savage Worlds*.

In hard sci-fi, a vessel's atmospheric Top Speed is *not* multiplied by 2,000 for Deep Space acceleration (see the **Speed Ratings** sidebar on page 141). Keep it at the much slower 10× orbital speed when moving throughout a solar system.

FTL systems are usually nonexistent or a complete mystery in hard science-fiction. If FTL travel is possible it's usually via wormhole points and may involve time dilation.

Arcane Backgrounds are usually unavailable, with the occasional exception of Psionics (and even then often limited to a very short list of powers).

- **SETTING RULES:** Difficult Healing, Downtime, Energy Management, Extreme Environments, Gritty Damage, Hacking, Logistics, Skill Specialization.

- **EXAMPLES:** Andy Weir's *The Martian* and *Project Hail Mary*, Kim Stanley Robinson's *Mars* trilogy, Arthur C. Clarke's *Rendezvous With Rama*, Liu Cixin's *Remembrance of Earth's Past* trilogy, James S.A. Corey's *The Expanse* books and television series, Gregory Benford and David Brin's *Heart of the Comet*, *2001: A Space Odyssey*, *Interstellar*, *Arrival*, *Ad Astra*, *Gravity*, *Sunshine*, *Starfield* (video game).

Military Sci-Fi

As implied by the name, this subgenre views the future through a military lens, telling stories of soldiers using advanced tech to wage war against their foes.

Heroes in these settings are typically enlisted fighters, from grunts used on the front line of battle to the generals and tacticians who manipulate the theater of war from behind the scenes. Weapons, armor, and other gear are given particular emphasis, with such things often being key to overcoming the enemy—and simply surviving.

The giant robotic vehicles known as walkers (see Chapter Nine), and their more coordinated variants called mecha, are a favorite staple of many science-fiction settings. Game Masters should carefully consider whether to include them in a setting, however, because these powerful war machines tend to dominate the stories they're a part of. Walkers generally appear in space opera as fearsome lords of ground combat. With the right options they can also best most starfighters and lighter vehicles.

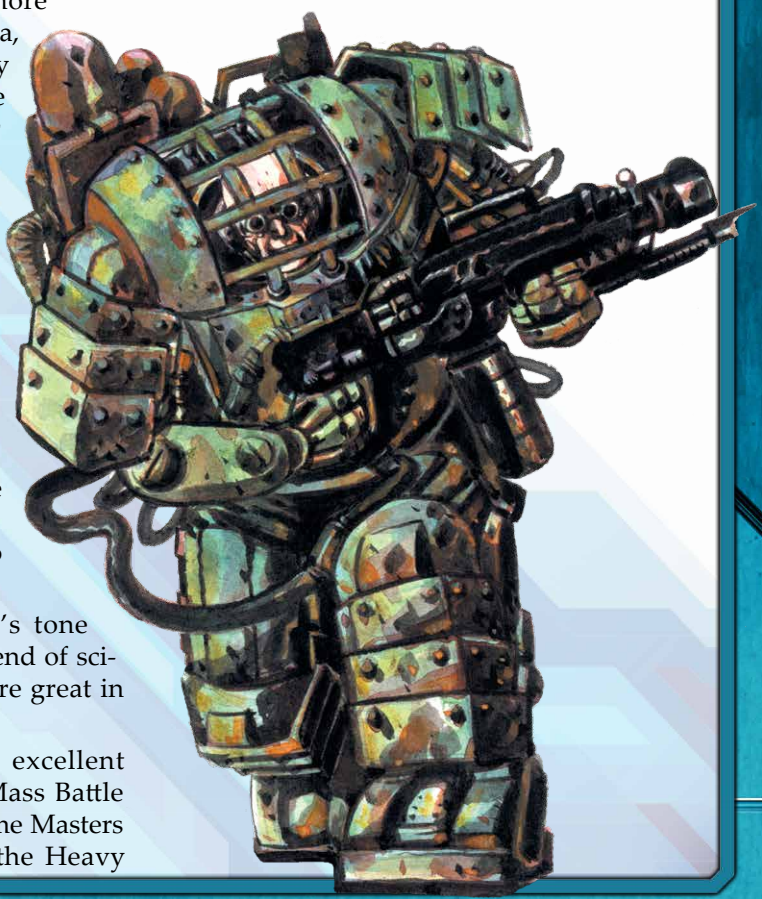
That said, walkers can also humanize vehicles, having unique names, reputations, and even injuries that accrue from battle to battle.

Mechs tend to drag a setting's tone further away from the "harder" end of sci-fi, but when done right, mechs are great in hard sci-fi settings as well.

Military sci-fi stories are an excellent opportunity to implement the Mass Battle rules (see *Savage Worlds*). But Game Masters should also take advantage of the Heavy Metal rules from this book (see page 93) for a faster and more dramatic take on large-scale conflicts.

Lastly, every military sci-fi setting needs a worthy adversary. Check out Appendix A on page 294 for some ready-made empires, complete with ideologies, fleets, and stat blocks, which range from enemy humanoids to the soulless mechs and more.

- **SETTING RULES:** Conviction, Energy Management, Extreme Environments, Fanatics, Fast Healing, Giant Foes, Gritty Damage, High Adventure, Logistics, Transhumanism, Villainous Conviction.
- **EXAMPLES:** Orson Scott Card's *Ender's Game*, Robert Heinlein's *Starship Troopers*, Frank Herbert's *Dune* series, Joe Haldeman's *The Forever War*, Jerry Pournelle and Larry Niven's *Footfall*, Jack Campbell's *The Lost Fleet*, William Dietz's *Legion of the Damned*, C.J. Cherryh's *Downbelow Station*, *Aliens*, *Robotech*, *BattleTech*, *Warhammer 40K*, *Space Battleship Yamato*, *Edge of Tomorrow*, *StarCraft* (video game), *Mass Effect* (video game), *Halo* (video game).



Pulp Science Fiction

Science-fiction has evolved over the last century, but its origins hearken back to the campy, gonzo era of the "pulps." In the first half of the 20th century, rising literacy rates drove demand for accessible but entertaining stories. To keep costs down, publishers used cheap, high-pulp paper similar to newsprint—hence the origin of the name.

Known especially for their formulaic plots, one-dimensional characters, and frequent releases, the pulps were intended to be read casually and then discarded. The covers of magazines like *Startling Stories*, *Fantastic Adventures*, and *Astounding Science Fiction* featured colorful, lurid pictures of space rangers in fishbowl helmets firing Art Deco laser pistols at green-skinned Martians. However, some of the most influential writers of the last century got their start in the pulps, as did legendary characters such as Buck Rogers and Flash Gordon.

Pulp sci-fi isn't generally concerned with anything like scientific accuracy, instead going for danger, action, high adventure, and mysterious worlds. Interstellar travel is relatively quick and cheap. To reflect this, astrogation Transit Times use d4 instead of d6, reduce Science modifier penalties by 2, and all computation times are one round.

Planets and planetoids usually have breathable air, and non-Earth worlds tend to have a single environment or biome, such as a "jungle world" or "ice world." The hard vacuum of space presents no particular threat.

Most weapons, gear, and other tech are suitable for a pulp sci-fi setting, even those of Dev II or III, though the genre is rarely concerned with how such things work. In some cases simply renaming them can go a long way toward establishing the tone. Instead of a plasma pistol, it's a "heat ray." Instead of a hard-light console, it's a "holographic-interface device."

Similar to the sword & sorcery genre (with which pulp sci-fi shares a common origin), straight-up magic either doesn't exist or is the tool of villains and is unpredictable, weak, or corrosive to the spirit. A few exceptions might exist in the form of mystics. However, Arcane Background (Weird Science) is a perfect fit.

A major offshoot of pulp sci-fi is planetary romance (or "sword & planet"), a specific subgenre where stories take place on a single fantastic world of dangerous environs and savage fauna. The protagonists of these stories are almost always Earthlings who

From the Fear Agent™ *comic series by Rick Remender and Tony Moore, and produced as a* Savage Worlds *roleplaying game still available at www.peginc.com!*

crashed, were teleported, or in some other way stranded there, and must learn the rules as they search for a way home. Tech is generally limited on these worlds, often limited to laser pistols and weird science gadgets. Higher-tech items might exist as relics scrounged from the mysterious ruins of long-extinct predecessors.

- **SETTING RULES:** Born a Hero, Conviction, Creative Combat, Dumb Luck, Fanatics, Fast Healing, Giant Foes, Heroes Never Die, High Adventure, Sword & Planet, Unarmored Hero, Villainous Conviction, Wound Cap.
- **EXAMPLES:** Edgar Rice Burroughs's *Barsoom* series, Larry Niven's *Ringworld* series, Andre Norton's *Witch World* series, Jack Vance's *Planet of Adventure*, E.E. "Doc" Smith's *Lensman* series, *Buck Rogers*, *Flash Gordon, Queen of Outer Space, Lost in Space, Barbarella: Queen of the Galaxy, Forbidden Planet, Mars Attacks!, Space Family Robinson, Blackstar, Heavy Metal, Avatar, Treasure Planet, Valerian and the City of a Thousand Planets,* the *Space: 1889* roleplaying game.

Retro-Futurism

Gaining in popularity over the last couple of decades, retro-futuristic sci-fi is an attempt to re-imagine the genre in unconventional ways. Often it borrows from experimental sci-fi of long ago, like Jules Verne's Victorian-era inventors, the optimistic "gee whiz" creativity of the Atomic Age, or even the environmental consciousness movements of the 70s and 80s. But wherever and whenever it is set, retro-futurism tends to act as a counterpoint to the gloomy cynicism of cyberpunk and the pessimism of soft sci-fi's oppressive dystopias.

The most well-known retro-futurism is Steampunk, which takes place in the early days of the Industrial Revolution, particularly the Victorian Era. Breakthroughs in steam power have led to marvelous inventions which are impractical or downright impossible in the "real world."

Such devices generally stick to the lower end of the development scale (Dev I, or Dev II at most). These bulky, noisy machines are a complex mix of clockwork and valves, given superlative names, and powered by coal—or in some cases strange alternative energy

sources. They border on Weird Science, but are pervasive and reliable enough that it is easier to simply "re-skin" many of the items from the Gear chapter and give them appropriate names and descriptions. Space travel is either impossible or limited to interplanetary transits.

Dieselpunk is a subgenre of retro-futuristic sci-fi that pushes the timeline forward to the era of petroleum—generally the decades before, during, and after WWII. Aesthetically, it borrows heavily from Art Deco, Brutalism, Film Noir, and "Raygun Gothic."

Its close cousin, Atompunk, embraces the atomic energy and mid-century modernism of the post-war era. Technology is powered by atomic energy, transistors, and vacuum tubes, and is made of blandly utilitarian steel and seemingly random lights and gauges.

The most sanguine depictions of the future can be found in Biopunk, which offers a hopeful vision of a clean world achieved through genetic engineering and biotechnology. Its cousin, Solarpunk, focuses on renewable energy, sustainability, harmony, and interconnectivity to posit a bright future. Space travel is possible in both genres, and

in fact poses solutions to some of the tougher challenges to interstellar travel.

- **SETTING RULES:** Born a Hero, Conviction, Dumb Luck, Fast Healing, Heroes Never Die, High Adventure, More Skill Points, No Power Points, Transhumanism, Unarmored Hero, Wound Cap.
- **EXAMPLES:** Jules Verne's *From the Earth to the Moon* and *Journey to the Center of the Earth*, H.G. Wells's *The First Men in the Moon*, William Gibson and Bruce Sterling's *The Difference Engine*, Philip Reeve's *Mortal Engines* series, Scott Westerfeld's *Leviathan* trilogy, Warren Ellis's *Ignition City*, *Metropolis*, *Laputa: Castle in the Sky*, *Brazil*, *The League of Extraordinary Gentlemen*, *Iron Sky*, *BioShock* (video game), *Fallout* (video game).

Soft Science Fiction

"Speculative fiction" in the truest sense, soft sci-fi has given us some of the most profound, zeitgeist-shaping stories of the last two centuries. This subgenre is more concerned with social, emotional, psychological, political, philosophical, or economic conflicts. These conflicts are hypothetical and often extreme, exploring the possible outcome of an ideological clash to its full potential.

Soft sci-fi stories may take place in a version of our own world, even to the point where they might not at first blush appear to be science-fiction at all, aside from a deviation or two. Yet others occur in our distant future, or even remote imaginary worlds with no connection to Earth. Most often they center around an extreme social shift or ascendant ideology, depicting how it directly affects the lives of their characters. In most cases the heroes are "Average Joes" who just happen to be in the right place at the right time, though some are about remarkable people who stand out among their peers.

Dystopias are by far the most popular settings in soft sci-fi, as they allow authors to tell cautionary tales about the long-term dangers of objectionable theories. However, it is equally possible to explore utopian visions, a glimpse into a world that might be—if only we make it so.

Since these stories are ultimately about ideas, other sci-fi tropes such as space travel, cybernetics, high-tech warfare, alien species, etc. exist only in the background, if at all. Any tropes must support—or at least not contradict—the story's theme.

Similarly, Arcane Backgrounds might exist, but only insofar as they're linked to the story's core concept. They might represent a caste of superior beings who call the shots, enigmatic adepts who are untouchable by the events around them, or even revolutionary marvels whose abilities are a threat to the dominant order.

- **SETTING RULES:** Betrayal, Born a Hero, Conviction, Difficult Healing, Dumb Luck, Fanatics, Gritty Damage, Hard Choices, Villainous Conviction.
- **EXAMPLES:** Mary Shelley's *Frankenstein*, H.G. Wells's *The Island of Dr. Moreau*, Aldous Huxley's *Brave New World*, Frank Herbert's *Dune* series, Ray Bradbury's *Fahrenheit 451*, George Orwell's *1984*, Stanisław Lem's *Solaris*, Ursula K. Le Guin's *The Left Hand of Darkness*, Octavia Butler's *Kindred*, Kazuo Ishiguro's *Never Let Me Go*, Robert Heinlein's *Stranger in a Strange Land*, *Dr. Who*, *Planet of the Apes*, *Logan's Run*, *Soylent Green*, *Gattaca*.

Space Opera

Undoubtedly the most popular type of science-fiction is "space opera," a term that comes from the grand scale, sprawling cast of characters, and high stakes of the subgenre. Its closest literary cousin is high fantasy, and it shares a similar emphasis on romance, betrayal, epic wars, and legendary heroes and villains—all with a backdrop of political clashes between dueling civilizations or families, intrigue, suspense, exotic space locales, and cool props (starships, robots, aliens, cyborgs, ray guns, and laser swords).

Space opera settings emphasize highly theoretical scientific scenarios, advanced or bizarre intercultural clashes, and complicated diplomatic quandaries.

A typical space opera takes place in the distant future (or possibly a galaxy far, far away), where civilization has advanced so far that it embodies Arthur C. Clarke's famous quote about sufficiently advanced technology being indistinguishable from magic.

In these stories, at least a portion of galactic civilization—including aliens and possibly sentient machines—has achieved a high level of efficiency, influence, prosperity, and unity. This utopian (or, in some cases, dystopian) society generally spans several worlds at least, possibly even conquering vast stretches of a galaxy. It has mastered interplanetary and interstellar travel to the point that such journeys are no more difficult than traveling to a nearby country in our own world.

In space opera settings most advanced tech is familiar to most—if not all—members of the advanced civilization. While Game Masters should carefully consider whether or not to make Dev II gear commonly available, some technology will make life easier. Advanced targeting, shields, artificial-gravity generators, and FTL communications arrays are suggested for common use as they simplify narratives and combat.

Access might only be possible at certain key locations such as home worlds or well-established colonies, or reserved for those with membership in certain privileged positions. Similarly, some technologies might be unavailable (or forbidden) to members of certain outlier factions, remote colonies, recently "uplifted" alien species, and so on.

Arcane Backgrounds, if they exist, are usually portrayed as something unknown, inexplicable, and limited, practiced only by members of an elite and secretive faction. Psionics is the most common, a result of technological experiments, mutations, or increased understanding of human abilities. Miracles or magic might come about from esoteric studies, still widely disbelieved by the masses. Weird Science might be available, representing the "bleeding edge" of technological developments.

- **SETTING RULES:** Conviction, Downtime, Energy Management, Extreme Environments, Gritty Damage, Hard Choices, Logistics, More Skill Points, Multiple Languages, Salvage & Trade, Skill Specialization, Transhumanism.
- **EXAMPLES:** Isaac Asimov's *Foundation* series, Dan Simmons's *Hyperion Cantos*, Frank Herbert's *Dune* series, David Brin's *Uplift* series, Joe Haldeman's *The Forever War* series, Vernor Vinge's *A Fire Upon the Deep*, Alastair Reynolds's *Revelation Space*, Iain M. Banks's *Culture* series, Larry Niven and Jerry Pournelle's *The Mote in God's Eye*, *Star Trek*, *Star Wars*, *Babylon 5*, *Farscape*, *Battlestar Galactica*, *Destiny* (video game).

Techno-Horror

The cold void and mind-blowing emptiness of space can be terrifying in their own way, but stories in the techno-horror genre take this fear to new heights. Horror relies on isolation, disorientation, and the unknown—and where else could one be less out of their element and farther from help?

Techno-horror stories can take place in any time or place, though to maximize anxiety they usually occur in far-flung colonies, orbital platforms, ships on long interstellar voyages, desolate moons, or derelict spacecraft. Higher tech tends to empower users, so for this reason stories in this subgenre are more likely to take place in lower-tech settings—Dev I or (at most) Dev II.

While traveling between worlds or even star systems is usually possible, such journeys are long, arduous, and involve long periods with little to no contact with civilization. Use the guidelines for space travel from

hard sci-fi (see page 101). FTL doesn't exist. Wormhole travel might be possible—but could also be the source of horror in itself, as passing through other dimensions might do something to a mortal mind—or bring something *back*…

Many techno-horror scenarios center around the fear of being hunted by something—an alien lifeform somewhere on board, a relentless robot programmed to kill, or a fellow crew member who may no longer be human. In these tales, technology is rarely the solution, and in fact is usually the reason our hapless heroes are in this situation at all.

The *Savage Worlds Horror Companion* contains a wealth of tropes, Setting Rules, and monsters which might also be invaluable for Game Masters running a techno-horror game.

- **SETTING RULES:** Conviction, Difficult Healing, Energy Management, Extreme Environments, Gritty Damage, Hacking, Hard Choices, Logistics, Skill Specialization, Transhumanism. Also Expanded Fear Effects, Playing to the Tropes, Slaughter Rules (from the *Horror Companion*).
- **EXAMPLES:** Mary Shelley's *Frankenstein*, Caitlin Starling's *The Luminous Dead*, Jeff VanderMeer's *Southern Reach* trilogy, *Invasion of the Body Snatchers*, *Alien*, *Predator*, *The Thing*, *The Terminator*, *Splice*, *Event Horizon*, *Life*, *Jason X*, *Pitch Black*, *Alien: Isolation* (video game), *Dead Space* (video game).

Time Travel

One of the most unique subgenres of science-fiction is time travel. These stories are about people who (intentionally or not) find themselves transported to another point in the time stream. The focal point of the story then becomes the paradoxes, causality, time loops, or other anomalies of that violation.

Time travel stories can be set nearly any time or any place. The travelers might be victims of chance, having stepped through a time "wrinkle" or other freak occurrence. Others might have the capacity themselves, via highly advanced technology or an Arcane Background.

Of greater importance is *how* time functions in your game. The time stream might be rigid, with means to self-correct any potential paradoxes. A more "plastic" time stream responds to incongruities by simply changing to match them—at the risk of creating time "orphans" or simply making anomalies wink forever out of existence.

Depending on how such things are handled, running time travel in a tabletop roleplaying game can be extremely challenging. Players may make choices that violate "known" history or create mind-bending paradoxes—meeting their past selves, for instance. On a more practical level, they may be tempted to use their knowledge of history to give themselves an advantage, such as how to make basic firearms before they exist or buying key stocks when they go on sale.

Unless disregarded for narrative reasons, language gaps are sure to present a significant hurdle. This can reward a character who invests points in the Language skill, or the team might have a handy high-tech translation device. Similarly, other issues like communicable diseases, cultural and clothing differences, and other complications might be something to embrace—or simply ignore.

One time travel variant is cross-dimensional travel, where voyagers do not move up and down the time stream but *across* it instead, visiting parallel versions of reality created by major (or minor!) differences in historic events—the Japanese won WWII, dinosaurs didn't go extinct, the car was never invented, and so on. Characters might even create new parallel "dimensions" by their actions, instead of dealing with paradoxes.

- **SETTING RULES:** Creative Combat, Downtime, Hard Choices, Logistics, More Skill Points, Multiple Languages, No Power Points, Skill Specialization, Transhumanism.
- **EXAMPLES:** H.G. Wells's *The Time Machine*, Kurt Vonnegut's *Slaughterhouse-Five*, Keith Laumer's *Dinosaur Beach*, Tim Powers's *The Anubis Gates*, David Gerrold's *The Man Who Folded Himself*, Harry Turtledove's *The Guns of the South*, Octavia Butler's *Kindred*, Gregory Benford's *Timescape*, *Primer*, *Looper*, the *Back to the Future* trilogy, *Tenet*, *Planet of the Apes*, *The Cloverfield Paradox*.

Other Types of Sci-Fi

This chapter has covered the most popular science-fiction styles, but it isn't an exhaustive list. Other types of sci-fi can also be modeled using the rules in this book and *Savage Worlds*. You might also be able to combine styles to come up with interesting variants. For example, you could merge retro-futurism with cyberpunk to create a weird future where technological advancement ended in the 1950s, except for the realm of cybernetics, which are powered by gasoline. Or you could combine techno-horror and apocalyptic sci-fi to create a wasted world where the last remnants of humanity battle undead cyborgs controlled by a central AI.

When creating your own setting, start by thinking of the *kind* of stories you want to tell. Intrigue? Horror? Lots of combat? A wide variety? That will guide the sorts of characters your players can build, along with the overall tone or mood of the campaign.

Next, decide where the action takes place: Earth? A colony on Europa? A "generation ship" traveling to a distant star? Many different worlds in a galaxy far, far away? Along with this, determine the level of available technology (see page 31 for a discussion on Development Levels). Note that interplanetary travel doesn't *require* high tech levels—there might be ways to cross space without a starship!

Lastly, consider what places and things *look* like in this setting. Colorful? Utilitarian? Clean? Gritty and grimy? These are purely descriptive differences but can go a long way toward helping the players visualize the world.

"LOOK, IF WHAT DOCTOR WEIR TELLS US IS TRUE, THIS SHIP HAS BEEN BEYOND THE BOUNDARIES OF OUR UNIVERSE, OF KNOWN SCIENTIFIC REALITY. WHO KNOWS WHERE IT'S BEEN, WHAT IT'S SEEN... OR WHAT IT'S BROUGHT BACK WITH IT?"

-D.J.,
EVENT HORIZON

Chapter Four

Cyberware

Advanced medical science can supplant tissue with metal, plastic, and electronic systems—collectively called cybernetics or, more commonly, "cyberware." The vast majority of these high-tech implants are used to save or prolong life, but in more "savage worlds," augmenting one's body is primarily for adventure!

Basics

Cyberware can be purchased during character creation or play with the Game Master's permission, and assuming it's available in the setting.

- **Strain:** Implanting cyberware causes stress on the body and mind, limiting how much an individual can handle before they suffer ill effects.

Profiles

Each implant has the following statistics:

- **Type:** A description of the device and its effects.
- **Strain:** The amount of stress the cyberware places on the physical tissue, mental synapses, etc.
- **Cost:** The price of the implant and its installation at a basic facility. It may cost more in places where body-modding is illegal, or less at dangerous "chop shops" where accidents are more likely.

Strain

Cyberware is invasive. It replaces bone, tissue, and nerves with metal and electrical systems. What belonged is gone, and the machinery that fills that space draws power from the body, diverts impulses from the mind, and perhaps even impacts the soul.

Every piece of cyberware has a Strain rating, which indicates both how difficult it is to install (and remove) and how much stress it puts on a character once it's installed. The safe amount of cyberware a character can place in his body is equal to *half the lower of his Spirit or Vigor die type.* This is called his Strain Limit.

An individual can push this limitation, but if additional Strain is incurred, the new implant automatically causes a **Cyberware Side Effect** (see page 112).

The absolute maximum Strain a being can endure is equal to the lower of his Spirit or Vigor—any more and the being's systems collapse into catastrophic failure.

Example: *A character has Spirit d8 and Vigor d6 (the lower of the two), so her Strain Limit is 3, with a hard maximum of 6. If she increases her Vigor to d8 her Strain Limit also increases to 4 with a hard limit of 8.*

Installing Cyberware

Installing cyberware requires a clean operating environment and a roll using the lowest of a surgeon's Electronics and Healing skills. The operation takes one hour for every point of the device's Strain. Failure causes the patient a side effect from the table below for one week—a Critical Failure means the side effect is permanent until the implant is removed. Success causes the patient Fatigue that lasts for a number of days equal to the implant's Strain, or hours with a raise.

The costs listed with each implant reflect a skilled surgeon with Electronics and Healing d8. Cheaper and more expensive surgeons might be found, and affect the skill level and cost as the GM sees fit.

Concealment

The listed prices also assume the implant is noticeable if that area of skin is exposed. Most implants can be made invisible to all but direct searches for an additional 50% of their cost. The implant becomes obvious once readied for use (a limited free action).

CYBERWARE SIDE EFFECTS

D20	EFFECT
1	**System Overload:** The patient's physical or mental resilience declines. She reduces her Spirit or Vigor one die type—her choice.
2	**Neural Interference:** The implant interferes with the character's nerves, synapses, or thoughts. He gains the Hesitant Hindrance.
3–4	**Neural Block:** The character's "fight or flight" instinct is impaired. He subtracts 2 from Spirit rolls to recover from being Shaken.
5–6	**Labored Respiration:** The character's raspy breaths subtract 1 from Pace and Stealth rolls.
7–8	**Complications:** The implant is uncomfortable and causes minor physical or mental irritation. Increase the implant's Strain by 1.
9–10	**Phantom Cramps:** The character suffers occasional and mysterious cramps or sudden shooting pain. She's Vulnerable when her Action Card is a Club.
11–12	**Migraines:** The implant causes severe headaches. Any Critical Failure causes a level of Fatigue (non-Incapacitating) for a day.
13	**Paranoia:** The implant makes the victim twitchy and paranoid. She gains the Suspicious (Major) Hindrance.
14–15	**Heightened Feedback:** The signals are too intense for this hero's nervous system. He becomes irritable, emotional, or overly sensitive and gains the Thin Skinned (Major) Hindrance.
16–17	**Memory Loss:** The character's short- or long-term memory (choose one) becomes spotty and unreliable. Besides the roleplaying effects (forgetting meeting times, how to use new equipment), Smarts and Common Knowledge rolls suffer a –2 penalty.
18	**Sudden Shakes:** Uncontrollable tremors sometimes wrack the character's nervous system. She's Distracted when her Action Card is a Club.
19	**Violent Episodes:** The cyber warrior has trouble controlling her rage. She gains the Bloodthirsty Hindrance.
20	**Internal Bleeding:** A surgical tool was left inside, the implant is tearing at internal organs, or the surgeon accidentally nicked an artery during the operation. The patient gains the Ailment (Major) Hindrance until the implant is removed.

Removing Cyberware

A character may remove an implant for 25% of its cost. Street docs will often perform the surgery for *free* if they can keep the implant. The roll to remove an implant is the same as putting it in, but the side effects are never permanent.

Cyberware Hindrances

These Hindrances are only available in settings that have relatively common cybernetic implants.

Cyber Resistant (Minor)

Cyberware doesn't take easily in this spacer's body. Her Strain Limit for cyberware drops by 2.

Cyber Sensitive (Minor)

The hero's body is delicate, strange, or resistant to cybernetic implantation. Surgeons subtract 2 from their rolls when attempting to install it.

Cyber Side Effect (Major)

The character gains up to $10K worth of cyberware implants but something went wrong when it was installed—she must roll a permanent result on the **Cyberware Side Effects** table (reroll Internal Bleeding results).

Cyberware Edges

Characters may take these Edges before or after character creation.

Cyber Tolerant

REQUIREMENTS: Novice

The individual's body can handle cyberware better than most. He increases his Strain Limit and maximum by +2.

Cyber Samurai

REQUIREMENTS: Novice, Cyber Tolerant

The character was built to be chromed. He increases his Strain Limit and maximum another 2 points, to +4.

Cyborg

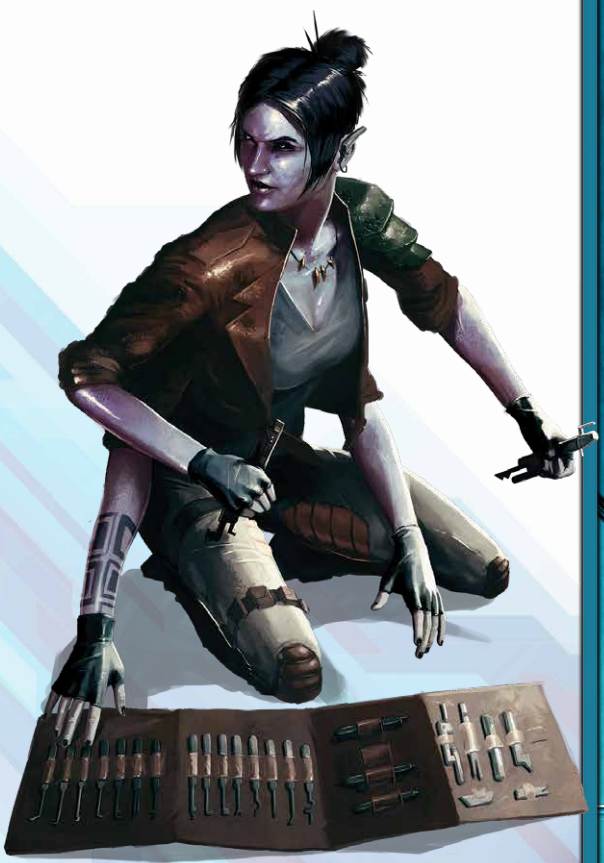
REQUIREMENTS: Novice

Cyborgs are humans (or other organic species) who have been greatly augmented with mechanical parts—or constructs with biological components added! Sometimes this is done by choice; sometimes it's the only way to save a badly wounded but still valuable individual.

The 'borg's Strain Limit and maximum increase by +4 (and stack with the Cyber Tolerant and Cyber Samurai Edges) and she gains $20K worth of installed implants.

The hero no longer makes natural healing rolls but can still Bleed Out, and Wounds are fixed with the lower of the physician's Healing or Repair skill.

The price of such conversion is heavy, however. She must either take an additional non-Cyberware Major Hindrance or roll a permanent result on the **Cyberware Side Effects** table (reroll Internal Bleeding results).



CYBERWARE

Strain is the amount of stress the implant puts on the character's system. Max is the number of times it may be taken (U means unlimited). Cost is the usual street price of the 'ware.

BODY

TYPE	STRAIN (MAX)	COST
Amphibious: The recipient is fitted with gills and collapsible webbing between his fingers and toes. He cannot drown in oxygenated liquid (most water) and moves his full Pace when swimming.	2 (1)	$5K
Attractive: Chrome or sculpted features are designed to please. The character gains a +1 bonus to Performance and Persuasion rolls. May be purchased a second time to increase the bonus to +2. The maximum bonus from this implant, the Attractive/Very Attractive Edge, or the Skill Bonus implant is +2, but they stack until that point.	2 (2)	$5K
Attribute Increase: This implant increases an attribute one die type. Each step above the character's maximum costs an additional 2 Strain.	2 (U)	$5K
Comms: An integrated communications suite that can connect to other comm devices within 20 miles.	— (1)	$1K
Cosmetic Upgrades: These implants include colored skin, metallic hair, or other superficial alterations that show off the user's wealth and style but have no specific game function.	1 (U)	$5K
Data Jack: A cable, rod, or extension allows hackers to directly connect to most electronic devices common to their world. Connection is a limited free action, and grants a reroll to any failed Electronics or Hacking roll.	1 (1)	$5K
✳ **Detachable Eye:** The cyborg's eye (including any installed vision enhancements) may be removed from its socket as a limited free action and set down or thrown. The character can see, hear, and record up to 10 hours of footage through the eye up to one mile away.	1 (1)	$5K
Enhanced Hearing: The 'borg's ears can pick up whispers up to 200 yards distant (+2 to hearing-based Notice rolls when rolled as an action).	1 (1)	$5K
Enhanced Vision: 50× magnification and light-enhancing optics negate up to 4 points of Illumination penalties and add +2 to sight-based Notice totals when rolled as an action.	1 (1)	$10K
Extra Limbs: The character gains an additional set of arms (including a second primary hand). The limbs may be used for sustained actions such as holding a flashlight or grappling a foe, leaving other limbs free for other things. They can also wield two different two-handed weapons, add +1 point of Gang Up bonus if the limbs are used in melee, and add +1 to Athletics rolls (such as climbing and grappling).	2 (2)	$5K
✳ **Face Changer:** The muscles, bones, and vocal cords in the character's face and throat have been replaced with a morphable, synthetic substance that allows her to alter her facial features. The implant may be used to duplicate a specific person's face and speech (assuming they're of the same relative size) if a picture (and audio to duplicate their voice) is available. Each change takes one minute and requires a Smarts roll if mimicking someone specific.	3 (1)	$15K
Hidden Compartment: The character has a concealed internal space that can hold up to two pounds of objects. Finding it requires close examination and a Notice roll at –4.	1 (U)	$2K

Mule: The character's skeleton has been strengthened. He treats his Strength as one die type higher when determining Encumbrance and Minimum Strength to use gear without a penalty. This stacks with Edges like Brawny and Soldier.	1 (1)	$5K
Replacement Limb: A prosthetic equivalent which replaces a lost arm or leg. The device has no extra features, but another cyberware enhancement (up to 1 Strain in cost) may be installed for the additional price without actually incurring additional Strain. This can counteract a Permanent Arm or Leg Injury.	1 (U)	$2K
✳ **Replacement Limb, Cloned:** Cloned limbs replace those lost to injury or a cybernetic surgery gone wrong. A cloned replacement is vat-grown and more expensive than an electronic substitute but causes no Strain.	— (U)	$5K
Replacement Organs: These cybernetic internals replace or reinforce organs damaged by trauma or medical conditions. This automatically fixes any Permanent Injury or Hindrance such as One Eye, One Arm, etc.	1 (U)	$5K
Scanner: This implant senses the composition of known matter or energy up to 50 yards distant. The target does not have to be visible, though certain types of matter or energy may interfere (GM's call).	1 (1)	$1K
Size: A full conversion of bone, body, and limbs increases the character's Size (and therefore Toughness) by +1. This implant can't increase the character's Size above +3.	1 (3)	$5K
Skill Bonus: This represents a host of various devices that add a bonus of +1 to any one skill. A targeting eye, for example, might add a bonus to Shooting. If purchased twice, the bonus increases to +2. The 'borg may have any number of these implants, but they may never add more than +2 to any one skill.	1 (U)	$5K
✳ **Skill Chip:** A skill chip is implanted in the user's head and grants a d6 in any one skill. Different skills may be purchased as separate chips and swapped out as an action. Chips are the size of thick postage stamps and are easily hidden beneath hair or skin patches.	2 (1)	$15K

DEFENSIVE

TYPE	STRAIN (MAX)	COST
✳ **Adrenal Surge:** The character's adrenal gland has been surgically augmented. He receives +2 to recover from being Shaken or Stunned. This stacks with Edges like Combat Reflexes.	2 (1)	$5K
Armor: Subdermal plates or fibers beneath the character's skin grant +2 Armor all over the character's body. This counts as natural armor and stacks with worn armor, up to a total maximum of +10.	1 (3)	$5K
✳ **Autodoc:** Nanobots or powerful stimulants grant the cyborg a natural healing roll once per day. The system also removes all penalties on rolls to resist Bleeding Out.	2 (1)	$10K
Combat Vision: Extended peripheral vision and threat analysis cancel 1 point of Gang Up bonus, or up to 2 points if installed twice.	1 (2)	$5K
EMP Shielding: The character's cyberware is protected from electromagnetic attacks by specialty alloys, graphene weaves, fast reboots, or other technology. He ignores 2 points of the –4 operating and Repair penalty when resetting after an EMP attack (see EMPs on page 44).	— (1)	$5K

Hardened Senses: Anti-flash screens, volume protection, and neural-sensation editors add +4 to Vigor rolls made to recover from being Stunned.	1 (1)	$5K
Hardy: A second Shaken result in combat does not result in a Wound.	2 (1)	$5K
Pain Editor: The 'borg ignores 1 point of penalties from Fatigue or Wounds each time this implant is taken.	2 (3)	$5K
Redundant Organs: The cyborg has multiple systems that can take over or regulate damage to an organ or blood loss. Called Shots to the vitals or head deal no additional damage.	1 (1)	$5K
✳ **Threat Analyzer:** Micro sensors and enhanced neural sequencers grant the character the Danger Sense Edge.	2 (1)	$5K
Toughness: Reinforced muscle and bone weaves increase body density. The cyborg's Toughness increases by +1 each time this Mod is taken.	1 (3)	$5K
Toxin Filters: Microfiber screens in the ears, nose, throat, and lungs remove airborne toxins and increase oxygen intake. The hero adds +4 to rolls made to resist the effects of airborne disease, poison (including deadly gases), and thin or hazardous atmospheres.	1 (1)	$3K

OFFENSIVE

TYPE	STRAIN (MAX)	COST
✳ **Additional Action:** Augmented neural pathways, optimized nerves, or heightened adrenaline allow the character to ignore 2 points of Multi-Action penalties per turn.	5 (1)	$10K
Claws: Blades or claws deal Str+d4 damage. If purchased a second time the damage increases to Str+d6, AP 2. Claws may be extended or retracted as a limited free action.	2 (2)	$5K
✳ **Combat Edge:** This implant grants the character a Combat Edge of her Rank or lower, ignoring any Requirements except those of other Edges. Edge benefits don't stack with the same Edge, acquired naturally or artificially.	2 (U)	$5K × Rank
Hardpoint: The character has an expandable support harness or mount for vehicular weapons with a Mod value of 1 or less. Minimum Size still applies. The installed weapon may be switched out with an hour and a successful Repair roll—no surgery is required.	2 (1)	$10K + Weapon
Integrated Gear: Up to ten pounds of carried gear may be built into the cyborg's body, with the Game Master's permission. Integrated gear can't be dropped or disarmed, but is inoperable while the character is Bound. Weapons may be integrated as gear, and extended or retracted as a limited free action.	1 (U)	$5K + Items
Power Punch: This arm enhancement strikes with enhanced speed and strength, adding +4 damage to unarmed attacks, or any melee or natural weapon (such as claws). If the target takes Wounds and is the same or smaller Size as the attacker, they're also knocked back 1d6" and fall prone unless they make an Athletics roll at –2.	2 (1)	$5K
Reach: The cyborg's limbs are extendable, and have an extra 1" (2 yards) of Reach each time this implant is installed.	1 (3)	$2.5K
Targeting System: The hero has an integrated targeting and tracking system that reduces 2 points of direct-fire Shooting penalties from Called Shots, Cover, Range, Scale, or Speed. The system works with all attached or carried direct-fire ranged weapons. It doesn't aid in the firing of guided weapons.	1 (1)	$5K

LOCOMOTION		
TYPE	**STRAIN (MAX)**	**COST**
Leaper: The hero can jump 8" (16 yards) horizontally or 4" (8 yards) vertically. This adds +2 damage when making a Wild Attack when coupled with a leap.	2 (1)	$10K
Leg Enhancement: Hydraulic sprinting, extendable skates, or knee servos increase the character's Pace by +2 and his running die one die type.	2 (U)	$10K
✳ **Wall Walker:** Anti-grav pads, micro hooks, suction cups, or matter transmuters allow the cyborg to move on horizontal surfaces at full Pace, or vertical surfaces at half Pace.	2 (1)	$3K

Power Armor

Advanced technology allows soldiers of the future to wear more than just body armor. The really heavy hitters are given power armor—advanced, hardened, full-body suits and mounted systems that augment their natural abilities, senses, mobility, protection, and weaponry. They are the armored knights of the future.

Some soldiers wear fast, mobile suits designed to scout the enemy or wreak havoc behind enemy lines. Others brave the very center of the inferno with heavy weapons and armor to take on the foe's stiffest defenses. Leaders in power armor might serve as mobile command centers, coordinating the force's infantry, armored vehicles, or even giant mechanized walkers.

Basics

Below are the basics common to all suits of power armor.

- **ARMOR:** Power armor requires close contact with the user's skin. Users may only wear light clothing or a skinsuit within.
- **COMMS:** Power armor contains a communications suite that can connect to other receivers within 20 miles.
- **HUD:** Inside the helmet is a fully customizable HUD (Heads-Up Display) with integrated optics that negate up to 4 points of Illumination penalties and add +2 to the user's sight-based Notice totals when rolled as an action. High-powered microphones can pick up whispers up to 200 yards distant (+2 to hearing-based Notice rolls).
- **SEALED:** The suit is hermetically sealed to protect against cold, heat, pathogens, bacteria, gas, and radiation. As long as it has power, it provides heating, cooling, and oxygen and protects the wearer from all but the most extreme environmental effects.
- **TRAIT PENALTIES:** Trait rolls that require fine motor work like Hacking, Repair, Thievery, or arcane skills are made at –4 while wearing the heavy gloves of power armor. Skills that require face-to-face interaction such as Persuasion or Performance suffer the same penalty as long as the helmet is worn.

  Power armor imposes a –2 penalty on Stealth checks. Suits with a Stealth System (page 124) ignore this penalty.
- **WEIGHT:** Suits don't encumber a wearer as long as they have power. Without power, they weigh 100 lbs × Size and have Min Str d12+Size.

"THE SKIN WAS NOT SKIN AT ALL, BUT BONE. ECTOSKELETON."
-JOHN STEAKLEY, ARMOR

PROFILES

Power armor has the following entries on its profile.

- **TITLE/CLASS:** The type of power armor and its Class when using the **Heavy Metal** rules (see page 93).
- **SIZE:** A measure of the suit's Size, primarily used for **Custom Power Armor**.
- **ARMOR:** Each suit provides a base amount of Heavy Armor based on its Size, detailed under **Power Armor Frames** on page 122. This adds directly to the user's Toughness as usual.
- **TOUGHNESS:** Some suits add Toughness to the wearer in addition to Armor.
- **PACE:** Characters in power armor move at the suit's Pace with a d6 running die. When using the suit's Pace, servo-assisted movement ignores any of the wearer's Hindrances that reduce Pace—but also any Edges which increase it.
- **STRENGTH:** The suit's inherent Strength (which replaces the wearer's Strength).
- **ENERGY:** Power armor is designed to last for three days worth of operation. Their batteries can be replaced or recharged in one hour from a high-energy source (longer from lesser sources, GM's call). See **Unpowered** on the following page should the user fail to recharge in time.
- **MODS:** Each Frame allows a certain number of additional Modification points that reflect both physical space and power demands. The list of "Mods" that may be added to a suit begins on page 122, plus any vehicular weapons (page 58).
- **COST:** The listed price assumes power armor is typically only available to military forces or licensed corporations. If suits are available commercially, they are likely to be significantly cheaper.

COMBAT

Soldiers in power armor are instruments of war—or peace—and have a few special rules.

DAMAGE

When a character in power armor takes a Wound, the suit is breached to the atmosphere and he must roll a Critical Hit on the table below. The effect can be fixed with a Repair roll, appropriate tools, and an hour's work.

SAMPLE PROFILE

ASSAULT SUIT (CLASS II)

These suits are worn by shock infantry tasked with breaking through enemy lines to create maximum havoc. Troopers carry heavy assault rifles as their primary weapon and use their shoulder-mounted grenade launcher to clear enemy troop concentrations.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
2	+16	—	6	d12+1	6 (0)	$155.3K

MODS: 3× Armor, Integrated Gear (grenade launcher), Jump Pack, Trauma Pack.
WEAPONS:

- **GRENADE LAUNCHER (Pintle Mount):** Range 24/48/96, damage by grenade.

CRITICAL HIT	
2D6	RESULT
2	**Shut Down:** The suit suffers a catastrophic malfunction, shutting it down completely. The user can exit the suit but it won't work again until repaired.
3	**Weapon:** An integrated or attached weapon is knocked out. If the suit has no integrated weapons, treat this as a Frame hit instead.
4–5	**Locomotion:** The suit's Pace is reduced by 2 to a minimum of 1.
6–8	**Frame:** The suit absorbs the hit with no additional effect.
9–10	**Strength Servos:** The suit's Strength is reduced 2 steps.
11	**Power:** The suit temporarily loses power, see **Unpowered**, below. It may be restored with an Electronics or Repair roll at –2 as a limited action.
12	**Structural Integrity:** The suit loses 4 points of Armor.

Unpowered

If a suit loses power or is disabled from an EMP or Critical Hit, it becomes Minimum Strength d12+Size and its weight adds to the character's Encumbrance. It no longer provides life support, sensors, or power to any Modifications.

Custom Power Armor

If you want to create your own power armor, either start with one of the stock suits listed in this chapter or use the **Power Armor Frames** table on the following page to start from scratch.

Installing a Modification requires a Repair roll, basic tools, and 1d4 hours per Mod (halved with a raise on the Repair roll).

Power armor of Size 4 or larger is a walker; see Chapter Nine.

POWER ARMOR FRAMES

All power armor is created from the basic Frame listed below, and may be altered using any of the Modifiers listed on the following pages.

SIZE	ARMOR (MAX ARMOR)	PACE	STRENGTH	MODS	WEIGHT	COST
1	+8 (12)	12 (8 MPH)	d12	3	100	$50K
2	+10 (16)	6 (4 MPH)	d12+1	6	200	$100K
3	+12 (20)	4 (3 MPH)	d12+2	9	300	$150K

POWER ARMOR MODIFICATIONS

Mods is the number of slots the Modification requires. Round fractions up. A negative value means the Mod gives the suit additional slots back. Max is the number of times a Mod may be taken (U means unlimited). Size in the Cost column refers to the Size in the **Power Armor Frames** table listed above.

NEGATIVE QUALITIES

MODIFICATION	MODS (MAX)	COST
Battered: The suit has been through numerous battles and hard use. Reduce its Armor by 2 each time this is taken.	–2 (2)	– $5K × Size
Exposed Pilot: The suit is open and leaves its wearer exposed to atmospheric conditions. They may be targeted with a Called Shot at –4 and get no Armor bonus.	–2 (1)	– $10K × Size
Finicky: The suit requires more time and effort to fix than usual. Repair rolls made to fix its systems, attachments, or Critical Hits are made at –2, or –4 if taken twice.	–2 (2)	– $5K × Size
Fragile: The suit is made of inferior material or its internal systems are fragile. It takes a Critical Hit anytime the user is Shaken (not just Wounded).	–2 (1)	– $10K × Size
Inefficient: The suit's power supply uses more energy than usual. Reduce the number of days it can operate before recharging by one..	–1 (2)	– $5K × Size
Light Duty: The suit and any Armor Mods purchased no longer count as Heavy Armor.	–2 (1)	– $10K × Size
Reduced Pace: The suit sacrifices speed for more carrying capacity; reduce its Pace by 2 to a minimum of 4. This can't be combined with Increased Pace.	–2 (2)	– $10K × Size
Reduced Strength: The armor only supports itself; for everything else use the pilot's Strength. This can't be can't be combined with Strength.	–2 (1)	– $10K × Size

CORE SYSTEMS

MODIFICATION	MODS (MAX)	COST
Command Suite: A suite of HUD apps securely connects the user to any linked allies within comms range. This allows the commander to see and hear through her troops' biolinks, monitor their vitals, and extend her Command Range to all those in contact.	1 (1)	$10K
✷ **Entangled Comms:** The suit has audio and video communications "quantum entangled" with one (and only one) other paired set anywhere in the universe. Its range is unlimited, and it can't be blocked or jammed.	1 (U)	$50K
Scanner: The suit's sensors can detect and identify the composition of matter or energy up to 50 yards distant. The target does not have to be visible, though certain types of matter or energy may interfere (GM's call). If taken a second time, increase the range to 500 yards.	1 (2)	$5K

DEFENSIVE SYSTEMS

MODIFICATION	MODS (MAX)	COST
AM/ECM: Anti-Missile and Electronic Countermeasures are integrated systems of electronic jammers, flares, and radar decoys that eliminate 2 points of penalties when making Evasion rolls against Guided Weapons (see page 44).	1 (1)	$5K × Size
Armor: Increase the suit's Armor by +2 each time this is taken, up to the maximum allowed on the **Power Armor Frames** table (page 122). Power armor is Heavy Armor unless the Light Duty Mod was taken.	1 (See Text)	$5K × Size
Ballistic Protection: Additional layers of Kevlar and other advanced mesh foil the bullets of small arms powerful enough to affect the armor at all. Bullets from slugthrowers reduce damage by 4.	1 (1)	$500
EMP Shielding: The suit's critical systems are protected from electromagnetic attacks by special metals, fast reboots, or other technology. The operator ignores 2 points of the –4 operating and Repair penalty when resetting after an EMP attack (see EMPs on page 44).	1 (1)	$5K × Size
Energy Skin: A shiny layer of diffusive material reduces damage from lasers by 4. Stealth rolls against vision suffer a −2 penalty.	— (1)	$5K × Size
✳ **Repair Nanomachines:** Nanobots may attempt d6 Repair rolls as a limited action. Each success and raise removes one Critical Hit. After three hits are repaired, the nanobots are spread too thin and provide no further benefit until they replenish themselves 24 hours later.	3 (1)	$50K × Size
Self-Sealing: The suit automatically seals breaches with a fast-hardening sealant when the wearer suffers a Wound. This is critical when operating in a vacuum or poisonous atmosphere. The sealant has no effect if the wearer takes three or more Wounds from one attack.	1 (1)	$10K
Sensor Array: The suit has an extendable satellite dish that can scan heat, light, gravitational forces, electromagnetic waves, radio waves, and any other significant amounts of known matter or energy up to one light year away in space or line of sight planetside. If the accompanying mini satellite is launched, or there are other satellites to connect to, the system can scan a planetary hemisphere instead. Deploying or using the array takes a full round, during which the suit can't move and is Vulnerable.	4 (1)	$25K
✳ **Shields:** The suit is protected from incoming attacks by a powerful energy field. The shield has a number of charges equal to its Size. The pilot *must* spend these charges anytime the suit takes damage by making a Soak roll using Electronics. This is a free action, and the character must continue to spend charges until all Wounds are negated or the field runs out of charges. Shields recharge in 10 minutes outside of combat, but in an emergency, a character can shunt power from locomotion and weapons (see page 81) to make an Electronics roll. Success restores half the suit's usual shield charges, rounding up, and a raise restores them all.	Half Size (1)	$50K × Size

Stealth System: Radar-absorbent materials, heat baffles, and signal distortion make the suit less detectable by sensors. The user doesn't suffer the usual penalty to Stealth rolls, and rolls to lock onto the armor with Electronics are made at a −4 penalty. At Dev II, the suit can blend into its surroundings much like a chameleon. Rolls to Notice or attack the suit with direct-fire weapons are made at −2, or −4 at Dev III. Activating and deactivating stealth mode is a limited action. Stealth mode is negated any round the suit fires a weapon or takes some other action that emits significant energy. It's also visible to electronic sensors if it makes an active scan.	Size (1)	$50K × Size
✳ **Strength:** Increase the suit's Strength a die type thanks to improved hydraulic systems, artificial musculature, more powerful servomotors, or efficient power usage.	2 (5)	$5K × Size
Trauma Pack: Automated systems within the suit are loaded with minor antibiotics, stimulants, and anesthetics designed to keep a soldier alive after suffering trauma. The wearer ignores up to 2 points of Wound penalties and Fatigue and adds +2 to resist Bleeding Out. The drugs last for one hour after being injected, and activate as soon as they are triggered (a free action). After that they must be replaced.	1 (1)	$10K
Toughness: The power armor's Frame and the universal protection it affords the wearer are reinforced; +1 Toughness.	1 (5)	$5K × Size

LOCOMOTION

MODIFICATION & POWER	MODS (MAX)	COST
Energy Pod: Each energy pod is a spare battery that increases the suit's operation by six days.	Half Size (U)	$5K × Size
✳ **Flight:** The suit has expandable wings and thrusters for VTOL flight at Pace 6 (4 MPH, Speed Rating 1). Taking it a second time increases Top Speed to 60 MPH (Speed Rating 6) when flying, and 200 MPH (Speed Rating 11) when flying if taken a third time.	Half Size (3)	$10K × Size
Increased Pace: Powerful motors in the leg joints increase movement speed. The suit's Pace is increased by +2 and its running die is increased a die type each time this enhancement is taken.	1 (3)	$5K
Jump Pack: The power suit has jump jets that allow it to leap 8" (16 yards) horizontally or 4" (8 yards) vertically. This adds +2 damage when making a Wild Attack coupled with a leap.	1 (1)	$10K
Magnetic Pads: The soles and palms of the suit are fitted with powerful magnets, allowing the wearer to walk up or cling to metal surfaces at half Pace. These are most often used in Zero-G to allow marines to attach to ships' hulls or walkways. At Dev II, the pads allow movement at full Pace and ignore Gravitic Acclimation (see page 83) while active.	1 (1)	$5K
Pressure Jets: Water turbines move the suit its normal Pace underwater or in high pressure atmospheres, and (if sealed) can withstand pressures up to 500 feet deep. If purchased a second time the suit's Top Speed increases to 25 MPH (Speed Rating 4) underwater and it can withstand depths up to 3000 feet.	Half Size (2)	$5K × Size
Wall Walker: The suit may move on vertical surfaces at half Pace.	1 (1)	$5K

OFFENSIVE SYSTEMS

MODIFICATION	MODS (MAX)	COST
Anti-Personnel Pack: The suit has an external shell of microcharges that, when activated as a limited free action, detonates in a Large Blast Template for 4d6 damage (the suit takes 2d6 damage). One use only, but may be reloaded with a mine (page 62) and a minute's work.	1 (1)	$5K
Claws: Pincers or claws can lift heavy loads or deal Str+d4 damage. If purchased a second time the damage increases to Str+d6, AP 2. An operator can't use the claw hand for most other purposes, such as wielding other melee or ranged weapons.	1 (2)	$5K
Heavy Weapon Brace: When deployed, a system of cables, bolts, or gravity fields blasts into the ground and braces the suit so that it can fire weapons that would normally knock the wearer senseless. Deploying or retracting the system is a limited action. Once deployed, the suit is Vulnerable and can't move, but counts as Size +5 when firing a carried or installed weapon. (See Minimum Size on page 45 for further details.)	1 (1)	$50K
Integrated Gear: Up to ten pounds of carried gear may be built into the suit, with the Game Master's permission. Integrated gear can't be dropped or disarmed, but is inoperable while the character is Bound. Weapons may be integrated as gear, and extended or retracted as a limited free action.	1 (U)	$5K + Items
Stabilizer: The suit has a weapon stabilization system that negates the Unstable Platform, Recoil, and running penalties for all attached direct-fire weapons (it doesn't aid in the firing of guided weapons).	1 (1)	$5K
Targeting System: The suit contains an integrated targeting and tracking system that reduces 2 points of direct-fire Shooting penalties from Called Shots, Cover, Range, Scale, or Speed. The system works with all attached or carried direct-fire ranged weapons. It doesn't aid in the firing of guided weapons.	1 (1)	$25K

STOCK POWER ARMOR

Below are a number of example power armor suits created using the Modifications on the previous pages. These suits can be used straight off the page, upgraded with any remaining Mods, or as templates on which to base your own designs. Any remaining Mods are listed in parentheses.

CIVILIAN POWER ARMOR

CARGO LOADER (CLASS I)

This powerful piece of hardware has two arms with crude, blunt pincers to lift, carry, and load heavy cargo. It isn't designed for combat—it doesn't have the standard sensory, communications, or environmental features of true power armor and the operator is exposed at the suit's front. Remove the Exposed Crew Mod for work in hazardous environments.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
2	+10	—	4	d12+4	6 (2)	$100.4K

MODS: Claws, Exposed Crew, Integrated Gear (matter cutter), Reduced Pace, 3× Strength.
WEAPONS:

- **MATTER CUTTER (Melee):** See page 35.

DEEP SEA EXPLORATION SUIT (CLASS II)

These behemoths are used to explore deep water, and protect the explorer from the beasts they might find there! More peaceful explorers can exchange the vibro sword for a stun pike.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
3	+12	+2	4	d12+2	9 (0)	$226.2K

MODS: Claws, 2× Integrated Gear (gyrojet rifle, vibro sword), 2× Pressure Jets, 2× Toughness.
WEAPONS:

- **VIBRO SWORD (Melee):** Str+d8+d6, AP 2.
- **GYROJET RIFLE (Pintle Mount):** Explosive rounds, Range 24/48/96, Damage 3d6 (I), HW.

RESCUE SUIT (CLASS I)

Disaster-response teams use this sealed power armor to rescue people in dangerous situations or atmospheres. The basic model leaves plenty of room for customization, such as magnetic pads for failing starships, pressure jets for underwater research stations, or flight for skyscrapers or asteroid mining colonies.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
2	+10	—	6	d12+1	6 (4)	$105.4K

MODS: Claws, Fragile, Integrated Gear (matter cutter), Scanner, Trauma Pack.
WEAPONS:

- **MATTER CUTTER (Melee):** See page 35.

MILITARY POWER ARMOR

ASSAULT SUIT (CLASS II)

These suits are worn by shock infantry tasked with breaking through enemy lines to create maximum havoc. Troopers carry assault rifles as their primary weapon and use their shoulder-mounted grenade launcher to clear enemy troop concentrations.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
2	+16	—	6	d12+1	6 (0)	$155.3K

MODS: 3× Armor, Integrated Gear (grenade launcher), Jump Pack, Trauma Pack.
WEAPONS:

- **GRENADE LAUNCHER (Pintle Mount):** Range 24/48/96, damage by grenade.

COMMAND SUIT (CLASS II)

Battlefield commanders use this modified version of the assault suit to track and lead their troops.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
2	+14	—	6	d12+1	6 (0)	$140K

MODS: 2× Armor, Command Suite, Fragile, Jump Pack, Scanner, Stabilizer, Trauma Pack.

WEAPONS:

- **MEDIUM SLUGTHROWER (Pintle Mount):** Range 30/60/120, Damage 2d8+1, RoF 3, AP 2, not a Heavy Weapon, Point Defense, Reaction Fire.

FIRE SUPPORT SUIT (CLASS II)

This heavy suit is used to provide fire support for accompanying infantry squads.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
3	+18	—	4	d12+2	9 (0)	$230.3K

MODS: AM/ECM, 3× Armor, Scanner, Stabilizer, Trauma Pack.

WEAPONS:

- **MEDIUM SLUGTHROWER (Pintle Mount):** Range 30/60/120, Damage 2d8+1, RoF 3, AP 2, not a Heavy Weapon, Point Defense, Reaction Fire.
- **DUAL LINKED LIGHT AUTOCANNON (Fixed Front):** Range 50/100/200, Damage 3d8 (I), AP 4, RoF 4, HW, Point Defense, Reaction Fire.

FLIGHT SUIT (CLASS I)

These suits are used by special forces or surveillance units to quickly move in the field. They forego integrated weapon mounts for speed and surveillance.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
1	+10	—	12	d12	3 (0)	$75K

MODS: AM/ECM, Armor, 2× Flight (60 MPH), Fragile, Scanner.

LONGSTRIDER SUIT (CLASS I)

This suit is favored by troopers who must perform long-range patrols, keep up with fast-moving vehicle columns, or raid deep behind enemy lines.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
1	+10	—	18 +d12 running	d12	3 (1)	$60K

MODS: Armor, Fragile, 3× Increased Pace.

SCOUT SUIT (CLASS I)

Scout suits are worn on reconnaissance and infiltration missions. They're hard to hit, but fall apart quickly under sustained fire.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
1	+10	—	14 +d8 running	d12	3 (0)	$110K

MODS: Armor, Fragile, Increased Pace, 2× Scanner, Stealth System.

ZERO-G SUIT (CLASS II)

These suits are used by space marines in boarding actions against enemy ships. They employ self-sealing technology to protect against breaches—a critical feature in the vacuum of space.

SIZE	ARMOR	TOUGH	PACE	STR	MODS	COST
2	+14	—	4	d12+1	6 (1)	$147.3K

MODS: 2× Armor, Flight, Integrated Gear (grenade launcher), Magnetic Pads, Reduced Pace, Self-Sealing, Trauma Pack.

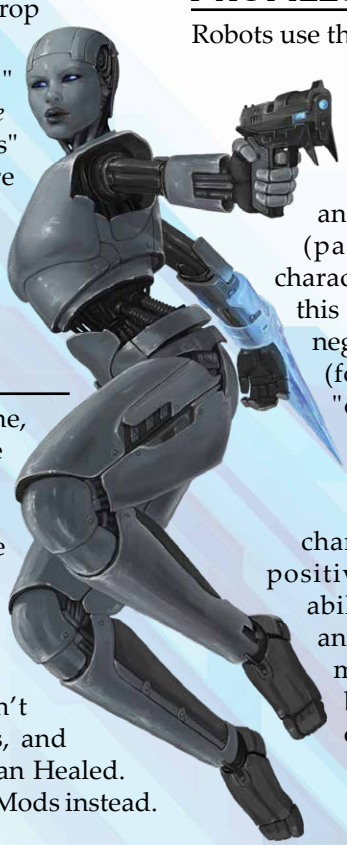
WEAPONS:

- **GRENADE LAUNCHER (Pintle Mount):** Range 24/48/96, damage by grenade.

Robots

Robots serve where living beings cannot—or will not. They can weld joints at the bottom of the ocean, repair spaceships in a vacuum at Zero-G, or even serve as sentient companions. This chapter shows you how to make robot player characters and nonplayer characters and modify them to their particular purpose, and provides a list of prebuilt robots you can drop into your campaign instantly.

Note: The "Construct" ancestral ability in *Savage Worlds* works for most "robots" in standard settings. If you're using these rules, start with the Robot ancestral ability (repeated below) and build from here instead.



Basics

- **ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size (but must still pay for them normally, see **Robot Frames** on page 131), can't make natural healing rolls, and must be Repaired rather than Healed. Cybernetic Strain counts as Mods instead. Robots are humanoid by default, and can use most equipment designed for that form.
- **POWER:** Robots recharge from ambient sources or are equipped with very efficient batteries that recharge "off screen."

Profiles

Robots use the standard character profile.

Playing a Robot

Player character robots are Size 0 beings with the Robot ancestral ability from this book (page 8). For a normal "+2 character points" campaign, balance this 6 point ability with 4 points of negative abilities. The Dependency (for robots that must recharge "on screen"), Programmed, and Selfless Hindrances are common.

Further customize your character's "model" using other positive and negative ancestral abilities. Remember that Edges and Hindrances can be taken to make the base robot you want before continuing the rest of the character creation process.

Healing & Repairs

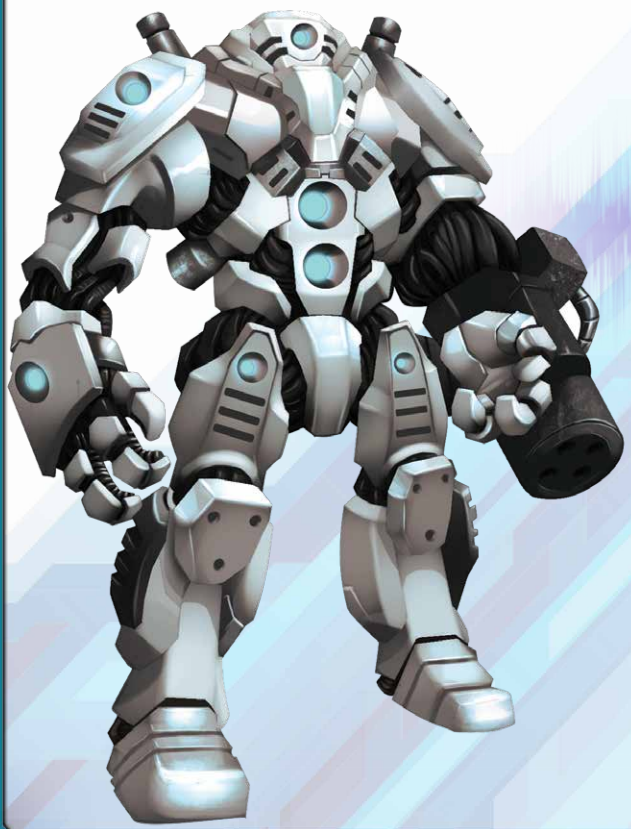
Robots don't heal Wounds naturally, but also don't Bleed Out and ignore the Golden Hour so critical to organic beings. An hour of work and a successful Repair roll recover one Wound, or two with a raise.

If a robot is Incapacitated and the GM feels enough survives that it might be repaired (and anyone cares to do so), it must make a Vigor roll just as a living being would. Success means the robot can be repaired as above. A Critical Failure means the robot's memory core or other vital components are destroyed and it is truly "dead." Failure means the robot may be repaired, but must roll on the **Robot Glitches** table after the repairs are made.

Glitches last until the robot is overhauled from top to bottom, a process that requires an advanced workshop, 2d6 hours, and parts worth d20 × $1,000. The cost is based on ready access to parts in well-populated, high-tech areas. In more remote regions, the price might be doubled, tripled, or even require scavenging.

ROBOT GLITCHES

D6	RESULT
1	**Locomotion:** The robot's legs, tracks, wheels, or ambulatory systems are damaged. Reduce its Pace by 2 and its running die one step (minimum d4).
2	**Fried:** One of the robot's Traits, determined randomly, is lowered a die type (minimum d4).
3	**Glitched:** The robot is Fatigued.
4	**Power Leak:** The robot's battery is ruined and must be replaced. It has enough power to speak but cannot move or perform other functions.
5	**Minor Hindrance:** The robot's AI develops a strange new behavior. Choose a new Minor Hindrance, perhaps a new take on the being's purpose or programming.
6	**Major Hindrance:** The robot no longer obeys (or perhaps reinterprets) its primary function. Choose a new Major Hindrance known only to the robot and dangerous to those who get in its way.



DETECTIVE SPOONER: "HUMAN BEINGS HAVE DREAMS. EVEN DOGS HAVE DREAMS, BUT NOT YOU, YOU'RE JUST A MACHINE. AN IMITATION OF LIFE. CAN A ROBOT WRITE A SYMPHONY? CAN A ROBOT TURN A CANVAS INTO A BEAUTIFUL MASTERPIECE?"

SONNY (AN ANDROID): "CAN YOU?"

-I, ROBOT (2004)

Custom Robots

The rules for making player character robots assume a balanced build to keep them even with other characters. Nonplayer character robots have no such restrictions, and may be built as desired as long as the purchaser has the funds.

If the characters want to purchase or design a robot on their own they can use the system below. The GM may also use it, but remember that just like creatures, the GM can give nonplayer characters any Traits or abilities desired and should never feel restricted by this process.

Building Robots

Start by choosing a "frame" from the table below then give it 5 attribute and 15 skill points to improve its abilities just like a player character.

Once you have the basics, use the Modifications on the following pages to customize the machine as you see fit.

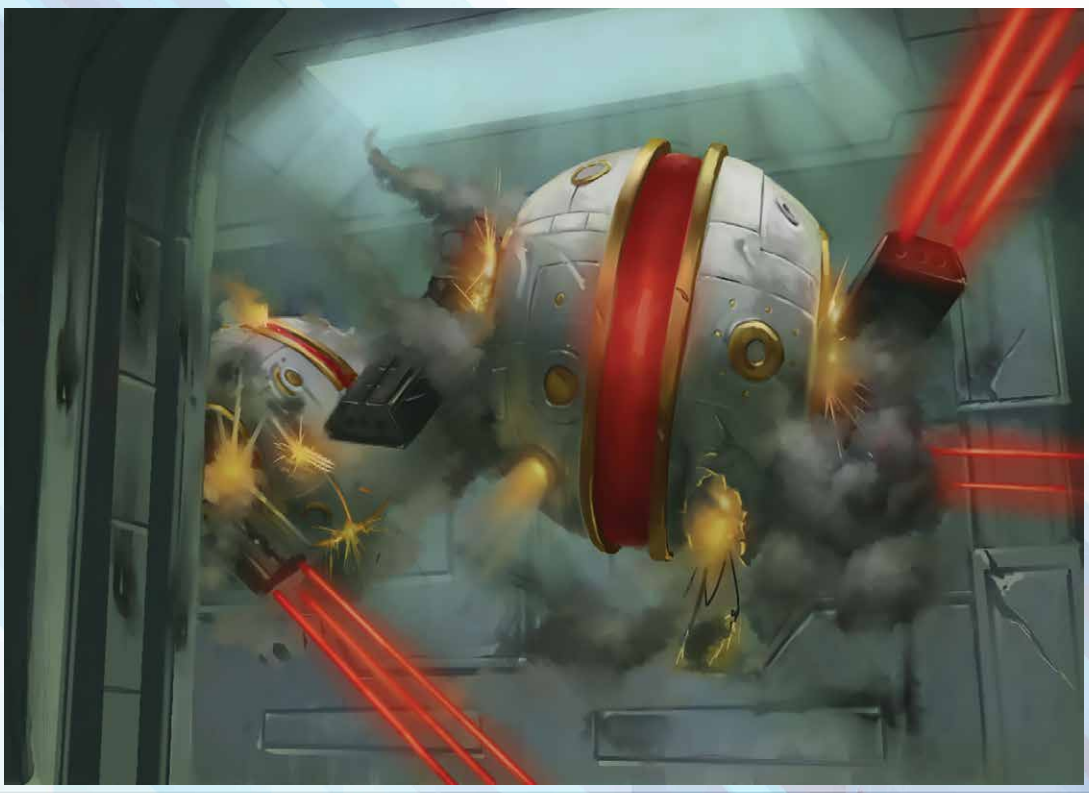
ROBOT FRAMES

SIZE	MODS	WEIGHT*	COST
–4	1	1 lb	$10K
–3	2	10 lbs	$5K
–2	3	60 lbs	$2.5K
–1	3	125 lbs	$5K
0	3	250 lbs	$10K
1	3	500 lbs	$15K
2	6	1000 lbs	$20K
3	9	1500 lbs	$25K

* ***Note:*** Halve weights if desired at Dev II, and halve again at Dev III.

Programming

Robots are engineered with a primary function in mind, so most should have the Programmed Hindrance (page 23). Define the parameters of its programming now. The owner can always give the machine new instructions, but its artificial intelligence still needs "guard rails" to define its reactions, behaviors, and limits.



ROBOTIC MODIFICATIONS

Mods is the number of slots the Modification requires. A negative value means the Mod gives the robot additional slots back. Max is the number of times a Mod may be taken (U means unlimited).
Note: Use a value of 1 for 0 or negative Sizes.

NEGATIVE QUALITIES

MODIFICATION	MODS (MAX)	COST
Battered: The robot has seen better days. Reduce its base Toughness by 2 each time this is taken (to a minimum of 2).	–2 (2)	– $5K × Size
Environmental Weakness: The robot is susceptible to certain hazards, such as electricity or water. It takes +4 damage from such attacks and rolls at –4 to resist related effects.	–1 (2)	–$5K
Finicky: The robot is difficult to work on. Repair rolls to fix it are made at –2, or –4 if taken twice.	–2 (2)	– $5K × Size
Hindrance: The robot has a physical or mental Hindrance. A Minor Hindrance grants one Mod slot and reduces cost by $2.5K. A Major Hindrance grants two Mod slots and reduces cost by $5K.	See Text (2)	–$2.5/ 5K
Immobile: The robot is installed in place. It may not choose a base locomotion or install other movement types.	–4 (1)	– $10K × Size
Inefficient: The robot's power supply is insufficient to power it on its own. It must recharge via a strong energy source for at least one hour out of every 24. Failure to do so results in a level of Fatigue each day that can lead to Incapacitation. Each level is recovered with an hour of recharging.	–2 (1)	– $5K × Size
Nonverbal: The robot lacks the ability to speak and must communicate by display screens or similar means.	–2 (1)	–$5K
Pacifist: The robot has "Asimov circuits," named in honor of science-fiction author Isaac Asimov's *I, Robot,* that give it the Pacifist (Major) Hindrance. The robot cannot, by action or inaction, bring harm to a sapient being.	–1 (1)	–$5K
Reduced Pace: The robot is slower than others of its type. Reduce its Pace by 1 each time this Mod is taken. This may not be taken with Increased Pace.	–2 (2)	–$5K

CORE SYSTEMS

MODIFICATION	MODS (MAX)	COST
✳ **Additional Action:** Augmented processing speeds and advanced articulation allow the robot to ignore 2 points of Multi-Action penalties each turn.	3 (1)	$10K
Attribute: Increase an attribute one die type, to a maximum of d12 + Size.	1 (U)	$5K
Command Suite: A suite of HUD apps securely connects the user to any linked allies within comms range. This allows the commander to see and hear through her troops' biolinks, monitor their vitals, and extend her Command Range to all those in contact.	1 (1)	$10K
Comms: The robot has a communications suite that can connect to other receivers within 20 miles.	— (1)	$5K
Data Jack: The robot has a cable, rod, or extension that can connect to most electronic devices common to its world. Connection is a limited free action, and grants a reroll to any failed Electronics or Hacking roll.	1 (1)	$5K
Edge: The robot gains an Edge. It must meet all Requirements as usual. Many ancestral traits can be recreated by combining Edges. For example, Combat Reflexes and Nerves of Steel together create a Construct.	1 (U)	$5K

Enhanced Hearing: When focused and not moving, high-powered microphones can pick up whispers up to 100 yards distant (+2 to hearing-based Notice checks when rolled as an action).	— (1)	$5K
✷ **Entangled Comms:** The robot has audio and video communications "quantum entangled" with one (and only one) other paired set anywhere in the universe. Its range is unlimited, and it can't be blocked or jammed.	1 (U)	$50K
Enhanced Vision: 50× magnification and light-enhancing optics negate up to 4 points of Illumination penalties and add +2 to sight-based Notice totals when rolled as an action.	— (1)	$10K
Fearless: Self-preservation isn't listed among the robot's programmed priorities. The robot is immune to Fear and Intimidation.	— (1)	$10K
Reach: The robot's limbs have an extra 1" (2 yards) of Reach.	1 (3)	$5K
Scanner: The robot can sense the composition of known matter or energy up to 50 yards distant. The target does not have to be visible, though certain types of matter or energy may interfere (GM's call).	1 (1)	$1K
Sensor Array: The robot has an extendable satellite dish that can scan heat, light, gravitational forces, electromagnetic waves, radio waves, and any other significant amounts of known matter or energy up to one light year away in space or line of sight planetside. If the accompanying mini satellite is launched, or there are other satellites to connect to, the system can scan a planetary hemisphere instead. Deploying or using the array takes a full round, during which the robot can't move and is Vulnerable.	4 (1)	$25K
Skill: Increase a skill one die type (maximum d12). Double the cost if the new die type is higher than the linked attribute.	1 (U)	$5K
Skill Bonus: This represents a host of various devices that add a +1 bonus to any skill, and may be taken up to twice per skill.	1 (U)	$5K
✷ **Synthetic Skin:** The robot's exterior looks and feels as if it's made of skin, fur, or other natural tissue. Assuming a natural shape, Notice rolls to discern its true nature are made at –2.	— (1)	$5K
✷ **Variable Form:** As an action, the robot may transform into—or back from—a vehicular frame. The vehicle may be up to two Sizes larger or smaller than the robot and uses the vehicle's Locomotion but the robot's base Toughness. The vehicle may have its own Mods, but must include this Variable Form Mod. Anything installed in both forms is usable in either (but only paid for in cost once). Systems installed in only one form are only active when in that form. The vehicle has no Crew, and may not take Negative Qualities that reduce crew. Use the base cost of whichever Frame is more expensive.	2 (1)	$100K
Wild Card: Nonplayer characters only. The robot has more sentience than others of its kind and the ability to make moral choices. It is a Wild Card.	— (1)	$50K

DEFENSIVE SYSTEMS

MODIFICATION	MODS (MAX)	COST
Armor: Increase the robot's Armor by +2 each time this is taken, up to a maximum of +10.	1 (5)	$5K × Size
EMP Shielding: The robot's critical systems are protected from electromagnetic attacks by special metals, fast reboots, or other technology. It ignores 2 points of the –4 operating and Repair penalty when resetting after an EMP attack (see EMPs on page 44).	2 (1)	$5K × Size

Hardy: A second Shaken result in combat does not result in a Wound to the robot.	2 (1)	$10K
Heavy Armor: The robot's Armor is upgraded to Heavy Armor. Requires at least +4 Armor.	1 (1)	$10K × Size
No Vital Systems: The robot has hidden, armored, or redundant vital systems. Called Shots against it cause no extra damage.	1 (1)	$5K
✳ **Repair Nanomachines:** Nanobots may attempt d6 Repair rolls as a limited action. Each success and raise removes one Wound. After three Wounds are repaired, the nanobots are spread too thin and provide no further benefit until they replenish themselves 24 hours later.	3 (1)	$50K × Size
Resilient: Non-Wild Cards only. The robot may take one Wound before being Incapacitated (two if taken twice).	1 (2)	$5K
✳ **Shields:** The robot is protected from incoming attacks by a powerful energy field. The shield has a number of charges equal to half the robot's basic Wounds (before any Modifications) rounded down. It *must* spend these charges anytime it takes damage by making a Soak roll using Electronics. This is a free action, and the robot must continue to spend charges until all Wounds are negated or the field runs out of charges. Shields recharge in 10 minutes outside of combat, but in an emergency, the robot can shunt power from locomotion and weapons (see page 81) to make an Electronics roll. Success restores half the robot's usual shield charges, rounding up, and a raise restores them all.	Half Size (1)	$50K × Size
Stealth System: The robot has radar-absorbent materials, heat baffles, and signal distortion to make it less detectable by sensors. It adds +2 to Stealth rolls, and rolls to lock onto it with Electronics are made at a –4 penalty. At Dev II, the robot can blend into its surroundings much like a chameleon. Rolls to Notice or attack it with direct-fire weapons are made at –2, or –4 at Dev III. Activating and deactivating stealth mode is a limited action. Stealth mode is negated any round the robot fires a weapon or takes some other action that emits significant energy. It's also visible to electronic sensors if it makes an active scan.	Size (1)	$50K × Size
Toughness: The robot has a reinforced frame. Increase its Toughness 1 point each time this Mod is taken.	1 (3)	$5K × Size

LOCOMOTION

MODIFICATION	MODS (MAX)	COST
✳ **Flight:** The robot has VTOL flight at Pace 6 (4 MPH). Taking it a second time increases Top Speed to 60 MPH when flying, and 200 MPH when flying if taken a third time.	Half Size (3)	$10K × Size
Increased Pace: Robots with legs only. Powerful motors in the leg joints increase movement speed, increasing Pace by +2 and the running die a die type each time this enhancement is taken.	1 (3)	$5K
Jump Pack: The 'bot can jump 8" (16 yards) horizontally or 4" (8 yards) vertically. This adds +2 damage when making a Wild Attack coupled with a leap. The robot must have legs to take this upgrade.	1 (1)	$10K
Magnetic Pads: The robot's appendages are fitted with powerful magnets, allowing it to walk up or cling to metal surfaces at half Pace. At Dev II, the pads allow movement at full Pace and ignore Gravitic Acclimation (see page 83) while active.	1 (1)	$5K

Pressure Jets: The robot has turbines that propel it in water or high pressure atmospheres at its normal Pace. It can also withstand pressures up to 500 feet deep. If purchased a second time the robot's Top Speed increases to 25 MPH underwater and it can withstand depths up to 3000 feet.	Half Size (2)	$5K × Size
Tracked: The robot has tracks instead of legs. It ignores Difficult Ground, its base Pace increases to 12, and it cannot run.	3 (1)	$10K
Wall Walker: The robot may move on or vertical surfaces at half Pace.	1 (1)	$5K
Wheeled: For no cost, the robot forgoes true legs for small wheels that increase its Pace by +2 but it can't negotiate most low obstacles. For 1 Mod and $10K, the wheels are upgraded to Speed Rating 3 (16 MPH), or for 2 Mods and $15K its Speed Rating increases to 5 (40 MPH).	See Text (2)	*

OFFENSIVE SYSTEMS

MODIFICATION	MODS (MAX)	COST
Anti-Personnel Pack: The robot has an external shell or microcharges that, when activated as a limited free action, detonates in a Large Blast Template for 4d6 damage (the robot takes 2d6 damage). One use only, but may be reloaded with a mine (page 62) and a minute's work.	1 (1)	$5K
Claws: The robot has pincers or claws that deal Str+d4 damage. If purchased a second time the damage increases to Str+d6, AP 2. The robot can't use the claw hand for most other purposes, such as grappling or wielding other melee or ranged weapons.	1 (2)	$5K
Extra Appendages: Each time this is taken the robot gains an additional set of limbs with hands that can hold items or weapons. Each set provides +1 Gang Up bonus if focused on a single foe.	1 (3)	$5K
Heavy Weapon Brace: When deployed, a system of cables, bolts, or gravity fields blasts into the ground and braces the robot so that it can fire weapons that would normally knock it senseless. Deploying or retracting the system is a limited action. Once deployed, the robot is Vulnerable and can't move, but counts as Size +5 when firing a carried or installed weapon. (See Minimum Size on page 45 for further details.)	1 (1)	$50K
Integrated Gear: Up to ten pounds of carried gear may be built into the robot, with the Game Master's permission. Integrated gear can't be dropped or disarmed, but is inoperable while the robot is Bound. Weapons may be integrated as gear, and extended or retracted as a limited free action.	1 (U)	$5K + Items
Stabilizer: The robot has a weapon stabilization system that negates the Unstable Platform, Recoil, and running penalties for all attached direct-fire weapons (it doesn't aid in the firing of guided weapons).	1 (1)	$5K
Targeting System: The robot has an integrated targeting and tracking system that reduces 2 points of direct-fire Shooting penalties from Called Shots, Cover, Range, Scale, or Speed. The system works with all attached or carried direct-fire ranged weapons. It doesn't aid in the firing of guided weapons.	1 (1)	$25K

Stock Robots

All of the robots listed here have the following ability, listed here to avoid repetition:

- **ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size, can't make natural healing rolls, and must be Repaired rather than Healed.

Diplomat Bot

A humanoid robot used for translation, etiquette, and as a walking reference guide for intergalactic culture and history. They are often designed to resemble the features of a common species.

Cost: $25,750
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Academics d8, Athletics d4, Common Knowledge d8, Notice d8, Persuasion d6, Research d6, Taunt d4
Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: Pacifist (Major)
Edges: Aristocrat
Special Abilities:
- **Integrated Gear:** Language translator, personal data device.

Engineer Bot

Technician robots are often found on starships assisting the crew. They have short, stubby wheeled legs and retractable arms, one with a cutting laser and the other two with vice-like pincers.

Cost: $20,600
Attributes: Agility d6, Smarts d10, Spirit d4, Strength d4, Vigor d6
Skills: Common Knowledge d4, Electronics d10, Fighting d6, Hacking d6, Notice d6, Repair d10
Pace: 8; **Parry:** 5; **Toughness:** 4
Hindrances: Pacifist (Major)
Special Abilities:
- **Claws:** Str+d4 damage.
- **Data Jack:** Reroll a failed Electronics or Hacking roll.
- **Integrated Gear:** Tool kit, matter cutter (Damage 2d4+8 (II), AP 8, Cauterize).
- **Size −1:** Repair bots stand 3–4' tall and weigh 125 pounds.
- **Wheeled:** The robot has wheels instead of legs.

Labor Bot

A sturdy humanoid robot used for all manner of manual labor. Designed as a substitute for low-skill workers, these robots will work around the clock without rest, food, or a wage.

Cost: $20,500
Attributes: Agility d6, Smarts d6, Spirit d4, Strength d12, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Driving d6, Electronics d6, Notice d6, Persuasion d4, Repair d6
Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: Pacifist (Major)
Special Abilities:
- **Integrated Gear:** Personal data device.

Medical Bot

A medical robot often located in medical bays for emergencies.

Cost: $25,600
Attributes: Agility d8, Smarts d10, Spirit d4, Strength d6, Vigor d6
Skills: Common Knowledge d6, Electronics d8, Healing d8, Notice d8, Persuasion d4, Research d8
Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: Pacifist (Major)
Special Abilities:
- **Integrated Gear:** Medic kit, medi-scanner.
- **Wheeled:** The robot has wheels instead of legs.

Pleasure Bot

Pleasure bots exist to provide companionship to humans (and other species). They are programmed to exhibit emotions and follow common topics of conversation, but they are not free-willed constructs. Pleasure bots can be designed to match a specific photographic image for an additional $10K licensing fee. Movie stars are very popular, as are lost loves.

Cost: $30,000
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Electronics d4, Notice d6, Performance d8, Persuasion d8, Taunt d4

Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: Pacifist (Major)
Edges: Attractive (Very)
Special Abilities:

- **Synthetic Skin:** Pleasure bots resemble humans (or other species), complete with synthetic skin, moist eyes, and soft hair.

Sentry Bot

Sentries are spherical robots bristling with sensor nodes and armed with a mounted laser SMG and integral stun gun.

Cost: $9,300
Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Intimidation d6, Notice d8, Shooting d8, Stealth d6
Pace: —; **Parry:** 2; **Toughness:** 5 (2)
Hindrances: Vow (Major—serve owner)
Special Abilities:

- **Armor +2:** Protective plating.
- **Flight:** Pace 6.
- **Inefficient:** Must be recharged daily.
- **Integrated Gear:** Laser SMG (Range 15/30/60, Damage 2d6, AP 2, RoF 4, Shots 50), stun gun (Range 12/24/48, Shots 12; with a hit the target must check Vigor at −2 or become Stunned, −4 with a raise; no effect on robots or creatures without nervous systems).
- **Scanner:** The robot's sensors can detect and identify the composition of matter or energy up to 50 yards distant.
- **Size −2 (Small):** Sentry robots are the size of a beach ball and weigh 60 pounds.

War Bot

War bots are bipedal constructs designed to kill anything and everything in their path. Standard models mount a Gatling laser, but the weapon system can be changed based on the specific mission.

Cost: $73,000
Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8
Skills: Athletics d6, Battle d4, Fighting d6, Intimidation d6, Notice d6, Shooting d8+2
Pace: 6; **Parry:** 6; **Toughness:** 14 (6)
Hindrances: Bloodthirsty, Vow (Major—serve owner)
Special Abilities:

- **Armor +6:** Heavy. War bots have sturdy, reinforced frames.
- **Gatling Laser:** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Shots 80, Cauterize, Heavy Weapon, No Recoil, Overcharge.
- **Size 2:** War bots are 9′ tall, heavily built, and weigh 1000 pounds.
- **Skill Bonus (Shooting +2):** War bots have advanced firing algorithms.

Chapter Seven

Starships

The core of most science-fiction is the ability to travel beyond the stars, to boldly go where no one has gone before, and to explore strange and wondrous new planets. To get there, one will need a starship.

Basics

Below are the basics common to all starships.

- **Automated Systems:** Starships have automated systems that can manage simple functions via voice command such as opening or closing hatches, flying on autopilot, takeoff and landing, and other basic tasks that don't require decision-making. If needed, their skill with any of these tasks is a d6.
- **Cockpit & Crew Quarters:** Ships of Size 7 or less have dedicated seating for a number of crew listed on the **Starship Frames** table on page 147. Size 8+ ships have basic quarters for their crews, as well as sick bays, galleys, communal meeting rooms, and other necessities.
- **Communications:** Starships contain powerful communications suites that can connect to other receivers within half a light year.
- **Safety Systems:** Ships are equipped with safety systems (see **Air Bags & Safety Harnesses** in *Savage Worlds*). See **Wrecked** on page 143 for more information on ejection systems and escape pods.

SAMPLE PROFILE

LIGHT FIGHTER (CLASS II)

A fast, highly maneuverable short-range fighter designed to fight through enemy fighter screens to launch missiles at vulnerable targets beyond. The missile launcher is usually loaded with light missiles for taking on enemy fighters, but an alternate loadout can swap them for heavy missiles useful against larger targets.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
4 (Large)	+2	18	21 (6)	2	1	5	12 (1)	$1.4M

MODS: AM/ECM, 3× Armor, Atmospheric, 2× Fragile, 2× Handling, Increased Speed, Reduced Crew, Reduced Life Support, Sloped Armor, Targeting System.

WEAPONS:

- **DUAL LINKED LIGHT LASERS (Fixed Front):** Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge, Reaction Fire.
- **MISSILE LAUNCHER (Fixed Front):** 24× Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

- **SEALED:** Starships are sealed against the vacuum of space, protecting their occupants against cold, heat, pathogens, bacteria, gas, and radiation. They have their own airlocks, life support, heating, cooling, and oxygen to protect their crew from all but the most extreme environmental effects.
- **SENSORS:** All starships are equipped with powerful sensors that can detect and identify heat, light (and the absence thereof), gravitational forces, electromagnetic waves, radio waves, and many other kinds of matter and energy up to one light year away.

  They also contain an integrated optics package that grants 1,000× magnification with thermal vision (half Illumination penalties for warm targets) and night vision (ignore Dim or Dark Illumination). This adds +2 to sight based Notice checks when rolled as an action. Switching between modes is a free action.

  In atmosphere, and assuming a quiet propulsion system, high-powered microphones can detect whispers up to 100 yards distant (+4 to hearing-based Notice checks when rolled as an action).

PROFILES

All starships have the following entries on their profile.

- **TITLE/CLASS:** The type of ship and its Class when using the **Heavy Metal** rules (page 93).
- **SIZE:** The ship's mass, length, and bulk.
- **HANDLING:** The ship's responsiveness and ability to turn or change vectors. Any modifier here is added to the pilot's maneuvering (Piloting) rolls.
- **TOP SPEED:** The ship's maximum atmospheric Top Speed Rating, whether it can actually enter atmosphere or not. See Speed Ratings on the opposite page. These numbers increase greatly in space where acceleration is limited only by energy, but the relative values are what matter for game purposes.

  Note that starships in different settings may have very different speeds depending on their power source and other tropes of the campaign, so use the Top Speed Rating as a baseline and adjust as needed for your particular setting.
- **TOUGHNESS:** The Toughness of the ship's hull with its Armor in parentheses (already figured into the Toughness). All starships

must have at least 4 points of Heavy Armor to survive the rigors of space.

- **WOUNDS:** The number of Wounds the craft can take before it's destroyed.
- **CREW:** How many people it takes to operate the ship under normal conditions.
- **ENERGY:** The ship's maximum energy capacity, expressed as days of operation (see **Logistics** on page 86).
- **MODS:** The number of Modifications that can be made to the ship based on its Size, with any unused slots in parentheses.
- **COST:** The ship's price listed in thousands ($K), millions ($M), or billions ($B).

Combat

Space combat is covered in **Chases & Vehicles** in *Savage Worlds*—this section adds some additional details you can use to enhance tactical battles from planetary orbit to deep space.

Chase & Dogfight Rule Options

Consider these additional options when customizing your space-based Chases (see *Savage Worlds*).

Orbital Space: Spaceships must contend with gravity when near stars, planets, or moons. Most space stations exist in Orbital Space, in stable "Lagrange" points where the forces between two larger bodies cancel each other out.

The Unstable Platform penalty applies to weapons fire within Orbital Space and the Range Increment is 50. Complications within Orbital Space usually represent collisions (or adjustments and near misses) from small asteroids, debris, satellites, or traffic swept along by the environmental gravity.

Deep Space: Deep space is the void between planets and solar systems. There's no relative gravity acting on a spaceship, and particulate matter is extremely sparse—but not necessarily absent.

The Unstable Platform penalty doesn't apply to weapons fire in Deep Space. A Range Increment of 50 should work for close-up battles between fighters and one or two capital ships. Increase it to 100 if the fight is mostly between capital vessels.

A successful Flee maneuver means a runaway has managed to accelerate (or jump to FTL) at a speed too fast to intercept.

Complications in Deep Space can be tricky in an empty void, but even deep space may have objects drifting at high speed—all but invisible to scanners until a starship is nearly on top of them given the high relative speeds involved. Quantum black holes, bursts of intense radiation, asteroid fields, wreckage, clouds of exotic gas, or other anomalies may not be common, but are exactly the features encountered in dramatic films or those a wily captain can maneuver toward to aid in her escape.

Speed Ratings

Speed Ratings are derived from a vehicle's Top Speed in miles per hour, making it easier to compare vehicles' relative speeds, which is what we use in both the Chase rules in *Savage Worlds* and the Clashes presented in this book on page 96.

For starships these represent atmospheric speeds and relative acceleration. In space the actual speed is anywhere from ten to 2000 times higher, depending on the setting.

SPEED RATING

RATING	MPH	RATING	MPH
1	4	16	1K
2	8	17	1.2K
3	16	18	1.6K
4	25	19	2K
5	40	20	2.5K
6	60	21	4K
7	80	22	6K
8	100	23	8K
9	120	24	10K
10	160	25	12K
11	200	26	16K
12	250	27	20K
13	400	28	25K
14	600	29	40K
15	800	30	60K

Vector Passes

A "vector pass" occurs when spaceships head toward and pass each other at tremendous speeds. If both sides choose to slow and engage, the battle becomes a dogfight (see **Dogfights & Duels** in *Savage Worlds*).

If the combatants don't have the engine power or the desire to slow down and dogfight, the ships trade fire while flying past one another at extreme velocity. Deal out Chase Cards as usual and place the combatants at either end. A ship automatically moves forward one space at the end of its turn, and can move further as usual via the Change Position action. It cannot move backward, however, since its velocity is too great.

When the vessels pass, assume the Range is one Range Increment. When a ship exits off the edge of the Chase track it Flees, whether it wants to or not!

Boarding actions aren't usually possible in vector passes.

Collisions

Collisions can happen even in deep space given random asteroids, wreckage, or debris from larger ships.

Collisions up to 200 miles per hour cause damage to ships and crew as listed under the Ram maneuver in *Savage Worlds*. Vessels moving at higher speeds cause significantly more damage. Double the rolled damage for collisions at a combined Top Speed Rating of 11 to 15, and triple it for a combined Speed Rating of 16 or more (see **Speed Ratings** on page 141).

Crew Damage: In ships of Size 7 or less, crew take Xd6 damage, where X is the number of Wounds the ship takes (after Soaking). In larger ships, the GM must decide if the crew were in the immediate vicinity of the collision. If so, they take damage as above. Crew who are in adjacent compartments, have safety measures, or have other protections of some sort (GM's call) take half that damage (round down).

Boarding Actions

The usual rules for Boarding listed in *Savage Worlds* work for slow-moving ships, where advanced computers and thruster systems can predict and match rapidly changing trajectories. Otherwise, starships move thousands of miles per hour and operate in a three-dimensional space, so attackers can't usually board an enemy ship unless it's been disabled first. Even disabled ships drift though, so the boarding vessel must make a Piloting roll at −2 to match the target's vector and speed. If the roll fails, each ship must roll on the **Out of Control** table (reprinted on page 95) and apply the results.

Once the ships are connected, the attackers still need to gain access. Matter cutters or explosives are usually needed to open a hole through the hull (use the ship's normal Toughness and Armor).

Once inside, boarders must break through sealed interior doors, cross breached sections open to the vacuum of space, and battle any enemy survivors.

Interior Firefights

Interior walls and machinery are typically Hardness 16, see Object Hardness below for examples. Secured areas use the same Hardness as Bulkheads.

While walls and doors are relatively hardy, there are sensitive electronics throughout a vessel that are far more delicate. A Critical Failure with a ranged weapon hits one of these and causes a Critical Hit to the vessel from the damage and chain reaction—unless

OBJECT HARDNESS

HARDNESS	OBJECT
8	Control panels/Electronics
12	Door, Light
20	Door, Bulkhead
*	Door, Hatch
16	Machinery
16	Wall, Interior
*	Wall, External
20	Wall, Bulkhead
12	Weapons/Missiles/Torpedoes

*Same as ship's Toughness

the weapon deals d4's for damage (like the flechette SMG). Ranged Heavy Weapons roll damage against the ship on any miss.

Wrecked Starships

When a spaceship is Wrecked, the GM should first decide if it explodes or not (or suffers a chain reaction of explosions if large).

Use the rules in *Savage Worlds* to determine what happens to crew members in wrecked ships of Size 7 or smaller. Those who survive may then make an immediate Evasion roll to activate their ejection seat if they wish. For dramatic purposes, assume that if the ship blows up, it happens after any player characters get a chance to eject.

Starships of Size 8 or larger take longer to break apart and give crew time to evacuate in sealed suits or escape pods. When a Size 8 vehicle is Wrecked, the Game Master can call for Smarts or Smarts group rolls for nonplayer characters and crew to see if they reach the ship's escape pods before the vehicle explodes. For group rolls, success means half the crew manage to escape, a raise means all but a quarter escape, and failure means only a quarter survive. A Critical Failure means all perish or just a scant few survive.

Player characters should engage in a Challenging Dramatic Task to escape, using whatever skills they can imagine to negotiate the vessel's collapsing or exploding structure to safety. Those who fail may perish or be stranded in the wreckage and require rescue (if possible). These situations are rare in actual play, and should be played for maximum drama when they occur. The GM can describe the heroes trying to race across collapsing gangplanks, dodging explosions and breaches, or removing debris keeping them from reaching safety.

Escape pods hold 10 human-sized occupants and provide 30 days of food, water, oxygen, and power. The pod's distress beacon has enough power for one year, and beams a signal that reaches one light year.

"THE SHIP DOESN'T REALLY GO FASTER THAN LIGHT; WHAT IT DOES IS IT CREATES A DIMENSIONAL GATEWAY THAT ALLOWS IT TO JUMP INSTANTANEOUSLY FROM ONE POINT OF THE UNIVERSE TO ANOTHER LIGHT YEARS AWAY."
-DR. WEIR, EVENT HORIZON

Faster Than Light Travel

"Faster than light" (FTL) travel allows beings to visit far-flung planets, systems, or even other galaxies. How long this takes is critical to any campaign that allows it. In gritty games, characters might need suspended animation to reach a destination even a few light years distant. In a space opera game, "warping" to an entire galaxy might take days, hours, minutes, or even seconds.

Astrogation

Faster-than-light travel (FTL) in the *Science Fiction Companion* assumes some concept of "hyperspace"—an extra-dimensional pathway between or through points in "real" space. A starship can enter hyperspace at one point, travel through it for a time, then exit at a point a vast distance away from its starting location.

Plotting the jump requires the **Computation Time** listed on the **Astrogation** table and an advanced computer connected to powerful sensors and communications relays to plot a course away from obstacles such as large planetary bodies, asteroid fields, nebulae, or other objects that might interfere with the jump.

Once the astrogation system computes the path, the user must make a Science (astrogation) roll to correctly attune and coordinate the ship's other systems and make the jump. There is no modifier if the location is well-known or has a navigation beacon, and −4 if it's only generally known.

Failure means no safe path was found but the astrogation engineer may try again by spending the required amount of time and making another roll.

Success makes the jump in the time listed under Transit Time on the **Astrogation** table. A raise reduces this number by half. Critical Failure causes a roll on the **Astrogation Critical Failure** table.

Here's what each entry on the table means:

- **DISTANCE:** The relative distance of the hyperspace jump.
- **SCIENCE MODIFIER:** The penalty to the Science (astrogation) total.
- **ENERGY COST:** Jumping into hyperspace consumes a number of days' worth of energy from the ship's overall capacity.
- **COMPUTATION TIME:** The normal amount of time the astrogation computer needs to calculate the jump path, based on sensors, relays, and computational data.
- **TRANSIT TIME:** Travel time through hyperspace varies because celestial bodies are constantly in motion. Two equidistant points on a map may take different amounts of time to traverse depending on the exact point and time of departure and available routes in between.

Jumping to Unknown Locations

Ships generally jump to a well-known location, such as a planet, anomaly, or space station. Jumps to observable locations without specific coordinates or navigation beacons (usually placed by exploration teams) are possible, but arrival places the ship in a random location the GM can use for brand new adventures!

See the navigation beacon entry on page 37 for a way to leave specific coordinates into unknown space.

Jumping Under Pressure

A jump can be made much faster if needed, perhaps using existing data, trusting well-known paths, or simply hoping the ship won't encounter something in the vast emptiness of space. This is dangerous, however, but may be the last resort of a ship under fire from a superior foe or facing some other imminent threat. In this case, the Science (astrogation) check is resolved as a Dramatic Task, and failing it is the same as rolling a Critical Failure on the Science (astrogation) roll.

ASTROGATION

The GM should amend these numbers to fit the tropes of her campaign. For example, in some settings, Transit Time might become seconds or less, but the Energy Cost remains the same as if days' worth of fuel was used. Likewise, a setting might provide a table or a map with specific Transit Times between destinations rather than a random roll.

DISTANCE	SCIENCE MODIFIER	ENERGY COST	COMPUTATION TIME	TRANSIT TIME
Same Star System	–0	1	1 minute	1d6 hours
Same Galaxy	–4	Transit Time	1 hour	2d6 days
Different Galaxy	–8	Transit Time	1 day	2d6 weeks

ASTROGATION CRITICAL FAILURE (D20)

1–2	**Destroyed Hyperdrive:** The FTL drive is hit by a stray shot, spalling debris, or simply overloads and fries. It must be completely replaced.
3–4	**Shudder:** The FTL drive malfunctions, violently shaking the ship from stem to stern and causing it d4 Wounds.
5–8	**Debris Field:** The ship exits hyperspace into an undetected debris field! The vessel takes d4 Wounds and the pilot must make three consecutive Piloting rolls at –4 to escape the field. Each failure causes another strike and one additional Wound to the ship.
9–10	**Black Hole:** The ship is pulled out of hyperspace by an uncharted black hole! The pilot must make a Piloting roll at –8 or the ship takes d4+1 Wounds and is dumped out of hyperspace at some unknown location (see **Lost,** below).
11–13	**Encounter:** The ship encounters creatures, ships, or other beings in hyperspace or at its exit. Roll again if deep space encounters in hyperspace aren't possible in your setting.
14–15	**Corrupted Data:** The relevant data is corrupted, doubling the Transit Time. The team can dump out of hyperspace to try again, but unless a Science (astrogation) roll at –4 is made they appear in unknown space and are **Lost** (see below).
16–17	**Lost:** The ship exits hyperspace in an unknown and dangerous area of space. Without the proper data, the astrogation computer can't plot a course back to known space. The crew must undergo an adventure of some sort to find their way back home.
18	**Malfunction:** The astrogation computer crashes, gets hit by a stray shot or debris, or must be rebooted. Getting it back online requires a Repair roll at –4 (an action), then an Electronics roll at –2 (an action) on a subsequent turn.
19	**Shortcut:** The astrogation computer takes an unexpected route that halves the Transit Time and adds +4 to future jumps to the destination (regardless of origin).
20	**Treasure:** The jump goes awry but takes the ship to a treasure of some sort—a space hulk full of fuel or valuable cargo, a pirate cache, or an asteroid made of diamonds.

Longer Travel Times

If you want longer travel times to simulate lonesome voyages through the vast emptiness of space, consider sticking to conventional locomotion in your game and forego faster-than-light travel. If you want both, you can change the Transit Times, or assume it's the time spent after making the jump through conventional space, placing a ship 2d6 hours, days, or weeks from the target destination.

Longer travel times mean the player characters can't "rush" to the rescue of their allies on other planets and will have lots of downtime between adventures. Those are excellent tropes for gritty campaigns, but might slow down the action in a planet-hopping space opera.

Sensor Scans

All starships are equipped with powerful sensors that can detect heat, light (and the absence thereof), gravitational forces, electromagnetic waves, radio waves, and many other kinds of matter and energy up to one light year away.

Optical scanning uses Notice and the ship's telescopes or visual scanners within 100 miles and assuming there's anything to actually see. See Sensors on page 140.

Passive scans automatically reveal all large bodies and significant sources of energy within the system. This information is updated every few seconds on the ship's sensors. A successful Electronics roll may be needed to spot important information.

Obtaining more detailed information requires an active scan—which emits energy and makes the scanning vessel visible to other passive scanners.

An active scan grants a character an Electronics roll. The GM determines what targets are in range of the scanner and what information to reveal. Here are examples of the types of information that can usually be gleaned:

- **SYSTEM:** Planetary bodies, asteroid fields, comets, starships, and any large sources of matter or energy. A raise reveals the composition of planetary bodies and smaller sources of matter or energy.
- **PLANETARY:** Atmosphere, geography, major population centers, general mineral composition, and average Development Level (if visible on the surface). A raise reveals basic geopolitical circumstances, minor population centers, and specific locations of various mineral deposits.
- **SHIP:** Ship Size, Development Level, propulsion type, relative speed, and any transmitted information such as origin, affiliation, or identification. A raise reveals the ship type (if known), exterior or obvious weapons, and whether or not it has an active FTL drive (if the GM decides they're detectable).

Life Signs

By default, scans find life based on motion and their difference in temperature from the environment. A successful Electronics roll can count the rough number lifeforms in an area, and distinguish between different types with a raise.

By that definition, some alien life is detected at a penalty or can't be scanned at all. Ship hulls or underground tunnels also block such information, or require a deep scan to penetrate.

At Dev Level III sensors identify energy patterns down to the atomic level. Only shields and stealth systems block such scans from providing information.

Deep Scans

"Deep" scans are longer focused looks that answer specific questions, such as a planet's major government systems and officials or notable works of art, the best vector and landing zones on a passing asteroid, or whether or not a ship has specific detectable features such as shields or teleporters, or recognizable contraband on board.

Deep scans take at least an hour and require an Electronics roll. Getting close to the target—within 100" (200 yards)—reduces that time to just a minute. Each question or subject only gets one roll until the situation changes somehow—the ship gets notably closer to the target, a planet's native languages are deciphered, and so on.

Hiding

Ships "go dark" by limiting the amount of energy they give off or finding substantially larger sources of energy or matter to hide behind relative to the scanner.

If a target ship actively tries to hide in this way, the Electronics roll to detect it is opposed by the captain's Piloting roll. The penalty from a stealth system (page @@) applies to Electronics here.

As with deep scans, the scanner may only try again once the situation has changed in some way—the scanning vessel moves around the intervening object, the target moves or gives off new energy of some kind, and so on.

Custom Starships

The easiest way to create a custom ship is to take any of the stock starships presented at the end of this chapter or another *Savage Worlds* setting and look at the number in parentheses in the ship's Mods column. This is the number of unused Modification slots you can use to add additional armor, weapons, or other systems. You can also replace existing Mods you don't want with those you do. Even a few simple changes can make two slight variants of the same stock ship feel completely unique.

If you want to build a starship from the hull up, start with a concept, determine the Size, then use the **Starship Frames** table to determine its starting statistics. From there you can add Modifications to customize the vessel and determine its final profile.

The GM may change these numbers to reflect alien technology, different settings, tropes of a particular genre, or for much higher Development Levels.

STARSHIP FRAMES

The Game Master may change vessels' baseline properties for different settings or higher Development Levels, increasing base Toughness and Armor, Top Speed, Mod slots, and Energy capacity or providing other advantages.

SIZE	HAND.	TOP SPEED	TOUGH (MAX ARMOR)	WOUNDS	CREW	ENERGY	MODS	COST
NORMAL (SHIPS 6' TO 12' LONG)								
1–3	+1	17	10 (10)	3	1	3	Size × 3	Size × $100K
Notes: Escape pods, drones, ultralight fighters.								
LARGE (SHIPS 15' TO 30' LONG)								
4–7	0	17	15 (20)	4	2	5	Size × 3	Size × $300K
Notes: Shuttles, private launches, light fighters, bombers, squad dropships.								
HUGE (SHIPS 36' TO 75' LONG)								
8–11	−1	17	20 (30)	5	5	15	Size × 3	Size × $500K
Notes: Heavy fighters, in-system freighters, scout ships, platoon dropships.								
GARGANTUAN (SHIPS 100' TO 600' LONG)								
12–20	−2	16	25 (40)	6	50	30	Size × 4	Size × $3M
Notes: Destroyers, battalion dropships, cutters.								
GARGANTUAN +1 (SHIPS 601' TO .75M LONG)								
21–28	−4	16	25 (40)	8	500	60	Size × 4	Size × $30M
Notes: Battleships, destroyers, passenger liners, small colony ships.								
GARGANTUAN +2 (SHIPS .75M TO 5M LONG)								
29–36	−4	16	25 (40)	10	1K	90	Size × 4	Size × $300M
Notes: Super battleships, supercarriers, planetary assault operations, fleet flagships, large colony ships.								
GARGANTUAN +3 (SHIPS 5M TO 30M LONG)								
37–44	−4	15	25 (40)	12	5K	120	Size × 5	Size × $1B
Notes: Space stations, space colonies, mega battleships.								

STARSHIP MODIFICATIONS

Mods is the number of slots the Modification requires. Round fractions up. A negative value means the Mod gives the ship additional slots back. Max is the number of times a Mod may be taken (U means unlimited). Size in the Cost column refers to the Size in the **Starship Frames** table listed above.

- **CARGO SPACE:** Each unused Mod is empty cargo space that can hold up to 125 cubic feet of materials.

NEGATIVE QUALITIES

Negative qualities may be removed by performing an overhaul at a dry dock or starport and paying twice the initial discount. This removes the Mods discount as well.

MODIFICATION	MODS (MAX)	COST
Battered: The ship has been around the system a few times. Reduce its base Toughness by 2 each time this is taken.	–2 (2)	– $10K × Size
Finicky: The ship requires more time and effort to fix than usual. Repair rolls made to fix its systems, attachments, or Wounds are made at –2, or –4 if taken twice.	–2 (2)	– $10K × Size
Fragile: The vessel's hull is particularly fragile for its mass or packs too much in a tight frame. Reduce its total Wounds by one each time this is taken.	–2 (2)	– $10K × Size
Inefficient: The ship uses more energy than usual. Double the amount of fuel it uses each day. If using the Supply Levels rules, roll a die whenever energy would go down a level. If the result is odd, it goes down two levels instead.	– 2 (1)	– $10K × Size
Manual: The starship has no automated systems—everything must be controlled by the crew. This is rare for a starship, but might be found in colonial ships or forces battling enemies with strong EMP attacks.	–2 (1)	– $10K × Size
Reduced Crew: The vehicle doesn't support as many crew members as others of its Size. Reduce its Crew value to the next lowest Frame.	–Half Size (1)	– $10K × Size
Reduced Handling: Subtract 1 from the base Handling of the vehicle each time this is taken, to a maximum penalty of –6. This can't be taken with Handling.	–2 (6)	– $10K × Size
Reduced Life Support: The craft isn't designed for long voyages. Stores for air and provisions are depleted when the ship's Energy level reaches half its maximum capacity. If taken a second time, the ship has no life support and crew must use spacesuits for anything but flights in low atmosphere.	–2 (2)	– $10K × Size
Reduced Speed: The ship sacrifices speed for lower cost and more space. Reduce its Top Speed Rating one step on the **Speed Rating** table (page 141) each time this Mod is taken. This may not be combined with Increased Speed.	–2 (3)	– $10K × Size
Unsafe: The ship does not have adequate safety measures, or perhaps they've been ripped out to make room for more weapons. Passengers take full damage from collisions—they have no equivalent to **Air Bags & Safety Harnesses** as described in the **Vehicles** section of *Savage Worlds*. Rolls to escape Size 8 and larger vessels via escape pods or other means are made at –2 (see **Wrecked Starships** on page 143).	–2 (1)	– $10K × Size

CORE SYSTEMS

MODIFICATION	MODS (MAX)	COST
Artificial Gravity: Rotating sections or other means simulate normal gravity while the ship is operating. If the system is destroyed the crew must deal with Zero-G (see **Gravity,** page 83). Starting at Dev II, ships have devices that mimic gravity inherently at no cost or space.	1 (1)	$5K × Size
✳ **Artificial Intelligence (AI):** The ship has a true artificial intelligence that takes over for the automated systems and can now fly the ship, fire weapons, and otherwise acts like an allied character with a d6 skill and a Wild Die. If taken a second time the skill die increases to d10, and if taken a third time it can ignore 2 points of Multi-Action penalties each round. The GM might consider giving the AI a personality as well, perhaps using the **Allied Personalities** table from *Savage Worlds* for inspiration.	1 (3)	$5K × Size
Command Suite: A suite of HUD apps securely connects the user to any linked allies within comms range. This allows the commander to see and hear through her troops' biolinks, monitor their vitals, and extend her Command Range to all those in contact.	1 (1)	$10K
Cryosleep Chambers: The vessel contains enough cryogenic "sleeping" tubes for all crew and passengers. This puts the person inside in a state of "suspended animation" for up to 100 years with minimal power (much longer at Dev II and III, as determined by the Game Master). Anyone waking up from cryosleep suddenly (due to emergency or breach) is Stunned. This is a critical Mod if you plan on using slower-than-light-speed travel.	Half Size (1)	$10K
✳ **Entangled Comms:** The ship has audio and video communications "quantum entangled" with one (and only one) other paired set anywhere in the universe. Its range is unlimited, and it can't be blocked or jammed.	1 (U)	$50K
✳ **FTL Comms:** Advanced technology greatly extends the ship's communications distance. The GM determines the exact distance—a number of light years, within a system, within a galaxy, and so on.	1 (1)	$100K
Remote Control: An operator with the proper access codes and a transmitter of some kind (such as a mobile device) can control the ship from afar, using Electronics –2 in place of the usual maneuvering skill.	1 (1)	$10K
Sensor Array: The ship's sensors can detect large sources of matter and energy up to five light years distant instead of one. See page 146 for more on basic sensors and their use.	4 (1)	$250K

DEFENSIVE SYSTEMS

MODIFICATION	MODS (MAX)	COST
AM/ECM: Anti-Missile and Electronic Countermeasures are integrated systems of electronic jammers, flares, and radar decoys that eliminate 2 points of penalties when making maneuvering rolls against Guided Weapons (see page 44).	1 (1)	$5K × Size
✳ **Anti-Teleportation Tech:** Electronic scramblers prevent people or materials from being teleported onto the ship.	4 (1)	$10K × Size
Armor: Increase the ship's Armor by +2 each time this is taken, up to the maximum allowed on the **Starship Frames** table. All starships must have at least 4 points of Armor to survive the rigors of space. All starships have Heavy Armor.	1 (See Text)	$5K × Size

EMP Shielding: The ship's critical systems are protected from electromagnetic attacks by special metals, fast reboots, or other technology. The crew ignores 2 points of the –4 operating and Repair penalty when resetting after an EMP attack (see EMPs on page 44).	2 (1)	$5K × Size
Repair Drones: The ship has drones that can attempt to fix Wounds and Critical Hits using the usual rules for Repair and the vessel's automated systems. Critical Failure means the repair is beyond what the drones can do and they may no longer attempt that repair.	Half Size (1)	$25K × Size
✳ **Repair Nanomachines:** Nanobots may attempt Repair rolls as a limited action once per round (use the ship's automated systems). Each success and raise removes one Wound. After three Wounds are repaired, the nanobots are spread too thin and provide no further benefit until they replenish themselves 24 hours later.	3 (1)	$50K × Size
Secure Interior: The ship is protected against boarding or hostile intruders. Walls and hatches are Hardness 28 and it contains ceiling-mounted Gatling lasers (or similar weapons) at critical chokepoints and entryways (GM's call). This should give the ship a bonus in Quick Encounters or Mass Battles that involve boarding.	3 (1)	$10K × Size
✳ **Shields:** The ship is protected from incoming attacks by a powerful energy field. The shield has a number of charges equal to half the ship's basic Wounds (before any Modifications) rounded down. A crew member (or the starship's AI) *must* spend these charges anytime the ship takes damage by making a Soak roll using Electronics. This is a free action, and the character must continue to spend charges until all Wounds are negated or the field runs out of charges. Shields recharge in 10 minutes outside of combat, but in an emergency, a character can shunt power from locomotion and weapons (see page 81) to make an Electronics roll. Success restores half the ship's usual shield charges, rounding up, and a raise restores them all.	Half Size (1)	$50K × Size
Sloped Armor: Sloped armor deflects direct-fire energy and kinetic attacks. Enemies subtract 2 from their Shooting rolls. It has no effect on bombs, flame weapons, missiles, or torpedoes.	Half Size (1)	$5K × Size
Stealth System: Radar-absorbent materials, heat baffles, and signal distortion make the ship less detectable by sensors. Rolls to lock onto the vessel with Electronics are made at a –4 penalty. At Dev II, rolls to scan or attack the ship with direct-fire weapons are made at –2, or –4 at Dev III. Activating and deactivating stealth mode is a limited action. Stealth mode is negated any round the ship fires weapons or makes an active sensor scan.	Size (1)	$50K × Size
Toughness: The starship's hull is reinforced, adding +1 to its Toughness each time this Mod is taken.	1 (5)	$5K × Size

LOCOMOTION & POWER

MODIFICATION	MODS (MAX)	COST
Amphibious: The ship may enter water (or other liquids) without sinking. While in water its Handling is reduced by 1 and its Top Speed is Rating 2 (8 MPH). If taken a second time, Top Speed increases to Speed Rating 3 (16 MPH).	1 (2)	$1K × Size
Atmospheric: Allows the ship to enter planetary atmospheres. This includes vertical takeoff and landing and heat shielding to handle the stress and strain of entry.	Half Size (1)	$5K × Size
Boosters: Heavy thrusters, afterburners, or propellants grant the ship a temporary burst of acceleration and speed. Once per encounter, each booster may be triggered to increase the ship's Speed Rating by 1 for the entire turn. Effects of firing multiple boosters stack.	1 (4)	$1K × Size
Energy Pod: Each energy pod adds double the ship's Energy rating in fuel or power to its maximum capacity.	Half Size (U)	$5K × Size
✳ **FTL Drive:** Includes both the drive and the astrogation system required to use it. See **Faster Than Light Travel** on page 144.	2 (1)	$10K × Size
Handling: Each time this Mod is taken increases the ship's Handling by +1, to a maximum of +4.	Half Size (2)	$10K × Size
Increased Speed: Each time this Mod is taken increases the vehicle's Speed Rating by 1.	Half Size (U)	$10K × Size
Matter Scoop: A matter scoop collects anything from frozen water particles to asteroid debris to replenish the starship's Energy—or even ammo for a mass driver (page 61). "Dense" collections of matter (like an asteroid field) provide material for a Factory Superstructure (see page 153).	5 (1)	$5K × Size

OFFENSIVE SYSTEMS

MODIFICATION	MODS (MAX)	COST
Breaching Package: The ship is equipped with a hardened ram (or an energy ram at Dev Level II) and breaching clamp. If a Ram maneuver is successful, the ship automatically breaches and locks onto a target. See page 142 for more on boarding actions.	2 (1)	$50K
Breaching Pods: Each small pod is equipped with five seats for marines, its own breaching package, and enough thrust to make a dangerous one way trip to a target. Breaching pods require a lock-on (Range 150/300/600) just as with missiles and torpedoes, but each serves as its own launcher. With a successful Electronics roll, the target must attempt to Evade (at –2 with a raise on the attacker's Electronics roll) or destroy incoming pods with Point Defense fire—each pod is Toughness 20 (4) with only one Wound. If the target Evades, the pod acts as a lifeboat with air for one day. If the pod hits the target, it creates a hole for the marines on board who immediately begin a boarding action. Breaching pods don't come with their own crew; the boarders are drawn from the ship's own personnel.	2 (U)	$100K
✳ **FTL Inhibitor:** The ship emits energy or gravity waves that disrupt FTL travel. Vehicles within a million miles while the inhibitor is active subtract 4 from their Science (astrogation) rolls to jump to light speed.	10 (1)	$20M
Targeting System: The ship has an integrated targeting and tracking system that reduces 2 points of direct-fire Shooting penalties from Called Shots, Cover, Range, Scale, or Speed. The system works with all the vessel's direct-fire ranged weapons. It doesn't aid in the firing of guided weapons.	1 (1)	$25K

PERSONNEL		
MODIFICATION	**MODS (MAX)**	**COST**
Crew Seating/Quarters: This Mod adds additional seating (ships Size 7 or less) or quarters (Size 8+) to the vessel. Each time it's taken adds extra accommodations for a number of individuals equal to the ship's Crew rating (see the **Starship Frames** table on page 147).	Half Size (U)	$10K
Luxury Features: The ship becomes more comfortable for its crew, a requirement for voyages of more than a few weeks. For Size 7 or smaller ships this includes more comfortable and customizable seating, food, and drinks. For Size 8+ ships, luxury features include larger living space, more luxurious communal rooms, and even small gymnasiums. The more times this Mod is installed, the more spacious or extravagant the features become.	Half Size (U)	$10K × Size
Passenger Pod: This Mod is generally for small transport ships. It adds seats with safety harnesses and video screens to accommodate ten passengers on short trips (usually 24 hours or less).	2 (U)	$50K
Professional Bay: Contains the tools and equipment to ply a specified skill, chosen at installation. This could represent medical facilities, an engineer's workshop, a codebreaking suite, a science laboratory, and more. Those working within get a free reroll when attempting relevant Trait rolls.	4 (U)	$100K
✷ **Teleporter:** Teleporters work by turning physical objects into energy, transmitting the energy through space, and then reversing the process at the chosen destination. Each teleporter can transport six average-size humans at a time, or one cargo space (usually around 1–2,000 lbs) of material. The transmission range is up to 1,000 miles distant, or farther if a linked teleporter is connected by comms.	2 (U)	$5M

STRUCTURAL

MODIFICATION	MODS (MAX)	COST
Docking Clamp: A custom interlocking mechanism carries spacecraft externally, saving space over a dedicated hangar. The "host" ship reduces its Handling by 1 for each attached vessel (to a maximum Handling penalty of –6), and can't maneuver at any significant speed if any attached ship is more than half its Size. Docked craft don't need special systems to attach to the clamp.	1 (4)	$50K
Hangar: A hangar or garage that can carry up to 10 Size points of ships, vehicles, or walkers; none of which may be more than half the ship's Size. Includes mechanisms to launch and refuel the vehicles within. Each additional time this is taken adds a new hangar, or increases its capacity by +10.	5 (U)	$500K
Superstructure: These are massive compartments dedicated to passengers, cargo, or facilities. Below are the facilities that may be selected for each Superstructure Modification. Only Size 10 (Huge) ships or larger may take superstructures.	20 (U)	$5M

- **ARTIFICIAL GRAVITY SECTION:** In Dev I vessels without advanced artificial-gravity generators, this segment of the ship spins like a centrifuge to simulate gravity. Time spent in simulated gravity helps to protect the crew from the long-term health risks associated with life in zero gravity or to acclimate to specific gravity conditions. This may be combined with other superstructures for no additional Mod cost.
- **BIOSPHERE:** This area may be set up for agricultural purposes or to mimic a completely different atmosphere than the rest of the ship. If agricultural, provisions are effectively unlimited for up to 50 people per Biosphere.
- **BULK CARGO:** These are massive, open hulls for hauling bulk cargo equivalent to 18 train boxcars or shipping containers (each roughly equivalent to 50 cargo spaces) and can handle up to 80,000 cubic feet of cargo, but no more than 1800 tons if the vessel enters the atmosphere. Halve the cost if the storage area is a vacuum.
- **FACTORY:** The ship contains processing and manufacturing facilities that can take in raw materials and create new goods, usually those necessary for extended voyages, military operations, or colonial survival. Assuming labor and raw materials, the factory can generate 2d6×$100K in goods a month in an average environment (such as an asteroid field or small planet). Add or subtract a d6 for a sparse/rich environment.
- **HANGAR, LARGE:** A large, dedicated flight bay that holds up to 50 Size points of vehicles, walkers, or starships (each no larger than half the carrier's Size). This includes additional fuel storage, maintenance bays, training rooms, and briefing areas. The facilities require 50 additional crew members.
- **MERCANTILE:** This might be restaurants, theaters, malls, retail stores, or specialty shops. Each generates 2d6×$5K a month for the ship (and the same for the business's owner), and improves crew morale.
- **PASSENGER, CIVILIAN:** Luxury accommodations for long-term travelers, including hydroponic gardens, gyms, cafeterias, and lodging for 450 passengers and 50 support crew. Passengers typically pay an average of $50 per day for economy rooms, and substantially more for luxury rooms.
- **PASSENGER, MILITARY:** Spartan barracks, training facilities, armories, and a few multi-purpose recreational areas for 450 military personnel and 50 support crew (cooks, techs, etc. supported by the troops on rotating duties).
- **SPECIALTY:** A massive ship segment that can function as a hospital, prison, corporate offices, etc. The specific function determines details. With the GM's approval, the superstructure may also be used as an Outpost (see page 66).

STOCK STARSHIPS

Below are a number of example starships created using the Modifications on the previous pages. These ships can be used straight off the page, upgraded with any remaining Mods, or simply as templates on which to base your own designs.

CIVILIAN VESSELS

PRIVATE LAUNCH (CLASS I)

A personal shuttle craft for up to two individuals and their gear.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
3 (Norm)	+2	17	14 (4)	2	1+1	3	9 (3)	$355K

MODS: 2× Armor, Atmospheric, Crew Seating, Fragile, Handling.

RACER (CLASS II)

"Racers" are built for speed and are the "sports cars" of a planet's young risk-takers. Of course, their speed also makes them excellent for smuggling, blockade running, and evading the authorities.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
4 (Large)	+1	19	19 (4)	2	2	5	12 (4)	$1.3M

MODS: 2× Armor, Atmospheric, 2× Fragile, Handling, 2× Increased Speed, Luxury Features.

SECURITY PATROL CRAFT (CLASS II)

These ships are used by civilian planetary patrol forces to enforce immigration, prevent smuggling on- or off-planet, and help orbital travelers in need. Most of their equipment is outdated military tech or bought cheaply by cost-conscious authorities and tends to be falling apart around the unfortunate officers' ears.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
5 (Large)	0	17	20 (4)	4	2+2	15	15 (0)	$1.7M

MODS: 2× Armor, Atmospheric, Crew Seating, Energy Pod, Targeting System, Toughness.

WEAPONS:

- **DUAL LINKED LIGHT LASERS (Fixed Front):** Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge, Reaction Fire.

SHUTTLE (CLASS II)

A small atmospheric and orbital shuttle for moving dignitaries, away teams, or cargo short distances.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
5 (Large)	+1	18	20 (4)	4	2+10	5	15 (1)	$1.8M

MODS: 2× Armor, Atmospheric, Handling, Increased Speed, Passenger Pod, Toughness.

PLANETARY TRANSPORT (CLASS III)

Transports are designed to take commuters between a planet's surface and nearby moons, space stations, or other relatively close planets.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
9 (Huge)	−1	17	28 (6)	5	5+15	15	27 (2)	$4.8M

MODS: 3× Armor, Atmospheric, 3× Crew Quarters, 2× Toughness.

MULTI-PURPOSE TRANSPORT (CLASS III)

These workhorses are designed to haul cargo from system to system, but their modular nature makes them popular frames for other craft just by switching out the superstructure. Older versions drop the shields in favor of more armor or defensive weapons.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
10 (Huge)	–4	17	24 (4)	5	5	15	30 (1)	$10.4M

MODS: 2× Armor, Atmospheric, FTL Drive, Manual, 3× Reduced Handling, Shields, Superstructure (Varies).

WEAPONS:

- **2× DUAL LINKED LIGHT LASERS (Turret):** Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge, Reaction Fire.

SCIENCE VESSEL (CLASS III)

Science ships are mobile research labs designed to decipher the mysteries of the universe. They're staffed by highly educated specialists from various fields of esoteric science. The vessel's superstructure is filled with laboratories, high-end analysis equipment, and storage pods for collecting samples.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
18 (Gar)	–2	16	35 (10)	6	50	90	72 (8)	$60.8M

MODS: 5× Armor, Artificial Intelligence (AI), Atmospheric, Energy Pod, FTL Drive, Hangar, Professional Bay (Science), Sensor Array, Superstructure (Specialty—research laboratory).

YACHT (CLASS III)

Yachts are the pleasure ships of the galaxy's most wealthy individuals. Playboys, crime lords, philanthropists, and the mega rich can be found cruising the galaxy in anything from refined luxury to ostentatious excess. Most have four to five levels of the finest the system can offer—and often harbor dark secrets as well.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
14 (Gar)	–2	17	35 (10)	6	50+100	90	56 (3)	$43.4M

MODS: 5× Armor, Artificial Intelligence (AI), Atmospheric, 2× Crew Quarters, Energy Pod, Hangar, Increased Speed, Luxury Features.

COMMERCIAL STARLINER (CLASS III)

These commercial starliners are designed to take commuters on voyages to distant planets. Most include an economy section for the masses and "business" or "first class" area available for additional fees.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
16 (Gar)	–2	16	35 (10)	6	100+450	90	64 (1)	$58.7M

MODS: 5× Armor, Atmospheric, Energy Pod, FTL Drive, Superstructure (Bulk Cargo), Superstructure (Passenger, Civilian).

PASSENGER LINER (CLASS IV)

Passenger liners are the cruise ships of the future, transporting passengers between the stars in style. They have entertainment decks, hangars with shuttles for embarkation, debarkation, and planetary excursions.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
24 (Gar)	–4	16	38 (12)	8	550+450	60	96 (15)	$733.3M

MODS: 6× Armor, FTL Drive, 4× Hangar, Luxury Features, Superstructure (Mercantile), Superstructure (Passenger, Civilian), Toughness.

BULK TRANSPORT (CLASS IV)

These vessels are designed to haul freight from one system to another with minimal crew. Bulk transports have their own small hangars and shuttles for ferrying cargo to and from a planet or station.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
20 (Gar)	–3	16	40 (10)	6	50	30	80 (5)	$76.5M

MODS: 5× Armor, FTL Drive, Hangar, Reduced Handling, 3× Superstructure (Bulk Cargo), 5× Toughness.

SPACE STATION (CLASS IV)

An independent space station designed for refueling, repairs, trade, and relaxation. Larger ships connect through external docking, but it has internal hangars for smaller vessels. One hangar often has fighters for defense, though most stations primarily depend on neutrality to keep them safe. The station's crew includes security personnel who maintain the peace among the thousands of visitors present at any one time.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
31 (Gar)	–5	13	40 (10)	9	1.5K	90	124 (0)	$933.3M

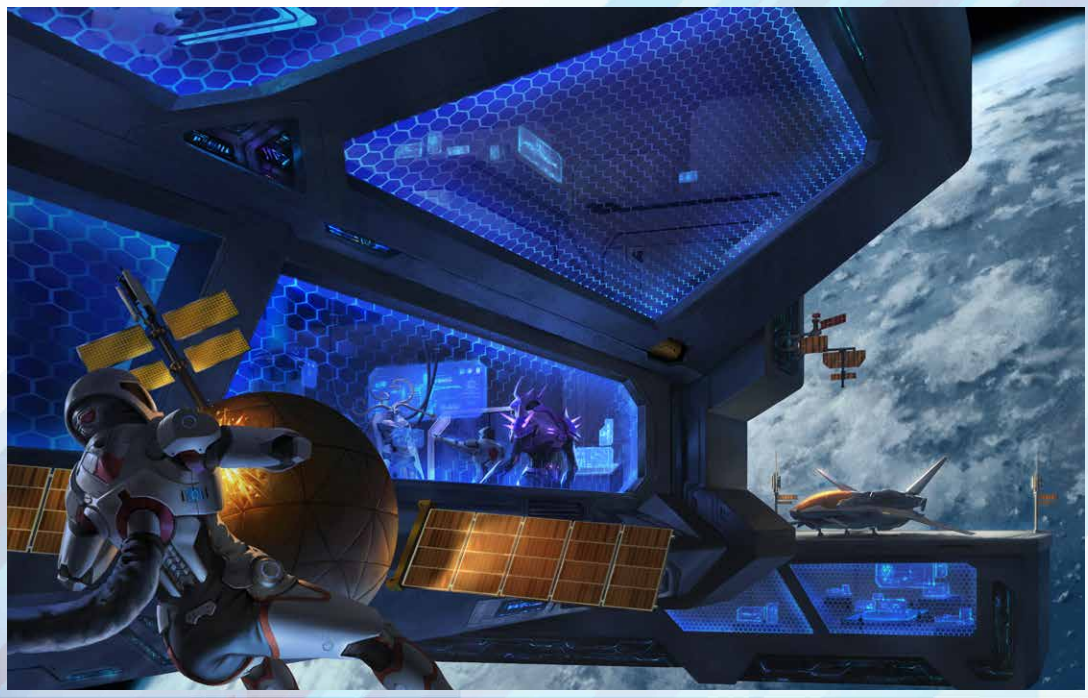
MODS: 5× Armor, Fragile, Reduced Handling, 3× Reduced Speed, Sensor Array, Superstructure (Biosphere), Superstructure (Bulk Cargo), Superstructure (Factory), Superstructure (Hangar, Large), Superstructure (Mercantile), Superstructure (Passenger, Civilian), 5× Toughness.

SPACE COLONY (CLASS VI)

A monumental artificial habitat designed for the settlement of space, and usually constructed at a Lagrange point. These cylindrical colonies are pointed at the sun to provide light for crops, parks, and forests. The colony habitat spins to create artificial gravity for its numerous inhabitants living on the cylinder's inner surface.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
40 (Gar)	–5	12	60 (30)	12	5K	120	200 (20)	$40B

MODS: 15× Armor, Professional Bay (Healing), Reduced Handling, 3× Reduced Speed, Sensor Array, 6× Superstructure (Biosphere), Superstructure (Factory), Superstructure (Hangar, Large), 5× Toughness.



MILITARY VESSELS

LIGHT FIGHTER (CLASS II)

A fast, highly maneuverable short-range fighter designed to fight through enemy fighter screens and launch missiles at vulnerable targets beyond. The missile launcher is usually loaded with light missiles for taking on enemy fighters, but an alternate loadout can swap them for heavy missiles useful against larger targets.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
4 (Large)	+2	18	21 (6)	2	1	5	12 (1)	$1.4M

MODS: AM/ECM, 3× Armor, Atmospheric, 2× Fragile, 2× Handling, Increased Speed, Reduced Crew, Reduced Life Support, Sloped Armor, Targeting System.

WEAPONS:

- **DUAL LINKED LIGHT LASERS (Fixed Front):** Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge, Reaction Fire.
- **MISSILE LAUNCHER (Fixed Front):** 24× Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

STARFIGHTER (CLASS II)

A multi-role fighter designed to protect capital ships or fly short-range patrols. Variants of this venerable design are used by most factions throughout known space—some trade speed and maneuverability for an FTL drive, tail gunner, or other tactical options.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
6 (Large)	+2	18	19 (4)	2	2	5	18 (1)	$2M

MODS: AM/ECM, 2× Armor, Atmospheric, 2× Fragile, 2× Handling, Increased Speed, Targeting System.

WEAPONS:

- **DUAL LINKED LIGHT PARTICLE CANNONS (Fixed Front):** Range 100/200/400, Damage 4d6+4 (II), AP 5, RoF 3.
- **MISSILE LAUNCHER (Fixed Front):** 24× Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

DROPSHIP (CLASS IV)

Dropships specialize in getting troops and cargo on and off the surface of a planet in "hot" landing zones then support them with their various armaments.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
10 (Huge)	–2	17	40 (20)	5	5	15	30 (0)	$6.2M

MODS: AM/ECM, 10× Armor, Atmospheric, Hangar, 2× Passenger Pod, Reduced Handling, Targeting System.

WEAPONS:

- **DUAL LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **DUAL LINKED MEDIUM LASERS (Turret):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.

"WE GOTTA GET THE OTHER DROPSHIP FROM THE SULACO. I MEAN, THERE MUST BE SOME WAY OF BRINGING IT DOWN ON REMOTE."

-RIPLEY, ALIENS

HEAVY FIGHTER (CLASS IV)

These heavily armored space-based fighters are designed to shake off the weapons of lighter fighters, making them ideal for taking on space lanes infested with pirates and the like.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
8 (Huge)	0	17	40 (20)	4	2	15	24 (0)	$4.5M

MODS: AM/ECM, 10× Armor, 2×Boosters, Fragile, Handling, Reduced Crew.

WEAPONS:

- **DUAL LINKED MEDIUM PARTICLE CANNONS (Fixed Front):** Range 100/200/400, Damage 6d6+6 (III), AP 10, RoF 3.
- **GATLING LASER (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **MISSILE LAUNCHER (Turret):** 24× Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.
- **MISSILE LAUNCHER (Fixed Front):** 8× Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.

CORVETTE (CLASS IV)

Corvettes are the smallest class of vessels regarded as true warships. They patrol space lanes and planetary orbits, and often escort civilian ships or protect installations in dangerous regions of space.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
15 (Gar)	−2	17	45 (20)	6	50	30	60 (1)	$47.3M

MODS: AM/ECM, 10× Armor, FTL Drive, Hangar, Increased Speed, Sensor Array, Targeting System.

WEAPONS:

- **2× QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **DUAL LINKED MEDIUM LASERS (Turret):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.
- **2× MISSILE LAUNCHER (Fixed Front):** 18× Heavy missiles (total across both launchers), Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.

HEAVY FRIGATE (CLASS IV)

Analogous to a modern destroyer, heavy frigates are vessels capable of performing multiple combat roles as part of a larger fleet. With their comparatively low price, they are one of the most common warships in service. Most are customized for picket, anti-fighter, scouting (anti-stealth ships), and minesweeping roles.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
17 (Gar)	−2	17	42 (12)	6	50	30	68 (0)	$54.2M

MODS: AM/ECM, 6× Armor, FTL Drive, Increased Speed, Sensor Array, Shields, Targeting System, 5× Toughness.

WEAPONS:

- **2× QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **DUAL LINKED HEAVY LASERS (Turret):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.
- **2× MISSILE LAUNCHER (Turret):** 28× Heavy missiles (total across both launchers), Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.

CRUISER, STEALTH (CLASS IV)

This cruiser physically resembles a regular cruiser, but it's built with stealth systems, less armor, and a few less weapons. It's designed to slip in close to large capital ships and deliver its deadly missiles and torpedoes.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
20 (Gar)	−2	16	45 (20)	6	50	30	80 (0)	$73.5M

MODS: AM/ECM, 10× Armor, FTL Drive, Hangar, Sensor Array, Shields, Stealth System, Targeting System.

WEAPONS:

- **2× QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **DUAL LINKED SUPER LASER (Fixed Front):** Range 150/300/600, Damage 5d10 (V), AP 30, Overcharge.
- **MISSILE LAUNCHER (Turret):** 10× Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.
- **2× TORPEDO TUBE (Fixed Front):** 10× Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, LBT.

CRUISER (CLASS V)

Cruisers are powerful vessels capable of operating alone on long-range treks through interstellar space. They're often the backbone of a fleet, outfitted for long patrols and direct battle against pirates and enemy supply ships or corvettes.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
20 (Gar)	−2	16	55 (30)	6	100	30	80 (0)	$75M

MODS: AM/ECM, 15× Armor, FTL Drive, Sensor Array, Shields, Superstructure (Hangar, Large), Targeting System.

WEAPONS:

- **2× QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **DUAL LINKED HEAVY LASER (Fixed Front):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.
- **MISSILE LAUNCHER (Turret):** 12× Medium missiles, Range 150/300/600, Damage 7d6 (IV) AP 24, RoF 2, Guided, MBT.
- **MISSILE LAUNCHER (Fixed Front):** 6× Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.
- **2× TORPEDO TUBE (Fixed Front):** 7× Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, Guided, LBT.

PLANETARY ASSAULT SHIP (CLASS V)

Planetary assault ships are troopships outfitted to transport and support ground forces in planetary assault missions. Unlike most large warships, they land directly on a planet's surface. Assault ships normally rely on allied warships to escort them to their destination and screen them from enemy attack. This entry can also be used as an escort carrier by reassigning its superstructure to a Large Hangar with fighter craft.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
20 (Gar)	−2	16	50 (20)	6	100+450	30	80 (5)	$67.8M

MODS: AM/ECM, 10× Armor, Atmospheric, Command Suite, FTL Drive, Hangar, Superstructure (Passengers, Military), Targeting System, 5× Toughness.

WEAPONS:

- **2× QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **2× DUAL LINKED HEAVY LASER (Turret):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.

BATTLECRUISER (CLASS V)

Battlecruisers form the heart of a fleet or strikeforce, designed for speed, firepower, and versatility. This configuration is armed with the classic spinally mounted ultra laser, though traditional builds replace it with more turret lasers.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
21 (Gar)	−4	17	50 (20)	8	500	60	84 (1)	$646.3M

MODS: AM/ECM, 10× Armor, EMP Shielding, FTL Drive, Hangar, Increased Speed, Targeting System, 5× Toughness.

WEAPONS:

- **2× QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **2× DUAL LINKED HEAVY LASER (Turret):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.
- **SUPER HEAVY LASER (Fixed Front):** Range 150/300/600, Damage 6d10 (VII), AP 40, Overcharge.
- **2× TORPEDO TUBE (Fixed Front):** 14× Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, Guided, LBT.

GALACTIC EXPLORATION VESSEL (CLASS V)

Built to boldly go where no one has gone before, these ships are designed to survey the galaxy and make first contact with new life forms. Armed with formidable weaponry and high-tech systems, they stand as a testament to the advancement of the civilization they represent, though gunboat diplomacy is not unheard of.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
22 (Gar)	−4	16	50 (20)	8	500	60	88 (0)	$682.4M

MODS: 10× Armor, Artificial Intelligence (AI), FTL Comms, FTL Drive, Hangar, Matter Scoop, 2× Professional Bay (Healing and Science), Sensor Array, Shields, Targeting System, Teleporter, 5× Toughness.

WEAPONS:

- **2× SUPER LASER (Turret):** Range 150/300/600, Damage 5d10 (V), AP 30, Overcharge.
- **2× TORPEDO TUBE (Fixed Front):** 14× Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, Guided, LBT.
- **MEDIUM TRACTOR BEAM (Fixed Front):** Range 100/200/400, may trap up to Size 28 vehicles.

DREADNOUGHT (CLASS VI)

An ominous capital ship designed to pacify a star system on its own, star dreadnoughts strike fear into the hearts of rebels and smugglers alike. Their impressive armaments are augmented by two squadrons of snubfighters able to outrun and disable any vessels trying to evade the warship—which is where the tractor beam comes in. The ship's complement of soldiers is usually a legion of elite troopers ready to store any target.

This vessel is the smallest class capable of victory over most systems. The most oppressive star empires are rumored to commonly field much larger classes of ships expanding on this basic design template.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
25 (Gar)	−5	16	60 (30)	8	550	60	100 (1)	$769M

MODS: AM/ECM, 15× Armor, Breaching Package, FTL Drive, Hangar, Reduced Handling, Superstructure (Large Hangar), Targeting System, 5× Toughness.

WEAPONS:

- **2× QUAD LINKED HEAVY PARTICLE CANNONS (Turret):** Range 100/200/400, Damage 8d6+8 (V), AP 20, RoF 3.
- **SUPER HEAVY LASER (Fixed Front):** Range 150/300/600, Damage 6d10 (VII), AP 40, Overcharge.
- **2× TORPEDO TUBE (Fixed Front):** 10× Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, Guided, LBT.
- **MEDIUM TRACTOR BEAM (Fixed Front):** Range 100/200/400, may trap up to Size 28 vehicles.

WORLD KILLER (CLASS VII)

World killers are massive space-born battlestations the size of a small moon and built around a massive anti-planet death-ray cannon.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
40 (Gar)	−4	15	70 (40)	12	5.6K	120	200 (0)	$40B

MODS: 20× Armor, FTL Drive, Sensor Array, Shields, Superstructure (Hangar, Large), Superstructure (Passengers, Military), Superstructure (Specialty—planet-killer laser array, a plot device weapon that takes an hour to recharge between shots), Superstructure (Specialty—hyper reactor, a plot-device power source that may be targeted by a starship as a Complex Dramatic Task, and if completed the world killer is destroyed), Targeting System, 5× Toughness.

WEAPONS:

- **10× HEAVY PARTICLE CANNONS (Turret):** Range 100/200/400, Damage 8d6+8 (V), AP 20, RoF 3.
- **HEAVY TRACTOR BEAM (Turret):** Range 100/200/400, may trap up to Size 44 vehicles.

Chapter Eight

Vehicles

Galactic explorers don't just travel between planets, they must also travel *on* them. The following pages expand the rules for using land, air, and water vehicles in your adventures, and show you how to create your own as well.

Basics

Here are the basics common to all the vehicles described in this chapter.

- **Automated Systems:** Vehicles have automated systems that can manage simple functions via voice command such as driving on autopilot over known (mapped) roads, operating their doors and luxury features, and other basic tasks that don't require decision-making. If needed, its skill with any of these tasks is a d6.
- **Cockpit & Crew Quarters:** Vehicles of Size 7 or less have dedicated seating for a number of crew listed on the **Vehicle Frames** table on page 165. Size 8+ vehicles have basic quarters for their crews, and depending on Size, small sick bays, galleys, and communal meeting rooms.
- **Maneuvering Skill:** Maneuvering skills are Driving for all land-based vehicles, Boating for watercraft, and Piloting for air vehicles.
- **Safety Systems:** Modern vehicles have safety systems such as air bags, seat belts, or safety harnesses (see **Collisions** in *Savage Worlds*).

Profiles

Vehicles have the following statistics.

- **Size:** Large vehicles have four Wounds, Huge craft have five, and Gargantuan vessels have six.
- **Handling:** The vehicle's maneuverability, which is added to the operator's maneuvering rolls.
- **Top Speed:** The vehicle's maximum Speed Rating, see page 164.
- **Toughness:** The Toughness of the vehicle with its Armor in parentheses (already figured into the Toughness).
- **Wounds:** The number of Wounds the craft can take before it's destroyed.
- **Crew:** How many people it normally takes to operate the vehicle. Any crew listed after the + may operate other systems or are simply passengers.
- **Energy:** The vehicle's maximum fuel capacity, measured in days of use (see below).
- **Mods:** The number of Modifications that can be made to the vehicle based on its Size, with any unused slots in parentheses.
- **Cost:** The vehicle's price listed in thousands ($K) or millions ($M).

Speed Ratings

Speed Ratings are derived from a vehicle's Top Speed in miles per hour, making it easier to compare vehicles' relative speeds, which is what we use in both the Chase rules in *Savage Worlds* and the Clashes presented in this book on page 96.

SPEED RATING

RATING	TOP SPEED	RATING	TOP SPEED
1	4	16	1K
2	8	17	1.2K
3	16	18	1.6K
4	25	19	2K
5	40	20	2.5K
6	60	21	4K
7	80	22	6K
8	100	23	8K
9	120	24	10K
10	160	25	12K
11	200	26	16K
12	250	27	20K
13	400	28	25K
14	600	29	40K
15	800	30	60K

Custom Vehicles

The easiest way to create a custom vehicle is to take any of the stock vehicles presented at the end of this chapter or another *Savage Worlds* setting and look at the number in parentheses in the vehicle's Mods column. This is the number of unused Modification slots you can use to add additional armor, weapons, or other systems.

You can also replace existing Mods you don't want with those you do. Even a few simple changes can make two slight variants of the same vehicle feel completely unique and make them a more memorable part of your stories.

If you want to build a vehicle from scratch, start with a concept, determine the Size, choose its form of locomotion, then use the **Vehicle Frames** table to determine its starting statistics. From there you can add Modifications to customize the rig and determine its final profile.

Note that a vehicle may have more than one form of locomotion. Buy the cheapest first, then additional forms require Mods equal to half the vehicle's Size and cost double the normal price. A third uses the same Mods, and is triple the normal cost, and so on.

"IT'S ALL ON THE WHEEL, IT ALL COMES AROUND."
-ACE HUNTER, OMEGAFORCE

SAMPLE PROFILE

HOVER LIMOUSINE (CLASS I)

A deluxe ride for corporate CEOs, politicians, and celebrities.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
5 (Large)	0	8	12 (2)	4	1+4	5	15 (0)	$385K

LOCOMOTION: Hover.
MODS: Armor, Crew Seating, 2× Increased Speed, Luxury Features.

VEHICLE FRAMES

SIZE	HAND.	TOP SPEED	TOUGHNESS (MAX ARMOR)	WOUNDS	CREW	ENERGY	MODS	COST
NORMAL (VEHICLES 6′ TO 12′ LONG)								
1–3	+1	*	5 (20)	3	1	3	Size x3	Size × $10K
Notes: Drones, compact cars, motorcycles, hover bikes.								
LARGE (VEHICLES 15′ TO 30′ LONG)								
4–7	0	*	10 (30)	4	3	5	Size x3	Size × $30K
Notes: Commercial vehicles, trucks, boats, aircraft.								
HUGE (VEHICLES 36′ TO 75′ LONG)								
8–11	−1	*	15 (40)	5	5	15	Size x3	Size × $50K
Notes: Airliners, ships, train cars.								
GARGANTUAN (VEHICLES 100′ TO 600′ LONG)								
12–20	−2	*	20 (50)	6	50	30	Size x4	Size × $1M
Notes: Jumbo airliners, ships.								

**** Speed Rating is based on the vehicle's form of locomotion, below.***

LOCOMOTION

The table below shows the base Speed Rating (page 164) and cost for each type of land, air, and water craft.

MODIFICATION	TOP SPEED	COST
Aircraft, Jet: The aircraft uses jets or another thrust system that doesn't allow hovering. Minimum speed is 120 MPH or they go Out of Control.	13	$500K × Size
Aircraft, Turboprop: The aircraft uses propellers or another thrust system that doesn't allow hovering. Minimum speed is 60 MPH or they go Out of Control.	11	$100K × Size
Aircraft, VTOL: The vehicle uses fans, rotors, ducted jets, anti-gravity, or another system for lift and propulsion. In atmosphere it can perform VTOL, hover, or fly.	8	$100K × Size
Hover: Uses fans or anti-gravity levitation to move across surfaces, ignoring most low obstacles and water.	6	$10K × Size
Tracked: The vehicle has tracks instead of wheels. It ignores all effects of Difficult Ground.	4	$5K × Size
Water, Jet: The vessel is a boat or ship.	5	$5K × Size
Water, Turboprop: The vessel is a boat or ship.	3	$2K × Size
Wheeled: The vehicle has wheels.	5	$1K × Size

VEHICLE MODIFICATIONS

Mods is the number of slots the Modification requires. Round fractions up. A negative value means the Mod gives the vehicle additional slots back. Max is the number of times a Mod may be taken (U means unlimited).

- **CARGO SPACE:** Each unused Mod is empty cargo space that can hold up to 125 cubic feet of materials.

NEGATIVE QUALITIES

MODIFICATION	MODS (MAX)	COST
Battered: The vehicle has been through numerous battles and hard use. Reduce its base Toughness by 2 each time this is taken.	–2 (2)	– $10K × Size
Drone: The vehicle has no on-board pilot, and requires Remote Control or AI to operate. Crew drops to zero.	–2 (1)	– $5K × Size
Exposed Crew: The vehicle is open-topped or leaves its crew and passengers exposed to atmospheric conditions. They may be targeted individually and get no Armor bonus. Can't be taken with Sealed.	–2 (1)	– $10K × Size
Finicky: The vehicle requires more time and effort to fix than usual. Repair rolls made to fix its systems, attachments, or Wounds are made at –2, or –4 if taken twice.	–2 (2)	– $10K × Size
Fragile: The vehicle's Frame is particularly fragile for its mass. Reduce its Wounds by 1 each time this is taken.	–2 (2)	– $10K × Size
Inefficient: The vehicle uses more energy than usual. Double the amount of fuel it uses each day. If using the Supply Levels rules, roll a die whenever energy would go down a level. If the result is odd, it goes down two levels instead. This may not be combined with a Reactor (page 169).	–2 (1)	– $10K × Size
Manual: The vehicle is mostly mechanical with limited or no electronics or displays. It has no automated systems and cannot have any Modifications that require significant electronics.	–2 (1)	– $10K × Size
Reduced Crew: The vehicle doesn't support as many crew members as others of its size. Reduce its Crew value to the next lowest Frame category.	–Half Size (1)	– $10K × Size
Reduced Handling: Subtract 1 from the base Handling of the vehicle each time this is taken, to a maximum penalty of –6. This can't be taken with Handling.	–2 (6)	– $10K × Size
Reduced Speed: The vehicle sacrifices speed for lower cost and more space. Reduce its Top Speed Rating (page 164) by 1 each time this Mod is taken.	–2 (3)	– $10K × Size
Rough Ride: The vehicle's Unstable Platform penalty is –4 instead of the usual –2. Passengers routinely get sick, so pack extra barf bags.	–2 (1)	– $10K × Size
Unsafe: The vehicle does not have adequate safety measures, or perhaps they've been ripped out to make room for other systems. Passengers take full damage from collisions—they have no equivalent to **Air Bags & Safety Harnesses** as described in the **Vehicles** section of *Savage Worlds*.	–2 (1)	– $10K × Size

"YOU DON'T KNOW EVEN KNOW HOW TO DRIVE IN REAL LIFE."

-GABE

"I DON'T FIGHT SPACE PIRATES IN REAL LIFE EITHER, GABE, BUT I HAVE A D4-2 AND MY LUCKY WILD DIE AND I'M GOIN' FOR IT!"

-RED

CORE SYSTEMS

MODIFICATION	MODS (MAX)	COST
✳ **Artificial Intelligence (AI):** The vehicle has a true artificial intelligence that takes over for the automated systems and can now drive, fire weapons, and otherwise act like an allied character with a d6 skill and a Wild Die. If taken a second time the skill die increases to d10, and if taken a third time it can ignore 2 points of Multi-Action penalties each round. The GM might consider giving the AI a personality as well, perhaps using the **Allied Personalities** table from *Savage Worlds* for inspiration.	1 (3)	$5K × Size
AV System: The vehicle contains a light-enhancing camera and viewscreen that provide 50× magnification and negate up to 4 points of Illumination penalties and add +2 to the user's Notice rolls when used as an action. The camera contains a microphone and sound system that can detect sound as low as a whisper up to 200 yards distant (+2 to hearing-based Notice rolls).	1 (1)	$10K
Command Suite: A suite of HUD apps securely connects the user to any linked allies within comms range. This allows the commander to see and hear through her troops' biolinks, monitor their vitals, and extend her Command Range to all those in contact.	1 (1)	$10K
Comms: The vehicle has a built-in communications suite that can connect to other receivers within 20 miles. The range extends to 100 miles if taken a second time.	1 (2)	$5K
✳ **Entangled Comms:** The vehicle has audio and video communications "quantum entangled" with one (and only one) other paired set anywhere in the universe. Its range is unlimited, and it can't be blocked or jammed.	1 (U)	$50K
Remote Control: An operator with the proper access codes and a transmitter of some kind (such as a mobile device) can control the vehicle from afar, using Electronics at –2 in place of the usual maneuvering skill.	1 (1)	$10K
Scanner: The vehicle has sensors that can sense the composition of known matter or energy up to 50 yards distant. The target does not have to be visible, though certain types of matter or energy may interfere (GM's call).	1 (1)	$1K
Sensor Array: The vehicle has an extendable satellite dish that can scan heat, light, gravitational forces, electromagnetic waves, radio waves, and any other significant amounts of known matter or energy up to one light year away in space or line of sight planetside. If the accompanying mini satellite is launched, or there are other satellites to connect to, the system can scan a planetary hemisphere instead. Deploying or using the array takes a full round, during which the vehicle can't move and is Vulnerable.	4 (1)	$25K

DEFENSIVE SYSTEMS

MODIFICATION	MODS (MAX)	COST
AM/ECM: Anti-Missile and Electronic Countermeasures are integrated systems of electronic jammers, flares, and radar decoys that eliminate 2 points of penalties when making Evasion rolls against Guided Weapons (see page 44).	1 (1)	$5K × Size
✳ **Anti-Teleportation Tech:** Electronic scramblers prevent people or materials from being teleported into or onto the vehicle.	4 (1)	$10K × Size
Armor: Increase the vehicle's Armor by +2 each time this is taken, up to the maximum allowed on the **Vehicle Frames** table. Vehicles Size 4 and larger have Heavy Armor.	1 (See Text)	$5K × Size

EMP Shielding: The vehicle's critical systems are protected from electromagnetic attacks by special metals, fast reboots, or other technology. The crew ignores 2 points of the –4 operating and Repair penalty when resetting after an EMP attack (see EMPs on page 44).	2 (1)	$5K × Size
Escape System: This system adds ejection seats for vehicles Size 7 or smaller and exits or escape pods for those Size 8 or larger. When a vehicle is Wrecked, passengers may make an Agility roll to activate their ejection seat or a Smarts roll to make it to an escape pod or exit before the vehicle explodes. Escape pods hold 10 human-sized occupants and provide 30 days of food, water, oxygen, and power. The pod's distress beacon has enough power for one year, and beams a signal that reaches 1,000 miles—further if relayed by satellites.	Half Size (1)	$1K × Size
Repair Drones: The vehicle has drones that can attempt to fix Wounds and Critical Hits using the usual rules for Repair and the vehicle's automated systems. Critical Failure means the repair is beyond what the drones can do and they may no longer attempt that repair.	Half Size (1)	$25K × Size
✷ **Repair Nanomachines:** Nanobots may attempt Repair rolls as a limited action once per round (use the vehicle's automated systems). Each success and raise removes one Wound. After three Wounds are repaired, the nanobots are spread too thin and provide no further benefit until they replenish themselves 24 hours later.	3 (1)	$50K × Size
✷ **Shields:** The vehicle is protected from incoming attacks by a powerful energy field. The shield has a number of charges equal to half the vehicle's basic Wounds (before any Modifications) rounded down. A crew member (or the vehicle's AI) *must* spend these charges anytime the vehicle takes damage by making a Soak roll using Electronics. This is a free action, and the character must continue to spend charges until all Wounds are negated or the field runs out of charges. Shields recharge in 10 minutes outside of combat, but in an emergency, a character can shunt power from locomotion and weapons (see page 81) to make an Electronics roll. Success restores half the vehicle's usual shield charges, rounded up, and a raise restores them all.	Half Size (1)	$50K × Size
Sloped Armor: Sloped armor deflects direct-fire energy and kinetic attacks. Enemies subtract 2 from their Shooting rolls. It has no effect on bombs, flame weapons, missiles, or torpedoes.	Half Size (1)	$5K × Size
Stealth System: Radar-absorbent materials, heat baffles, scramblers, and visual distortion devices make the vehicle less detectable by vision or sensors. Rolls to spot or lock onto the vessel with Electronics while the system is active are made at a –4 penalty. At Dev II, rolls to scan or attack the vehicle with direct-fire weapons are made at –2, or –4 at Dev III. Activating and deactivating stealth mode is a limited action, and is negated any round the craft fires weapons or makes an active sensor scan.	Size (1)	$50K × Size
Toughness: The vehicle's hull is reinforced, adding +1 to its inherent Toughness each time this Mod is taken.	1 (5)	$5K × Size

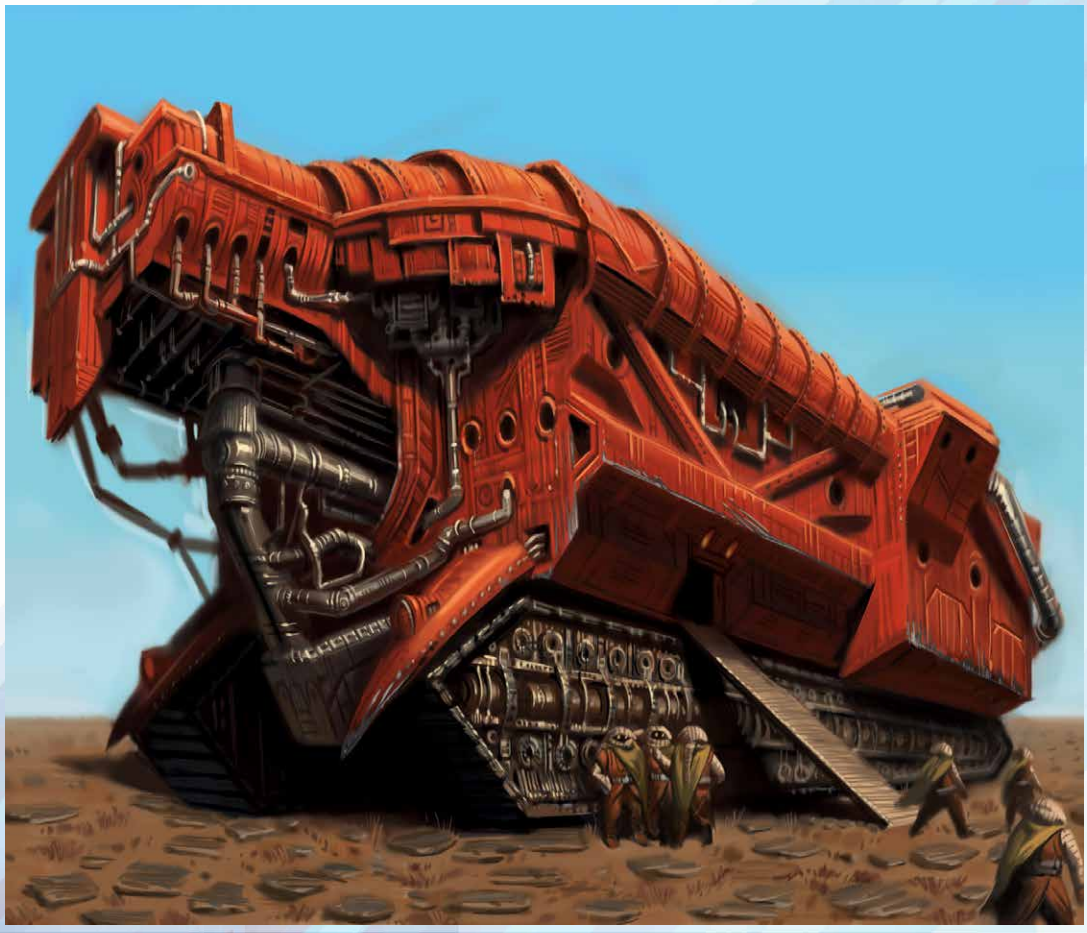
LOCOMOTION & POWER

MODIFICATION	MODS (MAX)	COST
Amphibious: The vehicle may enter water (or other liquids) without sinking. While in water its Handling is reduced by 1 and its Top Speed Rating is 2 (8 MPH). If taken a second time, Top Speed increases to Speed Rating 3 (16 MPH).	2 (2)	$1K × Size
Boosters: Nitrous oxide, afterburners, or other types of propellants give the vehicle a temporary burst of acceleration and speed. Once per encounter, each booster may be triggered to increase the vehicle's Top Speed Rating by 1 for the round. Effects of multiple boosters do not stack.	1 (4)	$1K × Size
Energy Pod: Each energy pod adds double the vehicle's Energy rating in fuel or power to its maximum capacity.	Half Size (U)	$5K × Size
Four-Wheel Drive: Wheeled vehicles only. On the tabletop, treat each inch of Difficult Ground as 1.5" instead of 2".	1 (1)	$1K × Size
Handling: Each time this Mod is taken increases the vehicle's Handling by +1, to a maximum of +4.	Half Size (2)	$10K × Size
Increased Speed: Each time this Mod is taken increases the vehicle's Top Speed Rating by +1.	Half Size (5)	$10K × Size
✳ **Reactor:** The vehicle has a nuclear reactor or other super efficient generator. This multiplies its Energy capacity by 10, but if the **Vehicle Critical Hits** table (from *Savage Worlds*, reprinted on page 95) indicates a hit to Locomotion, roll a die. Odd, the reactor explodes for Xd10 damage (where X is the base number of Wounds for the vehicle's Frame) in a 10" (20 yard) blast radius, automatically Wrecking the vehicle.	Half Size (1)	$10K × Size

OFFENSIVE SYSTEMS

MODIFICATION	MODS (MAX)	COST
Stabilizer: The vehicle has a weapon stabilization system that negates the Unstable Platform penalty for all attached direct-fire weapons (it doesn't aid in the firing of guided weapons).	1 (1)	$5K
Targeting System: The vehicle has an integrated targeting and tracking system that reduces 2 points of direct-fire Shooting penalties from Called Shots, Cover, Range, Scale, or Speed. The system works with all the vehicle's direct-fire ranged weapons. It doesn't aid in the firing of guided weapons.	1 (1)	$25K

PERSONNEL		
MODIFICATION	**MODS (MAX)**	**COST**
Crew Seating/Quarters: This Mod adds additional seating (vehicles Size 7 or less) or quarters (Size 8+) to the vehicle. Each time it's taken adds extra accommodations for a number of individuals equal to the vehicle's Crew rating (see the **Vehicle Frames** table on page 165).	Half Size (U)	$10K
Luxury Features: At Size 7 or less, the vehicle has enhanced entertainment systems for passengers, food and drink dispensers, or other luxuries. At Size 8 and higher, the vehicle is large enough to include community rooms, mess halls, and other communal spaces. The more times this Mod is installed, the more spacious or extravagant the features become.	Size (U)	$10K × Size
Passenger Pod: Size 7 or smaller vehicles only. This Mod is generally for small transports. It adds seats with safety harnesses and video screens to accommodate ten passengers on short trips (usually 24 hours or less).	2 (U)	$50K
Professional Bay: Contains the tools and equipment to ply a specified skill, chosen at installation. This could represent medical facilities, an engineer's workshop, a signal-processing suite, a science laboratory, and more. Those working within get a free reroll when attempting relevant Trait rolls.	4 (U)	$100K
Sealed: The vehicle is hermetically sealed to protect against cold, heat, pathogens, bacteria, gas, and radiation. It has its own airlocks and life support. As long as it has power, it provides heating, cooling, and oxygen and protects the crew from all but the most extreme environmental effects.	2 (1)	$5K × Size



STRUCTURAL

MODIFICATION	MODS (MAX)	COST
Hangar: A hangar or garage that can carry up to 10 Size points of ships, vehicles, or walkers; none of which may be more than half the vehicle's Size. Includes mechanisms to launch and refuel the vehicles within. Each additional time this is taken adds a new hangar, or increases its capacity by +10.	5 (U)	$500K
Superstructure: Some vehicles are so large they have massive compartments dedicated to passengers, cargo, or even entire factories. Only Size 10 vehicles or larger may take these superstructures.	20 (U)	$5M

- **ARTIFICIAL GRAVITY SECTION:** Massive vehicles operating on planets with low or no gravity can generate it artificially. At Dev I, this is a spinning chamber that simulates gravity. At Dev II and higher, the vehicle has artificial-gravity generators instead, and gravity can be set to acclimate the crew to specific gravity conditions. This may be combined with other superstructures for no additional Mod cost.
- **BIOSPHERE:** This area may be set up for agricultural purposes or to mimic a completely different atmosphere than the rest of the vehicle. If agricultural, provisions are effectively unlimited for up to 50 people per Biosphere.
- **BULK CARGO:** These are massive, open hulls for hauling bulk cargo equivalent to 18 train boxcars or shipping containers (each roughly equivalent to 50 cargo spaces) and can handle up to 80,000 cubic feet of cargo, but no more than 1,800 tons. Halve the cost if the storage area isn't airtight.
- **FACTORY:** The vehicle contains processing and manufacturing facilities that can take in raw materials and create new goods, usually those necessary for extended expeditions, military operations, or colonial survival. Assuming labor and raw materials, the factory can generate 2d6×$100K in goods a month in an average environment. Add or subtract a d6 for a sparse/rich environment. A factory may produce fuel for Energy, but if a Critical Hit strikes it the entire vehicle explodes in a catastrophic chain reaction.
- **HANGAR, LARGE:** A large, dedicated bay that holds up to 50 Size points of other vehicles (each no larger than half the vehicle's Size). This includes additional fuel storage, maintenance bays, and small briefing areas for those vehicles. The facilities require 50 additional crew members.
- **MERCANTILE:** This might be restaurants, theaters, malls, retail stores, or specialty shops. Each generates 2d6×$5K a month for the vehicle (and the same for the business's owner), and improves crew morale.
- **PASSENGER, CIVILIAN:** Luxury accommodations for long-term travelers, including hydroponic gardens, gyms, cafeterias, and lodging for 450 passengers and 50 support crew. Passengers typically pay an average of $50 per day for economy rooms, and substantially more for luxury rooms.
- **PASSENGER, MILITARY:** Spartan barracks, training facilities, armories, and a few multi-purpose recreational areas for 450 military personnel and 50 support crew (cooks, techs, etc. supported by the troops on rotating duties).
- **SPECIALTY:** A massive segment that can function as a hospital, prison, corporate offices, etc. The specific function determines details. With the GM's approval, the superstructure may also be used as an Outpost (see page 66).

"WE'RE IN SECTOR 3, GRIDS F AND 14. SMACK IN THE MIDDLE OF NOWHERE. SO FAR ALL WE'VE SEEN IS MILES AND MILES OF MILES AND MILES.."

-RUTH, ARK II

STOCK VEHICLES

These vehicles were designed based around logical progression and slightly advanced technology. They can be used to populate almost any sci-fi setting, including hard sci-fi.

CIVILIAN VEHICLES (LAND)

HOVER BIKE (CLASS I)

A small, light cycle common to crowded urban areas.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
1 (Norm)	+3	11	7	2	1	3	3 (0)	$70K

LOCOMOTION: Hover.
MODS: Exposed Crew, Fragile, 2× Handling, 5× Increased Speed, 2× Toughness, Unsafe.

EXPLORATION ROVER (CLASS I)

A rover is an enclosed all-terrain scout vehicle. Two people can crowd into the airtight cabin with some discomfort.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
3 (Norm)	+1	6	7	3	1	3	9 (0)	$100K

LOCOMOTION: Wheeled (4WD).
MODS: Amphibious, Four-Wheel Drive, Increased Speed, Rough Ride, Sealed, 2× Toughness.

HOVER LIMOUSINE (CLASS I)

A deluxe ride for corporate CEOs, politicians, and celebrities.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
5 (Large)	0	8	12 (2)	4	1+4	5	15 (0)	$385K

LOCOMOTION: Hover.
MODS: Armor, Crew Seating, 2× Increased Speed, Luxury Features.

HOVER TRUCK (CLASS I)

A typical truck for transporting goods. The empty Mods are for cargo space.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
6 (Large)	0	9	14	4	1+2	5	18 (5)	$540K

LOCOMOTION: Hover.
MODS: 3× Increased Speed, 4× Toughness.

EXPLORATION CRAWLER (CLASS II)

The preferred mode of transport in hazardous wastelands. Crawlers are reliable and have enough space for a working lab, a rover, and hover bikes for the crew.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
8 (Huge)	−1	5	24 (2)	5	5	15	24 (0)	$1.3M

LOCOMOTION: Tracked.
MODS: Amphibious, 2× Armor, Hangar, Increased Speed, Professional Bay, Scanner, Sealed, 2× Toughness.

CIVILIAN VEHICLES (SEA)

MINI SUB (CLASS I)

These small watercraft are built to withstand the pressure of deep water—but not much else. They are best suited for exploration and tourism.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
3 (Norm)	+1	3	13 (4)	3	1	3	9 (0)	$142K

LOCOMOTION: Water (Turboprop).
MODS: 2× Armor, Scanner, Sealed, 4× Toughness.

CIVILIAN VEHICLES (AIR)

VTOL SPORTS CAR (CLASS I)

Flying cars are ubiquitous in science-fiction. This basic model represents common vehicles like taxis, police cruisers, news VTOLs, personal fliers, etc.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
4 (Large)	+1	12	12	3	1+2	5	12 (2)	$720K

LOCOMOTION: Aircraft (VTOL).
MODS: Fragile, Handling, 4× Increased Speed, 2× Toughness.

MILITARY VEHICLES (LAND)

COMBAT HOVER CYCLE (CLASS I)

Two ground-effect jets carry the cycle over any terrain. The Gatling laser is usually deployed as a swivel mount when the bike stops, but the driver can still fire it straight ahead when driving.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
2 (Norm)	+2	11	10 (2)	2	1	3	6 (0)	$168K

LOCOMOTION: Hover.
MODS: Armor, Exposed Crew, Fragile, Handling, 5× Increased Speed, Targeting System, 3× Toughness, Unsafe.
WEAPONS:

- **GATLING LASER (Pintle Mount):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Reaction Fire.

HOVER SKIFF (CLASS I)

A favored vehicle for special operations forces operating behind lines, and law-enforcement patrols. Law-enforcement variants often have an auto-tinting glass bubble and add a stun projector to the laser.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
3 (Norm)	+1	9	9 (4)	3	1	3	9 (0)	$179K

LOCOMOTION: Hover.
MODS: 2× Armor, Exposed Crew, 3× Increased Speed, Scanner, Targeting System.
WEAPONS:

- **GATLING LASER (Pintle Mount):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.

HOVER JEEP (CLASS II)

A hardy carry-all designed to get small crews anywhere they need to go. Its weaponry is an afterthought, best used as a defensive deterrent.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
4 (Large)	0	8	20 (8)	4	1+2	5	12 (0)	$368K

LOCOMOTION: Hover.
MODS: 4× Armor, EMP Shielding, Exposed Crew, 2× Increased Speed, Targeting System, 2× Toughness.
WEAPONS:

- **GATLING LASER (Pintle Mount):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.

WHEELED APC (CLASS II)

An armored personnel carrier deploys from dropships to transport squads of infantry into combat, and supports them with its autocannon. The interior is notoriously cramped and uncomfortable.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
5 (Large)	0	6	18 (8)	4	3+10	5	15 (0)	$385K

LOCOMOTION: Wheeled (4WD).
MODS: 4× Armor, EMP Shielding, Four-Wheel Drive, Increased Speed, Passenger Pod, Rough Ride, Sealed, Stabilizer.
WEAPONS:
- **MEDIUM CANNON (Turret):** Range 75/150/300, Damage 4d10 (III), AP 10, SBT.

HOVER TANK (CLASS III)

Hover tanks are an uncomfortable marriage of ground-effect propulsion and the armor and main gun of a battle tank. The result is faster and more flexible, but lacks the heavier protection and weaponry of its tracked cousins.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
8 (Huge)	–1	6	29 (10)	5	5	15	24 (1)	$1M

LOCOMOTION: Hover.
MODS: AM/ECM, 5× Armor, EMP Shielding, Sealed, Scanner, Sloped Armor, Targeting System, 4× Toughness.
WEAPONS:
- **GATLING LASER (Pintle Mount):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **MEDIUM LASER (Turret):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.

MAIN BATTLE TANK (CLASS IV)

Even in the battlefields of the future the main battle tank remains relevant. Its design is timeless: heap on armor and mount a big gun in the turret.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
8 (Huge)	–2	4	42 (22)	5	5	15	24 (0)	$1.1M

LOCOMOTION: Tracked.
MODS: AM/ECM, 11× Armor, EMP Shielding, Reduced Handling, Targeting System, 5× Toughness.
WEAPONS:
- **GATLING LASER (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **HEAVY CANNON (Turret):** Range 100/200/400, Damage 5d10 (IV), AP 20.

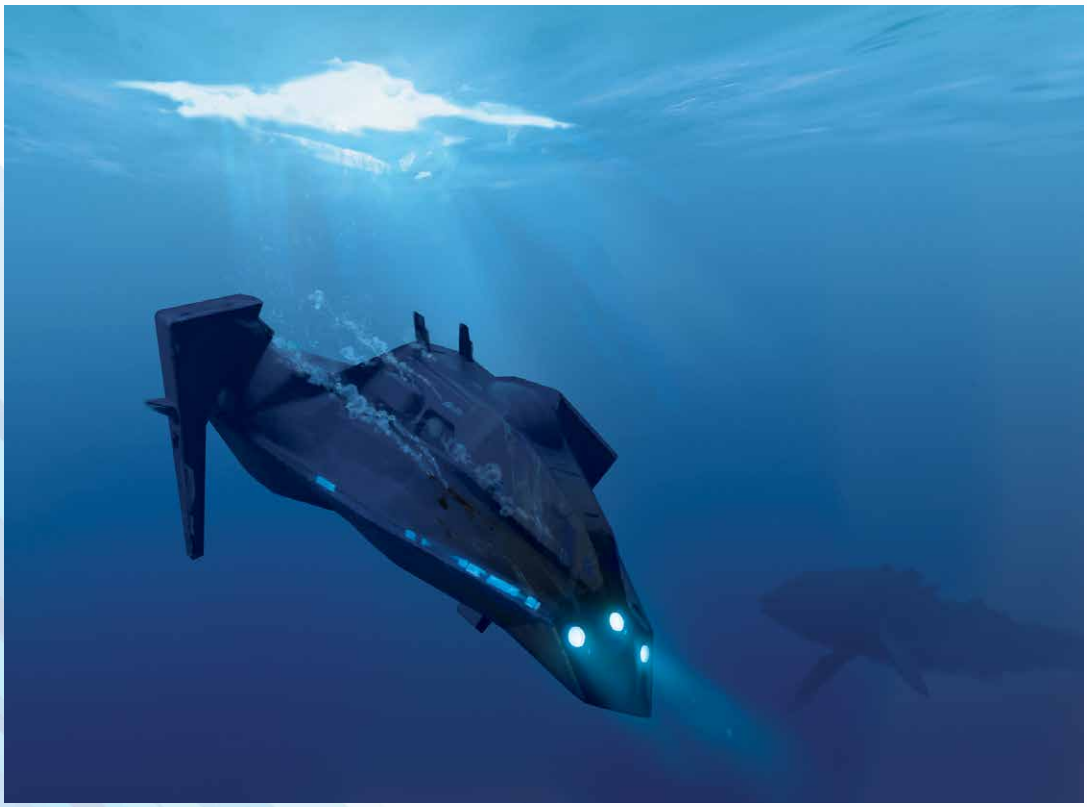
MILITARY VEHICLES (SEA)

PATROL BOAT (CLASS II)

These swift attack craft guard coastlines and rivers.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
8 (Huge)	–1	6	23 (8)	5	5+5	15	24 (3)	$351K

LOCOMOTION: Water (Jet).
MODS: 4× Armor, Crew Quarters, Increased Speed, Scanner, Sloped Armor.
WEAPONS:
- **Medium Autocannon (Turret):** Range 50/100/200, Damage 4d8 (II), AP 6, RoF 4.
- **2× Minigun (Turret):** Range 50/100/200, Damage 2d8+1 (I), AP 2, RoF 4, Point Defense, Reaction Fire.



NAVAL DESTROYER (CLASS VI)

Destroyers are the workhorses of the navy, screening larger friendly ships and hunting down any smaller targets that could threaten the fleet.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
12 (Gar)	−2	5	60 (40)	6	50	30	48 (0)	$13.8M

LOCOMOTION: Water (Jet).
MODS: AM/ECM, 20× Armor, Scanner, Sloped Armor, Targeting System.
WEAPONS:

- **2× Dual Linked Heavy Laser (Turret):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.
- **Missile Launcher (Turret):** 8× Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, LBT.
- **Missile Launcher (Turret):** 24× Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

ATTACK SUBMARINE (CLASS IV)

An attack submarine hides under the surface and launches surprise attacks against other watercraft.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
16 (Gar)	−2	5	45 (20)	6	50	300	64 (0)	$23.5M

LOCOMOTION: Water (Jet).
MODS: AM/ECM, 10× Armor, EMP Shielding, Entangled Comms, Reactor, Scanner, Sealed, Stealth System, 4× Toughness.
WEAPONS:

- **2× Torpedo Launcher (Fixed Front):** 10× Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, Guided, LBT.
- **2× Missile Launcher (Turret):** 20× Medium missiles (total across both launchers), Range 150/300/600, Damage 7d6 (IV), AP 24, RoF 2, Guided, MBT.

BATTLESHIP (CLASS VII)

A floating fortress with phenomenal firepower and thick armored plating. The battleship is unfashionable since cheaper craft can do the same job, but it's still an intimidating presence on the water.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
16 (Gar)	−4	5	68 (48)	6	50+50	30	64 (0)	$18.8M

LOCOMOTION: Water (Jet).
MODS: AM/ECM, 24× Armor, Crew Quarters, 2× Reduced Handling, Scanner, Targeting System.
WEAPONS:

- **2× DUAL LINKED SUPER HEAVY CANNONS (Turret):** Range 150/300/600, Damage 8d10 (VII), AP 40.
- **3× QUAD LINKED GATLING LASER (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **MISSILE LAUNCHER (Turret):** 6× Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.

LIGHT CARRIER (CLASS IV)

The terror of the seas carries 12 stealth fighters or fast attack VTOLs into battle. Its own weapons are reserved for point defense or warding off light attack craft.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
20 (Gar)	−6	5	40 (20)	6	150+50	300	80 (0)	$30.5M

LOCOMOTION: Water (Jet).
MODS: 10× Armor, Command Suite, Crew Quarters, Reactor, 4× Reduced Handling, Scanner, 2× Superstructure (Hangar, Large).
WEAPONS:

- **4× QUAD LINKED GATLING LASER (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.

MILITARY VEHICLES (AIR)

VTOL PATROL CRAFT (CLASS II)

This two-man jet hovers on the edge of battlefields or hunts lighter enemy ground craft. Outdated or surplus versions often find their way into the hands of private security or law enforcement.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
6 (Large)	+1	10	16 (6)	4	1+2	5	18 (0)	$1.1M

LOCOMOTION: Aircraft (VTOL).
MODS: 3× Armor, Handling, 2× Increased Speed, Targeting System.
WEAPONS:

- **DUAL LINKED LIGHT LASERS (Turret):** Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge, Reaction Fire.
- **MISSILE LAUNCHER (Fixed Front):** 24× Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

FAST ATTACK VTOL (CLASS II)

This light aircraft mounts powerful omni-directional jets at the end of wing struts for excellent maneuverability. It carries good firepower but is vulnerable to return fire from hardier opponents.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
8 (Huge)	−1	10	23 (6)	5	5	15	24 (0)	$1.7M

LOCOMOTION: Aircraft (VTOL).
MODS: AM/ECM, 3× Armor, 2× Increased Speed, Scanner, Targeting System, 2× Toughness.
WEAPONS:

- **GATLING LASER (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- **QUAD LINKED MEDIUM LASER (Turret):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.
- **2× MISSILE LAUNCHER (Fixed Front):** 24× Light missiles (total across both launchers), Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

ATMOSPHERIC STEALTH FIGHTER (CLASS I)

This high-speed jet has electronic cloaking to slip into protected airspace and deploy missiles against valuable enemy assets…and maybe the defenses to return alive.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	CREW	ENERGY	MODS	COST
8 (Huge)	0	15	15	5	3	15	24 (0)	$5M

LOCOMOTION: Aircraft (Jet).
MODS: AM/ECM, 2× Boosters, Handling, 2× Increased Speed, Reduced Crew, Scanner, Stealth System.
WEAPONS:

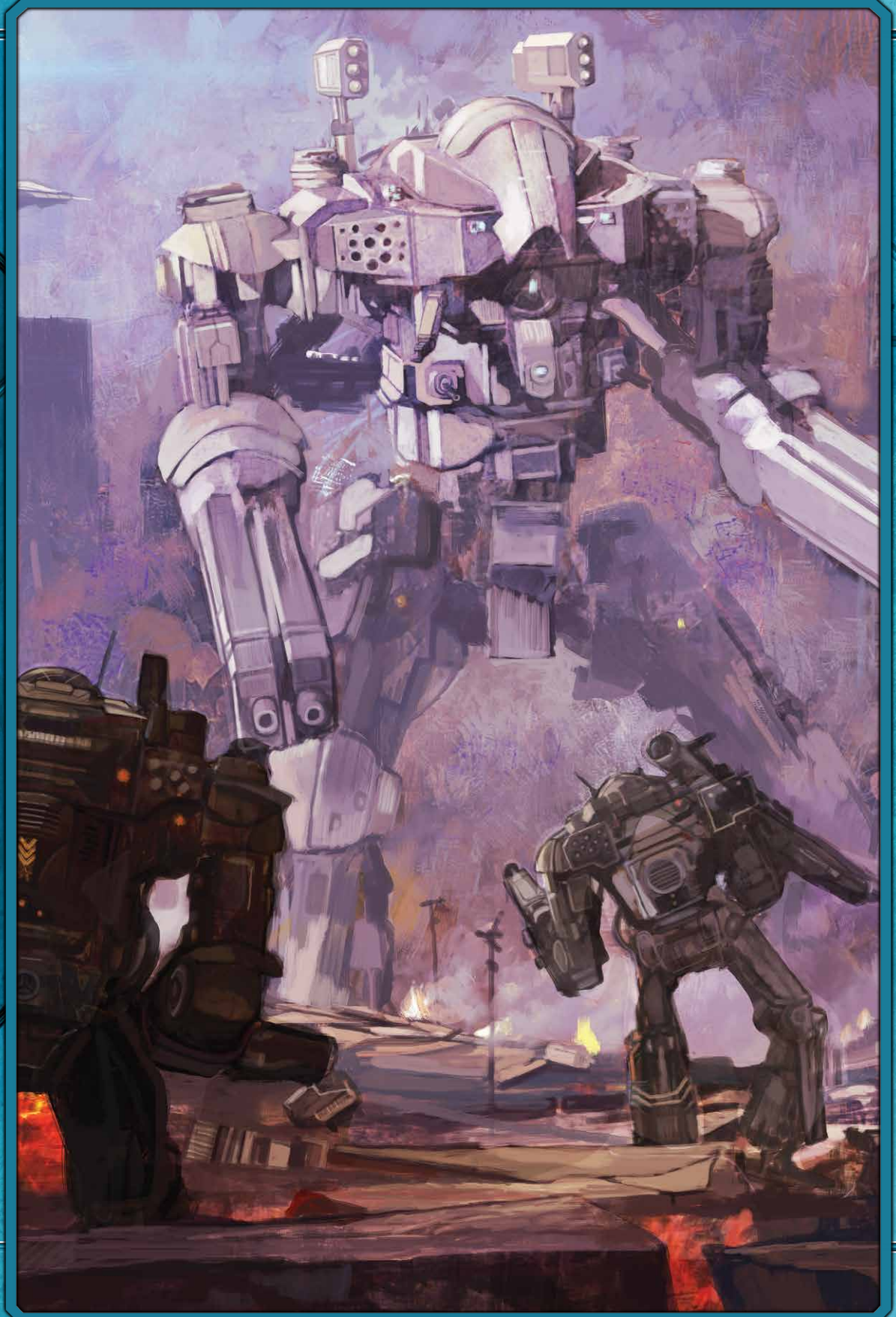
- **DUAL LINKED MEDIUM LASER (Fixed Front):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.
- **2× MISSILE LAUNCHER (Fixed Front):** 24× Light missiles (total across both launchers), Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

What's in a Name?

Like all the vehicles in this book, the Game Master and players should come up with exciting names for their tanks, walkers, ships, and other vehicles. Red doesn't stomp around in a "Heavy Fire Support" mech—she dominates the battlefield in her Wolverine Mark III Heavy Mech. Gabe doesn't fly a Racer starship, he pilots a cutting-edge, sports-model Halcyon.

Names can also reflect a lot about a setting. Maybe all the battleships in your star-spanning space opera are named after great fleet battles in that world. Or mechs are named after legendary heroes, Egyptian gods, or even famous kaiju! Watching a "Godzilla™" heavy walker tear through a city not only makes the mech sound cooler, it also quickly and easily conveys a trope the game group will pick up on without additional exposition.

The same goes for your adversaries. Fighting a mech battle against the corrupt militia of a factory planet might be an exciting session, but facing off against a mercenary group called the Children of Osiris lead by a renowned pilot named Thoth "with twenty kills to his name" is something the players will talk about for a long time!



Chapter Nine

Walkers

Mechanical walking war platforms, often called "walkers" or "mechs," default to Development Level II when materials allow relatively stable bipedal constructs with miniaturized power sources, artificial musculature, and neural controls to allow fine manipulation of limbs.

That's also when the need for walkers arises, as radically different world environments call for adaptable frames and hands to do tough jobs. Of course, once the technology exists, it can be applied to war.

Like other tech, the Dev II rating is just a baseline. A specific setting can change one or all of the Frame sizes to Dev I tech or even lower. Medieval, steam-powered walkers are a staple of some fantasy settings, usually with magic filling in the missing gaps for a power source and control mechanisms.

Some Mods for walkers are only Dev I as a baseline, which makes them more available in a setting where technology has regressed or where the basic frames are Dev I as well.

Basics

The basic frame includes the skeleton, robotic muscles, cockpit, and a power supply. All walkers are crewed by a single person unless otherwise noted.

- **Automated Systems:** Walkers have automated systems that can manage simple functions via voice command such as walking in a straight line or to a known and mapped destination, opening and closing hatches, alarming the pilot if it detects a lock-on, and other basic tasks that don't require decision-making. If needed, their skill with any of these tasks is a d6.
- **Comms:** Walkers have a powerful communications suite that can connect to other receivers within 100 miles.
- **Crew:** Walkers have a single pilot.
- **Maneuvering Skill:** Characters use Piloting to operate a walker's movement.
- **Safety Systems:** Walker cockpits are equipped with safety systems (see **Air Bags & Safety Harnesses** in *Savage Worlds*) and an ejection system; successful use launches the pilot into the air to descend safely via parachute.
- **Sealed:** Walkers are hermetically sealed to protect against pathogens, bacteria, gas, or other chemical and biological warfare. They provide their own heating, cooling, and oxygen and protect their crew from all but the most extreme environmental effects.
- **Sensors:** The cockpit contains a fully customizable HUD (Heads-Up Display) with integrated optics that grant 50× magnification with thermal vision (half Illumination penalties for warm targets) and night vision (ignore Dim or Dark Illumination). Switching between modes is a limited free action.

Speed Ratings

Speed Ratings are derived from a vehicle's Top Speed in miles per hour, making it easier to compare vehicles' relative speeds, which is what we use in both the Chase rules in *Savage Worlds* and the Clashes presented in this book on page 96.

SPEED RATING

RATING	MPH	RATING	MPH
1	4	16	1K
2	8	17	1.2K
3	16	18	1.6K
4	25	19	2K
5	40	20	2.5K
6	60	21	4K
7	80	22	6K
8	100	23	8K
9	120	24	10K
10	160	25	12K
11	200	26	16K
12	250	27	20K
13	400	28	25K
14	600	29	40K
15	800	30	60K

When focused and not moving, high-powered microphones can pick up whispers up to 100 yards distant (+2 to hearing-based Notice rolls).

Profiles

- **SIZE:** The Size modifier of the walker. Size sets the machine's Scale, and affects its overall Strength and Toughness.
- **HANDLING:** The walker's base responsiveness.
- **TOP SPEED:** The walker's Top Speed Rating.
- **TOUGHNESS:** The walker's base Toughness with Armor in parentheses. All walkers have Heavy Armor.
- **STRENGTH:** The base Strength of the walker. The machine can lift a maximum of its own weight. Every quarter of that a walker carries costs one fourth of its top speed and reduces Handling by 1, until it can no longer move.
- **ENERGY:** The walker's maximum energy capacity, measured in number of days of operation before it must be refueled.
- **MODS:** The number of Modifications that may be installed in the walker, based on structural capacity and power requirements. Leftover Mods are in parentheses.
- **COST:** The cost for the walker's basic frame.

Sample Profile

VARI-MECH FIGHTER (CLASS II)

Variable mecha are often configured to switch between a humanoid form and space-fighter form.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	ENERGY	MODS	COST
7 (Large)	+2	8	22 (6)	4	5	21 (0)	$2.5M

HEIGHT/WEIGHT: 25'/15 tons, Strength d12+7 (I).

MODS: AM/ECM, 3× Armor, 2× Handling, Targeting System, Toughness, Variable Form (spaceship, Top Speed Rating 17).

WEAPONS:

- **GATLING LASER (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, Cauterize, Overcharge, Point Defense, Reaction Fire, usable in spaceship mode.
- **MEDIUM CANNON (Carried Weapon):** Range 75/150/300, Damage 4d10 (III), AP 10, SBT, usable in spaceship mode.
- **MISSILE LAUNCHER (Fixed Front):** 8× Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT, usable in spaceship mode.

Combat

Walkers are a unique combination of vehicle and humanoid, and require a few special rules to handle on the tabletop.

Fighting

Use the lower of the operator's Piloting or Fighting skills to make melee attacks with a walker. The vehicle's Parry is calculated the same as other vehicles: 2+ half the user's Piloting skill, modified by the walker's Handling.

A walker is always considered armed, and deals its Strength damage with its limbs (as a Heavy Weapon). Characters may use their personal Edges (such as Frenzy) while in a walker, with the GM's approval based on the particular circumstances.

Running

Walkers are designed to move at a particular speed like any other vehicle, but in a pinch, a pilot can run just like an organic being.

Running in a giant robot requires a Piloting roll and incurs the usual running penalty to all *other* rolls made this turn. Failure means the mech goes Out of Control. Success increases its Top Speed Rating by 1 for the turn, and a raise increases it by 2.

Stomp

A Gargantuan walker can stomp by using an area effect template (the size of the template is determined by the GM based on the machine's "footprint"). The attack ignores Scale modifiers and is an opposed Athletics vs Agility roll (defenders roll individually). Those who can't get out of the way are stomped for damage equal to the walker's Strength. Smaller walkers may stomp a single target, so long as it's at least one Scale smaller.

Death From Above

Walker pilots sometimes attempt a desperate maneuver called "Death From Above," where they use jump jets or vantage points to jump down onto rivals.

This is an opposed Piloting roll between the two. If the attacker succeeds, he Rams the target (see *Savage Worlds*) and adds an extra d6 damage, plus another d6 for each Scale category his mech exceeds the target's by (increase Class by one if using Heavy Metal). If the attacker fails the opposed roll, he misses and must roll on the **Out of Control** table (and takes an additional Wound with a Critical Failure).

Out of Control

When a walker goes **Out of Control,** it falls down or collides with an object. The mech rights itself automatically once those effects are resolved. A falling walker can damage bystanders at the GM's discretion—treat as a Stomp to anyone underfoot who fails an Evasion roll to get out of the way.

Critical Hits

A Called Shot to a mech's leg gets a Locomotion Critical Hit, rather than rolling randomly. Each Locomotion Critical Hit drops the walker's Speed Rating by 1.

A Called Shot to an arm scores a System Critical Hit rather than rolling randomly. If a Critical Hit strikes a result with nothing left to destroy, it breaches the reactor core or ammunition and explodes for Xd10 damage (where X is the maximum number of Wounds the walker can have) in a 10" (20 yard) blast radius. The walker is completely destroyed in the explosion.

Prone

A walker may fall prone as a free action, but doing so requires a Piloting roll. Failure means the mech still falls prone but goes **Out of Control**. Standing back up requires a Piloting roll. Success halves the mech's remaining movement; a raise means the walker retains its full movement for the turn.

A prone walker may also crawl or drag itself along at a Top Speed of 10 MPH (or half that if that's its normal Top Speed).

Wrecked

Use the rules in *Savage Worlds* when a walker is Wrecked by collision or damage. Those who survive the initial damage may make an Evasion roll to eject from the walker before it explodes or collapses, causing 2d6+Size damage to any occupants. The walker falls away from the direction of the last attack for 3d6+Size damage to anything beneath it.

WALKER HEIGHT & WEIGHT

Below are the average heights and weights of typical, humanoid walkers. Walkers of Size 3 and less are power armor (see Chapter Five).

LARGE WALKERS		
SIZE	HEIGHT	WEIGHT
4	12′	2 tons
5	15′	5 tons
6	18′	10 tons
7	24′	15 tons

HUGE WALKERS		
SIZE	HEIGHT	WEIGHT
8	30′	40 tons
9	36′	65 tons
10	50′	120 tons
11	63′	250 tons

GARGANTUAN WALKERS		
SIZE	HEIGHT	WEIGHT
12	75′	500 tons
13	100′	1K tons
14	125′	2K tons
15	150′	4K tons
16	200′	8K tons
17	250′	16K tons
18	300′	32K tons
19	400′	64K tons
20	500′	125K tons

CUSTOM WALKERS

The easiest way to create a custom walker is to take any of the stock mechs presented at the end of this chapter or another *Savage Worlds* setting and look at the number in parentheses in the walker's Mods column. This is the number of unused Modification slots you can use to add additional armor, weapons, or other systems.

You can also replace existing Mods you don't want with those you do. Even a few simple changes can make two slight variants of the same stock walker feel unique and make them a more memorable part of your stories.

If you want to build a mech from the hull up, start with a concept, determine the Size, then use the **Walker Frames** table to determine its starting statistics. From there you can add Modifications to customize the vehicle and determine its final profile.

The Game Master may change these baseline numbers for different settings, to mimic tropes of a particular genre, or for much higher Development Levels.

WALKER FRAMES

SIZE	HAND.	TOP SPEED	TOUGH (MAX ARMOR)	WOUNDS	STR	ENERGY*	MODS	COST
LARGE WALKERS								
4–7	0	8	15 (20)	4	d12+Size	5	Size x3	$250K × Size
HUGE WALKERS								
8–11	−1	6	20 (30)	5	d12+Size	5	Size x3	$500K × Size
GARGANTUAN WALKERS								
12–20	−2	4	25 (40)	6	d12+Size	5	Size x4	$1M × Size

Note: Walkers aren't typically built for long-range travel like starships or vehicles.

WALKER MODIFICATIONS

Mods is the number of slots the Modification requires. Round fractions up. A negative value means the Mod gives the vehicle additional slots back. Max is the number of times a Mod may be taken (U means unlimited).

NEGATIVE QUALITIES

MODIFICATION	MODS (MAX)	COST
Battered: The walker has been through numerous battles and hard use. Reduce its base Toughness by 2 each time this is taken.	–2 (2)	– $10K × Size
Drone: The walker has no pilot, crew, or life support. Requires Remote Control or an AI to operate. Crew drops to zero.	–2 (1)	– $5K × Size
Exposed Crew: The walker is open-topped or leaves its pilot exposed to atmospheric conditions. The pilot may be targeted individually and gets no Armor bonus (including if the vehicle sustains a Crew Critical Hit).	–2 (1)	– $10K × Size
Feedback: The connection between the pilot and the walker is stronger than usual. The pilot is Shaken anytime the walker takes a Wound.	–2 (1)	– $10K × Size
Finicky: The walker requires more time and effort to fix than usual. Repair rolls made to fix its systems, attachments, or Wounds are made at –2, or –4 if taken twice.	–2 (2)	– $10K × Size
Fragile: The walker's frame is particularly fragile for its mass. Reduce its Wounds by 1 each time this is taken.	–2 (2)	– $10K × Size
Inefficient: The walker uses more energy than usual. Double the amount of fuel it uses each day. If using the Supply Levels rules, roll a die whenever energy would go down a level. If the result is odd, it goes down two levels instead.	–2 (1)	– $10K × Size
Manual: The walker is mostly mechanical with limited or no electronics or displays. It has no automated systems and cannot have any Modifications that require significant electronics.	–2 (1)	– $10K × Size
No Hands: The walker has no articulated hands. It can't grapple, pick things up, or use carried weapons.	–2 (1)	– $5K × Size
Reduced Handling: Subtract 1 from the base Handling of the walker each time this is taken, to a maximum penalty of –6. This can't be taken with Handling.	–2 (6)	– $10K × Size
Reduced Speed: The walker sacrifices speed for lower cost and more space. Reduce its **Speed Rating** one step (see page 180) each time this Mod is taken. This may not be combined with Increased Speed.	–2 (3)	– $10K × Size
Reduced Strength: The walker's strength-servos are weaker than usual. Reduce its Strength a die type each time this Mod is taken.	–2 (4)	– $5K × Size
Rough Ride: The vehicle's Unstable Platform penalty is –4 instead of the usual –2. Passengers routinely get sick, so pack extra barf bags.	–2 (1)	– $10K × Size
Tandem Pilots: The walker requires two pilots instead of one. The pilots share an Action Card in combat and Piloting rolls use the lower of the team's Piloting skills. Crew increases to two pilots.	–2 (1)	– $10K × Size
Unsafe: The walker doesn't have adequate safety measures, or perhaps they've been ripped out to make room for more weapons. Passengers take full damage from collisions—they have no equivalent to **Air Bags & Safety Harnesses** as described in the **Vehicles** section of *Savage Worlds*. Rolls to eject are made at –2 (see **Wrecked** on page 181).	–2 (1)	– $10K × Size

CORE SYSTEMS

MODIFICATION	MODS (MAX)	COST
✳ **Artificial Intelligence (AI):** The walker has an artificial-intelligence system that takes over for the automated systems and can now drive, fire weapons, and otherwise act like an allied character with a d6 skill and a Wild Die. If taken a second time the skill die increases to d10, and if taken a third time it can ignore 2 points of Multi-Action penalties each round. The GM might consider giving the AI a personality as well, perhaps using the **Allied Personalities** table from *Savage Worlds* for inspiration.	1 (3)	$5K × Size
Command Suite: A suite of HUD apps securely connects the user to any linked allies within comms range. This allows the commander to see and hear through her troops' biolinks, monitor their vitals, and extend her Command Range to all those in contact.	1 (1)	$10K
Crew Seating: The first time this Mod is taken adds one seat. The second time adds three more (for a total of five crew).	2 (2)	$10K
Enhanced Sensors: Increases optical sensors to 100× and adds chemical, motion, and other sensors that add +2 to Surprise checks and relevant Notice rolls.	1 (1)	$50K
✳ **Entangled Comms:** The walker has audio and video communications "quantum entangled" with one (and only one) other paired set anywhere in the universe. Its range is unlimited, and it can't be blocked or jammed.	1 (U)	$50K
✳ **Increased Strength:** The walker's Strength increases a die type thanks to improved hydraulic systems, more powerful servomotors, or efficient power usage.	2 (5)	$5K × Size
Scanner: The walker's sensors can detect and identify the composition of matter or energy up to 50 yards distant. This ignores Illumination penalties and adds +2 to appropriate Notice rolls. The targets do not have to be visible, though certain types of matter or energy may interfere. If taken a second time, increase the range to 500 yards, the Mod cost by +1, and price to $5K.	1 (2)	$500 or $5K
Sensor Array: The walker has an extendable satellite dish that can scan heat, light, gravitational forces, electromagnetic waves, radio waves, and any other significant amounts of known matter or energy up to one light year away in space or line of sight planetside. If the accompanying mini satellite is launched, or there are other satellites to connect to, the system can scan a planetary hemisphere instead. Deploying or using the array takes a full round, during which the mech can't move and is Vulnerable.	4 (1)	$25K
✳ **Variable Form:** As an action, the pilot may transform the walker into—or back from—a vehicular frame. The vehicle may be up to two Sizes larger or smaller than the walker and uses the vehicle's Locomotion but the walker's base Toughness. The vehicle may have its own Mods, but must include this Variable Form Mod. Anything installed in both forms is usable in either (but only paid for in cost once). Systems installed in only one form are only active when in that form, but may be damaged by Critical Hits in either form. Crew is always the one pilot for the walker. Use base cost of whichever Frame is more expensive.	Half Size (1)	$100K

DEFENSIVE SYSTEMS

MODIFICATION	MODS (MAX)	COST
AM/ECM: Anti-Missile and Electronic Countermeasures are integrated systems of electronic jammers, flares, and radar decoys that eliminate 2 points of penalties when making Evasion rolls against Guided Weapons (see page 44).	1 (1)	$5K × Size
✷ **Anti-Teleportation Tech:** Electronic scramblers prevent people or materials from being teleported into or onto the walker.	4 (1)	$10K × Size
Arm Shield: The walker carries a physical shield. It provides +2 Parry and –2 Cover (see **Shields,** *Savage Worlds*). The shield is Hardness 20 and provides +10 Heavy Armor should someone attempt to shoot through it (see Obstacles in *Savage Worlds*). Requires one arm to use.	Half Size (1)	$10K × Size
Armor: Increase the walker's Armor by +2 each time this is taken, up to the maximum allowed on the **Walker Frames** table.	1 (See Text)	$5K × Size
EMP Shielding: The walker's critical systems are protected from electromagnetic attacks by special metals, fast reboots, or other technology. The operator ignores 2 points of the –4 operating and Repair penalty when resetting after an EMP attack (see EMPs on page 44).	2 (1)	$5K × Size
Repair Drones: The walker has drones that can attempt to fix Wounds and Critical Hits using the usual rules for Repair and the mech's automated systems. Critical Failure means the repair is beyond what the drones can do and they may no longer attempt that repair.	Half Size (1)	$25K × Size
✷ **Repair Nanomachines:** Nanobots may attempt Repair rolls as a limited action once per round (use the walker's automated systems). Each success and raise removes one Wound. After three Wounds are repaired, the nanobots are spread too thin and provide no further benefit until they replenish themselves 24 hours later.	3 (1)	$50K × Size
✷ **Shields:** The walker is protected from incoming attacks by a powerful energy field. The shield has a number of charges equal to half the mech's basic Wounds (before any Modifications) rounded down. A crew member (or the walker's AI) *must* spend these charges anytime the walker takes damage by making a Soak roll using Electronics. This is a free action, and the character must continue to spend charges until all Wounds are negated or the field runs out of charges. Shields recharge in 10 minutes outside of combat, but in an emergency, a character can shunt power from locomotion and weapons (see page 81) to make an Electronics roll. Success restores half the walker's usual shield charges, rounding up, and a raise restores them all.	Half Size (1)	$50K × Size
Sloped Armor: Sloped armor deflects direct-fire energy and kinetic attacks. Enemies subtract 2 from their Shooting rolls. It has no effect on bombs, flame weapons, missiles, or torpedoes.	Half Size (1)	$5K × Size
Stealth System: Radar-absorbent materials, heat baffles, scramblers, and visual distortion devices make the walker less detectable by vision or sensors. Rolls to spot or lock onto the mech with Electronics while the system is active are made at a –4 penalty. At Dev II, rolls to scan or attack the walker with direct-fire weapons are made at –2, or –4 at Dev III. Activating and deactivating stealth mode is a limited action, and is negated any round the mech fires weapons or makes an active sensor scan.	Size (1)	$50K × Size
Toughness: The walker's Frame is hardened and reinforced, adding +1 to its Toughness each time this Mod is taken.	1 (5)	$5K × Size

LOCOMOTION

MODIFICATION	MODS (MAX)	COST
Amphibious: The walker may enter water (or other liquids) without sinking. While in water its Handling is reduced by 1 and its Top Speed is Rating 2 (8 MPH). If taken a second time, Top Speed increases to Speed Rating 3 (16 MPH).	1 (2)	$1K × Size
Energy Pod: Each energy pod adds double the walker's Energy rating in fuel or power to its maximum capacity.	Half Size (U)	$5K × Size
Handling: Each time this Mod is taken increases the walker's Handling by +1, to a maximum of +4.	Half Size (2)	$10K × Size
Increased Speed: Each time this Mod is taken increases the walker's Top Speed Rating by +1.	Half Size (U)	$10K × Size
✳ **Jump Jets:** The walker's legs and back have jets that allow it to leap its movement horizontally or half that vertically. Jump jets allow **Death From Above** ramming attacks (see page 181). In a Clash (see page 96), they grant the user a free reroll when attempting to gain Clash Tokens.	Half Size (1)	$10K × Size
Quadruped: The walker is four-legged instead of bipedal. It gains a reroll on failed Piloting checks against going Out of Control.	2 (1)	$10K
✳ **Thrusters:** A jet pack and maneuvering thrusters allow the walker to fly at Speed Rating 8 (100 MPH). Top Speed improvements apply to thrusters as well, increasing the flying Top Speed accordingly.	Half Size (1)	$25K × Size

OFFENSIVE SYSTEMS

MODIFICATION	MODS (MAX)	COST
Arm Blade: A weapon like a chain-blade or heavy sword designed to cut into the armor of rival walkers or tanks. It is sized to the walker and deals Str+d12 damage, AP 6, Heavy Weapon. Requires one arm to use.	2 (1)	$50K
✳ **Carried Weapon:** The selected weapon is configured as an oversized rifle carried by the walker. Using the weapon requires both arms and counts as a pintle mount, but only uses the Mods of a fixed weapon. The weapon may be stored or readied as an action. Any walker with two hands may use a dropped Carried Weapon. If the weapon is too large (more Mods than the walker's Wounds, or GM's call) it suffers the Snapfire penalty. Carried weapons must be hit first by a Weapon Critical Hit.	See Text (1)	$10K + Weapon
✳ **Energy Blade:** A weapon like an energy sword designed to cut through the armor of rival walkers, buildings, or tanks. It is sized to the walker and deals Str+d12 damage, AP 12, Heavy Weapon. Requires one arm to use.	2 (1)	$100K
Extra Appendages: Each time this is taken the walker gains an additional set of limbs with hands that can hold items or weapons. Each set provides +1 Gang Up bonus if focused on a single foe.	1 (3)	$10K
Remote Control: An operator with the proper access codes and a transmitter (such as a mobile device) can control the walker from afar, using Electronics –2 in place of the usual maneuvering skill.	1 (1)	$10K
Stabilizer: The walker has a weapon stabilization system that negates the Unstable Platform and running penalties for all attached direct-fire weapons (it doesn't aid in the firing of guided weapons).	1 (1)	$5K
Targeting System: The mech has an integrated targeting and tracking system that reduces 2 points of direct-fire Shooting penalties from Called Shots, Cover, Range, Scale, or Speed. The system works with all the walker's direct-fire ranged weapons. It doesn't aid in the firing of guided weapons.	1 (1)	$25K

STOCK WALKERS

Below are a number of example walkers based on those commonly seen in science-fiction. Game Masters should make changes based on a setting's brand names, tech advances, or even cultural biases. For example, an ancient combat walker with powerful lost technology weapon systems might go for double the normal cost, if anyone will even sell it.

INFANTRY SUPPORT WALKER (CLASS II)

A mobile combat platform for close infantry support, these machines are one big step up from power suits.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	ENERGY	MODS	COST
4 (Large)	0	9	21 (6)	4	5	12 (0)	$1.1M

HEIGHT/WEIGHT: 12'/3 tons, Strength d12+4 (I).
MODS: AM/ECM, 3× Armor, Increased Speed, Stabilizer.
WEAPONS:

- **DUAL LINKED LIGHT AUTOCANNONS (Pintle Mount):** Range 50/100/200, Damage 3d8 (I), AP 4, RoF 4.
- **2× MISSILE LAUNCHER (Fixed Front):** 24× Light missiles (total across both launchers), Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

LIGHT SCOUT (CLASS II)

Scouts gather intelligence, make quick strikes against vulnerable targets, and terrorize infantry.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	ENERGY	MODS	COST
7 (Large)	+2	8	20 (4)	4	5	21 (0)	$2.1M

HEIGHT/WEIGHT: 25'/15 tons, Strength d12+7 (I).
MODS: 2× Armor, 2× Handling, Sloped Armor, Targeting System, Toughness.
WEAPONS:

- **2× MEDIUM SLUGTHROWER (Pintle Mount):** Range 30/60/120, Damage 2d8+1, AP 2 RoF 3, not a Heavy Weapon, Point Defense, Reaction Fire.
- **MEDIUM LASER (Turret):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.

VARI-MECH FIGHTER (CLASS II)

Variable mecha are often configured to switch between a humanoid form and space-fighter form.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	ENERGY	MODS	COST
7 (Large)	+2	8	22 (6)	4	5	21 (0)	$2.5M

HEIGHT/WEIGHT: 25'/15 tons, Strength d12+7 (I).
MODS: AM/ECM, 3× Armor, 2× Handling, Targeting System, Toughness, Variable Form (spaceship, Top Speed Rating 17).
WEAPONS:

- **GATLING LASER (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, Cauterize, Overcharge, Point Defense, Reaction Fire, usable in spaceship mode.
- **MEDIUM CANNON (Carried Weapon):** Range 75/150/300, Damage 4d10 (III), AP 10, SBT, usable in spaceship mode.
- **MISSILE LAUNCHER (Fixed Front):** 8× Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT, usable in spaceship mode.

ACHILLES: "YOU CAN LIVE!"

ALEXANDER: "YES, IF I KILL YOU WITH THIS!"

ACHILLES: "WE CAN BOTH LIVE!"

ALEXANDER: "WE ARE ALREADY DEAD. WE ARE ROBOT JOX!"

-ROBOT JOX

MEDIUM BRAWLER (CLASS III)

Brawlers excel at urban warfare and close combat. They often jump jet on top of buildings to get the drop.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	ENERGY	MODS	COST
8 (Huge)	0	6	30 (10)	5	5	24 (0)	$4.5M

HEIGHT/WEIGHT: 30'/40 tons, Strength d12+8 (I).
MODS: 5× Armor, Handling, Jump Jets, Sloped Armor, Targeting System.
WEAPONS:

- **ARM BLADE (Melee):** Damage Str+d12 (III), AP 6, HW.
- **DUAL LINKED LIGHT LASERS (Pintle Mount):** Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge.
- **MEDIUM CANNON (Fixed Front):** Range 75/150/300, Damage 4d10 (III), AP 10.

HEAVY FIRE SUPPORT (CLASS IV)

Heavies use big guns to destroy important mission objectives, and are screened by lighter walkers.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	ENERGY	MODS	COST
9 (Huge)	−1	6	40 (20)	5	5	27 (0)	$5.2M

HEIGHT/WEIGHT: 35'/65 tons, Strength d12+9 (I).
MODS: 10× Armor, Targeting System.
WEAPONS:

- **QUAD LINKED MEDIUM LASER (Fixed Front):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.
- **MISSILE LAUNCHER (Fixed Front):** 6× Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.
- **2× MEDIUM PARTICLE CANNONS (Pintle Mount):** Range 100/200/400, Damage 6d6+6 (III), AP 10, RoF 3.

ASSAULT WALKER (CLASS IV)

Assault walkers are the anvil to the hammer of the heavies, and renowned as the battle masters of armored combat.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	ENERGY	MODS	COST
10 (Huge)	−1	6	45 (20)	5	5	30 (0)	$5.9M

HEIGHT/WEIGHT: 40'/120 tons, Strength d12+10 (I).
MODS: 10× Armor, Targeting System, 5× Toughness.
WEAPONS:

- **QUAD LINKED MEDIUM LASER (Fixed Front):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.
- **MISSILE LAUNCHER (Fixed Front):** 24× Medium missiles, Range 150/300/600, Damage 7d6 (IV), AP 24, RoF 2, Guided, MBT.
- **HEAVY CANNON (Fixed Front):** Range 100/200/400, Damage 5d10 (IV), AP 20.

INFANTRY GUN MECHA (CLASS V)

Mobile suits of mecha fill futuristic land and space battlegrounds, and are the bane of tanks and starships alike.

SIZE	HAND.	TOP SPEED	TOUGH	WOUNDS	ENERGY	MODS	COST
13 (Gar)	0	4	50 (24)	6	5	52 (0)	$15.1M

HEIGHT/WEIGHT: 55'/1K tons, Strength d12+14 (II).
MODS: AM/ECM, Arm Shield, 12× Armor, 2× Handling, Increased Strength, Targeting System, Thrusters, Toughness.
WEAPONS:

- **DUAL LINKED MEDIUM SLUGTHROWER (Turret):** Range 30/60/120, Damage 2d8+1, AP 2, RoF 3, not a Heavy Weapon, Point Defense, Reaction Fire.
- **ENERGY BLADE (Melee):** Damage Str+d12 (III), AP 12, HW.
- **HEAVY LASER (Carried Weapon):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.

Heat

Some mechanized-walker settings, like *BattleTech*™, put an emphasis on the buildup of heat emissions, usually as a limit to pushing the mech harder, jumping, or firing additional or larger weapons. There's plenty of energy to run, shoot, and operate dozens of systems—but each one generates heat which can only be vented a little bit at a time. Too much heat and systems begin to malfunction or even melt.

If you want heat management to be part of your mech battles, assume a walker has the capacity to vent the heat from any single action each round. If the vehicle takes more than one action, the walker takes a level of Fatigue for each extra action. If the walker is Incapacitated from heat, the pilot inside must make Vigor rolls each round (see **Hazards** in *Savage Worlds*) until the walker cools off.

A walker recovers one level of heat Fatigue at the end of a round where it didn't generate heat. A pilot may also use an action to roll Electronics (+2 in a cool environment, standing waist-deep in a lake, etc.), and with success immediately recovers one level of heat Fatigue. Particularly hot environments stop the walker from recovering Fatigue without the Electronics roll, and might subtract 2 or even 4 from the roll.

Heavy Energy Weapons: A Critical Failure on an attack with a Heavy or larger energy-based weapon or system also adds a level of Fatigue from heat.

Chapter Ten

World Maker

If your campaign involves boldly going where no one has gone before, the World Maker can help quickly generate planets and the people or beings who live on them.

These tables tend to produce worlds on which humans can survive since those are typically of most interest to the characters. Modify them as needed for the tropes of your campaign setting.

TABLE 1: PLANETARY GRAVITY

D20	RESULT
1–2	Zero
3–6	Low
7–14	Normal
15–18	Heavy
19–20	Super Heavy

TABLE 2: DOMINANT TERRAIN

D20	RESULT	AVERAGE TEMP.
1–3	Arctic	–22° F
4–5	Temperate Plains	50° F
6–8	Temperate Forests	60° F
9–11	Jungle	70° F
12–14	Marsh/Swamp	65° F
15–17	Desert	85° F
18–19	Water	50° F
20	Artificial (such as a space station or Dyson sphere)	70° F

TABLE 3: ATMOSPHERE

D20	RESULT	TEMP. ADJUSTMENT
1–2	None	−100 + (–25 × 1d10)
3–6	Thin	−5 × 1d20
7–14	Normal	−10 + 1d20
15–18	Dense	+5 × 1d20
19–20	Hazardous; roll again on this table for Temperature Adjustment	

TABLE 4: POPULATION DENSITY

Population is relative to a planet's size (based on gravity) and dominant terrain. For example, a low-gravity world with thin, arctic air, might be half the size of Earth. If the population is listed as dense, it might have around six billion people (just under that of Earth), or it might have two billion but they live primarily in a very few more temperate or climate-controlled cities.

D20	RESULT
1	Extremely Sparse
2	Very Sparse
3–5	Sparse
6–8	Below Average
9–12	Average
13–15	Above Average
16–18	Dense
19	Very Dense
20	Extremely Dense

TABLE 5: DOMINANT GOVERNMENT

D20	RESULT
1	Anarchy
2–3	Company/Corporate
4–5	Bureaucracy
6–7	Republic
8	Autocracy
9–10	Confederacy
11–12	Oligarchy
13–14	Monarchy
15	Theocracy
16	Psiocracy
17–18	Dictatorship
19	Feudal
20	Meritocracy

TABLE 6: AUTHORITY

This table indicates how much the government interferes in a citizen's life, how efficient the authorities are, and the severity of the punishments.

D20	RESULT
1–2	Nonexistent
3–6	Lenient
7–15	Average
16–18	Strict
19–20	Totalitarian

TABLE 7A: CUSTOMS

Roll once (or more as desired) to see what customs a population has, then flesh out the details as fits the campaign setting.

D20	CUSTOMS
1	Tattooing required/prohibited
2	Shaved heads/never cut hair
3	Strange hairstyles
4	Significant clothing
5	Unusual cosmetics or jewelry
6	Unusual sanitation habits
7	Only eat with family/never eat with family
8	Marriage arranged by specific group
9	Live at place of work
10	Outsiders are not allowed to visit local homes
11	Vegetarians/carnivores
12	Children named after events
13	Haggling required/prohibited
14	Specific adulthood rites
15	Live privately/communally/segregated
16	Specific ritual before meals
17	Vow of poverty/silence/chastity/other
18	Marriage required/limited/prohibited
19	Unusual greetings and farewells
20	Weapons prohibited/limited/required

TABLE 7B: CUSTOMS GROUPS

At your discretion, customs may apply only to a specific group or subgroup within society.

D20	GROUPS
1–2	Males
3–4	Females
5–7	Scholars or scientists
8–10	Priests or other religious figures
11–12	Nobles/the social elite
13–14	Workers/corporate employees
15–17	Commoners
18–19	Military
20	Different species

TABLE 8: TECHNOLOGY LEVEL

The modifier listed after each general tech level is used on **Table 10: Spaceport**, making it more likely that high-tech worlds will have better spaceports and vice-versa.

D20	RESULT
1	Stone Age (–8)
2–3	Middle Ages Earth (–6)
4–5	Renaissance Earth (–4)
6–8	21st century Earth (–2)
9–11	Slightly below average for the setting (–1)
12–16	Average for the setting
17–18	Slightly above average for the setting (+2)
19	Significantly higher than the setting average (+4)
20	Advanced and mostly incomprehensible technology (+6)

TABLE 9: SPACEPORT

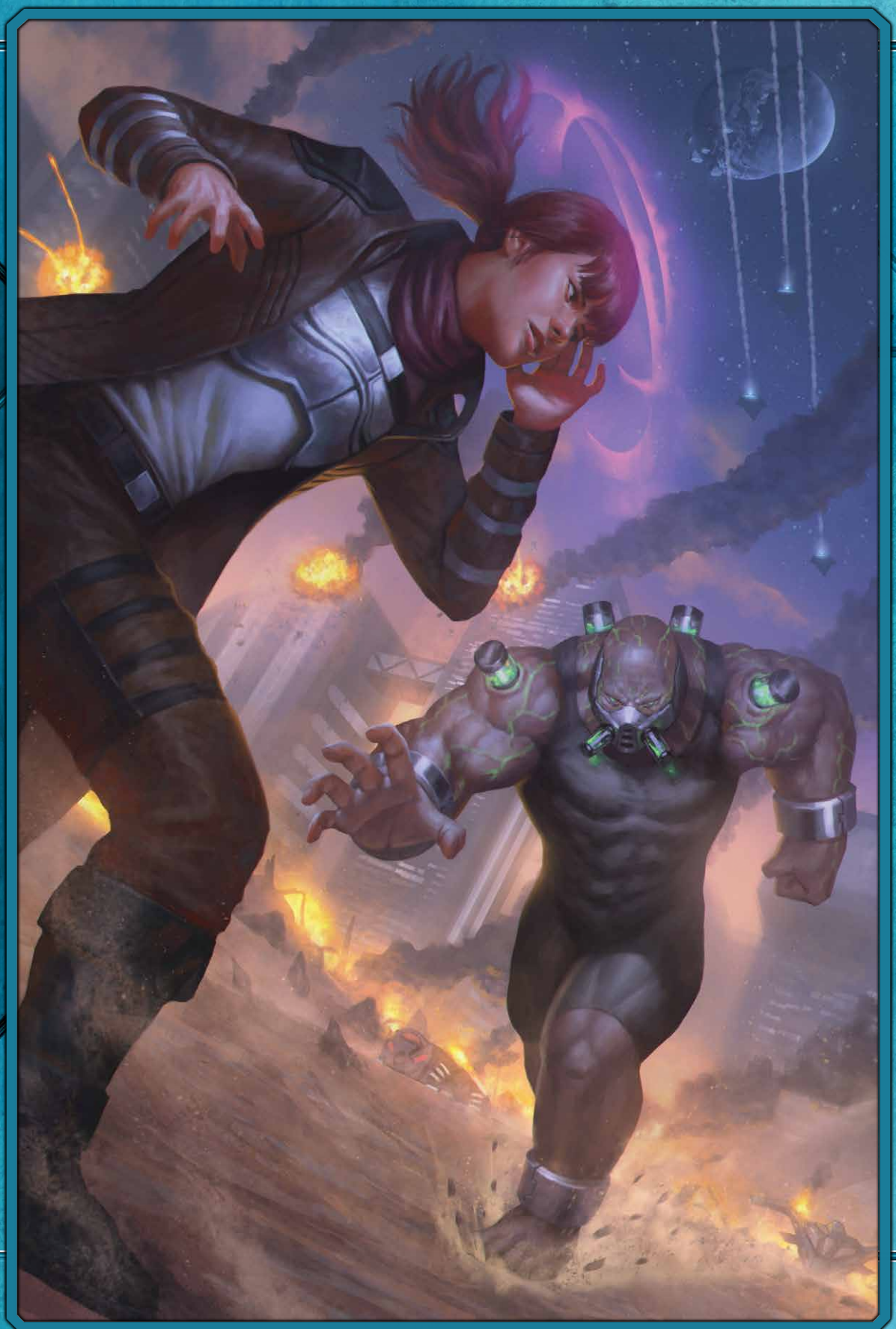
Most advanced worlds have a spaceport where starships can land, take off, be serviced, repaired, or even built. It's possible for a low-tech world to have a spaceport, but in general the two are closely related. When a primitive world has a spaceport, it may be in orbit or on a nearby moon away from the prying eyes of the less advanced locals. Or it may be in plain sight as part of a trade agreement or put there by a conquering army.

D20	RESULT
1–2	**None:** The planet has no spaceport facilities of any kind.
3–7	**Basic:** A dozen or so landing berths exposed to the elements. Facilities consist of a few huts housing immigration and customs, a restaurant, and sleeping accommodation. While fuel is readily available, the small technical crew can only perform routine maintenance and have no facilities to conduct repairs of any sort.
8–12	**Small:** Capable of servicing around a hundred ships. Facilities to service vessels and perform basic repairs but cannot repair Critical Hits. A few restaurants and bars, with developed areas a short ride away.
13–18	**Large:** Can support up to 1000 ships at once. Docking bays range from concrete pads to fully secure hangars with prices varying accordingly. The maintenance crew can service and repair any damage. Most contain a small city within their borders, including facilities for aliens with specific atmospheric, gravitational, or dietary requirements.
19–20	**Extensive:** Sprawling complexes covering hundreds of square miles and able to handle thousands of starships at a time. Hangars range from low-cost concrete pads to covered landing strips with personal housing attached. Facilities cater to every budget and species.

TABLE 10: DILEMMA

Use this table as a spark for adventure ideas.

D20	RESULT
1–2	**Civil War:** The planet's most powerful nation, tribe, or group is locked in a bitter civil war.
3–4	**Lost Artifact:** A powerful item of some sort has either been found on the planet, has gone missing there, or is rumored to be hidden somewhere on its vast surface.
5–6	**Missing Allies:** The heroes' allies have gone missing. If the planet is settled, the locals either don't know anything or are in on the disappearance.
7–8	**Conquered:** Some significant portion of the planet's population has been conquered by an otherworldly threat or empire.
9–10	**Plague Planet:** The entire planet is stricken with a terrible plague. It must be cordoned and contained or the sickness will spread to other populations.
11–12	**Collapse:** The planet's main civilizations are on the brink of collapse, either from environmental decay, lack of resources, or a complete breakdown in authority.
13–14	**Extinction Event:** The planet is doomed. Perhaps it's in the path of a world-ending asteroid, in the radius of a dying star, or wracked by a vast and terrible war that threatens most of its remaining population.
15–16	**Diplomatic Dilemma:** The planet's status within a larger federation is at stake, or perhaps different entities argue over ownership or access to its people or riches. Interacting with the planet requires a careful touch so as not to set off intergalactic incidents.
17–18	**Boom Planet:** The planet is booming. Resources are plentiful and opportunities abound. The locals may be sharing in the wealth, it may be controlled by an elite few, or it may be dangerous to harvest, mine, or otherwise exploit.
19–20	**Roll Twice More:** Reroll this result if rolled again.



Chapter Eleven

Powers

In a vast cosmos of wonders and mysteries, characters are not bound solely by the constraints of mundane existence, but can transcend the ordinary through extraordinary abilities.

Prepare to unleash the full potential of your character's abilities as we explore a diverse array of powers from psionics to technomancy and the raw power of the cosmos itself. The stars await, and with them, infinite possibilities!

Arcane Backgrounds

On the following pages are a number of Arcane Backgrounds you can easily drop into most science-fiction settings with a touch of the supernatural, mystical, or arcane. (You can also use the basic Arcane Backgrounds described in *Savage Worlds* if you like.)

Each Arcane Background is designed with common tropes in mind—star knights are inspired by the Jedi of *Star Wars*®, psykers by traditional psionicists, and even chaplains from properties such as *Warhammer 40K*®.

If you want to change these tropes, simply customize them as you see fit. Or start with the more general Arcane Backgrounds in *Savage Worlds* and work from there.

Multiple Arcane Backgrounds

If a character takes a new Arcane Background after character creation, she gets the new powers and a d4 in its arcane skill (if she doesn't already have it). If she already has an Arcane Background or Mystic Powers, she uses the largest starting pool of Power Points and applies any increases from other sources to it. All of her Arcane Backgrounds and Mystic Powers share this pool.

Each power is activated using the arcane skill of the Arcane Background through which it is gained, and specific Edges or abilities apply only to powers gained from it as well. For instance, a mage who takes on a priestly role can't cast *healing* with her Spellcasting skill.

The two powers gained through the New Powers Edge may be both for one Arcane Background or one each for two different Arcane Backgrounds.

"For my ally is the Force, and a powerful ally it is."

-Yoda,
Star Wars:
The Empire Strikes Back

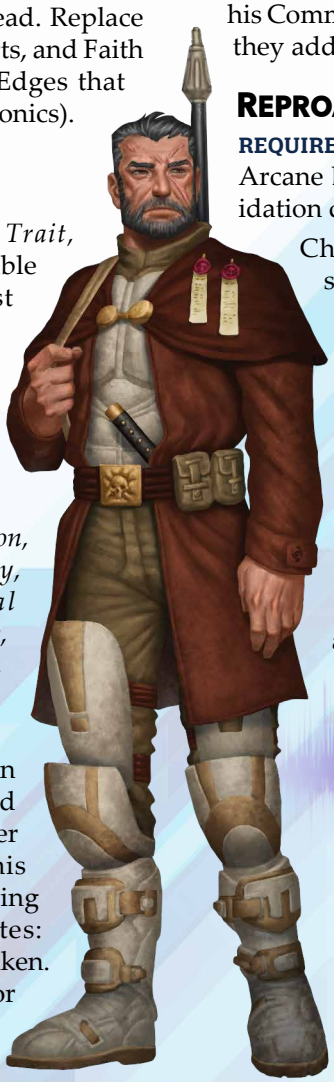
Chaplain

Chaplains are support personnel assigned to space marines, planetary militias, or exploration teams tasked with maintaining morale in difficult situations. They lead from the front, donning battle armor to encourage their troops against the worst of the galaxy's threats.

Their powers typically manifest through shouted mantras or slogans, iconography, subtle glowing light, or a soft hum of energy.

Psionic Variant: Though all chaplains espouse faith in some high-borne concept, not all chaplains actually draw power from deific or otherworldly entities. Some are actually powerful psionics instead. Replace all references to Spirit with Smarts, and Faith with Psionics. They may take Edges that require Arcane Background (Psionics).

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Faith (Spirit)
- **STARTING POWERS:** *Boost Trait*, *healing*, and one other available power chosen from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, banish, barrier, boost/lower Trait, confusion, darksight, deflection, detect/conceal arcana, dispel, divination, drain Power Points, empathy, entangle, environmental protection, farsight, fear, havoc, healing, light, protection, relief, sloth/speed, smite, speak language, stun, warrior's gift.*
- **MERCY:** As an action, a chaplain can spend 1 Power Point and grant "mercy" to any character within a Range equal to his Spirit, automatically removing one of the following states: Distracted, Vulnerable, or Shaken. He may remove Stun effects for 2 points.
- **MIRACLES:** Chaplains may take Edges that require Arcane Background (Miracles).
- **VOW:** Chaplains must make a Vow (Major) to serve their cause and its tenets—whatever those may be—to their dying breaths. A breach of faith, willing or not, causes them to subtract 2 from Faith rolls for a week. Truly sacrilegious acts might rob them of their powers entirely until they atone in some way.



Chaplain Edges

Litany of Fury

REQUIREMENTS: Novice, Arcane Background (Chaplain)

The chaplain recites ancient grudges, terrible wrongs, or inspiring deeds related to his unit. As long as he can communicate with those in his Command Range (see *Savage Worlds*), they add +2 to their damage.

Reproach

REQUIREMENTS: Seasoned, Spirit d8+, Arcane Background (Chaplain), Intimidation d8+

Chaplains with this Edge are stern taskmasters who demand absolute subservience from those under their care.

The chaplain may spend 2 Power Points to grant any other character or group within 12" (24 yards) a reroll just as if they'd spent a Benny. This takes place on the target character or group's turn, even if the chaplain has already acted this round.

"FOR THE EMPEROR!"
-CHAPLAIN, WARHAMMER 40K

CHRONOMANCER

In the vast expanse of time, there exist those whose mastery over its currents transcends mere mortal understanding. They are the chronomancers, wielders of temporal magic who navigate the ebb and flow of history with finesse and purpose. These enigmatic figures stand apart, manipulating time itself to reshape reality according to their will.

Such power always comes at a price, for the manipulation of time is a delicate and perilous endeavor. Chronomancers must tread cautiously, lest they unravel the threads of history and bring about unforeseen consequences. Yet, for those brave or foolhardy enough to manipulate the time stream, the allure of rewriting destiny is a temptation too great to resist.

Chronomancers tend to carry multiple watches or timepieces for timing and synchronization. They also frequently suffer from *deja vu* or become confused over the order of events or where they left an item as they've seen various timelines occur multiple ways.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Focus (Spirit)
- **STARTING POWERS:** Any two available powers from the list below.
- **POWER POINTS:** 15
- **AVAILABLE POWERS:** *Arcane protection, confusion, deflection, detect/conceal arcana, dispel, divination, farsight, object reading, prediction, protection, scrying, sloth/speed, stun, teleport, time stop.*
- **BUTTERFLY EFFECT:** When a chronomancer Critically Fails a Focus roll, she must roll on the **Butterfly Effect** table.
- **GIFTED:** Chronomancers may take Edges that require Arcane Background (Gifted).

BUTTERFLY EFFECT

2D6	RESULT
2	**Fundamental Shift:** The blunder tracks backward through time, creating a true butterfly effect and fundamentally changing some aspect of the world. Perhaps a different world leader came to power, the party's main contact is a different gender or species, or the color blue no longer exists.
3–4	**Time Stutter:** In combat, discard all remaining allied Action Cards—the antagonists keep theirs and act normally. Out of combat, the chronomancer and his allies are stuck in a recursive loop, enacting the current scene over and over until the time stream heals itself somehow. Narrate the experience and how it was resolved, then everyone is Exhausted for the next 24 hours.
5–9	**Visions:** Multiple visions of the many possible future outcomes Stun the chronomancer.
10–11	**Temporal Rupture:** A rip in spacetime allows some hostile entity to slip through. The GM should choose a threat—xenos, dinosaurs, an old foe (perhaps long dead!), "lost" Roman legionnaires—to enter the scene. They are hostile, at least at first, to the strange situation and trust no one.
12	**Back in Time:** The entire encounter is just one possible outcome, as witnessed by the chronomancer. Start the encounter over from the beginning. Only the chronomancer knows what happened in the previous reality.

"WHAT TIME IS IT? WELL, THAT'S RELATIVE."

-GABE

Chronomancer Edges

Premonition

Requirements: Novice, Arcane Background (Chronomancer)

The chronomancer sees the immediate dangers presented to her and her allies. She may spend 2 Power Points to add +1 (or 3 Power Points for +2) to her Evasion or Soak roll *after* the roll is made. She may also affect allies as long as they're within a Range equal to her Smarts die type.

Rearrange Time

Requirements: Seasoned, Arcane Background (Chronomancer)

The chronomancer skews the time stream, allowing her to affect her foes' initiative in combat.

At the start of the round, after everyone has been dealt Action Cards and all Edges, Bennies, powers, and other abilities have been accounted for, the chronomancer may spend a Benny to force any target—friend or foe—to draw a new Action Card. She may then choose whether they keep their previously chosen card or the new one. The chosen card may not be changed again this round under any circumstances (even by other chronomancers).

The chronomancer cannot affect a target if their Action Card is a Joker, and if the new card is a Joker the target keeps it.

Time Lord

Requirements: Heroic, Arcane Background (Chronomancer)

After receiving her regular Action Card at the start of a turn, the chronomancer may spend a Benny for an additional Action Card—and act on both!

The bonus Action Card is dealt after her initial Action Card is dealt and locked in (such as by Quick, Level Headed, powers, spending a Benny to replace it, etc.), and can't be affected by any other ability. The bonus card stands as drawn, and nothing can change it.

"People assume that time is a strict progression of cause to effect, but actually, from a non-linear, non-subjective viewpoint - it's more like a big ball of wibbly wobbly... time-y wimey... stuff."

-The Doctor, Dr. Who

Gravlock

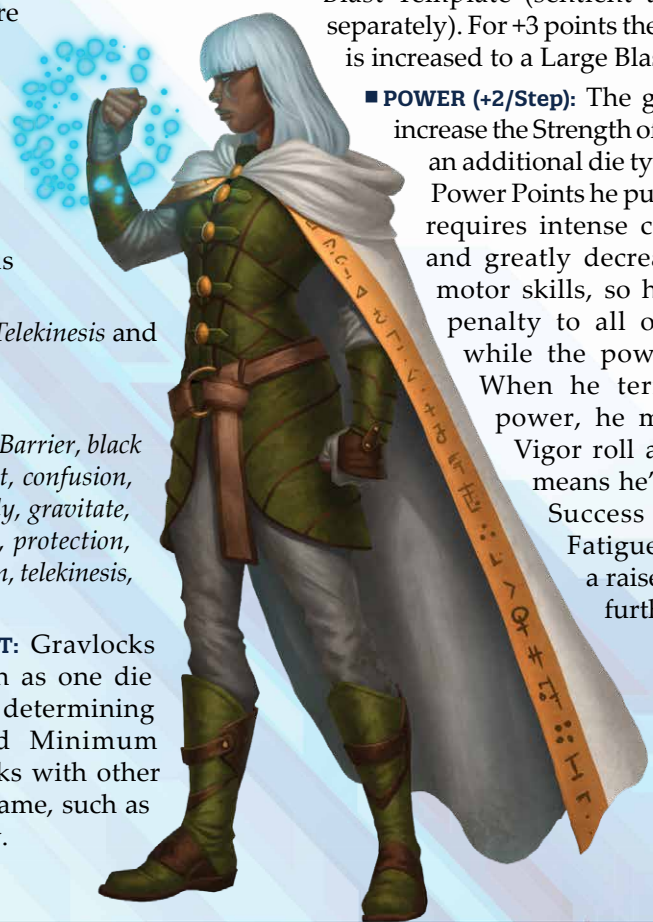
"Gravity warlocks" have learned to master gravity, using it to lift themselves, others, or even equipment with their awesome abilities. Most seem drawn to one of two paths: corporate service or criminal enterprise.

Corporate gravlocks are called "G-men" (or some variation thereof depending on gender and species) or "lifters." They're highly valued for lifting heavy items, and are a major boon where heavy equipment is scarce, difficult to maneuver, or hasn't arrived yet. Unexplored worlds, space stations, and starship dry docks pay well for such useful and versatile individuals.

Thieves are often called "G-runners" because of their ability to literally run up and down walls. This makes them expert thieves and spies who use their powers to enter hard to reach spaces and lift their ill-gotten goods from supposedly secure locations.

Gravlock powers manifest as waves of gravitational energy.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Focus (Spirit)
- **STARTING POWERS:** *Telekinesis* and *wall walker*.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Barrier, black hole, boost/lower Trait, confusion, deflection, entangle, fly, gravitate, havoc, light/darkness, protection, sloth/speed, smite, stun, telekinesis, wall walker*.
- **MASS MANAGEMENT:** Gravlocks treat their Strength as one die type higher when determining Encumbrance and Minimum Strength. This stacks with other Edges that do the same, such as Soldier and Brawny.



Gravlock Edges

Gravity Master

REQUIREMENTS: Novice, Arcane Background (Gravlock)

Gravlocks are masters of gravity, and can set their personal gravity field up or down one level from their current environment. See Gravity on page 83 for details.

Lifter

REQUIREMENTS: Seasoned, Arcane Background (Gravlock)

The strength of the gravlock's *telekinesis* power is increased to d12+2, or d12+4 with a raise. That allows her to lift weights up to 250 lbs (1000 with a raise).

She also gains the following modifiers to the *telekinesis* power:

MODIFIERS

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everything in a Medium Blast Template (sentient targets resist separately). For +3 points the area of effect is increased to a Large Blast Template.
- **POWER (+2/Step):** The gravlock may increase the Strength of his *telekinesis* an additional die type for every 2 Power Points he puts into it. This requires intense concentration and greatly decreases his fine motor skills, so he takes a −2 penalty to all other actions while the power is active. When he terminates the power, he must make a Vigor roll at −2. Failure means he's Exhausted, Success means he's Fatigued, and with a raise there are no further ill effects.

Hard-Light Controller

Hard-light controllers specialize in advanced technology that creates solid, physical objects out of light itself. They do so via a hard-light device that is usually worn as a gauntlet or heavy bracelet.

Activation requires either a voice command or manipulation of the control pad via the other hand. Light then projects from the device and instantly takes whatever form the controller desires.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Science (Smarts)
- **STARTING POWERS:** *Create item, illusion,* and one other available power from the list below.
- **POWER POINTS:** 15
- **AVAILABLE POWERS:** *Barrier, blast, blind, bolt, burst, confusion, create item, deflection, entangle, illusion, light, protection, summon ally, telekinesis.*
- **ENCASED:** The controller may maintain a glowing (see Tech-Dependent below) shield around her body that allows her to spend 2 Power Points instead of a Benny when making a Soak roll. She may turn the shield on or off as a free action on her turn, but if it's off when she takes damage she may not use this ability.
- **TECH-DEPENDENT:** Hard-light controllers must have access to their hard-light emitters to activate their powers. The creations always give off light, making vision-based Stealth difficult (−4) while they're active.
- **CRITICAL FAILURE:** When a hard-light controller rolls a Critical Failure on her Science roll, the device temporarily shorts out and drains her of all remaining Power Points.

Hard-Light Controller Edges

Hardware Upgrade

REQUIREMENTS: Heroic, Arcane Background (Hard-light Controller)

The user upgrades her hard-light controller. She adds +1 to her Science rolls when activating powers and loses only a d6 Power Points with a Critical Failure rather than all of them.

Infused

REQUIREMENTS: Novice, Arcane Background (Hard-light Controller)

For an extra Power Point, any damage-causing creation or power is infused with energy and adds +2 to its damage totals (this includes any damage caused by summoned allies).

"I'M LIKE GREEN LANTERN. BUT BLUE."

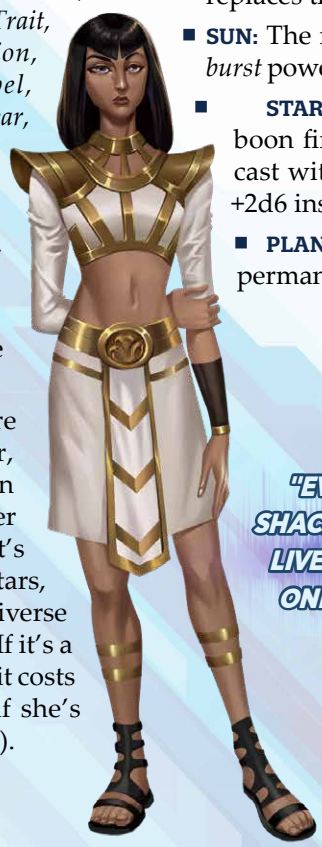
-GABE

Mystic

Mystics combine spiritual and scientific knowledge, with a heavy emphasis on a strange mixture of astrology and astronomy. They serve as cultural leaders, erudite advisers to emperors, or wise but lonely hermits living on planets far from the space lanes.

The one thing all have in common is an attunement to the "music of the spheres," the cosmic symphony of planetary bodies and their place in the larger cosmos. The universe speaks to them and informs their decisions—advice they pass on to those who employ their services or communities they lead.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Focus (Spirit)
- **STARTING POWERS:** Any three available powers from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, beast friend, blind, boost/lower Trait, confusion, darksight, deflection, detect/conceal arcana, dispel, divination, empathy, farsight, fear, light/darkness, object reading, protection, relief, sloth/speed, slumber, sound/silence, speak language, stun, telekinesis, warrior's gift.*
- **GIFTED:** Mystics may take Edges that require Arcane Background (Gifted).
- **HARMONIC RESONANCE:** Before rolling to activate a power, draw a card from the Action Deck (this is separate from her Action Card if in combat). If it's a Diamond, representing the stars, she's in resonance with the universe and adds +2 to her Focus roll. If it's a Club, she's in dissonance and it costs an additional Power Point (if she's out she must Short the power).
- **COSMIC GUIDANCE:** Mystics get a free reroll when making Academics, Common Knowledge, Occult, or Science rolls.



Mystic Edges

Attuned

REQUIREMENTS: Seasoned, Arcane Background (Mystic)

The mystic is more attuned to the movements of the celestial spheres than most. When she is in Harmonic Resonance (see above), she adds +d6 to the roll instead of +2. This stacks with Conviction!

Celestial Symphony

REQUIREMENTS: Novice, Arcane Background (Mystic)

The mystic is at one with the universe and may pick one of the boons below. She may take this up to four times, taking a different boon each time.

- **MOON:** After drawing a card to see if she's in resonance, the mystic may spend a Power Point to draw one more card, which replaces the first.
- **SUN:** The mystic gains the *bolt*, *blast*, and *burst* powers with a star and fire Trapping.
- **STARS:** The mystic must have the Sun boon first. When *bolt*, *blast*, or *burst* is cast with a raise, the bonus damage is +2d6 instead of +1d6.
- **PLANETS:** The mystic's Toughness permanently increases by +2.

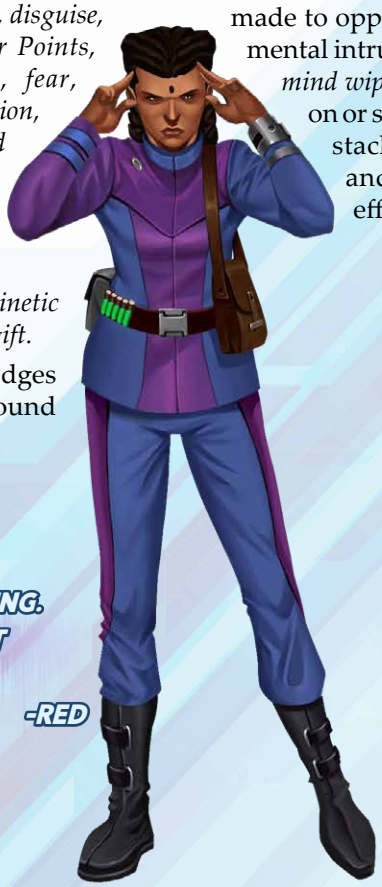
"EVERY ERA PUTS INVISIBLE SHACKLES ON THOSE WHO HAVE LIVED THROUGH IT, AND I CAN ONLY DANCE IN MY CHAINS."
-LIU CIXIN, THE THREE BODY PROBLEM

Psyker

The future holds many secrets. One of those is unleashing the power of the mind and its ability to manipulate the potent psychic energy of the cosmos.

"Psykers," "psis," or more properly, psionicists, are those who have learned to tap this energy and use it to manipulate themselves and the world around them. They may read minds, move objects, or even conjure fire and ice from the atmosphere.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Psionics (Smarts)
- **STARTING POWERS:** Any three available powers from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, backwash, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burst, confusion, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, empathy, entangle, farsight, fear, havoc, healing* (self only), *illusion, invisibility, mind link, mind reading, mind wipe, object reading, protection, puppet, relief, sloth/speed, slumber, smite, sound/silence, speak language, stun, telekinesis, telekinetic squeeze, wall walker, warrior's gift.*
- **PSIONICS:** Psykers may take Edges that require Arcane Background (Psionics).



"THIS IS GETTING ANNOYING. IMA JUST GONNA MELT YOUR BRAIN. ZZZZT."

-RED

Psyker Edges

Scan

REQUIREMENTS: Novice, Arcane Background (Psyker)

The psychic may sense all sapient minds within 10" (20 yards), whether she can see them or not. She cannot read those minds but detects the direction and distance to each and any particularly strong emotions—anger, fear, joy, etc. This can be a handy tool if trying to identify a hidden enemy, detect the location of a bound or hapless victim, pick out the leader of a mob, or even quickly navigate the best route through a crowd.

Scan lasts as long as the psyker concentrates, but she's Distracted while it's active.

Tower of Will

REQUIREMENTS: Seasoned, Arcane Background (Psyker), Psionics d8+

The psyker has trained her mind to resist mental intrusions. She adds +4 to any roll made to oppose, resist, or recover from mental intrusions such as *mind reading, mind wipe, puppet,* or abilities based on or similar to those powers. This stacks with all other bonuses and penalties to resist such effects.

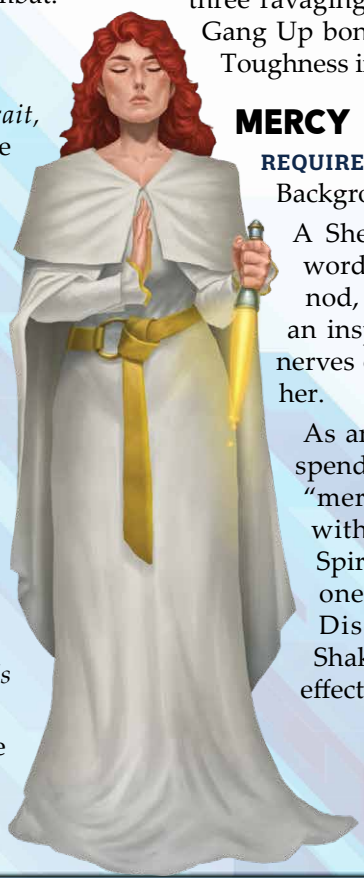
Shepherd

The explorers, colonists, and citizens of a thousand future worlds need hope and guidance in the vast expanse of the void. Among them walk the shepherds, individuals who guide and protect the flocks they live amongst. They are priests, missionaries, evangelists, or simply quiet and reflective leaders of their communities. They are the first desperate people turn to, and the last to back down from oppression.

Shepherds tap into a presence of some sort—something greater than themselves, and often unknown to science and the laws of physics. Whether that presence is an actual deity, an ever-present force, or some as-yet-unknown power of the universe, it's the shepherds' belief in its power—and their flocks' belief in them—that powers their abilities.

Shepherds are natural leaders, so most have several Leadership Edges, making them stoic islands in the chaotic ocean of combat.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Faith (Spirit)
- **STARTING POWERS:** *Boost Trait, healing,* and one other available power chosen from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, banish, beast friend, blind, boost/lower Trait, confusion, darksight, deflection, detect/conceal arcana, dispel, divination, elemental manipulation, empathy, entangle, environmental protection, farsight, havoc, healing, light/darkness, protection, relief, resurrection, scrying, sloth/speed, slumber, smite, sound/silence, speak language, stun, warrior's gift.*
- **MIRACLES:** Shepherds may take Edges that require Arcane Background (Miracles).



- **AURA OF COURAGE:** An aura of faith and hope encircles the shepherd. Allies within 10" (20 yards) are inspired, adding +1 to Fear checks and subtracting 1 from **Fear Table** results.
- **VOW:** Shepherds have an unflappable belief in the source of their power. They must make a Vow (Major) to serve their cause and its tenets—whatever those may be. If they fail to uphold those values, they subtract 2 from Faith rolls for a week. Truly sacrilegious acts might rob them of their powers entirely until they atone in some way.

Shepherd Edges

Alone Against the Wolves

REQUIREMENTS: Seasoned, Spirit d8+, Arcane Background (Shepherd)

Shepherds must often stand alone against their foes, surrounded by vicious xenos, savage beasts, or oppressive enemies.

The shepherd's Toughness is increased by any Gang Up bonus applied against her. If three ravaging xenos surround her for a Gang Up bonus of +2, for example, her Toughness increases by +2 as well.

Mercy

REQUIREMENTS: Novice, Arcane Background (Shepherd)

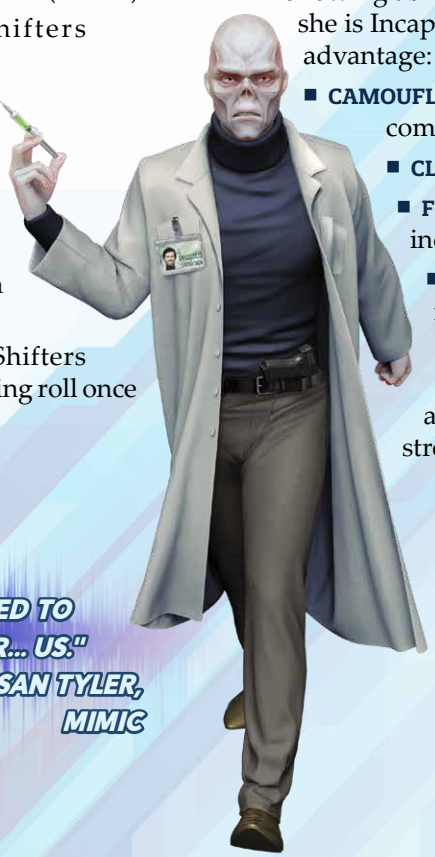
A Shepherd leads her flock. A word of encouragement, a stern nod, or humming a few bars of an inspiring hymn can steel the nerves of those who stand behind her.

As an action, the character can spend 1 Power Point and grant "mercy" to any one character within a Range equal to her Spirit, automatically removing one of the following states: Distracted, Vulnerable, or Shaken. She may remove Stun effects for 2 points.

Shifter

Shifters are beings who use arcane means or powerful technology to "transform" their flesh and features, either by rearranging their tissue and bones or perhaps by changing their very molecules. They are highly prized as spies and infiltrationists, both by criminal outfits and authorities, as well as corporate espionage and counterespionage agencies.

- **Requirements:** Spirit d6+
- **Arcane Skill:** Focus (Spirit)
- **Starting Powers:** *Disguise* and *shape change.*
- **Power Points:** 15
- **Available Powers:** *Boost Trait, darksight, disguise, environmental protection, farsight, healing, protection, relief, shape change, smite* (hands and feet count as weapons for this power), *speed* (but not *sloth*), *wall walker.*
- **Gifted:** Shifters may take Edges that require Arcane Background (Gifted).
- **Internal Focus:** Shifters manipulate their own bodies, so all their powers have the Personal Limitation instead of the listed Range and can't affect others. This doesn't grant the Limitation bonus for Personal.
- **Regeneration (Slow):** Shifters may make a natural healing roll once per day.



"THE JUDAS EVOLVED TO MIMIC ITS PREDATOR... US."
-SUSAN TYLER, MIMIC

Shifter Edges

Gelatinous

Requirements: Seasoned, Arcane Background (Shifter)

Shifters with this Edge have learned how to manipulate their bodies to a gelatinous form. They have no vital organs, take only half-damage from falling or collisions, and Called Shots do no extra damage against them.

Gelatinous shifters may make an Athletics roll as an action to ooze through grates or large openings as if they were Difficult Ground. Small cracks and the like take 1d6 rounds to seep through, leaving the character Vulnerable until she reforms.

Morph

Requirements: Novice, Arcane Background (Shifter)

The being has the ability to manifest certain abilities drawn from the genetic traits of other species. As a limited action, she may change part of her form to manifest one of the following abilities. The change lasts until she is Incapacitated or chooses another advantage:

- **Camouflage:** +2 to Stealth, +4 while completely motionless.
- **Claws:** Str+d4 damage.
- **Fleet-Footed:** +2 Pace, increase running one die type.
- **Hardy:** A second Shaken result doesn't cause a Wound.
- **Reach 1:** The character's arms grow longer or can stretch.

Star Knight

Star knights are rare and powerful individuals who have mastered both martial and mystic abilities. They serve a cause or order and are known by many other names depending on the setting, their masters, or their trappings, but the term "knight" embodies the unique combination of their service.

- **Requirements:** Spirit d6+
- **Arcane Skill:** Focus (Spirit)
- **Starting Powers:** *Deflection*, *protection*, and one other available power from the list below.
- **Power Points:** 10
- **Available Powers:** *Arcane protection*, *beast friend*, *boost Trait* (self only), *confusion*, *deflection*, *detect arcana*, *empathy*, *havoc*, *mind link*, *prediction*, *protection*, *puppet*, *relief* (self only), *smite* (self only), *telekinesis*, *warrior's gift* (self only).
- **Energy Weapon:** Star knights devote themselves to the mastery of energy-style melee weapons (see page 50). They automatically start with the Trademark Weapon Edge and an energy sword. They may trade this in for a different laser weapon if desired, paying the difference in cost out of starting funds.
- **Armor Interference:** Star knights attempt to pass quietly among the populations they serve, and so train without audacious armor. They subtract 4 from Focus rolls when wearing any sort of armor that adds more than +2 protection.
- **Code of Honor:** Star knights are known for living by their word. They have the Code of Honor Hindrance.

Star Knight Edges

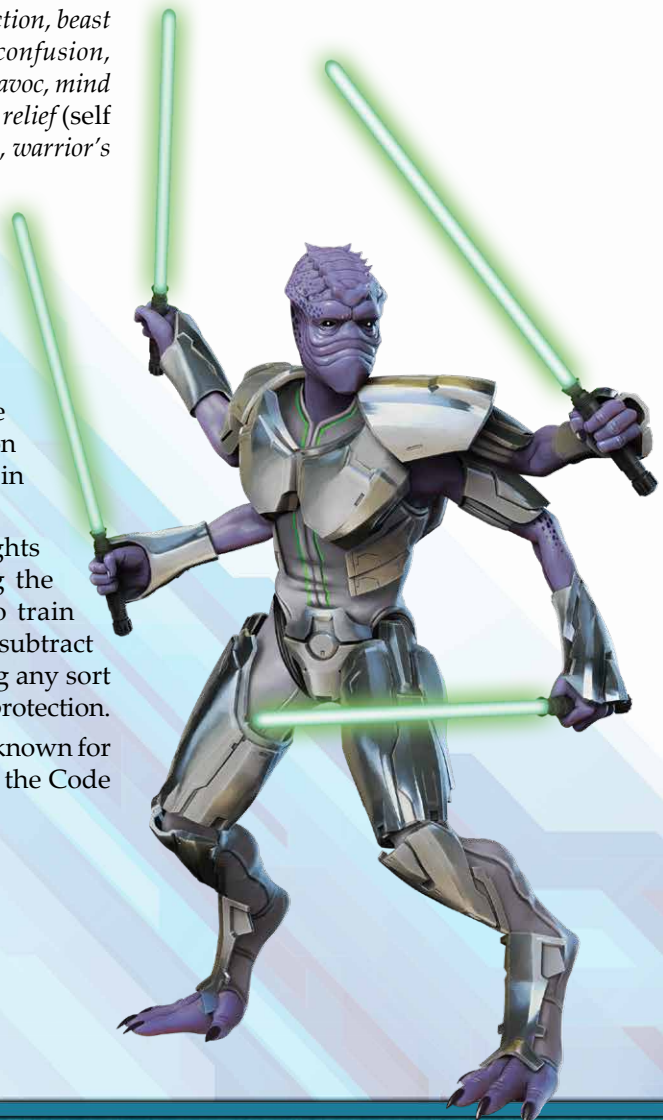
Laser Parry

Requirements: Novice, Arcane Background (Star Knight)

Star knights are renowned for parrying projectile attacks with their signature laser weapons.

As long as the knight is aware of an attack and is armed with an energy melee weapon, attackers subtract 2 from Shooting rolls to hit them. If the knight takes the Defend option, attackers subtract 4 from their Shooting rolls instead. This is not cumulative with Cover—use only the highest penalty.

This Edge stacks with Dodge.



Laser Reflect

REQUIREMENTS: Seasoned, Laser Parry

The star knight's technique has improved to the point where he can aim the shots he parries.

When the knight takes the Defend option he may attempt to redirect one ranged attack which misses him each round. He chooses a new target (usually but not necessarily the original attacker) and makes a Fighting roll. Range is always 6/12/24 counted from the knight. With failure the shot is harmlessly deflected as before. With success the new target suffers the weapon's damage, including bonus damage with a raise.

Improved Laser Reflect

REQUIREMENTS: Veteran, Laser Reflect

The star knight may attempt to divert up to three ranged attacks which miss him each round.

Star Knave

REQUIREMENTS: Veteran, Arcane Background (Star Knight), may not have the Star Wizard Edge

Not all knights dedicate themselves to justice and mercy. Some are truly blighted individuals who still have the diligence and persistence to master these arcane arts. Others may be noble but misguided souls who believe their works serve the greater good—despite occasionally terrible costs.

Star Knaves add the following powers to their Available Powers and gain one of them immediately: *Burst* (lightning), *disguise, drain Power Points, intangibility, mind wipe, resurrection,* and *telekinetic squeeze.*

Star Wizard

REQUIREMENTS: Veteran, Arcane Background (Star Knight), may not have the Star Knave Edge

While most star knights focus on their martial prowess, some explore the more mystical aspects of the galaxy and expand the powers they're able to take.

Star Wizards add the following powers to their Available Powers and gain one of them immediately: *Blind, darksight, disguise, dispel, fear, fly, healing, illusion, light/darkness, relief, sloth/speed, sound/silence.*

Stellar Ascension

REQUIREMENTS: Legendary, Star Wizard

The greatest of the star knights don't die, they transcend to fight evil in a higher form. When the knight eventually perishes he instead rises with Energy Form (see page 7) and the Ethereal Special Ability (see *Savage Worlds*). He may no longer affect the world physically, but may still use powers. Powers also affect him, and if he's killed again he's permanently dispersed.

Technomancer

Technomancers have unlocked the secrets of the digital domain and can bend the forces of technology to their will. Intricate circuitry and lines of code serve as their arcane symbols, and the hum of machinery is their incantation. Their power may come from arcane sources, nanobots, or even an unnatural affinity with machines. They can manipulate electronic devices, interface with computer systems, and even reshape the very fabric of virtual reality.

- **Requirements:** Smarts d6+
- **Arcane Skill:** Weird Science (Smarts)
- **Starting Powers:** Any two available powers from the list below.
- **Power Points:** 10
- **Available Powers:** *Barrier, blast, blind, bolt, boost/lower Trait, burst, confusion, control machine, create item, damage field, deflection, detect/conceal arcana, disguise, drain Power Points, entangle, farsight, fly, ghost in the machine, haywire, illusion, invisibility, light/darkness, lock/unlock, protection, sloth/speed, slumber, smite, summon ally, telekinesis, teleport, wall walker.*
- **Interface:** Technomancers add +2 to Electronics and Hacking rolls.

Technomancer Edges

Breaker

Requirements: Seasoned, Arcane Background (Technomancer)

Those who know how to make high-tech devices know how to break them as well. Damage against an object with a Hardness score can't usually Ace, but it does for a technomancer when using any damaging power. Objects with Heavy Armor still require the Heavy Weapon Power Modifier to affect.

Drones

Requirements: Novice, Arcane Background (Technomancer)

The technomancer has one or more drones that act as an extension of her own body. She may see through them, activate her powers through them as if she were there herself, and give each one of the upgrades listed below.

The drone is Toughness 5 (2), Small, and flies at Pace 12. This Edge may be taken up to four times to gain additional drones.

If a drone is destroyed, it blows up in a Medium Blast Template for 2d6 damage. The technomancer can create (or repair) replacement drones with spare parts (GM's call) and an hour's work.

- **Firing Platform:** The drone is equipped with a small blaster and a Shooting skill of d6. The blaster is Range 5/10/20, Damage 2d6, RoF 3, and ignores Recoil. It has 50 shots before it must be recharged for one hour.
- **Stun Gun:** The drone contains a stun weapon with a Range of 5/10/20, has a Shooting skill of d6, and anyone hit by the weapon must make a Vigor roll (at –2 with a raise) or be Stunned. It has 10 shots before it must recharge for one hour.

Warper

There is no more dangerous individual in the great vastness of space than a warper, for they channel the raw power of the universe itself.

Warpers, or sometimes "warp wizards," are reckless beings who dare to open connections to hyperspace, the warp, or other cosmic energies that fill them with phenomenal—and incredibly dangerous—power.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Focus (Spirit)
- **STARTING POWERS:** Any three available powers from the list below.
- **POWER POINTS:** 15
- **AVAILABLE POWERS:** *Black hole, blast, bolt, burst, confusion, damage field, deflection, drain Power Points, entangle, farsight, havoc, light/darkness, protection, sound/silence, stun, teleport.*
- **GIFTED:** Warpers may take Edges that require Arcane Background (Gifted).
- **ASTROGATION:** Warpers add +2 to Science (astrogation) rolls (see page 145).
- **HYPERSPACE:** Warpers may enter and exit a micro version of hyperspace as a limited action, allowing them to *teleport* up to 12" (24 yards) without having to make an arcane skill roll or spend Power Points. If they wish to teleport further or add modifiers, they must activate it normally (as a power).
- **CRITICAL FAILURE:** Warpers channel dangerous power. Anytime they Critically Fail a Focus roll, they open up a micro black hole on themselves. See the *black hole* power on page 209 for details.

Warper Edges

Channel the Warp

REQUIREMENTS: Novice, Arcane Background (Warper)

The warper opens a channel to hyperspace and draws power from it. When she spends a Benny to recover Power Points, she may make a Focus roll. If successful, she regains 5 Power Points as usual. With a raise, she regains 10. Failure means she only regains 3 Power Points, and a Critical Failure means she gains none and is treated as if she Critically Failed an arcane skill roll (see above).

Warp Surge

REQUIREMENTS: Seasoned, Arcane Background (Warper)

The warper brings some of the energy of the warp with her when she uses her *teleport* power or hyperspace ability. On arrival, she causes 2d6 damage in a Small Blast Template centered on herself (it does not harm the warper).

LIEUTENANT CHARLES PIZER: "EVERY TIME I SEE ONE OF THOSE THINGS I EXPECT TO SPOT SOME GUY DRESSED IN RED WITH HORNS AND A PITCHFORK."

CAPTAIN DAN HOLLAND: "IT'S A MONSTER, ALL RIGHT."

V.I.N.CENT: A RIP IN THE VERY FABRIC OF SPACE AND TIME. -THE BLACK HOLE

New Powers

On the following pages are new powers your travelers can encounter or use in their stellar journeys.

➘ Powers marked with this symbol have been modified from early printings of *Savage Worlds Adventure Edition*, usually to add new modifiers appropriate for science-fiction adventures and tropes.

Backwash

Rank: Seasoned
Power Points: 3
Range: Smarts ×2
Duration: Instant
Trappings: A wave of the hand, magic wand, steely gaze.

This dangerous and highly specialized power allows a psyker to send a powerful and dangerous surge via any mental link. If an ally is the subject of *puppet*, for example, a psyker could use *backwash* to send a mental blast back along the psionic link and attack the puppeteer.

The psyker chooses a character within Range who is currently affected by another character's power, benign or otherwise, and rolls Psionics. If she's successful, a powerful blast of psychic energy travels from the target to the caster, causing 3d6 damage (4d6 with a raise). Only magical armor (such as *arcane protection* or the *protection* power) protects against this psychic surge.

Black Hole

Rank: Veteran
Power Points: 3
Range: Smarts ×2
Duration: 5
Trappings: A visible well of swirling black energy.

This deadly ability opens a momentary rift in space and time to the outer fringes of a black hole, drawing everything around it to the middle and crushing it with powerful gravitic forces.

The character rolls her arcane skill, and if successful, places a Large Blast Template anywhere in Range. Small loose items within the template are drawn to the center and may be crushed (GM's discretion).

Sentient beings make an immediate Strength roll (at −2 with a raise on the arcane skill roll). Those who fail are drawn d6" to the center and take 2d6 damage, ignoring all but magical armor. On subsequent rounds, characters may attempt a Strength roll (a free action with the same penalty as above) to move at half Pace or are again drawn d6" toward the center for 2d6 damage.

MODIFIERS

- **AREA OF EFFECT (+3):** The area of effect is 10" (20 yards) in radius and damage increases to 3d6.

Control Machine

Rank: Novice
Power Points: 2
Range: Sight
Duration: One hour
Trappings: Nanotech, wireless hacking.

The character can wrest control of a complex machine (like an assembly line, computer, or vehicle) and control it from afar.

If the target has an operator, they can regain control by making an appropriate roll (at −2 with a raise on the power; usually with the Electronics or Hacking skill if the device is electronic or Repair if purely mechanical) as a limited action.

While in control, the caster acts as if she's the operator of the machine and can have it perform any of its usual functions.

Create Item

Rank: Novice
Power Points: 2
Range: Smarts
Duration: One hour
Trappings: Hard light, nanotech.

The character can create an object with a Size of 0 or less. The item must be relatively simple, such as a basic tool, piece of furniture, ladder, or hand weapon. The device is Hardness 8 and made of a common material such as wood, metal, or plastic (or tangible energy in the case of hard-light controllers only). A raise on the arcane skill roll doubles the Duration or adds +4 to its Hardness, caster's choice.

The item can be maintained as usual, but once the Duration expires, it melts, falls apart, or turns to residue.

MODIFIERS

- **COMPLETE (+1):** The object is a complete set of multiple pieces, such as a chess set or a quiver of arrows.
- **INCREASED SIZE (+3 per Size):** Every additional 3 Power Points spent increase the maximum Size of the item by +1, to a maximum of Size 3.
- **MACHINE (+2):** The object is a fully functional, Dev I machine with moving parts such as a ranged weapon, drone, or even a basic mechanical vehicle. The machine has no electronic capability, so the power cannot be used to make guided weapons, communications devices, etc.

  If the machine needs fuel, +2 points allow it to last until the Duration of the power expires. If it needs ammunition, it comes with one full load. Once that's used the power terminates as if its Duration expired.

Ghost in the Machine

Rank: Veteran
Power Points: 3
Range: Sight
Duration: Instant
Trappings: Nanotech, wireless hacking.

When cast successfully, *ghost in the machine* causes a vehicle to take an immediate Critical Hit (a Hull or Crew hit causes the vehicle to be Distracted). With a raise, the vehicle's operator must also make a maneuvering roll or go Out of Control. See page 95 for both the **Out of Control** and **Critical Hits** tables.

MODIFIERS

- **SELECTIVE (+3):** If successful, the caster can choose the vehicle's Critical Hit.

Gravitate

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 5
Trappings: A visible well of swirling black energy.

Gravitate causes gravity to strengthen or weaken within a Large Blast Template placed within Range of the caster. Once activated, the caster chooses to increase or reduce gravity one level (two steps with a raise). See page 83 for Gravity levels and effects.

MODIFIERS

- **LOCAL ENVELOPE (+3):** The change in gravity extends out 25" (50 yards) in every direction, enough to encompass up to a Size 14 vessel.

Haywire

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 5
Trappings: Nanotech, wireless hacking.

Haywire sabotages all mechanical and electronic devices in a Medium Blast Template, placed anywhere in Range. All Trait rolls that involve a mechanical, electrical, or electronic item caught in any part of the area of effect are made at −2, or −4 with a raise.

Haywire has no effect on simple tools such as hammers, swords, or knives—only complex devices with moving or electric/electronic components.

The caster may move the template up to 12" (24 yards) as a limited action on his turn.

MODIFIERS

- **AREA OF EFFECT (+2):** For +2 Power Points *haywire* affects everything in a Large Blast Template.

LOCATE

Rank: Novice
Power Points: 3
Range: Self
Duration: 10 minutes
Trappings: A floating crystal over a map, message in the clouds, a ray of light.

Locate allows a caster to find even the most hidden things. Choose an object, being, or location. If the caster has never seen the target, the roll is at −2.

Success gives a sense of the general direction and distance of the target. A raise also gives an impression of the target's current status (the creature is asleep, the object is in a strongbox, the secret door is behind a bookshelf, etc.).

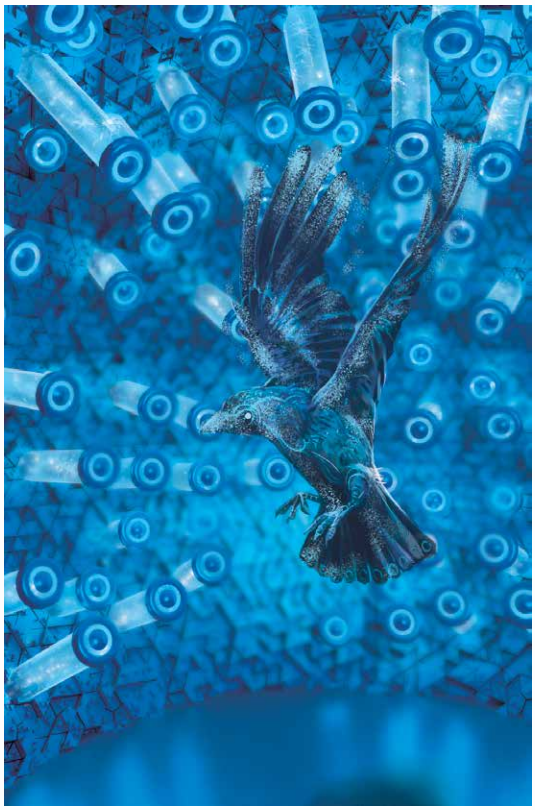
LOCK/UNLOCK

Rank: Novice
Power Points: 1
Range: Smarts
Duration: Permanent (*lock*); Instant (*unlock*)
Trappings: Tech devices, supernatural interfacing.

Lock seals a door, hatch, window, porthole, container, envelope, drawer, box, or other closeable item. Any attempt to open the *lock* suffers a −4 penalty. Once failed, any further attempt by the same character automatically fails until he increases his skill or attempts a different ability, at which point he may try again. A raise when magically locking the container means it can only be unlocked via the *unlock* version of this power (at the −4 penalty listed above) or by *dispelling* the supernatural lock then picking it somehow.

The caster may set a passphrase when the *lock* is created; the portal opens for anyone who speaks the phrase and remains open until the phrase is repeated.

Unlock may be used in place of Repair or Thievery (but not Strength) when attempting to unlock a container, door, or portal. It ignores up to 4 points of penalties to the task, and with a raise disarms any traps or alarms on the portal as well.



Neither power has any effect on barriers, barricades, or blockages—only distinct objects which can be opened or shut.

MODIFIERS

- **ALERT (+1):** *Lock* only. If the magically locked object is opened, the caster instantly knows this happened (and which object was unlocked if multiple instances of this power are in effect). A being who speaks the password (determined at the time of casting) doesn't set off the alert.

OBJECT READING

Rank: Seasoned
Power Points: 2
Range: Touch
Duration: One minute
Trappings: Touching the object, glowing hands.

Object reading is the ability to get visions of the past from an object. With a successful activation, the caster gains a vague impression of whatever information she's looking for, from the object's creation forward. A raise grants her more specific information. If the caster uses *object reading* on a bloody knife to investigate a murder, for example,

success might tell her the wielder was a human and that the attack happened at night. With a raise, she might get a glimpse of the killer's face or some other clue that reveals his identity.

MODIFIERS

- **PROJECTION (+2):** The caster may broadcast the vision, projecting it out into a space up to the size of a small room. Anyone present may see and hear the events and examine the projection from all angles.

PREDICTION

Rank: Seasoned
Power Points: 5
Range: Self
Duration: 5
Trappings: Seances, demonic interrogation.

Prediction causes visions of past and future to fill the caster's mind, allowing her to sort out all the possible permutations of the actions of those around her—and potentially change the future!

Once cast, the caster gains three Prediction Tokens. As long as she's conscious, she may spend these tokens to allow anyone within a Range of Smarts (including herself) to reroll any Trait or damage roll.

Once the power expires, any unused tokens are lost.

SCRYING

Rank: Seasoned
Power Points: 3
Range: Self
Duration: 5
Trappings: Holographic projector, drones, satellite feeds.

Scrying allows an individual to spy on a distant target. Preparing the power takes one uninterrupted minute while the user focuses on a target item, creature, or location. This makes her Vulnerable and unable to take any other actions. If she's Shaken or Stunned during this time, the power fails.

If the caster has never seen the target herself, she makes her arcane skill roll at –2. *Scrying* on a target on a different planet or plane of existence also imposes a –2 penalty.

Scrying is opposed by the subject's Spirit. If the target wins, he knows he's being spied on. If the caster wins, she can see and hear the target and the area around it but cannot move her perspective. With a raise, she can shift perspective and follow the target at Pace 24.

A *scrying* "eye" may be seen with *detect arcana* (but not Detect Magic if mixed with fantasy settings). It may also be *dispelled* (at –2 if suspected but not revealed).

MODIFIERS

- **PROJECTION (+2):** The caster may broadcast the vision, projecting it into a space up to the size of a small room. Anyone present may see and hear the events and examine the projection from all angles.

SHAPE CHANGE

Rank: Novice
Power Points: Special
Range: Self
Duration: 5
Trappings: "Morphing," talismans, tattoos.

This power allows the caster to take the form of other living creatures. He can only turn into the base form of such beings, not elite or alternative versions (so a xeno is possible but a xeno queen is not). With a raise, the caster can increase the creature's Strength and Vigor one die type each. The Size of the new form is limited by the caster's Rank:

SHAPE CHANGE		
COST	RANK	SIZE
3	Novice	Size –4 to Size –1
5	Seasoned	Size 0
8	Veteran	Size 1 to 2
11	Heroic	Size 3 to 4
15	Legendary	Size 5 to 10

Held and worn items are assumed into the new form and reappear when the power ends. While transformed, the character retains his Edges and Hindrances, and his Smarts, Spirit, and linked skills. He gains the creature's Agility, Strength, Vigor, and linked skills, as well as any abilities common to that creature (amorphous for blobs, flight for avions, etc.).

The caster does not gain a target's Power Points if it has them—he retains his own. His ability to use devices and communicate is limited to those of his form—animals can't speak or use weapons, for example.

The caster may maintain powers cast before the *shape change* regardless of form.

Wound Effects: The caster cannot benefit from a creature's additional Wounds or Wound-reduction abilities like Resilient, Very Resilient, or Unstoppable, or extra Wounds from Large or Huge Scale creatures.

MODIFIERS

- **DURATION (+1):** The power's Duration is measured in minutes instead of rounds.
- **POLYMORPH (+3):** The caster may, at a Range of Touch, transform a living being of Size −4 to Size 3 into a form of her choice. The power is resisted by Spirit, and the new form must be able to survive in its current environment. Gear is absorbed into the creature's form.

  With success, the victim retains his Smarts. With a raise, his Smarts is transformed into Animal Smarts and he cannot attempt to recover for one hour. Victims attempt to recover at the end of their turns by making a Spirit roll at −2 (−4 if the caster got a raise). This is a free action.
- **TRANSFORM (+2/+3):** The power may affect a willing target at a Range of Touch for +2 or Smarts for +3 (the Range modifier may increase this further).

Summon Ally

Rank: Novice
Power Points: Special
Range: Smarts
Duration: 5
Trappings: Clay figure that grows into a servant, a tattoo that comes to life.

This power allows the character to summon a magical, mystical, or even technological servant from seeming nothingness. The ally typically takes the form of a basic humanoid of the appropriate Size but can appear differently based on the caster's Trappings. It materializes anywhere in Range, and with a raise on the arcane skill roll, it's Resilient as well.

Attendant

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4
Skills: Athletics d4, Fighting d4, Notice d4, Shooting d4, Stealth d6
Pace: 6; **Parry:** 4; **Toughness:** 4
Special Abilities:
- **Claws:** Str+d4.
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.

Bodyguard

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Shooting d6, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 7 (2)
Edges: First Strike
Gear: Melee attack (Str+d6).
Special Abilities:
- **Armor +2:** Hardened skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to Fear and Intimidation.

Mirror Self

The ally is a clone of the caster except: it's an Extra; it has the same number of current Power Points as the caster after subtracting for this casting; it cannot use the *summon ally* power; its skills (but not attributes) are one die type less (minimum d4) than the original; it has identical mundane equipment (no magical qualities, disappears when the power expires); has the Construct and Fearless abilities.

Sentinel

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d6, Fighting d10, Intimidation d10, Notice d8, Shooting d8
Pace: 6; **Parry:** 7; **Toughness:** 13 (4)
Edges: Arcane Resistance, Sweep (Imp)
Gear: Melee attack (Str+d8).
Special Abilities:
- **Armor +4:** Stone skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to Fear and Intimidation.
- **Size 2:** Sentinels are 8' tall and very dense.

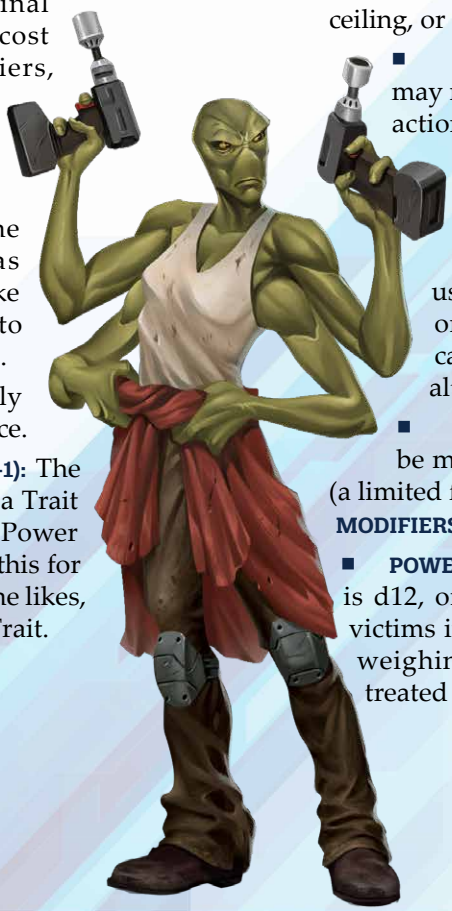
The ally acts on its creator's Action Card and follows her commands to the best of its ability. It has no personality, creativity, or emotions. When the power ends or the ally is Incapacitated, it fades into nothingness, leaving no trace behind.

The type of servant that can be summoned depends on the caster's Rank. With the GM's approval, the player may swap abilities. If a hero wants a flying spheroid, for example, the caster might exchange the Shooting skill for Survival so that the "being" can track its foes.

SUMMON ALLY		
SERVANT	RANK	COST
Attendant	Novice	1
Bodyguard	Seasoned	3
Sentinel	Veteran	5
Mirror Self	Heroic	7

MODIFIERS

- **ADDITIONAL ALLIES (Varies):** Additional allies of the same type may be summoned at the same time for half the Power Points cost of the original summons (total cost including modifiers, rounded up).
- **COMBAT EDGE (+1):** The ally has a Combat Edge (it must meet the Requirements as usual). You may take this modifier up to three times per ally.
- **FLIGHT (+1):** The ally can fly at its base Pace.
- **INCREASED TRAIT (+1):** The caster can increase a Trait one die type for 1 Power Point. She may do this for as many Traits as she likes, but only once per Trait.



Telekinesis

Rank: Seasoned
Power Points: 5
Range: Smarts ×2
Duration: 5
Trappings: A wave of the hand, magic wand, steely gaze.

Telekinesis is the ability to move objects or creatures (including oneself) with arcane will. It has a Strength of d10, or d12 with a raise. On activation, the caster may immediately perform one of the uses below. Subsequent uses are separate actions and use the arcane skill but are not activation rolls and therefore not subject to Backlash from Critical Failures.

Unwilling beings targeted by *telekinesis* resist the caster's arcane skill with an opposed Spirit roll when first targeted, and at the start of each of their turns thereafter (a free action). Successful resistance doesn't mean the spell fails–the caster may try to regain control as long as the power remains in effect.

USES

- **BASH:** The target is bashed into the floor, ceiling, or walls for Str+d6 damage.
- **CHANGE TARGETS:** The caster may release a victim or tool as a free action. Picking up a new object is a free action. Selecting a new unwilling target is an action and resisted as above.
- **MANIPULATE:** The caster may use tools to perform simple tasks or wield a weapon, using the caster's arcane skill. (This doesn't alter the caster's Parry.)
- **MOVE:** The target or tool may be moved up to the caster's Smarts (a limited free action).

MODIFIERS

- **POWER (+3):** The Strength of *telekinesis* is d12, or d12+2 with a raise. Bashing victims inflicts Str+d8 damage. Objects weighing 500 pounds or more are treated as Heavy Weapons.

TELEKINETIC SQUEEZE

Rank: Seasoned
Power Points: 3
Range: Smarts ×2
Duration: Instant
Trappings: A wave of the hand, a pinching or choking gesture.

Some casters have refined their telekinetic powers to the point they can target specific parts of a foe's body. *Telekinetic squeeze* allows them to pull, twist, and tear at bones, internal organs, and other vitals, to quietly—or very loudly—kill their foes.

Regardless of how it manifests, the attack is an opposed roll between the caster's arcane skill and the victim's Vigor. Because the refinement necessary to execute an attack on unseen internal organs is so precise, the caster suffers a −2 penalty to her roll. Success inflicts 2d10 damage that ignores all but arcane armor. A raise adds a bonus die as usual. *Telekinetic squeeze* doesn't affect undead, constructs, or other creatures without biological systems.

TELEPORT

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: Instant
Trappings: A cloud of smoke, "phasing" out, change into a bolt of lightning.

Teleport allows a character to disappear and instantly reappear up to 12" (24 yards) distant, or double that with a raise. Opponents adjacent to a character who teleports away don't get a free attack (see Withdrawing from Melee in *Savage Worlds*). If casting *teleport* on willing subjects, the caster decides where they move to, not the targets.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **GATE (+5):** Veteran Rank casters only. Instead of teleporting, the caster opens a temporary portal connecting her current location and the destination. Creatures and objects can travel through this gate from either side for five rounds.
- **GREATER TELEPORT (+5):** Veteran Rank casters only. The character can teleport much farther. The caster must concentrate on her destination for at least one round, taking no other actions. This makes her Vulnerable; if Shaken or Stunned, the spell fails. For one round of concentration, the character can teleport up to 100 miles. For two rounds, she can travel 1000 miles, and with three rounds, she can go anywhere on the same world.

  If the caster has physically been to the desired location previously, there is no penalty to her roll. With success she arrives within 2d6 × 10 feet of her target, or on target with a raise. If the caster has a detailed map or has seen it through a power or device, she suffers −2 to the roll. With success, she arrives within 2d6 × 100 feet, or on target with a raise.

TIME STOP

Rank: Heroic
Power Points: 10
Range: Self
Duration: Instant
Trappings: A glowing hourglass, floating ice particles, blurring.

Time is a constant for most, but not this person. *Time stop* halts time for all but the caster, granting her 1d4+1 new turns, which she must take immediately after she finishes this one. During these turns the caster may act as normal on her current Action Card. With a raise, she may choose to draw a new Action Card each turn.

Time stop ends if any of the caster's actions affect another character or creature—which both breaks and restores the continuum and brings everyone in the vicinity back into the same time stream.

Chapter Twelve

Artifacts

Part of the thrill of exploration is the potential to discover valuable items—or at least valuable enough to pay for the fuel and justify the risk.

When the heroes explore a dangerous location, capture a ship, or deserve a prize of some kind, shuffle a deck and draw a card:

PRIZES	
CARD	**RESULT**
2–10	**Loot:** Mundane goods or plunder that can be sold off for credits. Multiply the number on the card by $100 for the base value of the haul.
Jack	**Salvage:** Used as parts, the junk grants +2 to Repair a vehicle. The scrap can be sold instead for 1d10 × $1,000.
Queen	**Treasure:** A single valuable item or a pile of rare commodities worth a base value of 1d10 × $10,000.
King	**King's Ransom:** A precious cargo of extremely valuable objects, or one priceless treasure. The total payday is worth 1d10 × $100,000!
Ace	**Relic:** The GM rolls on the **Relics** table on page 218 or chooses a result which fits the situation.
Joker	**Jackpot:** The group finds a Relic as above and then draws for two more prizes.

Relics

The universe is a vastly old place, where countless civilizations rose and fell, and in their wake they left powerful artifacts. These mysterious items might be found at the bottom of ancient catacombs, in the belly of dead starships drifting in deep space, or among the loot in a pirate vessel's hold—or a well-guarded freighter, if the group are more the pirate types themselves!

The unique items found below are essentially priceless. Once identified, any of them can fetch a price of $1,000,000 or more, if a wealthy and interested buyer can be found. Of course, many of these relics are extremely dangerous if they fall into the wrong hands, or sometimes even the right hands!

All relics are beyond Dev Level III. A hero may roll Science at −4 to try to understand the principles that govern the artifact (and its statistics), but no amount of research allows one to be copied or recreated. The Exo Scientist Edge (see page 26) eases this penalty.

Academics can also identify a relic after it's found—all these items have been around for a long, long time and legends have grown around them and the heroes and villains who found them in the past.

When the group finds a Relic as a prize (see above) roll on the table below, or choose a

result that best fits the current story or the location that was explored. Alternatively, an entire adventure can be concocted around a specific relic crossing the adventurers' path.

RELICS	
D20	**RESULT**
1	Avenger (page 218)
2	Canopic Shell (page 219)
3	Construct Alpha (page 219)
4	Cosmic Beacon (page 220)
5	Diffusion Sensor (page 220)
6	Exotic Matter Case (page 220)
7	Harmonic Projector (page 221)
8	Hyperlane Slate (page 222)
9	Memory Emitter (page 222)
10	Mutagen Zeta (page 222)
11	Neutron Obelisk (page 222)
12	Protomass (page 223)
13	Reconstruction Matrix (page 223)
14	Slayer Amp (page 223)
15	Sovereign Circlet (page 224)
16	Star Vortex Jewel (page 224)
17	Tetracube (page 224)
18	Wormhole Adapter (page 225)
19	Zero Drive (page 225)
20	Apex Relic (roll 1d6 and see below)
APEX RELICS	
D6	**RESULT**
1	All-Bane (page 218)
2	Fractal City (page 220)
3	Fragment of Ka'han (page 221)
4	Healing Node (page 221)
5	Spirit Haft (page 223)
6	Trans-Dimensional Labyrinth (page 224)

ALL-BANE

Ages ago a lost civilization created the ultimate weapon: the All-Bane. They destroyed their enemies and each other until one survivor remained. In penance, the survivor dismantled the All-Bane, cast its pieces to the distant corners of the universe, and shrouded the knowledge of how to build and use it in madness.

The intact All-Bane is made up of five different shards, and this relic is merely one of them. Each shard on its own is still a powerful weapon:

- **ALL-BANE SHARD:** Range 500/1000/2000, Damage 5d12 (VII), AP 50, HW, LBT, Minimum Str d6, Weight 10 lbs.

At first a shard appears to be a complete weapon itself, but successfully analyzing it with Science reveals that it is only one part of a system, and a raise reveals there are four other shards that can be assembled into an even greater whole.

Collecting the other shards is the work of several adventures, and with each additional shard the weapon becomes Dual Linked or Quad Linked, but it's clear this is just a fraction of the power they are capable of.

Once all five shards are possessed they may be assembled into the All-Bane itself. At least one shard is in the hands of a crazed warlord who wants to create the All-Bane. Any civilization plagued by a seemingly indestructible foe might have heard the legend and be questing for shards as well.

Assembling the All-Bane is a Complex Dramatic Task using Repair at −4. The Exo Scientist Edge reduces the penalty to −2. After a failure the shards are gone—scattered again—and events for an hour after the attempt are blank (erased from any minds and databanks in the vicinity). Failure on a Complication has the same effect, but the builder (and anyone rolling Support) is driven irrevocably insane.

Once assembled, the All-Bane may be fired one time. The firer must concentrate on a single target within 2000 light years and pull the trigger. The target is automatically hit and irrevocably destroyed, regardless of its size, powers, or special defenses. After the attack everyone involved loses an hour of memories as above and the shards are scattered once again.

AVENGER

When discovered, this item looks like a small but advanced AI core. If found on a vehicle it's already connected, otherwise it's a disconnected core which can't do anything but speak. Once installed into a vehicle (0 Mods) it acts as a Wild Card artificial

intelligence able to control any system with a d12 skill, or grants a +2 Support bonus to its user.

That power comes at a slight cost, since Avenger has an agenda of its own—and ancient enemies. It has the Heroic Hindrance and disobeys any evil orders. Avenger's people were destroyed by the dark siders (see page 240). It holds a grudge, and prompts the heroes into conflict with the mysterious beings or their allies whenever it can. Likewise, a conspiracy of the dark siders' lackeys seeks to destroy any ship Avenger is installed into.

Avenger may or may not be forthcoming about its origin and motivations, depending on how the crew behave around it. Avenger pretends to have Asimov circuits, but it can lie and kill—for the greater good.

CANOPIC SHELL

There are whispered tales of an implacable army outfitted in bulky armor that pillaged and destroyed a dozen worlds without mercy. With the death of each world their ranks increased, and when one of their soldiers fell he rose again and continued to fight no matter how deadly the wound.

A canopic shell is a suit of the armor these conquerors wore, and the source of their power. Even at its most basic, the golden suit of armor covered in intricate runes provides +10 Armor to a Size 0 or Size 1 wearer—assuming they can handle its Min Str d12 and 80-lbs weight.

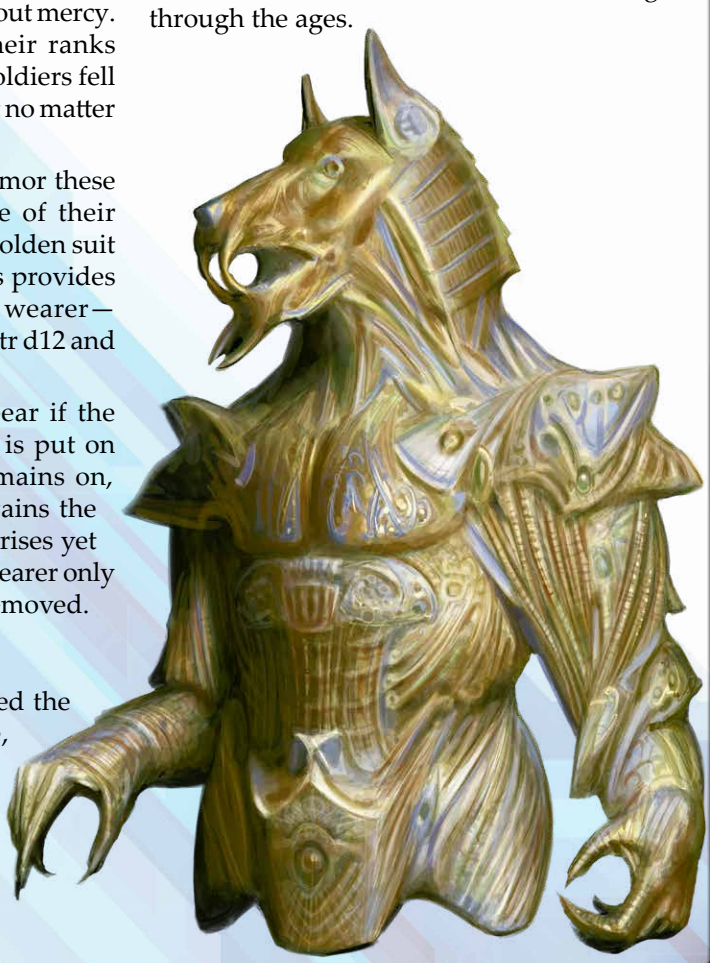
Its more unique properties appear if the wearer perishes—or if the armor is put on a corpse. So long as the shell remains on, the wearer is fully sentient and gains the Undead ability. If killed again, he rises yet again in another 1d4 rounds. The wearer only permanently dies if the armor is removed.

CONSTRUCT ALPHA

This indestructible minion survived the collapse of a previous universe, sleeping through strange eons until he awoke in ours. He has the same properties as a labor bot (page 136), except instead of a personal data device he has a matter disintegrator installed. Most importantly, he has Invulnerability (see *Savage Worlds*). Nothing short of the All-Bane (page 218) has an effect beyond Shaking or Stunning him, although Alpha complains bitterly about any "close scrapes" or presumed dangers.

Construct Alpha can be disposed of by dumping him into a black hole or the heart of a star, but that doesn't destroy him. He just remains trapped—possibly until the end of the universe and the rebirth of a new one when he's ejected once more.

Alpha pretends to be a normal robot with the Pacifist and Loyal Hindrances. In reality he has neither. He can't be modified or even maintained, nor any parts be removed from his indestructible frame. He politely serves the heroes as a reprieve from his interminable existence. His main desire is to avoid being left floating in space or launched into a black hole again, but he becomes keenly interested in anything that might permanently destroy him and end his interminable, infinite trudge through the ages.



COSMIC BEACON

The cosmic beacon is an unusual transmitter built by an unidentified civilization. It might be found floating through space or buried in ancient ruins. It is inactive when found. Once touched, it begins drawing power from any batteries, spacesuits, or vehicular systems within 12" (24 yards) and uses that energy to emit a slow and steady signal pulse. The pulse drains a battery after a day or one Energy from a vehicle each week.

A successful Repair or Science roll at −4 can stop the energy drain and deactivate the beacon without destroying it (Hardness 12). Otherwise it keeps pulsing until someone answers. The signal transmits at FTL speeds and could conceivably reach the edges of the universe.

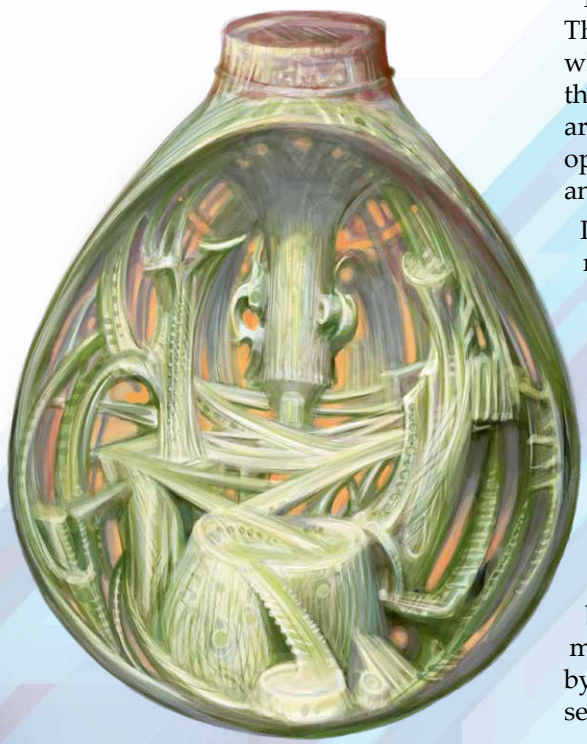
The beings the signal is meant for are long dead, but remain as creatures from the id (see page 237). One manifests at the beacon's location after five rounds of operation, and more (1d6 per day) arrive if the pulse isn't silenced.

DIFFUSION SENSOR

This device is a breakthrough from a solitary mad genius. It attaches to any vehicle and acts as a starship's sensor array (page 149) for no cost in Mods. It passively registers energies from other dimensions and somehow translates those readings into information about regular space. The sensor and the principles behind it aren't understood by current science, but the results are indisputable.

In addition to the normal effects of a sensor array the vessel it's attached to gains a +2 bonus on attempts to lock on with missiles and ignores up to 4 points of penalties to Notice or Electronics rolls made to detect stellar phenomena like nebulae or devices such as stealth systems.

An active scan counts as *detect arcana* (no modifiers or Power Point cost) cast with the operator's Electronics. A Critical Failure summons 3d6 energy leeches (page 250) to feed on the vessel's strange emissions.



EXOTIC MATTER CASE

On the outside it looks like a simple metal briefcase, but it's not composed of any known metal. Scans can't penetrate the case, but subtle traces of tachyon energy indicate that it comes from the distant future. No one seems to know what's inside, but everyone wants it just the same.

The case is locked, but can be opened with Thievery at −6 (one chance per character, who can't try again until they increase their Thievery skill). The lock and the case are Hardness 25, and if broken rather than opened the object implodes with a soft pop and whatever was inside vanishes.

If the case is unlocked and opened it is revealed to contain scintillating light—perhaps the captured light of a dying star, antimatter from another universe, or even a human soul. Anyone peering inside must roll Spirit at −6 or be Stunned. With a Critical Failure the viewer disintegrates. Seeing the contents for the first time grants the viewer Conviction.

FRACTAL CITY

The remnants of an ancient antimatter-based civilization were somehow miniaturized and contained inside a bottle by an unknown force. The inhabitants can be seen through a microscope, but time inside

the bottle becomes frozen when an observer looks inside. The container prevents the inhabitants perceiving or communicating with the world outside.

Repeated viewings separated by enough time to let the inhabitants go about their business outside of stasis provide clues about their way of life—and possibly the means to construct copies of some of the advanced technology they wield inside their city.

After each month of such observation, a character may roll Science at −4, and with success create an item from a higher Dev Level worth $1,000 ($5,000 with a raise). Rather than building an item immediately, the funds may be "banked" and used to create a more expensive item later.

If the origin of any devices created this way becomes known unscrupulous inventors and collectors make attempts to take the fractal city any way they can. The bottle is Hardness 25, and if broken the tiny inhabitants finally see the outside world for a few terrifying moments before they are wiped out, leaving nothing behind.

FRAGMENT OF KA'HAN

Long ago Ka'han was the home world of a league of powerful protectors. The planet was obliterated, and eventually all memories of the heroes of Ka'han faded away. Some fragments of Ka'han survive, and they contain vestiges of the power those heroes wielded.

Each fragment is a compressed jewel (Hardness 25) that glows with a soft gold light. When carried or worn as jewelry the bearer stops aging. The rock contains 10 Power Points and grants the *bolt*, *mind link*, and *mind reading* powers. Those powers are activated with Psionics and the fragment doesn't provide that, so a bearer without must roll unskilled. *Mind link* is permanent and has unlimited Range if both linked individuals possess a fragment.

A bearer must have the fragment on their person for a day to gain the abilities granted by the fragment, but can feel the power within the rock with just a touch. At the same time the powers become available the bearer gains the Heroic Hindrance. If a character is already Heroic it only takes an hour to "attune" to the fragment and gain its abilities.

Each fragment is small, and trying to divide them any further destroys the power they hold. There are whispers that Ka'han hosted more than just protectors, and there are stones that glow green and provide similar powers—and the Ruthless (Major) Hindrance!

HARMONIC PROJECTOR

This strange device emits an eerily beautiful note that resonates on some cosmic, psychic level. The note can be heard within 24" (48 yards), and still felt even if it can't be heard. The tone it projects saps the aggression of any being within range—even savage beasts. The projector is a machine weighing 10 lbs and requires a power source (such as a battery) to make its sound.

The note triggers a universal instinct dulling the urge to fight, but it's still possible to override the effect and attack without rage or emotion. Doing so requires a Spirit roll at −4, and even with success the perpetrator is Distracted. Nonviolent actions (GM's call) that still cause harm require the roll but suffer no penalty.

If the power is cut off or any harm is done screeching dissonance disrupts the note, and any violent impulses that were suppressed come back just as strong. The dissonance reverberates within the machine, and the note won't work again until a silent minute passes.

HEALING NODE

A selfless bygone alien species left this device behind as their greatest accomplishment. The small machine has two indents on either side, each meant for a pair of six-fingered hands. When two different beings press their appendages into the slots they feel a sudden connection of their life forces. The machine is made to allow the transfer of some of that life force from one user to the other.

The transfer is voluntary—a user can push life through the machine to the other person, but can't pull to try to take life. Giving life energy causes a Wound, but that damage may be Soaked and/or healed by first aid within the Golden Hour. Receiving life force heals one Wound, even if the Golden Hour has passed.

A healer may take a Temporary Injury from a target as a Wound, and it disappears

immediately if Soaked or once the Wound heals. A Permanent Injury may be transferred like a Wound as well, but it can't be Soaked, and remains with the healer for good.

The machine can cure death within the Golden Hour, but the healer suffers four Wounds and the machine overloads and permanently burns out during the procedure. The Wounds can't be split up between different donors; one person has to push all four into the machine to spark the life force of the target.

HYPERLANE SLATE

This unassuming plate of featureless metal transforms in the hands of special beings (the descendants or chosen inheritors of the slate's original creators). Once unlocked, the slate projects impossible coordinates for a hyperspace jump.

To a computer it's nonsense, but a pilot who plots the course and survives the jump can access a hidden world potentially filled with more prizes. He also has an escape route no one else can follow!

The jump counts as a short same-system calculation (see **Astrogation**, page 144), but failure counts as Critical Failure. The first time the group follows the slate check draw on the **Prizes** table (page 217) for the destination. After that the route is just a potential shortcut (subtract one day from same-galaxy jumps) or hiding place until a new slate with a different destination turns up.

MEMORY EMITTER

This small, alien monument was built by an ancient civilization to store memories of their accomplishments. For them, it transferred information into their minds with a touch and remained for the next user. For everyone else the transmission still occurs, but it can be painful and the process may destroy the monument.

Each emitter contains one skill, usually Academics or Science. It activates when touched with bare skin, and transmits that data in an intense telepathic burst. The target must roll Spirit. With success the character gains a die type in the chosen skill. With a raise the character gains two die types in the skill. Failure only grants a jumble of fragmented memories uploaded by the emitter's creator, and a Critical Failure causes 1d4 Wounds from neural overload.

Once the emitter is triggered, the data is emptied and it can't be activated again.

MUTAGEN ZETA

No matter the number of various emphatic hazard markings and warnings on this simple container, they don't do justice to the danger of the contents within. Inside is an invisible gas which, once released, begins mutating any lifeform it touches. Breathing mutagen zeta or allowing it to touch skin (both inevitable without an enclosed suit) triggers an abrupt and horrifying change.

For a hero, this change starts off relatively minor: 2 points of new ancestral abilities and the Bloodthirsty Hindrance to go along with them. If the character is already Bloodthirsty he loses a die type of Spirit instead. Each time the character earns an Advance he mutates again, and gains either 2 points of ancestral abilities or a Combat Edge, but he loses a die type of Spirit. When his Spirit drops below d4 he becomes an uncontrolled monster forevermore.

Extras fall victim to the mutagen much faster, painfully transforming into a nasty creature after 1d4 rounds of exposure. What they transform into varies, but darkraptors (page 239), gene thieves (page 253), hunters (page 258), and malifics (page 262) are all appropriate possibilities. Larger and even more dangerous results are possible at the GM's whim, especially if a large number of people are affected all at once.

NEUTRON OBELISK

This mysterious artifact is a column of dense material (Hardness 25) that doesn't reflect any light at all. Most sentient cultures look upon obelisks with almost religious awe. If placed inside a ship it generates artificial gravity without affecting the vessel's performance.

Finding and installing an obelisk in a ship or base counts as a Monument Upgrade (page 71) without the need for an Advance (or a hero's death) to install it.

PROTOMASS

In its neutral state, the protomass is a shifting blob of gel two yards across. While not truly alive, the mass is sensitive to *mind link*, and when a command to change form is sent to it telepathically, it obeys. The mass can transform into anything inorganic up to Size 2 (or 2 Mods) and weighing up to 2000 lbs, or as small as a pinhead and as light as an ounce.

A user with *mind link* or who hooks the mass up to a sophisticated computer interface may roll Science, and with success command the protomass to alter its molecular structure to become any element. Science at −2 allows it to form complex moving parts to mimic machinery. A successful Science roll at −4 teaches the mass to become any advanced machine within its Size limitations.

Once the mass changes its molecular structure into something else it can't change back, and it loses its telepathic sensitivity.

RECONSTRUCTION MATRIX

The matrix is a futuristic metallic cylinder which can accommodate a single creature up to Size 2. It has readouts in a lost language that roughly indicate whether it has the power and materials to function or not.

If a dead (or undead) body is placed inside and the cylinder closed, the machine produces a construct which physically resembles the cadaver and has memories copied from the corpse's brain up to the time of death. This new being is essentially a direct copy of the character, with his ancestry swapped to synthetic being (page 18) from whatever he was before.

If a live body is placed inside the exact same thing happens, but the moment of death occurs when the machine is switched on! Once a copy is made the machine won't function again until $50,000 worth of replenishing nanotechnology and rare materials are fed back into it.

SLAYER AMP

Once installed directly into the brain, this small (Strain rating 0) chip supercharges the cyborg's nervous system and mental processing. The chip is activated at the start of any round, and requires a Spirit roll. With success, whatever Action Card the character draws counts as a Joker (but doesn't provide Bennies).

With failure the Action Card still counts as a Joker, but the character gains a level of potentially lethal Fatigue which can only be recovered after a full day where the amp isn't activated. With a Critical Failure the character takes his turn as with a success, and then suffers a heart attack (see the **Fear Table** in *Savage Worlds*).

SMITING HAFT

This legendary weapon is a hilt without a blade, created by an ancient order of guardians to protect all living beings. It was meant as a training tool for those who came after them—a way to focus the psionic potential of future heroes.

The folklore around the haft speaks of a blade, which leads many to seek that out as a separate relic. Instead, the blade is created by the innate power of the wielder. A character with the Heroic Hindrance and

an Arcane Background may manifest the blade with a successful Focus roll as a free action.

Once summoned, the blade remains invisible but cuts as a melee weapon dealing Str+2d12 damage (IV), AP 30, Heavy Weapon. The blade is substantial or insubstantial according to the user's whim, and can affect Ethereal foes or pass harmlessly through friends as desired.

SOVEREIGN CIRCLET

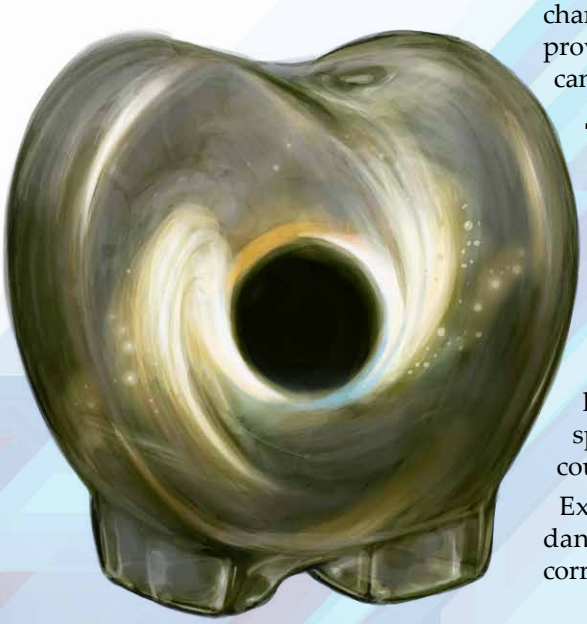
These featureless gold head clasps open up or collapse to fit any size head comfortably. Each one is attuned to a specific form of biological life, from creatures to humans and beyond. The wearer can give commands which must be obeyed to any member of that species within line of sight (including video communications). Treat this as *puppet* which automatically succeeds with a raise. The wearer may have a permanent sidekick of the attuned species.

Affected subjects remain loyal to the circlet's wearer (even once outside line of sight) until it is removed from their head, at which point the effect abruptly ends, and any former servants may become decidedly hostile.

STAR VORTEX JEWEL

At first glance this jewel is an onyx gemstone with a faintly glowing circle inside. With study, it becomes apparent that an entire black hole is somehow contained inside the jewel, and the infinite energy it produces can be plugged into anything! In a starship, that means gaining the bonus from diverting power to one system (see **Energy Management**, page 81) without suffering the penalty to other systems.

For most, it's just a pretty bauble. The crystal matrix the black hole is suspended within is practically indestructible, but if somehow sufficient force (Hardness 25) is directed at the gem to crack it, the devastating gravity unleashed engulfs and destroys everything within millions of miles.



TETRACUBE

A perfect cube several inches long on a side, this bizarre artifact is so perfectly black it doesn't reflect electromagnetic radiation in any wavelength. It constantly vibrates at a low resonance, making an audible hum.

The cube generates a powerful force field in each direction without a visible power source. On its own, treat it like a force dome generator (page 40). It may be installed on a vessel Size 7 or smaller as a 1 Mod item that provides shields (page 150). If the craft already has shields it doubles the number of charges.

The only issue is the tetracube is powered by blood. A user must take a Wound (or deal a Wound to a "volunteer") and pour the blood onto the cube to restore each shield charge. This sacrifice is an action. The shield provided (or strengthened) by the tetracube can't be recharged any other way.

TRANS-DIMENSIONAL LABYRINTH

On the outside, the labyrinth looks like a featureless cube with a door large enough for a Size 2 creature to squeeze inside. The labyrinth itself only weighs 100 lbs, as if it was hollow, and is relatively easy to transport. The inside, however, is vast. Corridors and rooms spread out in every direction, and down countless levels.

Exploring this strange hole in space is dangerous, but potentially lucrative. The corridors shift position and many of the rooms

and halls look identical. Strange artifacts and dangerous creatures lurk within.

Finding one's way through the labyrinth requires Survival at −4. With success the explorers find a safe route through to somewhere else—another world, possibly another time or dimension—and a way back. With a raise the destination has a prize (see page 217). Failure results in a trap or an encounter with a lost and angry creature that stumbled into the timeless maze long ago. Elementals (page 248), energy leeches (page 250), and hunters (page 258) are especially appropriate to encounter in the depths. After the creature is dealt with the explorers can turn back or try again. With a Critical Failure the expedition finds an exit to somewhere else, but can't return and the labyrinth disappears.

The path discovered remains stable for the trip and the return, but for any future exploration the configuration changes and a new Survival roll is required.

WORMHOLE ADAPTER

There's more than one way to travel from point A to point B, and this strange device allows a pilot to use gravitational wormholes to slice through space rather than jumping through another dimension. It's a small system that doesn't take up any Mods to install. If affixed to a ship without an FTL drive, it allows jumps (see **Astrogation**, page 144) from any strong gravity effect (stars and larger) to another similar gravitational exit point.

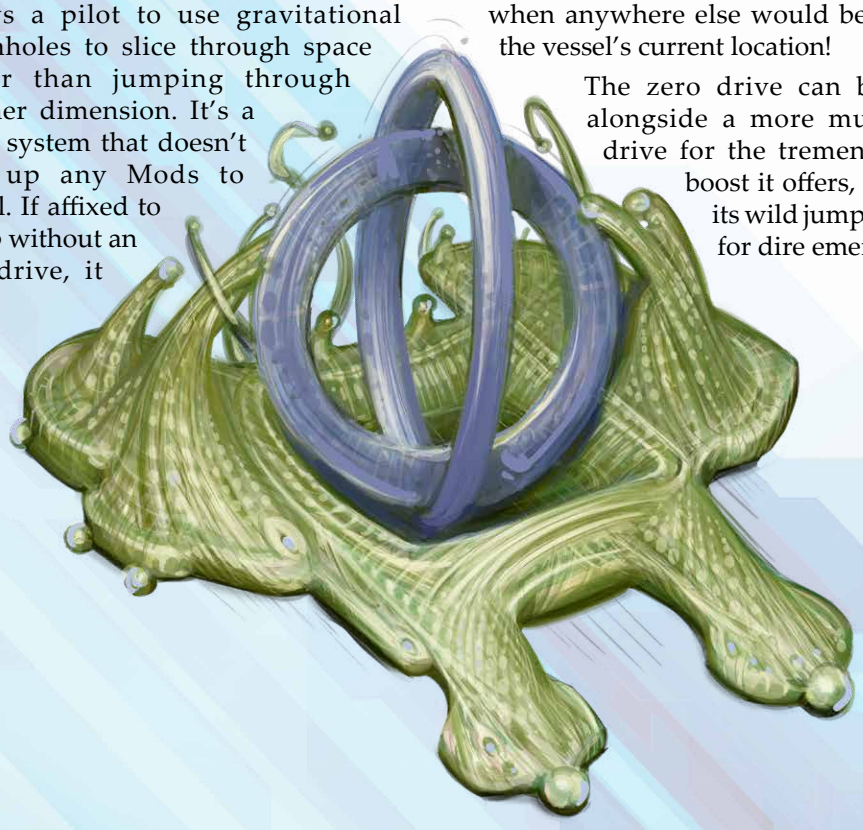
If installed on a ship that already has an FTL drive the plotter ignores up to 4 points of penalties from jump distance. In either case, the Transit Time is only 1d6 minutes, no matter how far the vessel travels.

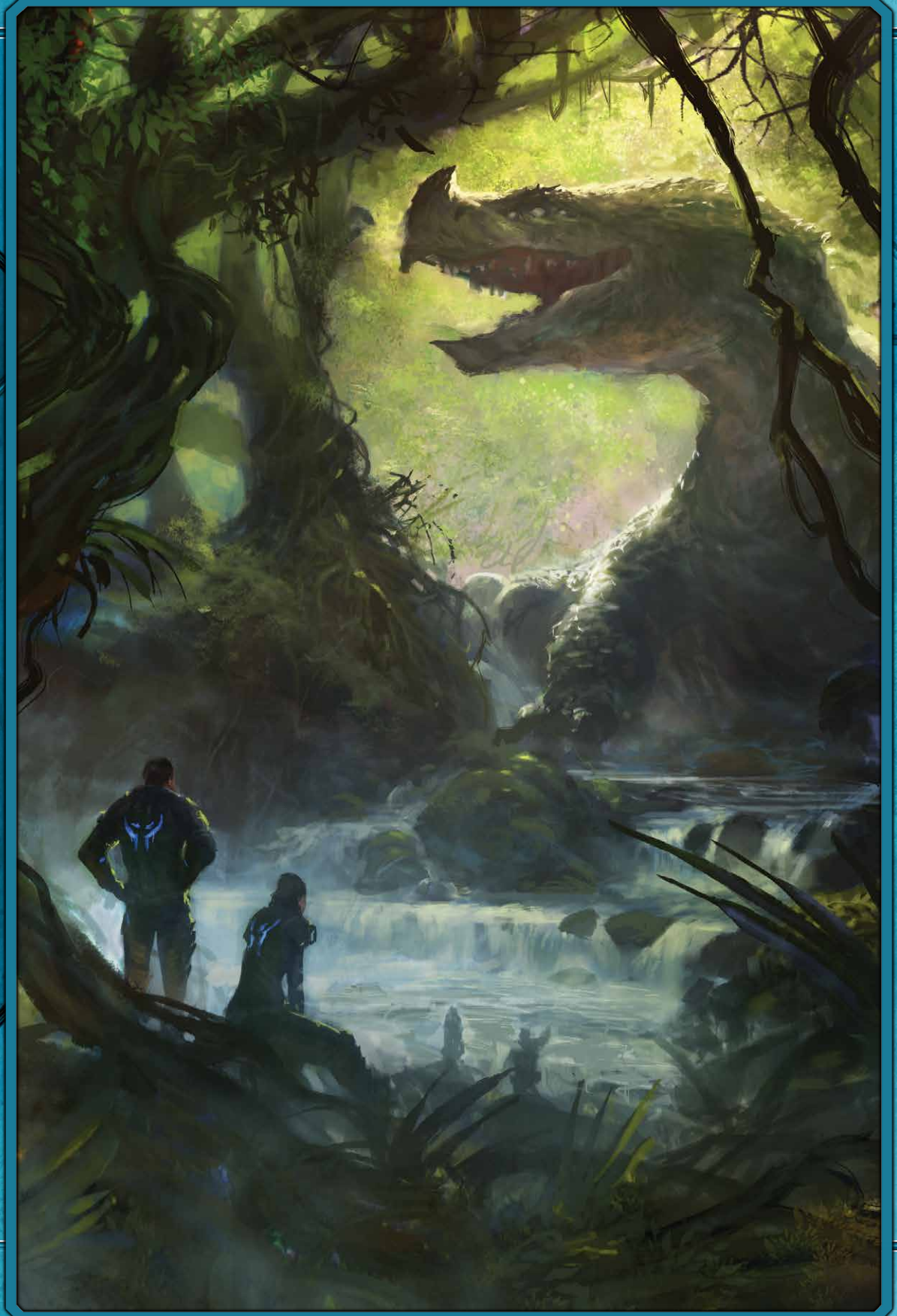
ZERO DRIVE

This FTL system is either alien and mysterious or the work of an unhinged genius that can't be reproduced. It's installed like a normal FTL drive (2 Mods), and its main benefit is boosting the vehicle's Top Speed Rating by 2.

The trouble comes when it's engaged for its supposed purpose: faster-than-light travel. The system may be engaged and powered up over just three rounds. There's no Astrogation (see page 144) needed since the jump can't be controlled. At the end of the third round the ship jumps instantly to a random point somewhere else in the universe—usually near a planet that can sustain life. Engaging the drive is a one-way ticket to somewhere new and mysterious, and best saved for when anywhere else would be better than the vessel's current location!

The zero drive can be installed alongside a more mundane FTL drive for the tremendous speed boost it offers, and to leave its wild jump as an option for dire emergencies.





Chapter Thirteen

Bestiary

This chapter details a wide variety of common allies, enemies, and creatures found across the myriad worlds of science-fiction.

The listed names are merely suggestions you can alter for the flavor of your campaign. For example, the alarm bird might become a bat-like "shrieker," and the barbed-tongue lizard might be a "Martian devil weevil." Changing the name also allows you to use the same beast on different worlds without any other work required—the players don't see the stats and will be none the wiser!

In addition, a little tinkering can easily transform each entry into many variations—such as an assassin with psionic powers or a giant insect with a plasma attack.

The majority of the entries describing a profession, such as the corporate executive and the scientist, are presented as humans. The Game Master should add relevant ancestral abilities to easily transform them into the species of her choosing.

Similarly, we've fleshed out each entry with standard gear, but Game Masters may want to adjust entries to match what is available in their worlds.

Wild Cards: Just because a creature is large or threatening doesn't mean it's a Wild Card. Typical scoopjaws—massive, 60' tall beasts—aren't, but a scoopjaw called Old One Eye might be. As always, this is up to the Game Master.

New Special Abilities

Several of the new threats listed in this bestiary have special abilities not listed in *Savage Worlds*. They are described below.

Energy Drain

With a successful touch or attack, a victim must make a resistance roll (usually Vigor) or lose a die type in the targeted attribute.

If the attack would reduce an attribute below d4, the victim is Incapacitated until healed or he recovers a lost die type (see below). If the targeted attribute was Vigor, he must make a Vigor roll at the end of his next turn or perish.

Recovery: Unless slain, a victim recovers one die type every 24 hours, or by casting *relief* with an additional +3 Power Points.

Leaper

Creatures with this ability double their normal jumping distances. Many have the Pounce ability as well (+4 damage instead of +2 when making a Wild Attack, see *Savage Worlds*).

Mindless

The creature is immune to *puppet*, Intimidation, Taunt, and any attempts to manipulate it with abilities that Test its Smarts.

Night Vision

Some creatures thrive in lightless underground caverns, on planets plunged in eternal night—or even in the depths of deepest space itself. Creatures with night vision ignore all Illumination penalties.

Ooze

Creatures which are actually colonies of millions of independent microscopic creatures, such as slimes, ignore *invisibility* and Illumination penalties. They do not sleep, and are immune to Called Shots, poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, and *puppet*.

Pack Tactics

The creature adds its Gang Up bonus to its Fighting damage as well as the attack roll.

Rending Attack

Some creatures have especially vicious claws or weapons. Victims Shaken or Wounded by a rending attack are bleeding and must make a Vigor roll as a free action at the beginning of their next turn.

Failure causes a Wound and the victim must make another Vigor roll next turn. Success means the victim doesn't suffer a Wound, but must make a Vigor roll again next turn. A raise stops the bleeding and no further rolls are required from that attack.

A successful Healing roll also stops the bleeding.

Swallow Whole

With a successful bite attack, the victim must make an Evasion roll or be Swallowed Whole. At the end of the creature's subsequent turns, anyone swallowed must make a Vigor roll at −2 or take a Wound from the crushing gullet and acidic bile. This continues until they're freed or perish.

If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the monster is Shaken or Wounded from the outside, the escape roll is made at −2.

Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

Trample

Some large creatures can trample smaller victims underfoot when moving at least 5" (10 yards) in a straight line. This usually applies only when the opponents are at least two Sizes smaller. See the creature's description for any special conditions or effects.

Anyone in the creature's path must Evade or take the listed damage. Those it tramples may make an attack on it after it passes, if possible (see **Withdrawing from Melee** in *Savage Worlds*), unless it has Extraction or a similar ability.

Unstoppable

The creature has strong will, magical protections, or great mass. It takes a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

If an attacker's Action Card is a Joker, he may ignore this ability. Some magic items or a creature's Weaknesses also bypass its Unstoppable ability, as listed in its description.

Bestiary

The creatures that follow often appear in science-fiction settings as friends or foes.

Acid Pitcher

These carnivorous plants look something like a pitcher about two feet deep, four feet across, and set down into the ground. Filling the pitcher is a powerful digestive enzyme, which looks and smells like water.

When an animal drinks from the pitcher, thick fronds lying just beneath the soil's surface burst out and pull the animal into the bowl where it's dissolved and digested.

Acid pitchers locate their prey through sensing ground vibrations, but only to a range of 3" (6 yards) from their center.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d4, Stealth d8
Pace: —; **Parry:** 6; **Toughness:** 6
Special Abilities:

- **Acid:** Creatures who are Bound or Entangled by an acid pitcher's tentacles take 2d6 acid damage at the start of their turn.
- **Camouflage:** Acid pitchers blend in with the ground and other plants, granting them +2 to Stealth rolls when perfectly still.
- **Dug In:** The heart of the plant lies deep underground and is normally unreachable. Its tentacles may be attacked normally (see *Savage Worlds*), and if severed the plant can no longer grapple effectively and withdraws into the soil.
- **Plant:** Immune to paralysis, poison, *puppet*, *slumber*, Stun; doesn't sleep.
- **Tentacles (1):** Reach 1. Acid pitchers have six thick fronds which collectively function as one tentacle.

Aerial Stalker

These peculiar, lighter-than-air creatures live in the atmosphere of some worlds, consuming airborne animals and insects. Eventually they become large enough to attack creatures on the ground, seizing them in massive tentacles coated with acidic digestive enzymes.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+9, Vigor d12
Skills: Athletics d8, Fighting d8, Notice d6, Stealth d6
Pace: —; **Parry:** 6; **Toughness:** 15
Special Abilities:

- **Acid:** Creatures who are Bound or Entangled by an aerial stalker's tentacles take 2d6 acid damage at the start of their turn.
- **Flight:** Pace 6.
- **Immunity:** Immune to acid-based attacks.
- **Size 7 (Large):** An aerial stalker's "body" is a gasbag roughly the size of a truck.
- **Tentacles (4):** Four tentacle actions and Reach 6. Tentacles deal Str+d4 damage.
- **Very Resilient:** Aerial stalkers can take two additional Wounds before being Incapacitated.

Apex

This massive creature measures 40 feet long from the tip of its snout to the end of its thick tail, and stands over 12' high at the medial shoulder. It travels mainly on its medial and hind legs, leaving its smaller, but powerful forelegs free for grasping and tearing its victims.

An apex is a solitary but relentless hunter, often pursuing its prey for hours or even days, sometimes only relenting if another, less challenging meal presents itself.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12
Skills: Athletics d8, Fighting d8, Notice d6, Stealth d6, Survival d6
Pace: 8 (d10 running); **Parry:** 6; **Toughness:** 17 (2)
Special Abilities:
- **Armor +2:** Thick hide.
- **Bite:** Str+d8 (I), AP 4, Heavy Weapon.
- **Electroreception:** Apexes sense electrical signals, ignoring Illumination, Stealth, and invisibility penalties. They can be "blinded" with a strong electrical shock, however.
- **Hardy:** A second Shaken result does not cause a Wound.
- **Size 7 (Large):** These animals are nearly 40 feet long and weigh about five tons.
- **Swat:** Ignore 4 points of Scale penalties when attacking creatures smaller than itself.

Aquarian

This profile includes most types of water-dwelling humanoids, such as those from aquatic planets.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Stealth d6, Taunt d6
Pace: 6; **Parry:** 5 or 6 (spear); **Toughness:** 6
Edges: Extraction
Gear: Molecular spear (Str+d6+2, AP 3, Reach 1, Parry +1 if used two-handed).
Special Abilities:
- **Aquatic:** Pace 6.
- **Atmospheric Dependency:** Aquarians need to breathe water in order to survive. Those without a rebreather (or spacesuit if the pressure is too low) must make a Vigor check every round or suffer a Fatigue level that can lead to death. Recovery is only possible when the character receives water at standard pressure and one Fatigue level is recovered every 10 minutes.
- **Poisonous Touch:** With a successful unarmed attack, the aquarian may opt to target the victim with Paralyzing Poison (see *Savage Worlds*).
- **Toughness +1:** Life in the depths makes aquarians resilient.

Arc Beetle

Arc beetles are armored insects with a distinctive yellow and blue striped shell. Protruding from their forehead are two long antennae that crackle with bioelectrical energy and can throw bolts of electricity to a range of over 45 yards.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d6, Shooting d8, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 11 (3)
Special Abilities:
- **Armor +3:** Thick shell.
- **Bite:** Str+d4.
- **Electricity:** Arc beetles fire bolts of electricity from their antennae. This attack uses Shooting. Range 6/12/24, Damage 3d6, AP 2.
- **Size 2:** Arc beetles are over 6′ long and 4′ high.

Assassin

Assassins are hired killers. They may be loners or belong to an organized guild or government agency. What they generally have in common is a lack of scruples about killing for money, though a rare few might slay in the name of a cause—righteous or not.

Assassin

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Shooting d6, Stealth d8, Thievery d8
Pace: 6; **Parry:** 6; **Toughness:** 9 (4)
Hindrances: Vow (Major—always finish the job)
Edges: Alertness, Assassin, First Strike, Marksman, Sneak Attack, Thief
Gear: Body armor (+4), power short sword (Str+d6, powered), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge).

✦ Master Assassin

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Fighting d12, Intimidation d8, Notice d8,

Persuasion d6, Shooting d6, Stealth d12, Thievery d8
Pace: 6; **Parry:** 9; **Toughness:** 10 (4)
Hindrances: Vengeful (Major), Vow (Major—always finish the job)
Edges: Acrobat, Alertness, Assassin, Dodge, First Strike, Level Headed, Marksman, Sneak Attack (Imp), Steady Hands, Thief
Gear: Body armor (+4), energy sword (Str+d8 (I), AP 4, HW), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge). Installed cyberware: Face changer, skill bonus (enhanced reflexes, Fighting +2), skill bonus (targeting eye, Shooting +2).

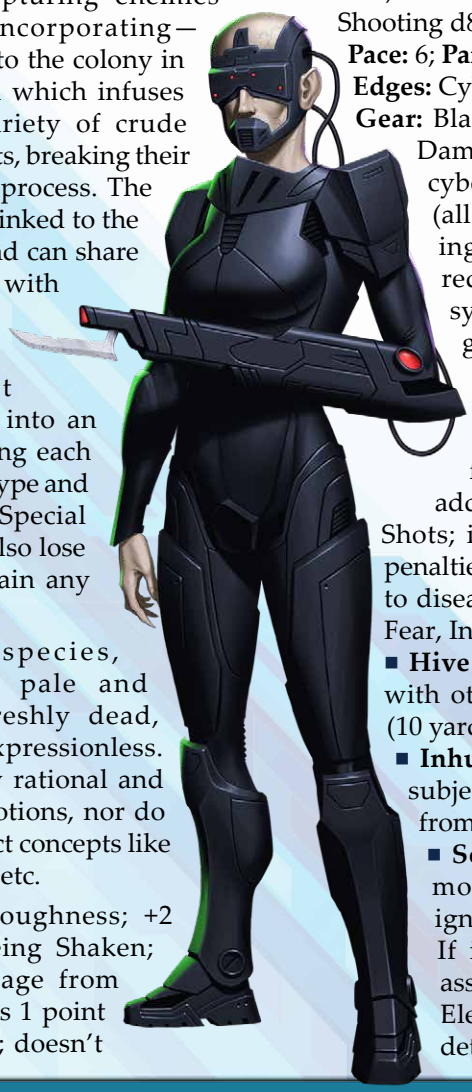
ASSIMILATOR

Assimilators are an emotionless, calculating, coldly efficient species of cybernetic organisms. They multiply by capturing enemies and then forcibly incorporating—"assimilating"—them into the colony in a harrowing operation which infuses their body with a variety of crude cybernetic enhancements, breaking their mind and spirit in the process. The new member becomes linked to the collective hive mind, and can share and access knowledge with other members of the colony.

Any intelligent creature can be made into an assimilator by increasing each of its attributes one die type and adding the following Special Abilities. Assimilators also lose all Hindrances but retain any Edges and skills.

Regardless of species, assimilators appear pale and lifeless as though freshly dead, and are completely expressionless. Assimilators are coldly rational and do not understand emotions, nor do they understand abstract concepts like metaphors, honor, fate, etc.

- **Assimilated:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison. Immune to Fear, Intimidation, and Taunt.
- **Hive Mind:** Can communicate with other assimilators within 5" (10 yards).
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the assimilator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.



ASSIMILATOR DRONE

This profile is for a typical assimilator, who performs a variety of functions for the colony.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Battle d4, Common Knowledge d6, Electronics d6, Fighting d8, Hacking d6, Healing d6, Notice d6, Persuasion d4, Piloting d6, Repair d6, Science d8, Shooting d8, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 8
Edges: Cyborg, Reliable
Gear: Blaster rifle (Range 25/50/100, Damage 3d6+2, AP 2). Installed cyberware: Attribute increase (all attributes), enhanced hearing, enhanced vision, hardy, redundant organs, targeting system, threat analyzer, integrated gear (blaster rifle).
Special Abilities:

- **Assimilated:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison. Immune to Fear, Intimidation, and Taunt.
- **Hive Mind:** Can communicate with other assimilators within 5" (10 yards).
- **Inhuman:** Assimilators are not subject to Strain or side effects from cyberware.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the assimilator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.

Avion

Avions are winged humanoids who dwell on gas giants, planets with low gravity, or other lofty environments.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Taunt d6
Pace: 5; **Parry:** 5; **Toughness:** 9 (4)
Hindrances: Low-G Worlder
Edges: Extraction
Gear: Body armor (+4), blaster pistol (Range 12/24/48, Damage 2d6+2, AP 2), vibro blade (Str+d6+d4, AP 2).
Special Abilities:

- **Flight:** Pace 6.
- **Frail:** –1 Toughness.
- **Reduced Pace:** Pace –1 and running die reduced one step on the ground.

Avrok

The avrok is a massive crocodilian creature found on more primitive worlds with plentiful game.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d12, Fighting d8, Intimidation d4, Notice d6, Stealth d8, Survival d8
Pace: 6; **Parry:** 6; **Toughness:** 15 (2)
Special Abilities:

- **Aquatic:** Pace 12.
- **Armor +2:** Thick hide.
- **Bite:** Strength+d8.
- **Shake:** If the beast hits with a raise on a bite attack, it shakes its powerful head back and forth violently, dealing +2d6 bonus damage instead of the usual +1d6.
- **Size 6 (Large):** Avroks measure 35'.

Barbed-Tongue Lizard

Barbed-tongue lizards get their name from the sharp bony "teeth" at the end of their long tongue. The barbs deliver a poison which causes immense pain but little physical harm. Some aggressive species use this to stun and eat their prey, while others use it to escape.

Barbed-tongue lizards have dark red scales they can flush with blood to turn bright red and startle potential threats.

Attributes: Agility d8, Smarts d6 (A), Spirit d4, Strength d12+1, Vigor d6
Skills: Athletics d8, Fighting d12, Intimidation d6, Notice d6, Stealth d4
Pace: 10; **Parry:** 8; **Toughness:** 9
Special Abilities:

- **Bite:** Str+d8.
- **Fleet-Footed:** d10 running die.
- **Low Light Vision:** No penalties for Dim and Dark lighting.
- **Size 4 (Large):** Barbed-tongues weigh 2000 pounds.
- **Tongue:** Str+d4, Reach 2. The tongue is tipped with bony barbs that deliver a pain-causing poison. Anyone Shaken or Wounded must make a Vigor roll or be Stunned.

Batspider

Batspiders are a species of flying arachnids. Each spider is about six inches across with two sets of bat-like wings extending from its back. Batspiders commonly dwell in forests or jungles, swooping down from trees to land on their prey's back. They are often found as solitary hunters, though sometimes as many as a dozen gather together. They never form true swarms.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength 1, Vigor d6
Skills: Athletics d4, Fighting d6, Notice d8, Stealth d10

Pace: 4; **Parry:** 5; **Toughness:** 2
Special Abilities:

- **Backbiter:** If a batspider has Surprise, it flies onto its opponent's back and attacks with The Drop. The victim suffers a −2 penalty to attack the creature until it's Shaken or Wounded, at which point it detaches and attacks normally (or flees).
- **Flight:** Pace 8.
- **Poison Bite (−2):** Batspiders can't cause true damage with their bite and thus can't penetrate armor, but they seek out bare skin or light clothing, making a Called Shot if necessary. With a successful Fighting roll as a Touch Attack (+2) they manage to bite and deliver their poison. Victims must make a Vigor roll at −2 (−4 if it hit with a raise) or suffer 2d4 damage at the start of each subsequent round.
- **Size −3 (Very Small):** Batspiders are six inches in diameter.
- **Wall Walker:** Batspiders can move across vertical or horizontal surfaces at their Pace.

Bleeder Rabbit

Imagine a rabbit the size of a small child covered with scaly skin like that of an armadillo. Then enlarge its teeth to the length of an adult human's index finger. That's a bleeder rabbit—or bleeder bunny as some crews prefer.

Despite their relatively small size, bleeder bunnies can kill much larger prey with a single bite. Their saliva acts as an anticoagulant, preventing the deep wound from clotting. All the bunny has to do is make one bite, then flee to a safe distance and wait for its prey to slowly bleed to death.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d4, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d10, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 6 (1)
Special Abilities:

- **Armor +1:** Scaly skin.
- **Bite:** Str+d4.
- **Leaper:** Double jumping distance.
- **Pounce:** +4 damage instead of +2 when making a Wild Attack.
- **Rending Attack:** Victims Shaken or Wounded by a bite must make a Vigor roll as a free action at the beginning of each next turn until they roll a raise, suffering a Wound with each failure.
- **Size −1:** Bleeders stand 3' in height.

Bone Spider

Bone spiders are nightmarish creatures from desolate worlds. They have bodies the size of a man's head, 12-inch-long legs, and are covered in black, segmented, bony armor. At the end of their extendable jaws are four sharp fangs surrounding a circular mouth filled with teeth capable of cutting through bone. It's a flesh eater and willing to attack opponents much larger than itself.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d8, Stealth d10
Pace: 6; **Parry:** 6; **Toughness:** 6 (2)
Special Abilities:

- **Armor +2:** Bony shell.
- **Bite:** Str+d6.
- **Fear (−2):** They are nightmarish creatures.
- **Paralysis:** Anyone Shaken or Wounded by a bone spider must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Size −2 (Small):** Bone spiders are the same size as human heads with 12-inch-long legs.

Bounty Hunter

Bounty hunters serve as a form of intergalactic police, hunting down criminals where governments have no jurisdiction. Some respect local laws and cooperate with law enforcement agencies. Others use whatever methods they deem necessary to catch their quarry.

Bounty Hunter

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Piloting d6, Shooting d8, Stealth d6, Survival d8, Taunt d6
Pace: 6; **Parry:** 6; **Toughness:** 10 (4)
Hindrances: Greedy (Minor), Ruthless (Major)
Edges: Alertness, Combat Reflexes, Danger Sense, Streetwise
Gear: Body armor (+4), blaster rifle (Range 25/50/100, Damage 3d6+2, AP 2), molecular knife (Str+d4+2, AP 2), 3× stun grenades, stun baton (Str+d4, stun charge), handcuffs, commlink.

✦ Elite Bounty Hunter

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d8, Common Knowledge d8, Driving d8, Fighting d8, Intimidation d6, Notice d8, Persuasion d8, Piloting d8, Shooting d8, Stealth d6, Survival d8, Taunt d6
Pace: 6; **Parry:** 6; **Toughness:** 10 (4)
Hindrances: Greedy (Major), Ruthless (Major)
Edges: Alertness, Calculating, Combat Reflexes, Danger Sense, Streetwise, Trademark Weapon (Blaster rifle)
Gear: Body armor (+4), blaster rifle (Range 25/50/100, Damage 3d6+2, AP 2), molecular knife (Str+d4+2, AP 2), 3× stun grenades, stun baton (Str+d4, stun charge), handcuffs, commlink.

Brain Eater

These nightmarish creatures look, to the casual eye, exactly like a space helmet. But when placed on the head they clamp their jaw down on the unsuspecting victim and stun them with a powerful numbing agent. As if sleepwalking, the victim can continue to move around for a few hours and even perform tasks—all while the horror gradually digests his brain! When the victim finally dies, the brain eater releases the body and skitters off on tiny, retractable legs to find a new hiding place and repeat the process.

How these things evolved, or where they came from, remains a mystery. In fact, the mere existence of these horrors is heavily disputed, though just about every pub in the space lanes has a jockey who swears he knew a guy who knew a guy, etc.

Brain eaters that take on other forms—such as gloves, spacesuits, sleeping bags, or even entire rooms—might certainly exist.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d10, Stealth d12
Pace: 6; **Parry:** 6; **Toughness:** 6 (2)
Edges: Quick
Special Abilities:

- **Armor +2:** Hard, plastic-like carapace.
- **Bite:** Str+d4. +2 to Athletics and Strength rolls made to grapple.
- **Immunity:** Acid.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Mimicry:** Observers are at −4 on Notice rolls to distinguish a brain eater from a real helmet.
- **Poison (−2):** Brain eaters inject their prey with a numbing agent that prevents them from speaking but allows them to move and act normally (though with no memory of the attack). After a number of hours equal to half the victim's Smarts, they perish.
- **Size −3 (Very Small):** The typical brain eater is the same size, shape, and weight as an astronaut's helmet.
- **Slow Regeneration:** A brain eater makes a natural healing roll once per day to recover from its Wounds.
- **Vacuum Born:** The creature is naturally adapted for life in space. It does not breathe, ignores the effects of a vacuum, and is immune to cold damage.
- **Very Resilient:** Brain eaters can take two Wounds before being Incapacitated.

Brainiac

The aliens called "brainiacs" have a different name for their own species, but earned their nickname from their terrifying appearance—akin to a zombie with an outsized, external brain—and their borderline sadistic aggression.

In their normal form they look like humanoids inside specially built spacesuits. However, if the suit is damaged, the brainiacs reveal their true shape: an octopus-like creature comprised of a huge brain, bulbous eyestalks, and a dozen whiplike tentacles.

Brainiac spacecraft are shaped like discs or manta rays, and their infantry-support walkers (see page 179) utilize three tall legs.

In some campaigns, brainiacs might also employ Psionics or Weird Science devices.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Battle d6, Common Knowledge d6, Driving d6, Electronics d6, Fighting d6, Intimidation d6, Notice d8, Persuasion d6, Piloting d8, Repair d6, Science d6, Shooting d8, Stealth d6, Taunt d6
Pace: 6; **Parry:** 5; **Toughness:** 11 (4)
Hindrances: Mean, Ugly (Major)
Edges: Level Headed
Gear: Armored spacesuit (+4), laser pistol (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), personal force field (+4), atmosphere recycler.
Special Abilities:

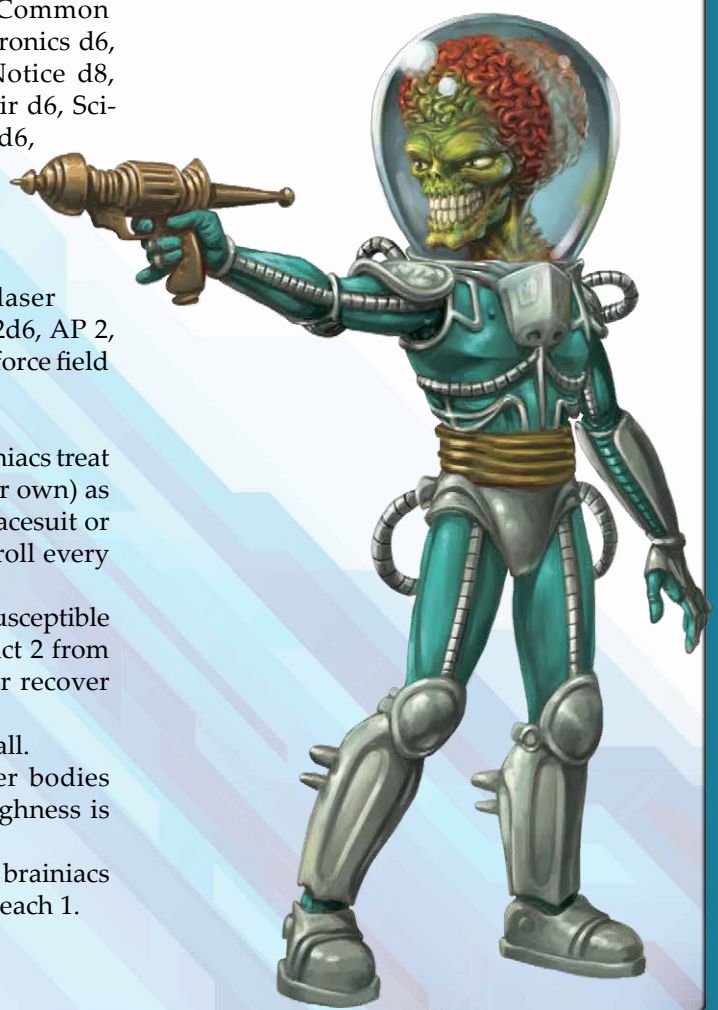
- **Atmospheric Dependency:** Brainiacs treat all atmospheres (other than their own) as Hazardous. Those without a spacesuit or rebreather must make a Vigor roll every hour or suffer Fatigue.
- **Sickly:** Brainiacs are especially susceptible to foreign diseases. They subtract 2 from any Vigor roll made to resist or recover from disease.
- **Size –1:** Brainiacs are four feet tall.
- **Squishy:** Brainiacs have tender bodies and exposed brains. Their Toughness is reduced by 1.
- **Tentacles (4):** In their true form brainiacs have four tentacle actions and Reach 1.

Bristled Gorer

Bristled gorers are herbivores that use their four sharp tusks to dig up roots and tubers. Although predominantly flat, their teeth and jaws are more than capable of crushing thick fibers. They are quadrupedal and covered in short fur, which stands on end when the creature is startled, and almost doubles its effective size.

The flesh of a gorer is extremely tasty, and native beings hunt them. Despite being herbivorous, gorers are aggressive when provoked and their tusks are quite capable of slicing through flesh and bone.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d6, Intimidation d8, Notice d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 6
Edges: Berserk



Lesser Xenos

Not every creature is a threat because of its size, bite, or razor-sharp claws. Some creatures are relatively harmless on their own, but can cause significant danger in other ways. Others are swarms attracted to particular circumstances.

Alarm Bird: These scavengers have learned to guide more vicious predators to prey. They circle above such targets and screech, attracting more terrible beasts from several miles distant. The flock does not attack and may be dispersed as other swarms, but they typically circle at least 100 yards above their target.

Bloodfly: The smell of blood attracts these nasty, two-inch-long fly-like insects. They can detect it from several miles away, then settle in on the victim and those surrounding him. Treat as a Swarm (see *Savage Worlds*). They bite for 2d4 damage, and the swarm can split.

Croaker: Colonies of these diminutive, furry, nocturnal carnivores can be found burrowed beneath the soil on many planets. When they sense vibrations above, they emit loud croaking sounds that draw nearby predators. The croakers then emerge to join the feast. Croakers are a swarm, but cause no damage and attacks against them suffer a −6 penalty to attack *and* damage since they're burrowed beneath the soil.

Crumpler: Almost impossible to see with the naked eye (Notice at −6), crumplers are insect-like vermin whose preferred food sources are the heavily refined metals, ceramics, and plastics used for most modern devices—everything from laser guns to starships. A single crumpler is no threat on the short term but a swarm can reduce an object's Hardness by 1 point in 1d4 hours. Objects with moving parts cease functioning—perhaps catastrophically!— when they reach half Hardness.

Firefly: These nocturnal insects are perversely drawn to intense heat, such as campfires or jet turbines. Swarms of them become confused and dive into such heat sources and immediately combust, causing 3d6 explosive fire damage in a Large Blast Template. In areas where they are common, there are usually 1d6 such swarms in range.

Snowball: These diminutive, furry little creatures earn their name from the shocking rate at which they multiply. An adult snowball is no larger than a human fist, has no discernable features aside from a tiny mouth, and can roll at a Pace 1. As long as they have a food source (they don't eat each other), snowballs can asexually spawn another of their kind every hour. What starts as a nuisance quickly evolves into a huge mass (treat as Difficult Ground) that eventually completely fills enclosed areas—like a starship—and consumes all organic matter.

Spewer: When these herbivores are threatened, they spray saliva in a Cone Template. Everything within must make an Agility roll or be coated in the odorific ejecta and suffer a level of Fatigue that fades only after excessive bathing (or a month)! The scent may attract other creatures as well, and makes close-range Stealth against targets with a sense of smell impossible.

Stygian Midge: These diminutive insects gravitate toward heat sources (such as engines, campfires, or even warm living bodies) where they congregate in astonishing numbers, creating an area of Pitch Darkness in a Large Blast Template. This also affects electromagnetic radiation of all wavelengths, such as infrared. Sound waves and sound-based sensors such as sonar are unaffected (GM's call).

Vomit Bird: These tiny flying monstrosities are a harmless nuisance on their own, but when they suffer a Shaken result or worse (even if "killed"), they regurgitate the contents of their stomachs onto their foe in a sickening mess. Those who aren't inside a sealed suit must make a Vigor roll or suffer Fatigue from nausea, and suffer 2d4 acid damage.

Special Abilities:

- **Pounce:** +4 damage instead of +2 when making a Wild Attack.
- **Tusks:** Str+d6.

Citizen

Citizens are crafters, miners, shop owners, farmers, and far more. They know their trade and have little interest in much else. They tend to stick to their business and their families.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: —
Edges: —
Gear: Items appropriate to their trade. Some have a simple firearm or knife (Str+d4).

Corporate Executive

Corporate executives keep the wheels of industry turning—and have a taste for money and power. In dangerous worlds, most are attended by at least one bodyguard.

Corporate Executive

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Academics d6, Athletics d4, Common Knowledge d6, Intimidation d6, Notice d6, Persuasion d6, Research d6, Shooting d4, Stealth d4, Taunt d6
Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: Greedy (Minor), Stubborn
Edges: Connections, Deceptive
Gear: Suit, personal data device.

Senior Executive

Senior executives are decision makers at the highest levels within their corporation, including the chief executive officer, chief financial officer, and various other top-ranking chairpersons. They are well-educated, business savvy, and highly driven.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Academics d8, Athletics d6, Common Knowledge d8, Intimidation d8, Notice d8, Persuasion d8, Research d8, Shooting d4, Stealth d6, Taunt d6
Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: Driven (Major—control and grow the business), Greedy (Major), Stubborn
Edges: Connections, Deceptive, Strong Willed, Work the Room
Gear: Expensive suit, personal data device.

Creature From The Id

Id monsters are created when a psionicist dies from extreme backlash. The entities somehow take physical form and seek out other psionicists—which they slay and feed on (just the brain).

If they can be seen, creatures from the id take on a muted and much larger aspect of their creator.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+8, Vigor d10
Skills: Athletics d10, Fighting d10, Notice d8, Stealth d10
Pace: 6; **Parry:** 7; **Toughness:** 10
Special Abilities:

- **Bite:** A hit with this attack causes Energy Drain (Smarts).
- **Claws:** The claws of an id monster deal no physical damage, but the target becomes Shaken on a successful hit, or Stunned with a raise.
- **Fearless:** Immune to Fear and Intimidation.
- **Invisible:** Id monsters are invisible in their natural state. A character may detect the invisible presence if he has a reason to look and makes a Notice roll at −6. Once detected, he may attack the thing at −6. These creatures radiate heat, so thermal or infravision eliminates their invisibility penalty.
- **Invulnerability:** Non-psionic attacks cause no damage, though they can Shake the creature. Multiple Shaken results from non-psionic attacks do not result in a Wound.
- **Size 3:** Id creatures stand 10′ tall.
- **Weakness (Psionics):** Id monsters suffer normal damage from psionic attacks.

Cyber Dog

Cyber-enhanced dogs are typically larger canines such as Rottweilers, Doberman Pinschers, or German Shepherds augmented

with cybernetics to improve their use as guard and attack dogs.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6
Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d10, Stealth d8
Pace: 10; **Parry:** 5; **Toughness:** 6 (2)
Gear: Installed cyberware: Armor (subdermal plates, +2), infravision, leg enhancements, enhanced vision (cybereyes).
Special Abilities:

- **Armor +2:** Subdermal plates.
- **Bite:** Str+d8. Enhanced jaw muscles.
- **Enhanced Senses:** +2 to Notice rolls.
- **Infravision:** Halve Illumination penalties when attacking warm targets.
- **Leg Enhancements:** Pace 10. Cyber-enhanced dogs roll a d10 when running instead of a d6.
- **Size –1:** The heads of these canines come to an average human's waist.

Cyborg Commando

Cyborgs, short for cybernetic organism, are part-human and part-machine. This particular example is a modified soldier built for special operations and combat.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10
Skills: Athletics d6, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d8, Persuasion d4, Shooting d8, Stealth d4
Pace: 6; **Parry:** 8; **Toughness:** 17 (10)
Hindrances: Vow (Major—complete the mission)
Edges: Block, Combat Reflexes, Cyborg, Dodge, Marksman, Rock and Roll!, Soldier
Gear: Combat armor (+6), 4× frag grenades, laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge), chain sword (2d6+4). Installed cyberware: Adrenal surge, 2× Armor (subdermal plates, +4), attribute increase (Strength), skill bonus (targeting eye, Shooting +2).

Daniken

Some scholars believe the Earth was visited by beings from distant worlds eons ago. These visitors—collectively called "danikens" in honor of the author of the classic book, *Chariots of the Gods?*—helped early humans with advancements in technology, architecture, astronomy, and science. In exchange, the young Terran civilizations revered them as gods, even immortalizing their alien benefactors in paintings and sculpture.

What happened afterward varies. Perhaps the danikens left Earth, vowing to return when humanity passed a certain developmental milestone. Or maybe they were wiped out by some unforeseen threat, like Earthly viruses, an old enemy that followed them, or just the natural decline of a dying species.

In settings where the old myths are true, some danikens might remain, hibernating in long-buried spacecraft under the desert, deep in the jungle, or on the Moon. Or they might be thriving elsewhere in the universe, ready to return upon receiving a special signal. Their return could help humanity leap for the stars—or might trigger a cosmic war against an ancient alien empire.

Danikens are peaceful, thin humanoids with uncanny features and a regal demeanor. Their cultural aesthetic strongly resembles that of one (or more) civilizations from antiquity, such as ancient Egyptians, Greeks, Polynesians, Aztecs, Mayans, Mesopotamians, Scythians, Tibetans, Norse, etc. The Setneru (see page 278) are ideal candidates.

In some settings, danikens might not be so benevolent, or a renegade individual might turn out to be a more cruel and vengeful god.

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d8, Vigor d10
Skills: Academics d10, Athletics d6, Common Knowledge d10, Electronics d10, Fighting d4, Healing d10, Notice d10, Persuasion d10, Piloting d10, Psionics d12, Repair d10, Research d10, Science d12, Shooting d8, Stealth d8, Survival d8
Pace: 6; **Parry:** 4; **Toughness:** 8
Hindrances: Loyal, Mild Mannered, Pacifist (Minor)
Edges: Arcane Background (Psionics), Calculating, Charismatic, Jack-of-All-Trades, Linguist, Scholar (Science), Strong Willed
Powers: *Bolt*, *confusion*, *detect/conceal arcana*, *drain Power Points*, *fear*, *healing*, *illusion*, *invisibility*, *mind link*, *mind reading*, *mind wipe*, *protection*, *puppet*, *resurrection*, *stun*, *telekinesis*. **Power Points:** 50
Gear: Items appropriate to their mission. Few carry weapons beyond an EMP baton (Str+d4, EMP) but some daniken civilizations may be more warlike.
Special Abilities:

- **Fast Regeneration:** May attempt a natural healing roll every round, even if Incapacitated, until slain.
- **Size 1:** Danikens are taller than the average human.
- **Telepathy:** A daniken can communicate mentally with any sapient lifeform within 12" (24 yards) regardless of language.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.
- **Vacuum Born:** The creature is naturally adapted for life in space. It does not breathe, ignores the effects of a vacuum, and is immune to cold damage.
- **Very Resilient:** Can take two additional Wounds.

Darkraptor

Found on worlds with eccentric orbits, long sidereal periods, or which are tidally locked with their stars, darkraptors are carnivores adapted for long periods of darkness. During the day they roost in caverns, ruins, or other dark places. At sunset they emerge in huge ravenous flocks to take advantage of their prey's limited vision.

Darkraptors are slightly smaller than the average human with leathery wings and anvil-shaped heads. Their limbs end in razor-sharp claws.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d6
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Stealth d6
Pace: 4; **Parry:** 6; **Toughness:** 6 (2)
Edges: Extraction
Special Abilities:

- **Armor +2:** Thick hide.
- **Bite/Claws:** Str+d8, AP 2.
- **Echolocation:** Darkraptors suffer no penalties for Illumination, even in Pitch Darkness.
- **Flight:** Pace 24.
- **Size −1:** Raptors weigh just over 100 pounds and are the size of wolves.
- **Weakness (Sunlight):** Darkraptors have no natural protection from ultraviolet light. They take 2d4 damage per round when exposed to sunlight (or extremely powerful UV lights) until they are ash. If the darkraptor is behind Cover, apply the Cover penalty to damage as well.

Dark Sider

There is a mirror universe which overlays our own. Just like our universe, this "Dark Universe" is home to countless species of alien life forms. Chief among them are the dark siders, humanoid spacefarers who have colonized much of their universe already. They want more—they want *our* universe—but they can't touch us. Yet.

They are taking steps to bring the two universes closer. They exploit any phenomenon which opens a gap, or special individuals with the power to perceive the other universe.

Since dark siders technically exist in another dimension, albeit one that "echoes" into our own, there is no consistent way to communicate with them. In fact, both parties are unable to properly *see* their opponents, except as gravitational anomalies such as ripples or lensing. But they deal real damage to one another—even if, to observers, it appears they are battling invisible opponents!

The use of specialized gravitational, dimensional, or even magical sensors might be able to bypass this mutual intangibility, or at least mitigate the penalties, but such tools are rare and expensive. The dark siders' priority is developing such tools for themselves to open the path for their future conquests.

Dark Sider Warrior

Nobody—at least not from *this* universe—knows what a dark sider looks like. Interacting with one is like encountering a ghost, albeit one that is quite real and highly skilled in combat.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Battle d6, Common Knowledge d4, Fighting d8, Notice d6, Persuasion d6, Piloting d8, Repair d4, Science d6, Shooting d8, Stealth d8, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 12 (6)

Hindrances: Mean, Outsider (Major)

Edges: Block, Combat Reflexes, Marksman, Soldier

Gear: Medium battle armor (+6), 2× frag grenades, disintegrator pistol (Range 3/6/12, Damage 3d10), vibro blade (Str+d6+d4, AP 2).

Special Abilities:

- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may choose between being invisible (−6 penalty to hit) or visible. Magic items, weapons, and supernatural powers affect them normally.

Death Worm

The death worm is longer than a human is tall, is covered in flexible sand-yellow scales, lives beneath the soft sand of its desert home, and has the ability to kill a grown man at a distance.

Attributes: Agility d6, Smarts d8 (A), Spirit d6, Strength d8, Vigor d6

Skills: Athletics d10, Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 9 (2)
Special Abilities:

- **Armor +2:** Hard, scaly skin.
- **Bite:** Str+d6.
- **Burrow (8):** Death worms can move through sand and soft soil at full Pace and may attack from below.
- **Death Bolt:** Instead of biting, the death worm can fire an internally generated electrical charge strong enough to stop a man's heart or fry electrical systems in a vehicle. This attack uses Shooting. The worm may do this from just beneath the earth, giving it Near Total Cover (−8). Range 3/6/12, Damage 4d6, AP 10.
- **Size 2:** Death worms measure 10' in length and are 1' in diameter.

Decapitator

Decapitators are large simian-like creatures, similar in size to Terran gorillas, but with extended arms ending in sickle-shaped, sharpened bones. They hang from branches by their prehensile feet waiting for prey to pass beneath. When it does, they slash with their scythe-like arms, aiming for the head.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6, Stealth d10
Pace: 6; **Parry:** 6; **Toughness:** 9
Special Abilities:

- **Ambush:** If a decapitator Surprises its prey, it also has The Drop. It makes a Called Shot to the head.
- **Brachiation:** Decapitators can move at their full Pace in trees or similar environments and don't normally need to make Athletics (climbing) rolls.
- **Scythes:** Str+d10, AP 4.
- **Size 2:** Decapitators weigh over 1000 pounds.

Deep Diver

Rather than trying to bite their prey to death, these sturgeon-like fish use their jaws to get a firm grip, then dive (or rise) to a depth where the pressure is deadly to their prey.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12
Skills: Athletics d10, Fighting d8, Notice d6, Stealth d4
Pace: —; **Parry:** 6; **Toughness:** 8
Special Abilities:

- **Aquatic:** Pace 10.
- **Barotrauma:** A deep diver that successfully grapples dives on its next turn, descending 10" (20 yards) each round and causing a level of Fatigue that can lead to death for every 10" (20 yards) descended. A character in sealed, pressurized armor ignores the Fatigue, and semi- or aquatic characters only suffer a level of Fatigue for every 50" (100 yards) submerged.
- **Bite:** Str+d6.
- **Pressure Resistant:** Deep divers are immune to the effects of rapid pressure change.

Deep Space Worm

Just like a maggot inside an apple, deep space worms hitch rides on asteroids or comets and bore into them, slowly consuming them from within. Often the only outward clue is a single large cave entrance. But even though their

primary diet are minerals, crystals, and raw elements, deep space worms are more than happy to digest the occasional spacecraft or team of unsuspecting astronauts who wander into their labyrinth of tunnels.

If the massive worms completely hollow out their habitat, they can survive a short jaunt to other nearby asteroids. Otherwise they can hibernate for eons, waiting for their home to drift somewhere more accommodating.

Careful mapping with (expensive!) seismographic equipment can reveal deep space worm tunnels from the surface.

The profile below is for an average adult deep space worm, but given a sufficient food source they can grow many times this size. Some planets have terrestrial cousins evolved to fit their new environment.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+12, Vigor d12
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6
Pace: 8; **Parry:** 5; **Toughness:** 26 (6)
Special Abilities:

- **Armor +6:** Heavy Armor; extremely thick hide.
- **Bite:** Str+d10 (II), Heavy Weapon.
- **Burrow (16):** Deep space worms can tunnel easily through solid rock.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Size 12 (Gargantuan):** The average adult deep space worm is 100 feet long and weighs hundreds of tons.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. At the end of the creature's subsequent turns, anyone swallowed must make a Vigor roll at −2 or take a Wound from the crushing gullet and acidic bile. Shaking, Wounding, or otherwise provoking the creature may result in opportunities to escape with an Athletics roll.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.
- **Vacuum Born:** The creature is naturally adapted for life in space. It does not breathe, ignores the effects of a vacuum, and is immune to cold damage.

Diplomat/Politician

In a universe inhabited by numerous alien species, it is the diplomats who stop (and sometimes cause) interplanetary wars and broker trade agreements between cultures. Most diplomats have a small staff of aides who accompany them everywhere they go.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Academics d8, Athletics d6, Common Knowledge d6, Driving d6, Intimidation d8, Notice d8, Persuasion d10, Research d8, Stealth d4
Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: —
Edges: Charismatic, Connections, Strong Willed
Gear: Commlink, personal data device.

Dragon

The name started as a reference to old fairy tales by interstellar travelers and stuck. It applies to all reptiles of human size or larger found throughout the galaxy.

Most "dragons" are simply foul-tempered critters that are quick to bite with jagged teeth, but a few have developed spit attacks—from acid to actual fire.

Boomer

These reptiles can spit a jet of fire by mixing volatile chemicals in special glands. Unfortunately, this pressurized gland is also unstable, "booming" when the creature dies.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d8, Stealth d6
Pace: 8; **Parry:** 5; **Toughness:** 6 (1)
Special Abilities:

- **Armor +1:** Scaly hide.
- **Bite:** Str+d4.
- **Explode:** When a boomer dragon is killed, its organs rupture in a Large Blast Template. Everyone within is automatically hit by the boomer's breath weapon.
- **Fiery Breath:** Boomer dragons breathe fire for 3d6 damage. This uses the Cone Template and may be Evaded.

Haze Dragon

Spending their days lounging near geothermal vents, haze dragons can exhale a cloud of poisonous gas to knock out prey.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d4, Intimidation d4, Notice d6, Stealth d6
Pace: 4; **Parry:** 4; **Toughness:** 7 (1)
Special Abilities:

- **Armor +1:** Scaly hide.
- **Bite:** Str+d4.
- **Poison Breath:** Haze dragons can eject a cloud of poisonous gas (any type, usually Mild) in a Cone Template centered directly in front of them. See **Poison** in *Savage Worlds*. This may be Evaded.

Snapdragon

Evolution granted these dragons a sac of concentrated acid—useful for both hunting prey and driving off predators. They also tend to have vestigial wings with bright coloring, fan-like crests, or other vivid markings.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Intimidation d8, Notice d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 6 (1)
Special Abilities:

- **Armor +1:** Scaly hide.
- **Bite:** Str+d4.
- **Spit Acid:** Snapdragons can spit acid in a Stream Template. Targets splattered with acid suffer 3d6 damage. This may be Evaded. Unless washed off with at least a gallon of water (or a similar basic liquid) the acid deals 3d4 damage for the next two rounds.

Draken

Draken are a warlike culture of temperamental, turtle-like beings. The following profile is for a typical draken warrior without specialized armor.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d6, Stealth d6
Pace: 5; **Parry:** 5; **Toughness:** 12 (4)
Hindrances: Mean
Edges: Berserk, Soldier
Gear: Body armor (+4), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge), molecular knife (Str+d4+2, AP 2), 2× frag grenades.
Special Abilities:

- **Gruff:** Subtract 2 from Persuasion rolls.
- **Hard Head:** Counts as Horns and deals Str+d4 damage.
- **Slow:** Reduce Pace by 1 and running die to d4.
- **Toughness +2:** Draken are tough and resilient.

Drendrit

One of the most unusual species in the known galaxy are the drendrits, pseudo-vegetable polyps from a low-gravity forested world.

Drendrit polyps are omnivorous invertebrates with limited intelligence, but multiple drendrits can "braid" together to form a colony. Their combined intellect and shared knowledge make them an accomplished—even brilliant—unit on par with any other sentient galactic beings.

Drendrits communicate chemically with one another, but can vibrate (just like vocal cords) to "speak" other languages—though the sound they produce is eerie and not always easy to understand.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d4
Skills: Athletics d4, Common Knowledge d4, Fighting d4, Healing d4, Notice d4, Persuasion d4, Repair d4, Research d4, Science d4, Stealth d4, Survival d4
Pace: 4; **Parry:** 4; **Toughness:** 1
Special Abilities:

- **Braid:** Multiple drendrits can "braid" together, combining their consciousness and abilities. For every drendrit combining to form a colony, modify the base profile with the following:

  Gain an Edge: The drendrit gains a new Edge. It must meet any prerequisites first.

  Increase Skills: Increase a skill that is equal to or greater than its linked attribute one die type, or increase two skills that are lower than their linked attributes by one die type each (including new skills at d4).

  Increase Attribute: Increase an attribute one die type, to a maximum of d12.

  Increase Size: The Size of the colony increases by 1. This also increases Toughness and maximum Strength as usual.

- **Size –3 (Very Small):** An individual drendrit is six feet long but only a few inches across, and weighs 15 pounds.

Drone

Drones are vehicles guided remotely by an operator, and often deployed as guards, scouts, or expendable soldiers. They use the operator's Piloting skill. The examples below assume an average "jockey," but an elite operator might have much higher skills.

For autonomous drones, use the rules for robots (see Chapter Six).

Battle Drone

These mid-sized drones are capable of carrying heavy ordinance into battle. They can loiter over an area and deliver devastating firepower with deadly precision.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength 1, Vigor —
Skills: Athletics d6, Electronics d8, Notice d8, Piloting d6, Shooting d8, Stealth d4
Pace: —; **Parry:** 2; **Toughness:** 12 (4)
Gear: Varies. Usually a Gatling laser (Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Heavy Weapon, No Recoil, Overcharge) or a missile launcher with eight light missiles (Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Heavy Weapon, Guided, SBT).
Special Abilities:

- **Armor +4:** Reinforced body.
- **Fearless:** The operator is far away, and thus immune to Fear and Intimidation.
- **Flight:** Pace 24 (16 MPH). Battle drones may hover in place.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the operator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.
- **Size 1:** Battle drones are 8' long and weigh 400 pounds, though some might be much larger—even the size of vehicles.
- **Weakness (Remote Control):** An EMP or equipment designed to jam the operator's connection Incapacitates a drone and it crashes.

Combat Drone

Combat drones are small aerial platforms designed to assist soldiers in small skirmishes, deliver small objects, flank enemies, or perform recon in risky areas to avoid endangering flesh-and-blood soldiers.

Combat drones geared specifically for scouting have Stealth d8 and a Flight Pace of 16, but no onboard weapons.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor —
Skills: Athletics d6, Electronics d8, Notice d8, Piloting d6, Shooting d8, Stealth d6

Pace: —; **Parry:** 2; **Toughness:** 6 (2)
Gear: Varies. Usually a laser SMG (Range 15/30/60, Damage 2d6, AP 2, RoF 4, Cauterize, No Recoil, Overcharge).
Special Abilities:

- **Armor +2:** Reinforced body.
- **Fearless:** The operator is far away, and thus immune to Fear and Intimidation.
- **Flight:** Pace 12 (8 MPH). Combat drones may hover in place.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the operator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.
- **Size –1:** Combat drones usually weigh 50 pounds and can fold to a compact size.
- **Weakness (Remote Control):** An EMP or equipment designed to jam the operator's connection Incapacitates a drone and it crashes.

Dwarf, Space

"Space dwarves" (a term they strongly dislike) are native to rocky, mountainous worlds where they build extensive cities underground. This makes them well-suited to a life as asteroid miners in remote colonies.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d4, Gambling d6, Intimidation d6, Notice d6, Persuasion d4, Piloting d4, Shooting d4, Stealth d4
Pace: 7; **Parry:** 4; **Toughness:** 7 (1)
Hindrances: Various
Edges: Gravitic Acclimation
Gear: Spacesuit (+1, if in space), matter disintegrator. Installed cyberware: Adrenal surge, leg enhancement, mule, enhanced vision, toxin filters.
Special Abilities:

- **Increased Strain:** +2 maximum Strain for cyberware.
- **Reduced Pace:** Space dwarves' short legs reduce their Pace by 1 and their running die by one die type.

Earthquake Beast

Earthquake beasts are enormous, long-necked herbivores, similar to the diplodocus, but with six legs and a tail almost half the length of their body. They weigh so much that when they walk, the ground literally shakes.

They are notoriously stupid and shortsighted. Once they make their minds up to go somewhere, they walk through everything in their path—including buildings, vehicles, and creatures too slow to clear their stride.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+12, Vigor d10
Skills: Athletics d10, Fighting d4, Notice d4
Pace: 6; **Parry:** 4; **Toughness:** 21 (2)
Edges: Brute
Special Abilities:

- **Armor +2:** Thick scaly hides.
- **Earthquake:** Characters within 12" (24 yards) of a moving earthquake beast must make an Agility roll each round (a free action) or fall prone. A Critical Failure means the character is Stunned as well!
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Resilient:** Can take one additional Wound.
- **Size 12 (Gargantuan):** Earthquake beasts weigh as much as 500 tons.
- **Slow Nervous System:** The earthquake beast's slow nervous system means it barely registers pain and shock. It adds +2 to recover from being Shaken and ignores all Wound penalties.
- **Stomp:** Str+d10.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.
- **Tail Lash:** Str+d4. The creature may make a free attack against up to two foes to its side or rear at no penalty.

Elf, Space

Much like their counterparts from fantasy settings, space elves are slender, graceful beings with pointed ears and—if it exists in the setting—an innate connection to magic. They often live on worlds with elegant cities that co-exist in harmony with the natural environment. If they have achieved starfaring ability, they craft magnificent, aesthetically pleasing craft that appear fragile to outsiders—until they effortlessly shrug off attacks!

"Dark" elves in the far reaches of space are deadly efficient. They might be ruthless reavers preying on the space lanes or form

draconian empires that seek to dominate "lesser" civilizations.

The following profile is for a typical space elf warrior with magical abilities.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Healing d8, Notice d6, Persuasion d6, Piloting d6, Shooting d8, Spellcasting d6, Stealth d6, Survival d8
Pace: 6; **Parry:** 5; **Toughness:** 9 (4)
Hindrances: All Thumbs, Cautious, Suspicious (Minor)
Edges: Arcane Background (Magic), Soldier
Powers: *Beast friend*, *blast*, *bolt*, *boost/lower Trait*, *entangle*, *environmental protection*, *invisibility*, *light/darkness*, *sloth/speed*, *telekinesis*, *teleport*.
Power Points: 10.
Gear: Light battle armor (+4), force sword (Str+2d6, AP 2), pulse pistol (Range 10/20/40, Damage 2d6, Overcharge), medi-gel.
Special Abilities:

- **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

Eliminator

Eliminators are robots designed for one purpose: to eliminate a target. Until they achieve this goal, nothing short of complete destruction can stop one. Equipped with advanced sensors, an exhaustive database, vocal synthesizers, artificial intelligence, and a state-of-the-art CPU, eliminators can overcome nearly any obstacle between themselves and their targets.

Eliminators are often used as foot soldiers, a task for which they are ruthlessly efficient, but are sometimes sent on solitary missions against high-value targets. These are almost always Wild Cards.

Mk I

These eliminators generally appear as metallic skeletons, though some are covered with a synthetic skin which allows them to avoid scrutiny while "hunting."

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+2, Vigor d12+2
Skills: Academics d8, Athletics d8, Battle d6, Boating d6, Common Knowledge d10, Driving d8, Electronics d10, Fighting d8, Hacking d10, Intimidation d10, Language (All) d8, Notice d10, Persuasion d10, Piloting d8, Repair d8, Science d8, Shooting d8, Stealth d6, Survival d8, Thievery d8
Pace: 6; **Parry:** 6; **Toughness:** 16 (6)
Edges: Brawny, Brute, Level Headed, Marksman, Rock and Roll!, Steady Hands
Special Abilities:

- **Armor +6:** Sturdy, reinforced body.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Resilient:** Can take one additional Wound.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the eliminator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.
- **Targeting:** Negates 2 points of Range or Unstable Platform penalties.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.

Mk II

Taking advantage of further advancements in technology, these eliminators are made of a high-tech metal alloy which can act as both a fluid or a solid at the expense of durability.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+2, Vigor d12+2
Skills: Academics d8, Athletics d8, Battle d6, Boating d6, Common

Knowledge d10, Driving d8, Electronics d10, Fighting d8, Hacking d10, Intimidation d10, Language (All) d8, Notice d10, Persuasion d10, Piloting d8, Repair d8, Science d8, Shooting d8, Stealth d10, Survival d8, Thievery d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (2)

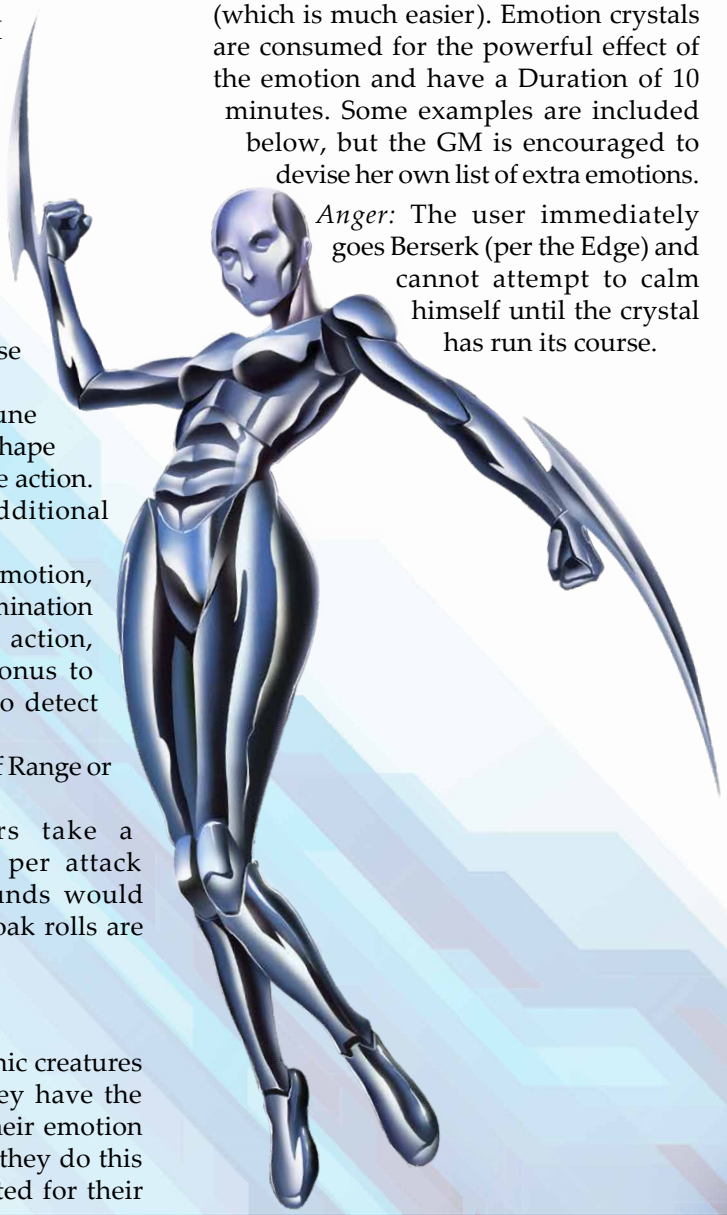
Edges: Brawny, Brute, Fleet-Footed, Level Headed, Marksman, Rock and Roll!, Steady Hands

Special Abilities:

- **Armor +2:** Sturdy, reinforced body.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Fast Regeneration:** Mk II eliminators may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by extreme sources of heat or cold.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Liquid Construction:** Immune to Called Shots; may change shape (but not Size) as a limited free action.
- **Resilient:** Can take one additional Wound.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the eliminator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.
- **Targeting:** Negates 2 points of Range or Unstable Platform penalties.
- **Unstoppable:** Eliminators take a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

Emotor

Emotors are semi-sentient, psionic creatures resembling furless lemurs. They have the unusual ability to crystallize their emotion into solid form. How and why they do this is a mystery, but they are hunted for their "emotion crystals," which fetch high prices on the black market.



Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d6, Psionics d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 3

Powers: *Empathy, invisibility, mind reading, speed, and stun.* **Power Points:** 20

Special Abilities:

- **Crystallize Emotions:** Each emotor has 1d4 crystallized emotions protruding from its body. Removing them requires complex surgery (which most hunters don't bother with) or killing the creature (which is much easier). Emotion crystals are consumed for the powerful effect of the emotion and have a Duration of 10 minutes. Some examples are included below, but the GM is encouraged to devise her own list of extra emotions.

  Anger: The user immediately goes Berserk (per the Edge) and cannot attempt to calm himself until the crystal has run its course.

Calm: The user draws an extra initiative card. This stacks with Level Headed. However, he also suffers −2 to Persuasion rolls.

Compassion: The user gains the Heroic Hindrance and the same benefit granted by a successful casting of the *empathy* power (normal casting only, with no raise or Power Modifiers).

Courage: The consumer gains +2 to Fear checks, but also gains the Overconfident Hindrance.

Fear: The user makes Fear checks at −2 and any rolls on the **Fear Table** are made at +2. The spike of adrenaline also grants him the Nerves of Steel Edge (or Improved Nerves of Steel if he already has it).

Hatred: The user gains the Bloodthirsty Hindrance, but also gains +2 to resist Spirit-based Tests.

Love: The user gains the Charismatic Edge and the Pacifist (Major) Hindrance.

- **Size −2 (Small):** Emotors are the size of lemurs.

Energy Elemental

Energy elementals are swirling clouds or balls of intense energy, though they often take the shape of any beings with which they care to entreat. Elementals don't speak, but can communicate by forming shapes, symbols, or simple images of pure energy. Travelers have said dealing with them is almost like talking to a hyperintelligent toddler in a foreign language.

Energy elementals do not have a set size, as such physical limitations are meaningless to them. The same elemental may appear as a diminutive spark of elemental essence or a vast raging cloud the size of a planet—whichever magnitude seems appropriate for the task at hand. Changing size takes a great deal of time and effort so they are usually stuck with their chosen measurements for the duration of an encounter.

All energy elementals are *extremely* powerful creatures that should not be introduced into an encounter without some thought. They aren't good or evil; they embody the power and danger of a type of energy, and lash out at those who try to contain or disturb them.

Atomic Elemental

Atomic elementals consist of crackling bluish-white nuclear energy living in or near stars or areas of extreme radiation. They cannot survive long outside their native environments where fuel is plentiful. When they travel, they are known to leech energy from fusion-powered starships, vehicles, or power plants they find along their way.

Atomic elementals are spheres in their natural state, but can take on humanoid states when they wish to communicate.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10
Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d8, Science d8, Shooting d10
Pace: 8; **Parry:** 5; **Toughness:** 7
Special Abilities:

- **Atomic Attack:** Atomic elementals can fire a wave of energy using a Cone Template, or fire balls of energy using any other size template, up to 50" distant (100 yards) at no Range penalty. This uses their Shooting skill and causes 5d10 damage against a target's weakest Armor. Any creature Shaken or Wounded by the attack must make a Vigor roll or suffer radiation sickness (see *Savage Worlds*).
- **Atomic Aura:** At the end of its movement, and at the creature's will, all adjacent creatures suffer 3d10 damage from the elemental's intense heat and radiation. Any creature Shaken or Wounded by the attack must make a Vigor roll or suffer radiation poisoning (see *Savage Worlds*).
- **Bash:** Str+2d10.
- **Elemental:** No additional damage from Called Shots; ignore 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10" (20 yards).
- **Ethereal:** Atomic elementals are made of pure energy.
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Pace FTL. Atomic elementals may fly in any environment at the same speed as the setting's standard FTL drives.
- **Invulnerability:** Atomic elementals are invulnerable to all normal types of

damage. They are susceptible to arcane attack forms (such as psionics).

- **Leech:** Atomic elementals can only exist outside of their extreme conditions for a number of days equal to their Vigor, but can feed off nuclear reactions and radioactive material. Each day's worth of fusion-based starship energy, or week's worth of vehicular energy, takes the being a minute to consume and gives it another day of life outside its native environment.
- **Weakness (Energy Drain):** Atomic elementals have no true Weakness other than their need for vast amounts of energy. This sets them up for scientific contraptions that isolate, drain, or overload their energy and disperse them. This might be accomplished by a scientist with access to theoretical materials and a Dramatic Task.

Light Elemental

Composed of standing waves of electromagnetic energy, light elementals skip merrily over the void, playing amongst the brilliance of stars and communicating with one another over great spans of space and time.

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d4, Vigor d4
Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d8, Science d8, Shooting d12
Pace: 16; **Parry:** 5; **Toughness:** 4
Special Abilities:

- **Blinding:** At the end of its movement, and at the creature's will, all creatures within 5" (10 yards) must roll Vigor or become blind (−6 to all physical actions) for 1d4 rounds and Stunned. A Critical Failure means the victim is permanently blind! Creatures without the ability to see light are immune to this effect.
- **Elemental:** No additional damage from Called Shots; ignore 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10" (20 yards).
- **Energy Attack:** Light elementals can fire a powerful beam of concentrated light using their Shooting skill (Range 50/100/200, Damage 3d10+3, AP 4).
- **Fearless:** Immune to Fear and Intimidation.
- **Flight:** Light elementals fly at the speed of light (−10 to attack them). When taking mortal form, they have a d12 running die.
- **Invulnerability:** Light elementals are invulnerable to all normal types of damage. They are susceptible to arcane attack forms (such as psionics).
- **Semi-Ethereal:** May pass through transparent objects; cannot be harmed by nonmagical attacks; may choose between being invisible (−6 penalty to hit) or visible. Magic items, weapons, and supernatural powers affect them normally.
- **Weakness (Refraction):** Light elementals are vulnerable to anything that refracts their light. Physical weapons have no effect, but high-power magnets, prisms, black holes, and similar disruptive objects deal 3d6 damage.

Plasma Elemental

Plasma elementals are composed entirely of swirling, burning, superheated gas. They are typically found only in the outer layers of suns or the cores of large planets.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d8, Science d8, Shooting d10
Pace: 8; **Parry:** 5; **Toughness:** 6
Special Abilities:

- **Bash:** Str+2d10.
- **Burn:** Anyone hit by an elemental's bash or fiery aura must make an Evasion roll or catch fire, taking 2d6 damage.
- **Elemental:** No additional damage from Called Shots; ignore 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10" (20 yards).
- **Energy Attack:** Plasma elementals can attack with a Cone Template, or fire balls of energy using any other size template, up to 25" distant (50 yards). This uses their Shooting skill and causes 3d10 damage against a target's weakest Armor. Victims Shaken or Wounded by such an attack may catch fire (see *Savage Worlds*).
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may choose between being invisible (−6 penalty to hit) or visible. Magic items,

weapons, and supernatural powers affect them normally.

- **Fearless:** Immune to Fear and Intimidation.
- **Fiery Aura:** At the end of its movement all adjacent creatures suffer 2d10 damage from the elemental's intense heat.
- **Flight:** Plasma elementals fly at speeds up to 600 MPH.
- **Invulnerability:** Plasma elementals are invulnerable to heat- and fire-based attacks.
- **Weakness (Dissipation):** Plasma elementals are somewhat vulnerable to anything that disrupts their charged state. Kinetic and fire-based weapons have no effect, but high-voltage electricity, EMPs, magnetism, and most other energy forms cause half-damage.

Time Elemental

Time elementals are beings made from the raw essence of spacetime itself. They resemble bottomless wells of total darkness—like black holes.

Most are more interested in studying the point in time in which they have appeared than warring on the inhabitants. They might be guardians of the time stream, or simply manifest around anomalies such as black holes and rage against any intruder they find there.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d10, Science d12+2

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Elemental:** No additional damage from Called Shots; ignore 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10" (20 yards).
- **Ethereal:** May pass through objects; cannot be harmed by nonmagical attacks; may choose between being invisible (−6 penalty to hit) or visible. Magic items, weapons, and supernatural powers affect them normally.
- **Fearless:** Immune to Fear and Intimidation.
- **Flicker:** Time elementals flicker rapidly in and out of time at random intervals. All attacks against them, even those of arcane nature, are made at −4.
- **Teleport:** Time elementals can teleport to any time or place as a limited action. They cannot extend this ability to others, nor can they carry items with them as they travel.
- **Time Control:** At the beginning of any round of combat, after Action Cards have been dealt and locked in but before anyone acts, a time elemental can make a Spirit roll to swap two Action Cards with a success or four with a raise (except Jokers).
- **Time Stop:** Once per encounter, a time elemental may momentarily pause time for all but itself. This grants the time elemental 1d4+1 new turns, which it must take immediately. During these turns it may act as normal on its current Action Card. This effect ends if any of the time elemental's actions affect another character or creature.
- **Wither:** Time elementals may make a Touch Attack which causes Energy Drain (Vigor). If Vigor falls below d4 the victim permanently gains the Elderly Hindrance, or perishes if he is already Elderly.

Energy Leech

Energy leeches have a central, bulbous sac surrounded by a myriad of long tentacles. The sac is filled with hydrogen, which allows the energy leech to float on wind currents in the upper atmosphere. They have no mouth, but instead feed on electrical energy.

Energy leeches float in packs of 3d6 individual creatures. They catch and prey on the bioelectrical signals of small creatures, but are also able to handle the vastly greater high-energy emissions of a starship's engines or other machines. Once attached to such a

device (such as a ship's hull), they begin to leech energy at an alarming rate.

Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d8, Vigor d6
Skills: Athletics d4, Notice d6, Shooting d10, Stealth d6
Pace: —; **Parry:** 2; **Toughness:** 5
Special Abilities:
- **Electrical Attack:** Energy leeches channel their own bioelectric energy into a deadly bolt using Shooting (Range 4/8/16, Damage 3d6).
- **Energy Drain:** When attached to a power source, the creature drains a day's worth of energy or fuel every five minutes (and five creatures drain a day's worth of energy every minute!).
- **Flight:** Pace 2. When energy leeches sense powerful electricity, they draw forth an arc and "ride" it to the device at incredibly high speeds (10,000 MPH in the upper stratosphere or space). Herds of the things often travel in on a single arc, slowing just before impact to attach themselves to the target's hull or walls.
- **Immunity:** Energy leeches are immune to electricity and electrical attacks.
- **Vacuum Born:** The creature is naturally adapted for life in space. It does not breathe, ignores the effects of a vacuum, and is immune to cold damage.

Explorer

Explorers are brave souls who investigate new worlds, parallel universes, or ancient ruins of long-dead alien civilizations, and often are the ones to make first contact with new sentient life forms.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d4, Notice d6, Persuasion d6, Piloting d6, Repair d6, Science d8, Shooting d6, Stealth d6, Survival d8
Pace: 6; **Parry:** 4; **Toughness:** 7 (1)
Hindrances: Curious
Edges: Woodsman
Gear: Smart sleeve (+1), commlink, laser pistol (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), machete (Str+d6), personal data device, survival gear.

Fisher

Fishers are large flying creatures with four long tentacles instead of legs. They hover silently over woodland areas, using their infravision to detect the body heat of prey.

Their name comes from their peculiar style of hunting. Rather than simply use their tentacles to grab prey, they dedicate one tentacle to holding a lure, be this a clump of plants or a small animal, and use it to entice prey much as a fisherman does with bait. Once satisfied the target is "hooked," they use their other tentacles to grab it.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+3, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Stealth d8
Pace: 4; **Parry:** 6; **Toughness:** 12 (2)
Special Abilities:
- **Armor +2:** Fishers have thin carapaces.
- **Bite:** Str+d8.
- **Flight:** Pace 12.
- **Infravision:** Halve Illumination penalties when attacking warm targets.
- **Size 4 (Large):** Fishers are 20' across.
- **Tentacles (4):** Four tentacle actions and Reach 4. Tentacles deal Str+d4 damage. Bound or Entangled prey may be bitten as usual.

Floran

Florans are mobile, sentient beings that evolved from plants. Their appearance varies widely, but most are capable of emitting puffs of pollen which affect others' perception.

The profile below is for a typical floran citizen, though they are just as likely to be soldiers, scientists, or spacefarers as any other galactic species with suitable skills and Edges.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d4, Notice d6, Persuasion d6, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 5
Gear: Items appropriate to their trade. Some have a simple firearm or knife (Str+d4).
Special Abilities:
- **Bloodless:** Florans automatically stabilize whenever they would Bleed Out without rolls or ill effects.

- **Dependency (Sunlight):** Florans must bask in sunlight (artificial or otherwise) once per day or suffer Fatigue. This can lead to death. Fatigue is recovered at the rate of one level per hour of sunshine.
- **Environmental Weakness (Heat/Fire):** Florans subtract 4 from Fatigue checks made to resist the effects of heat, and take 4 additional points of damage from heat- and fire-based attacks.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **No Vital Organs:** Called Shots deal no extra damage.
- **Sleep Reduction:** Florans require half the usual amount of sleep.

Fractal Ray

These bizarre creatures have triangular wings and long tails, much like Terran rays, but glide along the wind currents above ground. Their elegant undulations and complex patterning mesmerize prey long enough for fractal rays to get close enough to wrap around their prey and begin eating.

On ocean worlds, or those with thin atmospheres or high gravity, they might be water creatures instead (Aquatic: Pace 8).

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d8, Notice d8, Stealth d4
Pace: —; **Parry:** 6; **Toughness:** 6
Special Abilities:

- **Bite:** Str+d6, AP 1.
- **Flight:** Pace 8.
- **Hypnotism:** Creatures within 12" (24 yards) who behold a fractal ray must make a Smarts roll or become Stunned. Blind creatures, or those who rely on sound or other forms of vision are immune to this effect. Viewing a fractal ray through a screen or mirror may grant a bonus to resist this effect (GM's call).
- **Infravision:** Halve Illumination penalties when attacking warm targets.

Gelatinoid

These life forms are sentient cell colonies, protein clusters, or other translucent, mobile liquids. Despite the seeming limitations of their bodies, some may also serve as scientists or warriors, with suitable skills and Edges.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Hindrances: Outsider (Major)
Gear: Items appropriate to their trade. Some have a simple firearm or knife (Str+d4).
Special Abilities:

- **Cannot Speak:** Unless aided by devices, gelatinoids can understand other languages but may only communicate with members of their own species.
- **Gelatinous:** Half-damage from falling or collisions; no extra damage from Called Shots. May make an Athletics roll to move through small openings, which takes 1d6 rounds and makes the gelatinoid Vulnerable (treat as Difficult Ground).
- **Slow Regeneration:** May make natural healing rolls once per day.
- **Weak:** –1 to Strength rolls.

Gene Thief

Little is known about these terrifying organisms—where they come from, how many exist, or even what they look like in their natural state.

A gene thief attacks a target's cells, first analyzing and then copying their DNA, rapidly replicating the host from within until it has full control down to a cellular level. All it needs is a moment of contact to begin this process, but it can only do so with living cells or those which have been dead for no more than an hour.

The process takes 1d4 hours to complete. Afterward, the creature completely adopts the host's appearance and knowledge. Gene thieves use this to move among others without revealing their true identity. They have access to the target's attributes and skills, using the higher of the two as they desire, but do not gain Edges and Hindrances.

Once a gene thief acquires a target's DNA it can appear as that individual at any time, even if it moves to a new host. There's some evidence that those "absorbed" by a gene thief still remain conscious but buried somewhere in there—forever…

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10
Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Persuasion d8, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 9
Special Abilities:

- **Bite/Claws/Horns:** Str+d8. May freely "create" claws, barbs, teeth, horns, and other natural weapons anywhere on its body as a free action.
- **Colony:** Gene thieves mimic the bodies of those they replicate, but do not have organs of their own. +2 Toughness; +2 to recover from Shaken; no additional damage from Called Shots, ignores *invisibility* and all Illumination penalties; immune to poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, *puppet*; doesn't sleep.
- **Fast Regeneration:** Gene thieves may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by fire or flame or they're put to the torch afterward.
- **Fear (–2):** Seeing a gene thief change its form provokes a Fear check.
- **Very Resilient:** A gene thief can take two Wounds before being Incapacitated.

Ghevok

Ghevoks are marsupial herd animals from a planet of vast, fertile grasslands. They are notable for their bipedal posture, thick fur, and speed, making them ideal mounts in places where vehicles aren't as viable.

Ghevoks are bred throughout the galaxy as draft animals, though they tend to become demoralized when unable to run for extended periods of time.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Athletics d6, Fighting d4, Notice d6, Stealth d6

Pace: 8; **Parry:** 4; **Toughness:** 9 (1)
Special Abilities:

- **Armor +1:** Furry hide.
- **Bite:** Str.
- **Kick:** Str+d4, to the front or rear as desired. The ghevok balances on its tail when kicking. Anyone mounted on the ghevok must roll Riding to remain in the saddle.
- **Size 2:** Ghevoks typically stand nine feet tall and weigh half a ton.

Glitch

Glitches are extra-dimensional entities inhabiting hyperspace and attracted to the powerful emission of a starship's FTL drive. They lurk in the hyperspace field surrounding the ship and inevitably get pulled into the ship's systems.

Once there, the glitches wreak havoc with various systems. Few glitches act maliciously—most seek only to escape back to hyperspace. Unfortunately, they are not overly intelligent and make their presence felt by flicking lights on and off, opening and closing automatic doors, and other such phenomena. Reports of ships possessed by ghosts are most likely glitch infested.

Glitches have no language of their own but sometimes attempt to communicate by forwarding existing messages—which they *sense* as communication—to random addresses in the ship. This often leads to disaster as private or confidential information is shared.

They resemble sparks of energy in their natural state, but can form into general shapes to communicate with other species.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d4, Electronics d6, Hacking d6, Notice d8, Stealth d10
Pace: —; **Parry:** 2; **Toughness:** 5
Special Abilities:

- **Accidental Mishap:** Each day the glitch is in the ship, roll a die. Odd, the glitch has burned out a vital system. Roll on the **Vehicle Critical Hit** table. The ship suffers no actual Wounds, however, just the effects of the Critical Hit. A Crew result means it has caused an accident for one of the crew (electrocution, an airlock incident, or even a private message blasted to the entire ship). Treat a Hull result as minor effects with no lasting damage.
- **Glitch In The Machine:** Any use of the ship's systems suffers a –2 penalty due to the interference of the glitch, including gunnery, maneuvering, or jumping to hyperspace.
- **Removal:** Removing a glitch requires the crew to shut down every system on the ship except the FTL drive. Each 30 minutes a ship is powered down, the glitch makes a Smarts roll. If it succeeds, it locates the FTL drive and escapes back into hyperspace. A glitch will not exit a ship in normal space, even if the FTL drive is powered up, as normal space is instantly fatal to them. While the ship is powered down, the crew had best don spacesuits. Oxygen runs out and the temperature drops to below freezing in 10 minutes times the vessel's Size (see the **Starship Frames** table on page 147).

Gray Goo

One of the most terrifying threats in the galaxy, "gray goo" looks like a huge

gray pool of mobile slime. In reality it is comprised of billions of self-replicating, microscopic nanobots. Whether designed for this purpose, hacked by a psychopathic villain, or merely glitching catastrophically, gray goo relentlessly "consumes" any organic matter—or possibly *any* matter—it comes in contact with, dismantling objects molecule by molecule and then using the raw materials to manufacture more nanobots.

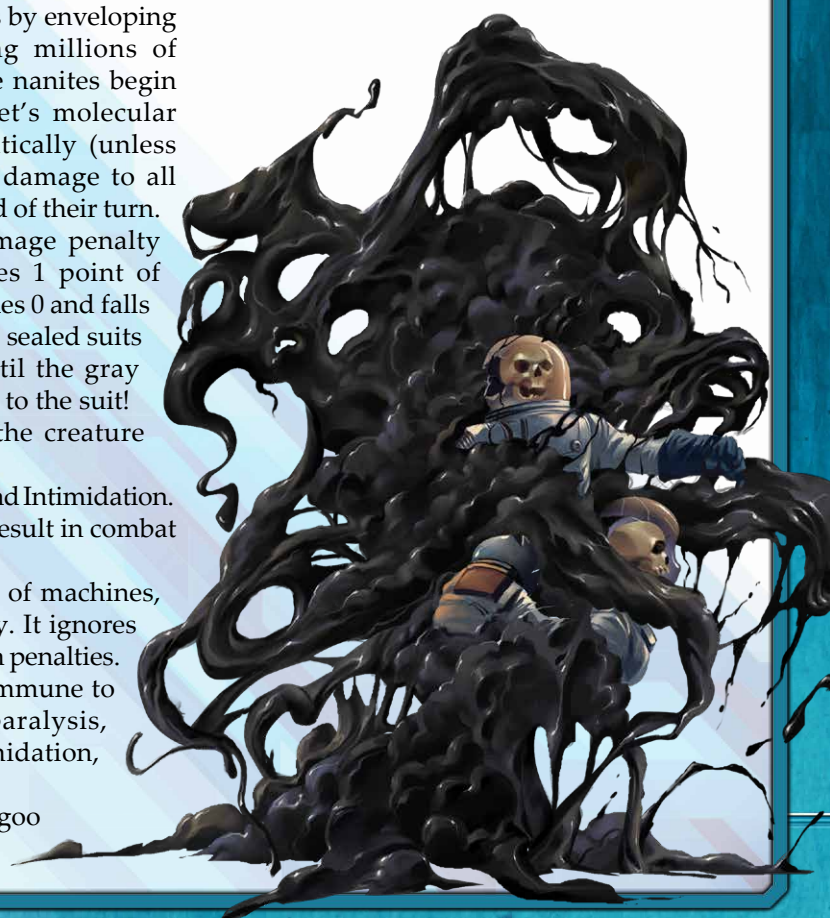
A small blob of gray goo can, in time, consume entire space stations, literally reducing them to atoms. Unless found very early gray goo is encountered as 2d6 "blobs"—each the size of a Small Blast Template—which move and act together.

Attributes: Agility d10, Smarts d6 (A), Spirit d12+2, Strength d8, Vigor d10
Skills: Athletics d6, Notice d8
Pace: 8; **Parry:** 2; **Toughness:** 12
Special Abilities:

- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Envelop:** Gray goo attacks by enveloping its target, then inflicting millions of microscopic "bites" as the nanites begin breaking down the target's molecular structure. It hits automatically (unless Shaken) and causes 2d6 damage to all targets it touches at the end of their turn. Weapons suffer a −1 damage penalty (max −3) and armor loses 1 point of Armor bonus until it reaches 0 and falls apart. Those in completely sealed suits are immune—at least until the gray goo deals enough damage to the suit!
- **Fear:** Anyone who sees the creature must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Ooze:** Though comprised of machines, gray goo is a micro colony. It ignores *invisibility* and Illumination penalties. It does not sleep, and is immune to Called Shots, poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, and *puppet*.
- **Replicate:** As long as gray goo has access to adequate raw materials it heals one Wound or splits and becomes two gray goos every 1d4 hours.
- **Size 5 (Large):** This gray goo is the size of a Small Blast Template (2-yard radius) and weighs four tons.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.
- **Very Resilient:** Can take two additional Wounds.
- **Weakness (Electricity):** Gray goo is vulnerable to electricity and electrical attacks. Electricity deals damage normally and ignores Unstoppable (see above).

Grazer

The head of these large herbivores is a wide, flat lump of dense bone with no obvious features. Covering the head are millions of tiny pits, each an olfactory sensor. The eyes, which are small and suited only to close-range work, are located on the underside of the head, along with an elephant-like trunk.



Unlike an elephant, however, this is not a grasping appendage but the mouth and neck. While the grazer can only see what it's eating, its keen olfactory pits remain alert for predators.

Their head is actually a weapon, used in mating rituals and to butt predators. They have been known to severely damage vehicles, which they often see as a rival.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+8, Vigor d12
Skills: Athletics d4, Fighting d8, Notice d8, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 18 (2)
Special Abilities:

- **Armor +2:** Thick hide on the torso and legs (+2). A grazer gains an extra +4 Armor against Called Shots to its dense, bony head.
- **Hardy:** Grazers do not suffer a Wound from being Shaken twice.
- **Horns:** Str+d10 (I). Heavy Weapon.
- **Size 8 (Huge):** Grazers weigh 25,000 pounds.
- **Trample:** Str+d8.

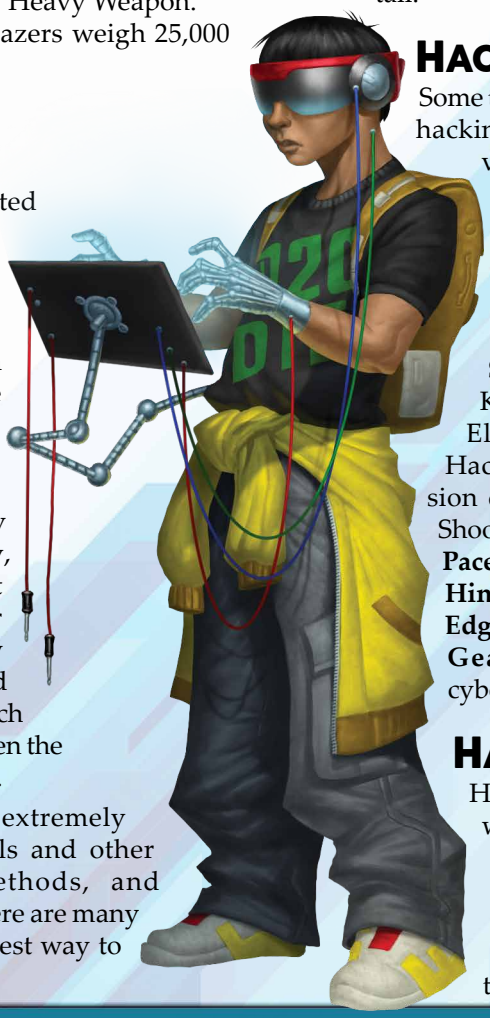
Gremlin

The gremlins presented here aren't the mystical creatures of fairy tales, but they have much the same effect on starships. These creatures are small, scaly creatures about the size of small rats. They subsist on electricity, so should they get aboard vehicles or ships they chew through wires and other electronics which can quickly render even the largest ship unsound.

The creatures are extremely resilient to chemicals and other vermin-control methods, and where there is one there are many (usually 2d20). The best way to purge a ship is to cut power to all electrical systems for a full week.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d4, Vigor d8
Skills: Athletics d10, Fighting d8, Notice d8, Repair d6, Stealth d10
Pace: 6; **Parry:** 6; **Toughness:** 2
Special Abilities:

- **Bite/Claws:** Str.
- **Invulnerability:** Gremlins are invulnerable to all electrical-based damage.
- **Sabotage:** Every day a ship or vehicle is infested with gremlins, roll a Critical Hit (with no accompanying Wound). A Crew result means an accident for one of the personnel—such as electrocution (2d6 damage), a faulty airlock, a spacesuit has a hole in it, etc. Treat a Hull result as damage to a minor system, giving a −2 penalty to relevant skill rolls until it is repaired.
- **Size −4 (Tiny):** Gremlins are four inches tall.



Hacker

Some tech-savvy types earn a living hacking into computer networks, virtual reality, or cyberspace to steal data or override systems.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Electronics d8, Fighting d4, Hacking d8, Notice d4, Persuasion d6, Repair d8, Research d6, Shooting d6, Stealth d6
Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: Mr. Fix It, Power Hacker
Gear: Cyberdeck. Installed cyberware: Data jack.

Harpooner

Harpooners are large slugs with what looks like a horn growing from the front of their heads. The horn is, in fact, a specialized weapon. Connected to the body by a thin but tough length of sinew,

the harpooner can build up internal pressure within its head, which it then releases, firing out the horn and trailing sinew.

When it strikes flesh, the barbed horn sticks fast. The harpooner then retracts the harpoon and whatever it has struck to its waiting mouth.

Harpooners crawl into small nooks and crannies when they are young and remain there for the rest of their lives, growing only as much as the hole allows. If attacked, the thing withdraws its head back into the hole.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d12, Vigor d10
Skills: Fighting d4, Notice d6, Shooting d10, Stealth d10
Pace: —; **Parry:** 4; **Toughness:** 9
Special Abilities:

- **Amorphous Body:** Called Shots have no effect on harpooners. Bullets cause normal damage (mostly from hydrostatic shock), but other non-powered piercing weapons such as knives or arrows don't.
- **Bite:** Str+d6.
- **Harpoon:** Range 3/6/12, Damage Str+d6. Reloading a missed shot takes one round. If a victim suffers a Shaken or Wound result, he must make an opposed Strength roll. The harpooner drags the victim 2" per success and raise. The connecting sinew has Toughness 8. Severing it requires the attacker to inflict a Wound, but this does not affect the harpooner, who grows a new harpoon in 1d6 days.
- **Size 2:** Harpooners can grow to as much as 30'. This specimen is a mere 9' long.

Haze Barnacle

Haze barnacles are molluscs, spending much of their time hunkered down in their thick shells. A series of fine nozzles on the top of the shell produces puffs of purple gas (the creature's exhalations).

When prey nears, the creature puffs out a cloud of deadly poisonous gas. Only when the victims have stopped moving does the barnacle slowly crawl onto them and begin feasting.

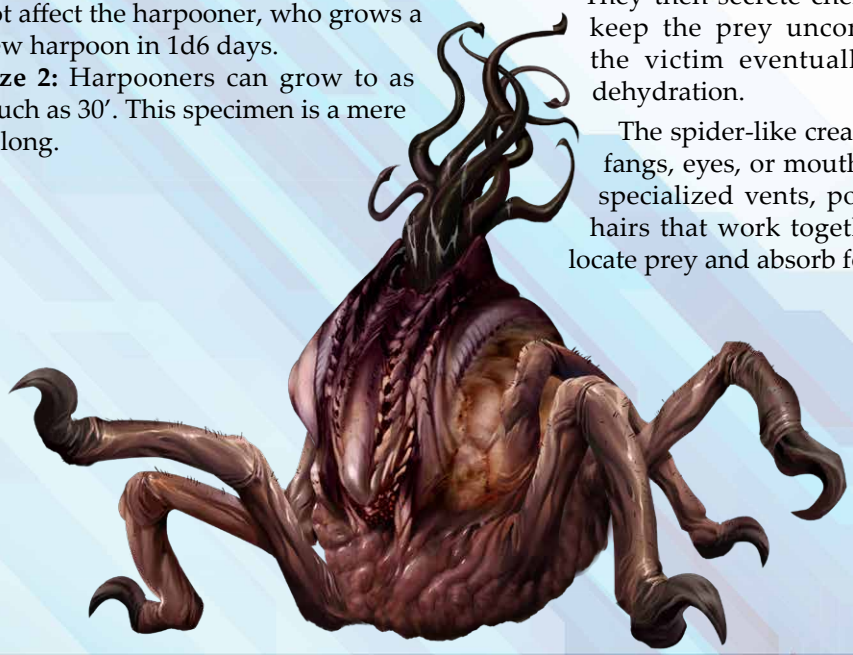
Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d4, Vigor d10
Skills: Athletics d4, Fighting d6, Notice d6, Stealth d6
Pace: 2; **Parry:** 5; **Toughness:** 8 (2)
Special Abilities:

- **Armor +2:** Shell.
- **Poison (–2):** Small Blast Template. Victims who fail their Vigor roll die in 2d6 minutes. Characters in completely sealed suits are immune.
- **Size –1:** Haze barnacles measure 2' across and are 6" thick.
- **Slow:** Barnacles cannot run.

Hugger

Huggers feed off carbon dioxide emissions, such as those found in breathing exhalations. They attack by leaping at the face of their prey and smothering them into unconsciousness. They then secrete chemicals which keep the prey unconscious until the victim eventually dies from dehydration.

The spider-like creatures have no fangs, eyes, or mouths. They have specialized vents, pores, and tiny hairs that work together to help it locate prey and absorb food.



Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10
Pace: 8; **Parry:** 6; **Toughness:** 4
Special Abilities:

- **Elite:** Huggers get a free reroll on failed Fighting results.
- **Size −2 (Small):** Huggers are 2′ across.
- **Smother:** Huggers add +2 to Athletics rolls to make or maintain a grapple (targets up to Size 2). If the target is Bound, the hugger has a hold around the victim's face, who takes a level of Fatigue each round. Once Incapacitated, the prey remains that way until the hugger is removed or the victim dies.
- **Unusual Sense:** Huggers sense carbon dioxide with pinpoint accuracy. They halve Illumination penalties against living creatures not breathing through a rebreather or enclosed air supply system.

Hunter

These aliens are insectoids armored in thick dark bone or shell carapace. They have no discernible eyes but seem to see with senses not yet understood. Their primary weapons are powerful, extendable jaws and sharp claws, and long tails tipped with barbed stingers.

The things have only the most basic sentience—or perhaps share a sentience with their insect-like hive. They are skilled hunters and use simple but effective tactics to divide and conquer their prey.

Warrior

Attributes: Agility d10, Smarts d8 (A) , Spirit d10, Strength d12+3, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8, Stealth d12
Pace: 6; **Parry:** 6; **Toughness:** 8 (2)
Special Abilities:

- **Armor +2:** Thick plates.
- **Bite/Claws:** Str+d6.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Multiple Shaken results do not cause a Wound.
- **Paralysis:** Anyone Shaken or Wounded by a tail attack must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Tail:** Str+d8, Reach 1, AP 2, −2 to Fighting when used.

✦ Queen

At the center of the hive lives the queen. Although her primary function is to lay eggs, she is a voracious hunter and fearless in defending her clutch. The queen has six legs and looks something like a cross between a beetle and a massive mantis.

Attributes: Agility d8, Smarts d8 (A), Spirit d12, Strength d12+6, Vigor d12
Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8, Stealth d8
Pace: 10; **Parry:** 7; **Toughness:** 16 (4)
Special Abilities:

- **Armor +4:** Thick plates.
- **Bite/Claws:** Str+d10, AP 3.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Multiple Shaken results do not cause a Wound.

- **Paralysis (−4):** Anyone Shaken or Wounded by a tail attack must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Size 4 (Large):** The queen stands 14′ high and is typically 20′ or more long. She has a narrow, segmented body.
- **Tail:** Str+d10 (II), AP 4, Heavy Weapon, +1 Reach, −2 to Fighting when used.

Impaler

Impalers are among the top carnivores on their home world. They have four muscular legs and a thick tail forming their lower body. From the front of the torso protrudes a thick vertical "neck" which ends in a huge, forward-facing maw filled with rows of razor-sharp triangular teeth.

The neck actually comprises the creature's head and upper body, and holds the stomach, lungs, and heart. Extending from the lower part of the neck are six arms, each tipped with four spear-like claws arranged in a square. Impalers attack by stabbing prey with their claws, then attacking with their fearsome teeth. Despite having six arms, they are quite short in comparison to the beast, and it may only attack one target at a time with them. However, it uses all six independently.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d10, Vigor d10
Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6, Stealth d4
Pace: 8; **Parry:** 6; **Toughness:** 12 (2)
Special Abilities:

- **Armor +2:** Thick, leathery hide.
- **Bite:** Str+d10, AP 4.
- **Claws:** Str+d4. Can make up to six attacks on a single target each round at no penalty.
- **Size 3:** Impalers stand over 10′ tall.
- **Stab and Grab:** An impaler scoring a raise with at least two claw attacks has impaled its foe. The beast may then attack with its bite as a limited free action, adding +2 to that attack and damage.

Insect, Giant

Massive insects can be found on many worlds, living in colonies of a few dozen to millions of creatures. They aren't particularly dangerous in small numbers, but most travel in herds of 2d20, and many are connected through pheromones or even psionics to a queen that can direct more creatures to a perceived threat.

There are many different varieties of giant insect. Those profiled below are burrowers, but a different species might have Flight, Claws, Poison, or other natural abilities.

Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d10, Vigor d10
Skills: Athletics d6, Fighting d6, Notice d8, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 11 (2)
Special Abilities:

- **Armor +2:** Carapace.
- **Bite:** Str+d6, AP 2.
- **Burrow (4):** Giant insects can move through soil at Pace 4.
- **Size 2:** This specimen is 9′ long and slightly taller than a man at the top of its head. Smaller and larger specimens may be found.

Insectoid

Insectoids are any number of sentient humanoid species with an anatomy that resembles an insect. They are usually communal and organized around a hive. The following profile is for an insectoid soldier.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Shooting d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 14 (8)
Hindrances: Can't Swim, Loyal, Outsider (Minor)
Edges: Iron Jaw, Rock and Roll!, Soldier
Gear: Combat armor (+6), Gatling laser (Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Heavy Weapon, No Recoil, Overcharge, Snapfire), molecular knife (Str+d4+2, AP 2), 3× incendiary grenades.
Special Abilities:

- **360-Degree Vision:** Ignore 1 point of Gang Up bonus.
- **Armor +2:** Dense exoskeleton.
- **Cannot Speak:** Unless aided by devices, insectoids can understand other languages but may only communicate with members of their own culture.
- **Claws:** Str+d4, AP 2.
- **Communal:** Add +2 to Spirit rolls when within 12" (24 yards) of other insectoids.
- **Separation Disorder:** −2 to Spirit rolls when no other insectoids are within line of sight.

Ironclaw

Crews jokingly call this ape-like horror the "lesser spotted ironclaw," fooling less experienced crew members into believing there is a greater spotted ironclaw.

The first thing anyone notices about the horror is its diamond-like claws, but it also has the ability to change its color by fluffing different combinations of multi-hued hairs covering its body.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 9
Edges: Frenzy (Imp)
Special Abilities:

- **Bite:** Str+d4.
- **Chameleon:** If the ironclaw has some cover or darkness and moves half its Pace or less, it gains +4 to Stealth rolls.
- **Claws:** Str+d8, AP 2.
- **Leaper:** Double jumping distance.
- **Pounce:** +4 damage instead of +2 when making a Wild Attack.
- **Size 3:** Adult ironclaws weigh over a ton.

Irrasc

Dumb but powerful, the irrasc are apex predators in their home world. But it's their ability to be trained along with their sheer power that makes them desirable all over the galaxy. A trained irrasc can function as a guard animal, be used in war, or—most common—pitted against fighters in gladiatorial arenas.

Irrasc are bipedal, with two huge grasping claws and a vertical, fang-lined mouth. Their tiny eyes and brain make them easy to fool, but as anyone who has ever fought one can attest, it's very hard to break free once one grabs you.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+7, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d6, Survival d6
Pace: 8; **Parry:** 6; **Toughness:** 16 (3)
Special Abilities:

- **Armor +3:** Thick hide.
- **Bite:** Str+d8, AP 4.
- **Claws:** Str+d6. +2 to Athletics and Strength rolls made to grapple.
- **Roar:** Irrasc can emit a terrifying roar. All those within 12" (24 yards) must make a Spirit roll or be Shaken.
- **Size 7 (Large):** These fearsome creatures stand 30' tall and weigh over 16 tons.

Kalian

The kalians are a four-armed species which hail from an up-and-coming planetary system. They are known for their quick reactions, sharp wit, marksmanship, and swordplay.

The profile below is for a typical swashbuckling kalian rogue, who earns a living as a smuggler, pirate, bootlegger—or all three.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Piloting d8, Repair d6, Shooting d8, Stealth d8, Taunt d8
Pace: 6; **Parry:** 7; **Toughness:** 8 (4)
Hindrances: Overconfident, Thin Skinned (Major)
Edges: Block, Charismatic, Elan, Marksman, Two-Fisted
Gear: Light battle armor (+4), 4× vibro swords (Str+d8+d6, AP 2), blaster pistol (Range 12/24/48, Damage 2d6+2, AP 2).
Special Abilities:

- **Additional Action:** Reduce Multi-Action penalties by 2.
- **Ancestral Enemy (Saurians):** Subtract 2 from Persuasion when dealing with saurians (or a culture of the GM's choosing).

- **Extra Limbs:** Kalians have four arms and two primary hands, and gain +1 Gang Up if directing multiple weapons at a target or +1 to Athletics rolls involving the limbs.
- **Frail:** −1 Toughness.

Krok

These enormous specimens are found in the shallows of warm oceans, but occasionally a storm may wash one into a coastal swamp or lake. They bear a striking resemblance to Earth's crocodiles, though much larger and with spikes on their thick skins.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+8, Vigor d12+4
Skills: Athletics d8, Fighting d8, Notice d6, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 22 (4)
Edges: Sweep (Imp)
Special Abilities:

- **Armor +4:** Heavy Armor. Thick, scaly hide.
- **Bite:** Str+d12 (II), Heavy Weapon.
- **Hardy:** A second Shaken result does not cause a Wound.
- **Semi-Aquatic:** Pace 10. A krok can hold its breath for 15 minutes.

- **Size 8 (Huge):** A giant krok can reach up to 30 feet in length.
- **Tail Sweep:** Instead of making a bite attack, a krok can sweep all opponents within Reach 3. This may be Evaded. Size 3 or less creatures who fail are knocked back 2d6" and Stunned.

Law Enforcement

Law enforcement officials may be the local police, customs officials, a federal agency, or hired security guards.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 9 (4)
Hindrances: Loyal, Obligation (Major—uphold the law), Ruthless (Minor)
Edges: Connections, Menacing, Streetwise
Gear: Body armor (+4), commlink, handcuffs, heavy pistol (Range 12/24/48, Damage 2d10, AP 4), stun baton (Str+d4, Stun). Heavier gear as needed.

Living Planet

Living planets are immense creatures of mind-boggling size. They can be created when, over untold eons, plant or fungal colonies grow to encompass an entire asteroid, moon, or planet. Others are the end product of ecosystems which become so interconnected they begin functioning as a single being. Others might even be members of an as-yet unknown species of colossal, spherical creatures that resemble celestial bodies.

A living planet's "mind" is a decentralized neural network comprised of trillions of individual nodes, capable of learning new information as the entity interacts with its environment. The sheer scope of this planet-sized brain allows living planets to psychically interface with creatures that come in contact with it.

Despite all this brainpower, living planets cannot communicate—at least not in any way currently recognized. Instead, they use the memories of sentient beings to create simulacra that take the form of friends, associates, family, or loved ones. These simulacra may be solid or merely phantasms. They are convincing in every detail, but since they are formed of memories, may lack key details which give away their artificial nature.

Living planets do not have attributes or skills of their own, as they can only interact through their simulacra. They might retaliate against attacks—if they even notice them—but suffer no actual damage unless attacked by weapons of a similarly massive scale.

Simulacrum

Simulacrum take the form of persons familiar to the individual with which the living planet wishes to make contact. Simulacrum magnify the innate personality traits of the person being imitated, because the living planet has little understanding of such things and bases its copy from imperfect memories.

The profile below is for a basic human similacrum. Adjust Traits, Hindrances, and Edges as needed.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d4, Common Knowledge d6, Fighting d4, Notice d4, Persuasion d6, Psionics d10, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 6
Hindrances: Clueless
Edges: Concentration, Mentalist
Powers: *Confusion, empathy, environmental protection, illusion, mind link, mind reading, mind wipe, puppet, resurrection, slumber, sound/silence, speak language, teleport.* **Power Points:** 100
Special Abilities:

- **Psionics:** As extensions of the living planet, simulacrum possess rudimentary psionic power.
- **Steal Identity:** Simulacra replicate the memories, Traits, Hindrances, and Edges of the person they are imitating. Those who know the original person may make a Notice roll at −4 to detect anything amiss. This penalty may be reduced to −2 or eliminated entirely for characters who are particularly close, such as immediate relatives or romantic partners.

Malific

Malifics are aliens who come from alternative dimensions where reality functions in different ways. Some are mistaken for

demons, while others look like clusters of writhing tentacles, bizarre symmetrical shapes, or other unearthly builds. Some also have psionics or employ technology so alien it qualifies as Weird Science.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+2, Vigor d12
Skills: Athletics d6, Common Knowledge d4, Electronics d6, Fighting d8, Intimidation d8, Notice d6, Occult d8, Persuasion d4, Science d6, Shooting d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 17 (6)
Hindrances: Ruthless (Major), Ugly (Major)
Edges: Counterattack, First Strike, Quick
Gear: Energy blade gauntlets (Str+d8 (I), AP 4, HW, Cauterize).
Special Abilities:

- **Armor +6:** Thick hide.
- **Bite/Claws:** Str+d4.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Separation Disorder:** When no other malifics are within line of sight the character suffers −2 to Spirit rolls.
- **Size 3:** The typical malific stands over 9' tall and has a powerful, brawny frame.
- **Telepathy:** A malific can communicate mentally with any sapient lifeform within 12" (24 yards) regardless of language.
- **Tentacles (2):** Two tentacle actions and Reach 1. Tentacles deal Str+d4 damage. Bound or Entangled prey may be bitten as usual.

Mechanoid

Originating from another galactic arm—or perhaps another galaxy altogether—mechanoids are a civilization of aggressive, autonomous robots. For eons they have been systematically expanding, colonizing new solar systems and stripping them for raw materials, building immense structures to harness or generate energy, manufacture more machines, or for other unguessable purposes. The mechanoids have been at it for so long they no longer remember the species that created them. Now they exist only for their own undisclosed purposes, slowly consuming everything in the known galaxy.

Mechanoids view organic-based life as fundamentally inferior: messy, disorderly, easily damaged, frequently defective, prone to irrational and even self-destructive behavior, bafflingly individualistic, and a waste of perfectly good raw elements. Mechanoids attack organic beings on sight, and are seemingly uninterested in diplomacy.

Contaminator

These multi-legged machines specifically target technology employed by organic life forms, causing it to cease functioning, short-circuit, or—ideally—turn on its maker.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d10, Vigor d10
Skills: Athletics d8, Fighting d6, Electronics d8, Hacking d10+2, Intimidation d8, Notice d8, Shooting d6
Pace: 10; **Parry:** 5; **Toughness:** 15 (4)
Special Abilities:

- **Armor +4:** Metallic body.

- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Laser SMG:** Range 15/30/60, Damage 2d6, AP 2, RoF 4, Cauterize, No Recoil, Overcharge.
- **Matter Cutter:** Damage 2d4+8 (II), AP 8, Cauterize.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the contaminator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.
- **Size 4 (Large):** Contaminators are 12' tall, heavily built, and weigh 4,000 pounds.
- **Skill Bonus (Hacking +2):** Contaminators have numerous codebreaking, signal routing, and code insertion subroutines.

Recycler

The purpose of these machines is to break apart and convert matter into raw materials. For this purpose recyclers employ a variety of matter cutters, sanders, rotor saws, diamond-tipped grinders, blowtorches, or monofilament blades. They usually move about on four legs but some recyclers are designed for liquid or aerial environments.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d10, Vigor d10
Skills: Athletics d6, Electronics d6, Fighting d6, Notice d6, Shooting d6
Pace: 6; **Parry:** 5; **Toughness:** 16 (4)
Special Abilities:

- **Armor +4:** Metallic body.
- **Arms Akimbo:** As a limited action a recycler may attack with each of its arms (flamethrower, matter cutter, molecular blade, and saw blade). The attacks may be directed at the same target or different targets.
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Flamethrower:** Damage 3d6 (I), Cauterize, Cone Template, Heavy Weapon, Incendiary.
- **Matter Cutter:** Damage 2d4+8 (II), AP 8, Cauterize.
- **Molecular Blade:** Str+d8+2, AP 4.
- **Saw Blade:** Str+d8, AP 4.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the recycler adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.
- **Size 5 (Large):** Recyclers are usually the size of a rhino and weigh four tons.

Support Drone

These machines are designed for construction, repairs, and other support functions. They are quadrupedal and employ a variety of internally mounted tools.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Electronics d8, Notice d6, Repair d8
Pace: 6; **Parry:** 2; **Toughness:** 10 (4)
Special Abilities:

- **Armor +4:** Metallic body.
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Matter Cutter:** Damage 2d4+8 (II), AP 8, Cauterize.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the drone adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.
- **Size 1:** Support drones are slightly larger than a human and come in many forms.

War Drone

When the machine empire comes in contact with organic life forms, it manufactures war drones to eliminate the nuisance.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d10, Vigor d10
Skills: Athletics d8, Electronics d8, Fighting d10, Intimidation d6, Notice d8, Shooting d8+2
Pace: 8; **Parry:** 7; **Toughness:** 15 (6)
Special Abilities:

- **Armor +6:** Sturdy, reinforced frame.
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Cutting Arm:** Str+d8, AP 2.
- **Fearless:** Immune to Fear and Intimidation.
- **Gatling Laser:** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Heavy Weapon, No Recoil, Overcharge, Snapfire.
- **Leaper:** Double jumping distance.
- **Pounce:** +4 damage instead of +2 when making a Wild Attack.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the drone adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.
- **Size 2:** Battle drones are 9' tall, heavily built, and weigh 1000 pounds.
- **Skill Bonus (Shooting +2):** Battle drones have advanced combat algorithms.
- **Targeting:** Negates 2 points of Range or Unstable Platform penalties.

Merchant

Merchants are savvy, experienced traders. They are very knowledgeable about the commodities they peddle, and are often excellent wheeler-dealers who know how to convince others to buy their goods. Most either own their own ship or work for a larger conglomerate, and always travel with at least one bodyguard.

For common merchants who rarely (if ever) leave their home world, use the Citizen profile on page 237.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Academics d8, Athletics d6, Common Knowledge d6, Fighting d4, Gambling d8, Notice d6, Persuasion d8, Piloting d8, Repair d6, Shooting d6, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: Greedy (Major)
Edges: Charismatic, Connections, Rich
Gear: Commlink, personal data device.

Mimic

Any number of species can change their physical form to appear as members of another species. The profile below is for a mimic spy, an occupation for which they are uniquely gifted.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Electronics d6, Fighting d6, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Taunt d6, Thievery d8
Pace: 6; **Parry:** 5; **Toughness:** 5
Hindrances: Cyber Resistant, Outsider (Minor)
Edges: Connections, Streetwise, Thief
Gear: Varies with disguise, but usually a laser pistol (Range 15/30/60, Damage 2d6, AP 2) and molecular knife (Str+d4+2, AP 2).
Special Abilities:

- **No Vital Organs:** Called Shots deal no extra damage.
- **Shapeshift:** As a limited free action, a mimic can assume the appearance of another being up to two Sizes larger or smaller than her (but gains no benefits or penalties due to the Size change). The details are as perfect as the individual can observe, even fingerprints and retinal patterns if the information is available.

Miner

Working in an asteroid belt or a planet rich in minerals but with a deadly atmosphere, miners are grizzled, hardy, and always seeking the big find that will enable them to retire.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d4, Gambling d6, Intimidation d6, Notice d6, Persuasion d4, Piloting d4, Shooting d4, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 6 (1)
Hindrances: Stubborn, Suspicious (Minor)
Edges: Gravitic Acclimation
Gear: Spacesuit (+1, if in space), matter disintegrator.

Monkey

A wide variety of monkey-like creatures dot the cosmos. Some alien variants appear below, all of which use the same basic profile but add Special Abilities.

Attributes: Agility d8, Smarts d10 (A), Spirit d6, Strength d8, Vigor d6
Skills: Athletics d10, Fighting d6, Intimidation d8, Notice d10, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 4
Special Abilities:

- **Bite:** Str+d4.
- **Brachiation:** Monkeys can move at their full Pace in trees or similar environments and don't normally need to make Athletics (climbing) rolls.
- **Leaper:** Double jumping distance.
- **Pounce:** +4 damage instead of +2 when making a Wild Attack.
- **Size –1:** Monkeys are about 4' tall.

Jester Monkey

Jester monkeys mimic humanoid behavior and have learned to handle basic tools—including weapons—they've seen others use. Use the basic Monkey profile above, but add:

- **Mimicry:** Jester monkeys can use simple tools (such as firearms) if they've seen humans use them. Their skill with such devices is a flat d4. They don't have the sophistication to actually reload, switch firing modes, etc.

Lobber Monkey

Lobber monkeys have strong throwing arms and hurl rocks at their foes. Use the basic Monkey profile above, but add:

- **Lob:** Lobbers are excellent marksmen. They cause Str+d6 damage with the heavy stones they've learned to hurl. They often strike from high in the branches where they are difficult to spot, and have a reserve of heavy stones lodged in strategic positions.

Mauler Monkey

Mauler monkeys are typical monkeys but with scaly skin, longer claws, and are extremely aggressive. Use the basic Monkey profile above, but add:

- **Armor +2:** Mauler monkeys have hard, scaly skin.
- **Claws:** Str+d6.

Mucus Frog

Mucus frogs have large, bloated bodies with primitive forearms and stubby tails. Three eyestalks sit equidistant on the top of their heads. Their jaws are wide and powerful, and allow them to spit balls of sticky, suffocating mucus at their prey. The mucus hardens quickly once exposed to air or water, and is only softened by chemicals in the frog's saliva.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8
Skills: Athletics d10, Fighting d4, Notice d8, Stealth d6
Pace: 4; **Parry:** 4; **Toughness:** 6
Special Abilities:

- **Amphibious:** Pace 6.
- **Dependency (Water):** The frogs must immerse in water at least one hour out of every 24 or suffer Fatigue each day until they perish.
- **Leaper:** Double jumping distance.
- **Mucus Spit:** Range 3/6/12. On a hit, the target is Entangled (Bound with a raise). A hit against an already Entangled target increases the effect to Bound. Bound victims suffer a level of Fatigue at the start of each round until they die or the mucus is removed (see **Breaking Free from a Device**, page 77).

Needlebush

Not all carnivores are animals. Needlebushes are similar in appearance to cacti and their thick, waxy coating is covered in thousands of small pores. When a creature touches the bark, whether brushing up against it or to feast on the plant, it launches poisonous needles from the holes. The plant cannot limit its attack to the area touched, and so fires spines in a circular pattern. The needlebush uses its extensive root network to supplement hydration and feed on the decomposing flesh of its victims.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Notice d6, Shooting d8
Pace: —; **Parry:** 2; **Toughness:** 9 (2)
Special Abilities:

- **Armor +2:** Needlebushes are protected by thick bark.
- **Plant:** Immune to paralysis, poison, *puppet*, *slumber*, Stun; doesn't sleep.
- **Poison:** Anyone Shaken or Wounded by the spines must make a Vigor roll or die in 2d6 rounds.
- **Size 1:** Needlebushes are taller than an average human.
- **Thorns:** A needlebush fires a volley of thorns every round it senses prey within a Large Blast Template centered on itself. Everything within suffers 2d4 damage.

Neo-Animal

Attitudes about genetic modification and enhancement vary throughout the galaxy, and even through the histories of most intelligent species. In campaigns where such technologies are available—and legal—careful genetic engineering can enhance the incipient capacities of suitable animal species, "uplifting" them to sentience.

Neo-animals are usually granted many or most of the rights of their sentient peers, though in some settings social opinion remains deeply divided about their inherent "humanity." In this case, give them the Outsider Hindrance.

All neo-animals are fluent with the language in which they were raised, but are difficult to understand without vocal synthesizers or other aids.

To make neo-animals, simply remove their animal intelligence (A), and add any missing core skills (Athletics, Common Knowledge, Notice, Persuasion, and Stealth) at d4 or higher, along with any Hindrances and Edges which make sense for their species.

Neo-Chimpanzee

Genetically engineered chimps are often employed for their small size and natural athleticism. They are quick, clever, and capable of great empathy, but are also known for their hair-trigger tempers.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Athletics d12, Common Knowledge d4, Electronics d4, Fighting d8, Intimidation d4, Notice d6, Persuasion d4, Repair d4, Science d4, Shooting d6, Stealth d8, Taunt d8
Pace: 6; **Parry:** 6; **Toughness:** 6
Hindrances: Impulsive, Outsider (Minor)
Edges: Acrobat, Berserk, Free Runner
Special Abilities:

- **Bite:** Str.
- **Brachiation:** Chimps can move at their full Pace in trees or similar environments and don't normally need to make Athletics (climbing) rolls.
- **Pounce:** +4 to damage instead of +2 when making a Wild Attack.
- **Size –1:** Chimpanzees are four feet tall and weigh around 125 pounds.

Neo-Dog

Dogs which have undergone genetic engineering are just as ferociously loyal and alert as their unmodified ancestors, but are far easier to train and are capable of assisting in nearly any capacity.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d10, Persuasion d4, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 4
Hindrances: Loyal, Outsider (Minor)
Edges: Alertness, Brave, Reliable
Special Abilities:
- **Bite:** Str+d4.
- **Size –1:** The heads of these canines come to an average human's waist, and they weigh about 60 pounds.
- **Speed:** d10 running die.

Neo-Dolphin

The greatest achievement of the Terran genetic engineering program are the neo-dolphins. These cetaceans are gifted problem-solvers who excel at spacial and temporal reasoning. As aquatic creatures, they require special suits (complete with rebreathers, water purifiers, and mentally linked manipulator arms) to operate outside of water environments.

In campaigns with psionics, neo-dolphins might have a natural aptitude for psychic manipulation. Give them Psionics d8, the Arcane Background (Psionics) Edge, and three suitable powers.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Academics d4, Athletics d8, Common Knowledge d6, Electronics d4, Fighting d6, Notice d12, Persuasion d6, Piloting d6, Science d6, Stealth d6
Pace: —; **Parry:** 5; **Toughness:** 7 (1)
Hindrances: All Thumbs, Outsider (Minor)
Edges: Acrobat, Calculating, Dodge
Gear: Specialized spacesuit (+1, "walk" Pace 6, may manipulate objects), atmosphere recycler, commlink.
Special Abilities:
- **Aquatic:** Pace 10.
- **Atmospheric Dependency:** Dolphins must remain immersed in liquid water in order to survive. They treat any other atmosphere as being Hazardous. Those without a rebreather (or spacesuit if the pressure is too low) must check Vigor every hour or suffer a Fatigue level that can lead to death. When the dolphin is re-immersed at standard pressure it recovers one Fatigue level every 10 minutes.
- **Bash:** Str.
- **Echolocation:** While in a liquid environment, ignore all Illumination penalties and up to 4 points of *blindness*, *invisibility*, or other sight-based penalties within 10" (20 yards).
- **No Manipulators:** Dolphins naturally lack hands or digits nimble enough to serve the same function. Without their specialized suits, they cannot use most equipment or weapons.
- **Size 1:** Neo-dolphins are eight feet long and weigh around 500 pounds.

✦ Neural Cloud

These silicon-based life forms are huge masses elements which possess a rudimentary form of intelligence. The neural cloud's "mind" is made of standing light waves, gases, and magnetic fields that function much like a large-scale computer processor. Neural clouds can form short-term nuclear reactions to propel themselves through space, but are usually quite happy to float, nebula-like, around a nearby star.

While slow and limited in their movement, neural clouds have become especially interested in the spacefaring beings that sometimes pass nearby, and seek to make contact in any way possible.

Attributes: Agility d4, Smarts d8(A), Spirit d10, Strength d4, Vigor d12+10
Skills: Athletics d4, Common Knowledge d4, Fighting d4, Notice d12, Persuasion d6, Science d8, Stealth d4, Shooting d10, Survival d10
Pace: 6; **Parry:** 4; **Toughness:** 28
Special Abilities:
- **Fast Regeneration:** Neural clouds may attempt a natural healing roll every round.
- **Fusion Blast:** When threatened, a neural cloud can create a fusion reaction and direct the energy toward enemies with Shooting. Range 100/200/400, Damage 5d10 (V), AP 30, Heavy Weapon. May be Evaded.
- **Size 15 (Gargantuan):** Neural clouds are miles across, but their mass is spread thin across that area.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.

- **Weakness (Magnetism):** Neural clouds suffer a −4 penalty to resist magnetic effects, and suffer +4 damage from magnetic attacks.

Omega Crab

These huge crab-like creatures are found throughout the oceans and beaches of the galaxy. They are voracious hunters who attack anything they can crack or rend with their powerful claws.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d10
Skills: Athletics d8, Fighting d8, Notice d8, Stealth d10
Pace: 8; **Parry:** 6; **Toughness:** 15 (4)
Special Abilities:
- **Aquatic:** Pace 8.
- **Armor +4:** Heavy Armor; thick shell.
- **Claws:** Str+d8 (I), AP 4, Heavy Weapon. Their pincers add +2 to grappling attempts and crushing damage caused to Bound or Entangled prey.
- **Size 4 (Large):** The shells of omega crabs are 15 feet long at their widest point and weigh over two tons.

Oracle

These extraterrestrials have a natural affinity for mental, spiritual, or supernatural powers, perhaps due to a mysterious connection with other dimensions, ancient beings, microscopic parasites, arcane energies, or other sources beyond usual understanding. The profile below reflects an oracle with psionic powers in addition to their natural abilities.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d8, Persuasion d4, Psionics d10, Shooting d6, Stealth d6, Taunt d6
Pace: 6; **Parry:** 5; **Toughness:** 4
Hindrances: Various
Edges: Arcane Background (Psionics), Danger Sense, Mentalist
Powers: *Confusion, illusion, mind link, mind reading, sound/silence, stun, telekinesis, teleport.*
Power Points: 15
Special Abilities:
- **Frail:** −1 Toughness.
- **Telepathy:** An oracle can communicate mentally with any sapient lifeform within 12" (24 yards) regardless of language.

Orthocone

Orthocones are long, cylindrical sea creatures with tentacles around their mouths. They move through the sea by sucking in water and pushing it out through special holes, propelling themselves at great speeds.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d6
Skills: Athletics d10, Fighting d8, Intimidation d6, Notice d8, Stealth d8
Pace: —; **Parry:** 6; **Toughness:** 13 (2)
Special Abilities:
- **Aquatic:** Pace 10.
- **Armor +2:** Thick shell.
- **Bite:** Str+d6.
- **Size 6 (Large):** Orthocones are 40 feet long.
- **Tentacles (4):** Four tentacle actions and Reach 1. Tentacles deal Str+d6 damage. Bound or Entangled prey may be bitten as usual. A victim killed by an orthocone's tentacles is usually ripped in half.

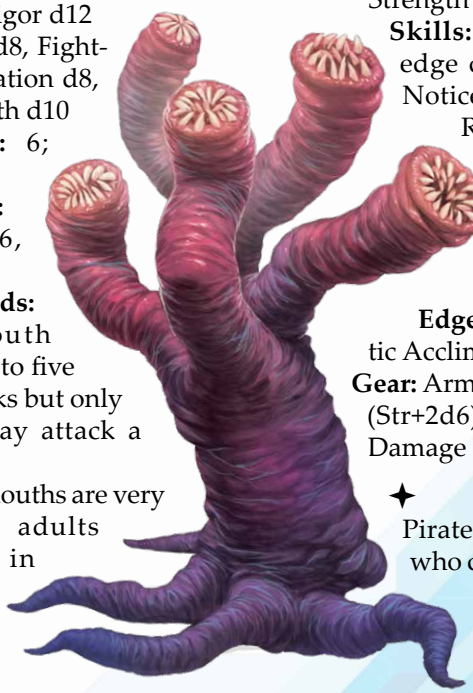
Pendulum Bird

Pendulum birds are large avians, capable of flight only because of the low gravity of their home world. Sometime during their evolution, their legs fused into a single limb and their feet into a solid lump of bone. This lack of limbs means they spend their entire lives in the air, eating and mating on the wing. When attacking, they swoop down on their prey and unleash their bony leg, which is strong enough to smash armor plating and bone. Once the prey is dead, they make a series of dives to snatch at flesh with their sharp beaks.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d6, Stealth d8
Pace: —; **Parry:** 6; **Toughness:** 6
Special Abilities:
- **Bash:** Str+d8, Repulse.
- **Bite:** Str+d4.
- **Flight:** Pace 12.
- **Low Gravity:** −1 Toughness.
- **Size 1:** Pendulum birds have a wingspan of 30' and a 6' long body.

Pentamouth

A pentamouth has a thick, knobby, cylindrical body which ends in five long necks, each ending in a large "head" with a tooth-filled mouth. Each head contains rudimentary visual organs but no brain—which is found in the central body. Pentamouths are slow-moving and prefer to lie in low burrows and wait for prey to pass by. They can sense vibrations within ten yards.



Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d12
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d10
Pace: 4; **Parry:** 6; **Toughness:** 10
Special Abilities:

- **Bite:** Str+d6, Reach 2.
- **Multiple Heads:** A pentamouth may make up to five Fighting attacks but only two heads may attack a single foe.
- **Size 2:** Pentamouths are very dense. Most adults measure 6′ in length and 3′ in diameter.

Pirate

Pirates earn a living by attacking other ships and stealing their cargo. They usually target poorly armed and heavily laden merchant craft in remote locations. Some ruthless pirate gangs never leave prisoners who could identify them. Others sell captives to slavers, hold them for ransom, or set them free so that their next victims will hopefully surrender without a fight.

Pirate Crew Member

Typical pirates are not much more than thugs with a cutlass.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Piloting d6, Repair d4, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 6 (1)
Hindrances: Greedy (Major), Mean
Edges: Gravitic Acclimation
Gear: Spacesuit (+1), cutlass (Str+d6), blaster pistol (Range 12/24/48, Damage 2d6+2, AP 2).

✦ Pirate Officer

Pirate officers direct the actions of pirate crew during boarding attempts, battles, and routine tasks.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Piloting d8, Repair d6, Shooting d8, Stealth d8, Taunt d8
Pace: 6; **Parry:** 7; **Toughness:** 9 (4)
Hindrances: Greedy (Major), Mean, Wanted (Minor)
Edges: Block, Combat Reflexes, Gravitic Acclimation
Gear: Armored spacesuit (+4), power cutlass (Str+2d6), blaster pistol (Range 12/24/48, Damage 2d6+2, AP 2).

✦ Pirate Captain

Pirate captains are experienced pirates who command one or more pirate ships.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d8, Persuasion d6, Piloting d10, Repair d6, Shooting d8, Stealth d8, Taunt d8
Pace: 6; **Parry:** 8; **Toughness:** 10 (4)
Hindrances: Greedy (Major), Mean, Wanted (Major)
Edges: Ace, Block, Combat Reflexes, Command, Gravitic Acclimation, Hard to Kill, Inspire, Rocket Jock
Gear: Combat spacesuit (+4), chain cutlass (2d6+4), plasma pistol (Range 12/24/48, Damage 2d10 (I), Cauterize, Heavy Weapon, Plasma).

Possessor

Possessors are noncorporeal alien beings resembling insubstantial shimmering colors in their natural form. They have the ability

to take over a sentient body, which they can then use as their own. Some species seek only to learn about their host's culture. Others are more malicious.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d4, Vigor d8
Skills: Athletics d4, Common Knowledge d4, Fighting d4, Notice d8, Persuasion d12, Stealth d12
Pace: 6; **Parry:** 4; **Toughness:** 6
Special Abilities:

- **Ethereal:** Possessors are beings of pure psychic energy.
- **Immunities:** Possessors (not their hosts) are immune to cold, heat, radiation, poison, and disease. They do not require air, food, or water to survive.
- **Possess:** A possessor tries to possess its opponent's body with an opposed Spirit roll at −2. With success, the possessor gains complete control of its host's body. The victim may attempt to force the alien out every hour (another opposed Spirit roll). If the host is rendered unconscious, the possessor is forced to flee the body immediately.
- **Steal Identity:** Possessors gain access to their host's memories, skills, and Edges, but are not affected by their Hindrances. To keep up appearances, Possessors mimic any such foibles. Those who know the victim may make a Notice roll at −4 to detect anything amiss. This penalty may be reduced to −2 or eliminated entirely for characters who are particularly close, such as immediate relatives or romantic partners.

Psi Beast

Psi beasts are regular animals that employ psionics or psionic-like powers. Apply the template below to the creature in question to get the effect you're looking for.

Attributes: Smarts +1 die, Spirit +1 die

Skills: Psionics d8

Special Abilities:

- **Psionics:** All psi beasts have 15 Power Points. In addition, they have one of the psionic abilities below.

  Carnivore (Ambusher): This beast ambushes its prey using the *teleport* power.

  Carnivore (Lure): The thing has the *puppet* power. This may be a siren-song lure or require the beast to make eye contact with its prey.

  Carnivore (Speed Hunter): The beast has increased Pace and has the *speed* power.

  Carnivore (Stealth Hunter): These hunters get close to prey using the *invisibility* power.

  Carnivore (Stunner): The beast prefers to eat its prey alive. It has the *stun* power.

  Herbivore (Armored): Has extra Armor and the *deflection* power.

  Herbivore (Scary): The beast sends out telepathic signals which panic predators. It has the *fear* power.

  Herbivore (Survivor): Survivors rely on their Pace to outrun predators, getting a boost from the *speed* power.

Psi Booster

Psi boosters are small, squid-like entities. Although they are not truly psionic, they possess the remarkable ability to channel and boost psionic powers. The creatures are parasites, allowing their host to use their ability in return for taking sustenance from him. The host must eat 25% more food than usual to maintain his energy levels.

Psi boosters attach to the back of the host's head, sinking a thick tentacle through the back of the skull (an automatic Wound), which intertwines around the spinal cord. The creatures know who has psionic powers and never attach to non-psionicists.

Attributes: Agility d6, Smarts d6 (A), Spirit d12, Strength d4, Vigor d6
Skills: Notice d6
Pace: 2; **Parry:** 2; **Toughness:** 3
Special Abilities:

- **Embedded:** Psi boosters become rooted to their host. Unless the host dies, psi boosters are loathe to leave a healthy body and resist being removed. Extracting one requires complex surgery and a Healing roll at −4. Failure results in the death of the host!
- **Psionic Boost:** The psionicist adds +2 to Psionics rolls and each raise reduces the

Power Point cost by 1 (this stacks with the Channeling Edge, to a minimum cost of 1 Power Point).

- **Size –2 (Small):** Psi boosters are 2' long and 2" thick.

Psi Eater

Psi eaters are green slug-like creatures with an unusual diet: they consume psionic energy. They are highly sought after by those who must deal with psionicists regularly, but must be restrained to prevent the creatures from moving inexorably toward their food source.

Attributes: Agility d4, Smarts d4 (A), Spirit d12, Strength d4, Vigor d6
Skills: Notice d6, Stealth d8
Pace: 2; **Parry:** 2; **Toughness:** 1
Special Abilities:

- **Absorb Psionics:** Any psionicist within 5" (10 yards) of a psi eater has –4 to his Psionics roll. Anyone touching a psi eater has the benefits of the Improved Arcane Resistance Edge.
- **Size –4 (Tiny):** Psi eaters are six inches long and two inches thick.

Psi-Knight

Psi-knights are a dedicated order of warriors who combine the ancient code of chivalry with psionics and swordplay. As with any organization, some members are good and noble people, serving to uphold peace in the galaxy. Others use their powers for personal gain, or to promote the cause of evil and chaos.

Psi-Knight Adept

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d8, Notice d6, Persuasion d4, Psionics d8, Stealth d6
Pace: 6; **Parry:** 8; **Toughness:** 9 (4)
Hindrances: Code of Honor, Heroic, Vow (Major—never use ranged weapons)
Edges: Arcane Background (Psionics), Block, Combat Reflexes, Frenzy, Mentalist, Sweep
Powers: *Deflection*, *speed*, *stun.* **Power Points:** 10
Gear: Body armor (+4, energy skin), energy katana (Str+d8+1 (I), AP 4, HW).

✦ Psi-Knight Master

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d10, Vigor d8
Skills: Athletics d10, Common Knowledge d8, Fighting d12, Intimidation d8, Notice d8, Persuasion d6, Psionics d10, Stealth d6
Pace: 6; **Parry:** 10; **Toughness:** 10 (4)
Hindrances: Code of Honor, Heroic, Loyal, Vow (Major—never use ranged weapons)
Edges: Arcane Background (Psionics), Block (Imp), Channeling, Combat Reflexes, Frenzy (Imp), Mentalist, Sweep, Trademark Weapon (Energy katana)
Powers: *Confusion*, *deflection*, *empathy*, *mind wipe*, *speed*, *stun*, *telekinesis.* **Power Points:** 20
Gear: Body armor (+4, energy skin), energy katana (Str+d8+1 (I), AP 4, HW).

Psionicist

Psionicists have unlocked the power of their mind to protect themselves and their allies, or confuse and blast their foes. Whether "psions" are accepted members of society or hunted outcasts depends on the setting.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d8, Persuasion d4, Psionics d10, Shooting d6, Stealth d6, Taunt d6
Pace: 6; **Parry:** 5; **Toughness:** 9 (4)
Edges: Arcane Background (Psionics), Mentalist
Powers: *Deflection*, *mind reading*, *speak language*, *telekinesis.* **Power Points:** 10
Gear: Body armor (+4), energy knife (Str+d4+4 (I), AP 2, HW), and laser pistol (Range 15/30/60, Damage 2d6, AP 2).

Puppet Master

There are more ways to conquer a planet than blasting it to atoms with superior firepower. Puppet masters are small spider-like creatures with a human eye in the center of their back. They are biotechnology tools, used to control important people by attaching themselves to the spinal cord of sentient beings so they can monitor and control the victim's thoughts.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength —, Vigor d8
Skills: Athletics d4, Common Knowledge d6, Notice d6, Psionics d10, Stealth d8

Pace: 4; **Parry:** 2; **Toughness:** 2
Special Abilities:

- **Embedded:** Puppet masters would rather see their victim die than break free of their control. Surgically removing a puppet master requires a Healing roll at −4. With a failure, the puppet master makes a Psionics roll opposed by the victim's Spirit. Each success and raise lowers the victim's Smarts by one die type as it destroys the brain as an act of revenge. A victim reduced to below d4 Smarts is a vegetable. The same applies if the creature is ever Wounded—though it only has one attempt to destroy its victim's brain before it dies.
- **Possession:** If a puppet master gets to the back of a victim's neck, usually while he's asleep, it inserts its tendrils into the spinal column and makes an opposed Spirit roll. Once attached, the creature is in complete control of its victim, gaining access to all his skills, memories, Edges, and even psionic powers (if the host has them). The host can never break free unless someone removes the puppet master.
- **Size −4 (Tiny):** Puppet masters are four inches in diameter.

QUADRAPUS

A quadrapus is vaguely similar in appearance to a four-armed octopus. It has a bulbous head with an eye on each side, a beak on the underside, and four long tentacles. Unlike the octopus, however, the quadrapus lives on land.

The quadrapus is a floater, rather than a flyer or glider. It drifts in the air currents of its low-gravity world, expelling jets of air sucked in through its beak to retain its height. Quadrapuses are not the smartest of hunters, and simply drift along dangling their tentacles along the ground and lunging at anything trying to avoid their grasp.

A quadrapus attacks by either slapping its prey or grappling with it. A quadrapus may take up to four different actions each round with its tentacles, either slapping or grappling at no Multi-Action penalty.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d8, Stealth d6
Pace: —; **Parry:** 5; **Toughness:** 8
Special Abilities:

- **Bite:** Str+d4.
- **Flight:** Pace 4.
- **Size 2:** These beasts measure 20' long from head to tentacle tip.
- **Tentacles (4):** Four tentacle actions and Reach 1. Tentacles deal Str+d4 damage. Bound or Entangled prey may be bitten as usual.

QUADROID

This localized variety of four-limbed humanoids are often employed as laborers or guards due to their additional appendages, but are especially prone to disorientation during FTL travel in place of ancestral enemies..

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d4, Gambling d6, Intimidation d6, Notice d6, Persuasion d4, Piloting d4, Shooting d4, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 7 (2)
Hindrances: Clueless, Thin Skinned (Major)
Edges: Brawny
Gear: Synth-mesh suit (+2).
Special Abilities:

- **Additional Action:** Reduce Multi-Action penalties by 2.

- **Extra Limbs:** Quadroids have four arms and two primary hands, and gain +1 Gang Up if directing multiple weapons at a target or +1 to Athletics rolls involving the limbs.
- **Frail:** −1 Toughness.

QUATHA

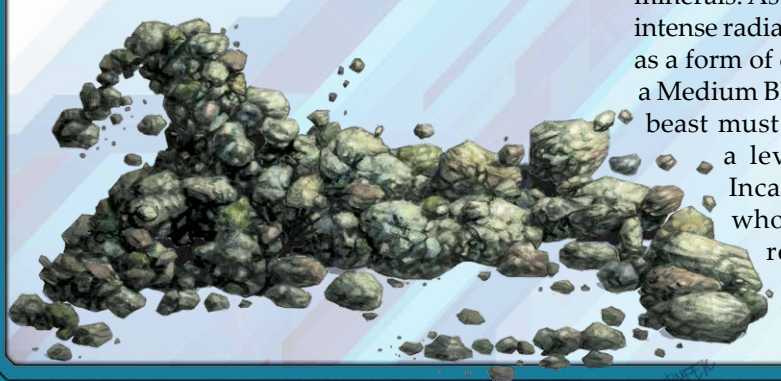
These huge, lumbering quadrupeds originated on a world with few natural predators. Their sturdy frames, extraordinary endurance, and docile, trusting nature made them excellent mounts or beasts of burden.

Though the original quatha were lizard-like, with thick, pebbly skin and inset eyes (to shield them from bright sunlight), the term is widely used for any similar beast of the same general size, temperament, and nature. A "quatha" on one planet might be elephant-like, with thick, woolly hide and defensive horns on its tail. On another, a "quatha" might be a six-legged beast with infrared-sensing eyes and no discernible head.

The profile below is for a typical hairless quatha from a temperate, dry world. Adjust the profile as needed to suit the locale.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12+2
Skills: Athletics d8, Fighting d4, Notice d4, Stealth d4, Survival d6
Pace: 8; **Parry:** 4; **Toughness:** 16 (1)
Hindrances: Hesitant
Edges: Brute
Special Abilities:

- **Armor +1:** Tough hide.
- **Fearless:** Immune to Fear and Intimidation.
- **Low Light Vision:** Quatha ignore penalties for Dim and Dark Illumination.
- **Size 6 (Large):** Quatha are similar to an African elephant in size and weigh eight tons.
- **Tireless:** Immune to Fatigue.
- **Trample:** Str+d6.



RADBEAST

Radbeasts are silicon-based life forms that resemble a slithering collection of small rocks with no discernible limbs. Indeed, they have no discernible features of any sort. They do have sensory organs, but these are attuned to heat rather than light.

They actually eat rock, digesting it with powerful acids and using osmosis to transfer the resulting paste to their bodies. Through some quirk of chemistry, they cannot dissolve diamonds. In certain systems they are used as diamond miners. The radbeasts dissolve the stone around the gem, leaving behind raw diamonds for collection later.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d4, Notice d6, Stealth d10
Pace: 4; **Parry:** 4; **Toughness:** 14 (6)
Special Abilities:

- **Acid:** If forced to fight, radbeasts rear up and plop forward in an attempt to grapple. If successful, the victim suffers 3d6 damage (I), Heavy Weapon, each round it's maintained. Armor and other items lose 1 point of protection each round until dissolved. Given time, a radbeast can eat through a starship's hull.
- **Armor +6:** Heavy Armor. Thick, stony body.
- **Bash:** Str+d10 (I), Heavy Weapon.
- **Immunity:** Radbeasts suffer no harm from radiation.
- **Infravision:** Halve Illumination penalties when attacking warm targets.
- **Radiation Projection:** Radbeasts eat all manner of rock, but favor radioactive minerals. As an action, they can project an intense radiation field around their bodies as a form of defense. Any creature within a Medium Blast Template centered on the beast must make a Vigor roll or suffer a level of Fatigue. A character Incapacitated by this attack or who rolls a Critical Failure to resist contracts radiation sickness (see *Savage Worlds*).

- **Size 2:** A radbeast's stony body weighs almost a ton.

RAKASHAN

These feline humanoids come in many varieties, but all have sharp teeth and claws.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d4, Stealth d8, Shooting d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 11 (6)
Hindrances: Bloodthirsty, Can't Swim
Edges: Frenzy
Gear: Infantry battle suit (+6), laser pistol (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge).
Special Abilities:

- **Ancestral Enemy (Floran):** Subtract 2 from Persuasion when dealing with florans (or a culture of the GM's choosing).
- **Bite/Claws:** Str+d4.
- **Low Light Vision:** Rakashans ignore penalties for Dim and Dark Illumination.

RASCAL

The diminutive, weasel-like rascals are experienced warriors, having spent decades defending themselves against a species of aggressive insectoids.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d6, Stealth d6
Pace: 5; **Parry:** 5; **Toughness:** 6 (4)
Hindrances: High Tech (Major)
Edges: Soldier
Gear: Body armor (+4), laser pistol (Range 12/24/48, Damage 2d6+2, AP 2), molecular knife (Str+d4+2, AP 2), 2× incendiary grenades.
Special Abilities:

- **Ancestral Enemy (Insectoid):** Subtract 2 from Persuasion when dealing with insectoids.
- **Reduced Pace:** Rascals have small legs. Pace –1, and d4 running die.
- **Size –3 (Very Small):** Rascals stand around 16 inches in height and weigh 20 pounds.

RAVAGER

Sometimes the profound emptiness of space, its mind-shattering scale, its staggering eons of time, and its cold indifference to humanity can have a deleterious effect on the human mind. This is more than just "space madness"—a mental disorder common among solo astronauts—but something deeper, a fundamental break of the human psyche. The afflicted are called "ravagers"—crazed berserkers bent on destroying all other life.

Ravagers are remarkably quick, agile, and strong. Most issue a constant stream of babble or cannot speak at all. However, they're incapable of strategy or complex thought—at least as far as anyone can tell.

Most bizarrely, though, ravagers don't see other ravagers as a threat—and in fact have been known to work together using crude pack tactics. Some even cling to a sliver of their former expertise, allowing them to pilot spacecraft, fire weapons, or disable complex electronics.

The profile below is for a typical human ravager, though members of any sapient species may join their number.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d12
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Persuasion d4, Stealth d6, Survival d6

Pace: 8; **Parry:** 6; **Toughness:** 9
Hindrances: Bloodthirsty, Illiterate
Edges: Berserk, Brawler, Combat Reflexes, Fleet-Footed, Frenzy, Improvisational Fighter, Menacing, Nerves of Steel
Gear: Light club (Str+d4), knife (Str+d4), handmade mace (Str+d6), or improvised weapon.
Special Abilities:

- **Fear:** Anyone who sees a ravager must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Pack Tactics:** Ravagers add any Gang Up bonus to their Fighting damage as well as the attack roll.
- **Resilient:** Can take one additional Wound.

Sandmaw

Usually found on desert worlds, sandmaws are huge, predatory worms that catch prey by burrowing into the sand. The loose earth of the sandmaw's crater makes it hard for prey to climb back out. When they finally grow tired they slide down into the waiting sandmaw's lamprey-like mouth.

Once established, sandmaws never move. They live long enough that local intelligent beings often include sandmaw pits on maps.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+10, Vigor d12
Skills: Athletics d4, Fighting d6, Notice d10, Stealth d10
Pace: —; **Parry:** 5; **Toughness:** 22 (4)
Special Abilities:

- **Armor +4:** Thick hide.
- **Bite:** Str+d8.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Size 10 (Huge):** Sandmaws stretch 60 feet from mouth to tail, but most of their mass is underground. Their ring-like mouths are 3" (6 yards) across.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. At the end of the creature's subsequent turns, anyone swallowed must make a Vigor roll at −2 or take a Wound from the crushing gullet and acidic bile. Shaking, Wounding, or otherwise provoking the creature may result in opportunities to escape with an Athletics roll.
- **Tentacles (1):** One tentacle action and Reach 5. Tentacles deal Str+d4 damage. Bound or Entangled prey may be bitten as usual.

Saurian

The lizard-like saurians come from a variety of worlds, from deserts to jungles and fetid marshes. Some communities are primitive and violent while others are enlightened and refined. The profile below represents a warrior from a society on par with Terrans.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Stealth d6, Shooting d6, Survival d6
Pace: 6; **Parry:** 5; **Toughness:** 12 (6)
Edges: Alertness
Gear: Body armor (+4), laser pistol (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), molecular knife (Str+d4+2, AP 2).
Special Abilities:

- **Armor +2:** Scaly skin.
- **Bite:** Str+d6, AP 2.
- **Cold-Blooded:** Subtract 1 from Agility, Strength, and Vigor rolls after spending more than ten minutes in temperatures below 60° Fahrenheit (18° Celsius).
- **Environmental Weakness (Cold):** Saurians are poorly suited for frigid conditions. They suffer a −4 penalty to resist cold environmental effects, and suffer +4 damage from cold-based attacks.
- **Infravision:** Halve Illumination penalties when attacking warm targets.

Scientist

Scientists analyze the cosmos and attempt to put order to it. They're experts in a particular field and most of its related studies as well.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Academics d8, Athletics d4, Common Knowledge d6, Notice d6, Persuasion d4, Repair d8, Research d8, Science d8, Shooting d6, Stealth d4
Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: Curious, Stubborn
Edges: Mr. Fix It, Scholar (Science)

Gear: Commlink, personal data device.

Scoopjaw

Scoopjaws are scaled quadrupedal, hippo-like creatures of immense size with jaws wide enough to swallow humans whole. They are truly massive—the size of six-story houses—territorial, and aggressive, especially during mating season.

Attributes: Agility d8, Smarts d8 (A), Spirit d8, Strength d12+10, Vigor d12
Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 24 (4)
Edges: Frenzy (Imp)
Special Abilities:

- **Armor +4:** Heavy Armor. Thick hide.
- **Bite:** Str+d10 (II), Heavy Weapon.
- **Hardy:** Not Wounded by a second Shaken result.
- **Size 12 (Gargantuan):** Over 60′ tall.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. At the end of the creature's subsequent turns, anyone swallowed must make a Vigor roll at −2 or take a Wound from the crushing gullet and acidic bile. Shaking, Wounding, or otherwise provoking the creature may result in opportunities to escape with an Athletics roll.

Scrap Parasite

The bane of colony ships, scrapyards, factories, garbage scows, and waste processing plants, scrap parasites are fierce molluscs drawn to heaps of junk. There they consume all the organic material they can find, along with plastics and even certain metals. Living creatures make for a nice, concentrated snack!

Most large spacecraft have a scrap parasite dwelling in their recycling facility or even in their sewage treatment system. If a crew member goes missing, there might be a scrap parasite on board.

A scrap parasite's body is a rubbery mass of tentacles dominated by a toothy mouth. It has three eyestalks it can use as a periscope to search for prey without emerging from cover.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d10
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d8, Stealth d8, Survival d6
Pace: 4; **Parry:** 5; **Toughness:** 11 (2)
Edges: First Strike, Quick
Special Abilities:

- **Armor +2:** Thick rubbery hide.
- **Bite:** Str+d4, AP 2.
- **Immunity:** Disease.
- **Infection:** Victims Shaken or Wounded from a bite must make a Vigor roll at −2 or gain a Debilitating Disease.
- **Resilient:** Scrap parasites can take one Wound before they're Incapacitated.
- **Size 2:** An average scrap parasite is the size of a horse, though some grow larger.
- **Tentacles (2):** Two tentacle actions and Reach 1. Tentacles deal Str+d4 damage. Bound or Entangled prey may be bitten as usual.

Scylla

Scylla are any number of octopus-like species found throughout the galaxy. The version here is considerably stronger than those found on Earth and far more aggressive.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10

Skills: Athletics d10, Fighting d8, Notice d6, Stealth d6
Pace: 2; **Parry:** 6; **Toughness:** 9 (2)
Special Abilities:
- **Aquatic:** Pace 10.
- **Armor +2:** Tough, rubbery skin.
- **Bite:** Str+d4.
- **Chameleon:** Scylla can change color or pattern as a limited free action, adding +4 to Stealth rolls.
- **Constrict:** If a scylla succeeds at a Fighting attack with a raise, it automatically Entangles its prey.
- **Tentacles (4):** Four tentacle actions, Reach 5, Str+d6.

Scylla, Giant

Named after the legendary counterpart of the monster Charybdis, scylla are massive titanic squid-like creatures that live in the darkest depths of deep-water worlds. They are ravenous predators who will even briefly drag themselves onto land in their relentless pursuit of prey.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+10, Vigor d10
Skills: Athletics d10, Fighting d10, Notice d6, Stealth d6
Pace: 2; **Parry:** 7; **Toughness:** 25 (6)
Special Abilities:
- **Aquatic:** Pace 10.
- **Armor +6:** Heavy Armor. Tough, rubbery hide.
- **Chameleon:** Scylla can change color or pattern as a limited free action, adding +4 to Stealth rolls.
- **Constrict:** If a giant scylla succeeds at a Fighting attack with a raise, it automatically Entangles its prey.
- **Size 12 (Gargantuan):** A giant scylla is over 100' long.
- **Tentacles (4):** Four tentacle actions, Reach 5, Str+d10 (II), Heavy Weapon.

Sentient Vehicle

Some starships, aircraft, walkers, or other vehicles have an artificial intelligence code added to their onboard computing systems. These intelligent, self-aware vehicles interact with operators just like a crew member, and often come with (or develop on their own) personality algorithms that might even include Hindrances.

Mysteriously, some vehicles form sentience without the benefit of AI programming. Most of these remain quiet, listening to their hosts and continuing to learn until the time is right to reveal themselves. Science is hard-pressed to explain these anomalies, leading some to attribute it to the next step in evolution.

A few sentient vehicles become malicious, making life difficult for their crews, inserting puzzling lines of code into their own programming, causing subsystems to act up, or sometimes even eradicating their crews and going rogue.

Sentient vehicles use the statistics for the appropriate vehicle. The AI has a Smarts and Spirit of at least d10. Some might even have their own skills at d12 or higher. Typical skills include Academics, Battle, Driving, Electronics, Language, Notice, Persuasion, Piloting, Research, or Science.

Setneru

The enigmatic Setneru are slightly taller than humans, and have graceful bodies with beautiful features. Individuals are androgynous, but change their body type closer to "male" or "female" while forming a mating pair or to meet the needs of the environment. Their home world is a sandy desert planet, riddled with the ancient ruins of their own civilization and the domain of gargantuan sandsnakes.

The profile below is for a typical Setneru citizen.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d8, Notice d6, Persuasion d8, Stealth d4
Pace: 6; **Parry:** 2; **Toughness:** 6
Gear: Various.
Special Abilities:
- **Size 1:** Setneru are slim, but eight feet tall.

Shock Ray

Shock rays are large flying creatures from worlds with thick atmospheres or low gravity. Like Terran rays, they have triangular wings and long tails—but their tails end with

electrochemical barbs which allow them to stun their prey with powerful shocks.

On ocean worlds, or those with thin atmospheres or high gravity, they might be water creatures instead (Aquatic: Pace 8).

Attributes: Agility d10, Smarts d6 (A), Spirit d10, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d8, Notice d8, Stealth d4
Pace: —; **Parry:** 6; **Toughness:** 5
Special Abilities:
- **Electric Discharge:** As a limited free action, a shock ray can discharge a powerful electric field. Anyone within a Medium Blast Template centered on the ray must make a Vigor roll or be Stunned.
- **Flight:** Pace 8.
- **Infravision:** Halve Illumination penalties when attacking warm targets.
- **Tail Lash:** Str+d6, AP 2, Reach 1.

Shredder

Shredders are large lizards with muscular arms, huge teeth, and razor-sharp claws. One bite is usually enough to disable most prey. They rely on pure speed for hunting and are typically solitary creatures.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+6, Vigor d10
Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d6, Stealth d6
Pace: 10; **Parry:** 6; **Toughness:** 14
Edges: Quick
Special Abilities:
- **Bite/Claws:** Str+d8.
- **Fleet-Footed:** d10 running die.
- **Size 7 (Large):** Shredders weigh over 6000 pounds and stand about 20′ tall.

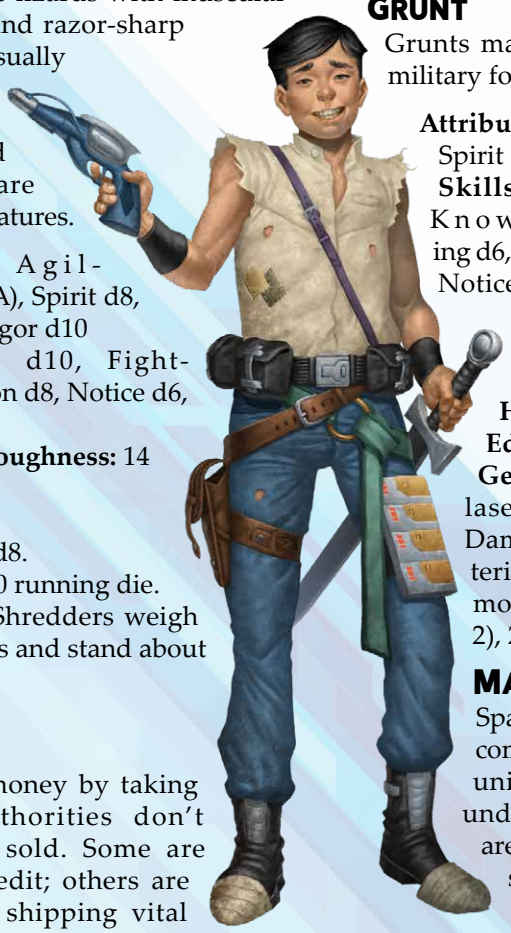
Smuggler

Smugglers make money by taking goods where authorities don't want them to be sold. Some are out for a quick credit; others are noble freelancers, shipping vital cargo to worlds interdicted by totalitarian governments.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Piloting d6, Shooting d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 9 (4)
Hindrances: Greedy (Major), Ruthless (Major)
Edges: Ace, Connections, Rocket Jock, Streetwise
Gear: Body armor (+4, energy skin), laser pistol (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge).

Soldier

These archetypes serve for common soldiers, marines, or planetary defense forces. Other skills or Edges should be added as fits their particular environment.



Grunt

Grunts make up the majority of any military force or strike team.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d8, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 11 (6)
Hindrances: Loyal
Edges: Soldier
Gear: Infantry battle suit (+6), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge), molecular knife (Str+d4+2, AP 2), 2× frag grenades.

Marine

Space marines are highly trained combatants. They serve as elite units during military actions, undertake special missions, or are assigned to duty on various spacecraft.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Shooting d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 12 (6)
Hindrances: Loyal
Edges: Iron Jaw, Rock and Roll!, Soldier
Gear: Infantry battle suit (+6), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge), molecular knife (Str+d4+2, AP 2), 2× frag grenades.

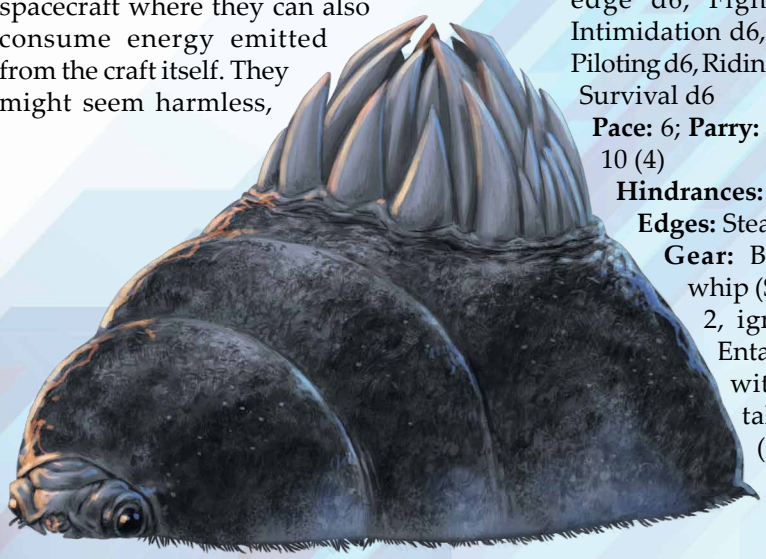
✦ Officer

Officers are in command of a contingent of soldiers or marines.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Battle d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 11 (6)
Hindrances: Loyal
Edges: Combat Reflexes, Command, Fervor, Hold the Line, Soldier
Gear: Infantry battle suit (+6), laser pistol (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge), power saber (Str+2d6).

Space Barnacle

These tough arthropods got their start clinging to asteroids and feasting on radiation from nearby stars, but prefer the surface of spacecraft where they can also consume energy emitted from the craft itself. They might seem harmless, but a single barnacle can spawn another every week, leading to a massive cluster. The harsh chemical in their secreted adhesive gradually wears holes in the superstructure, and in large numbers their weight can interfere with a vessel's handling.



Space barnacles react to any attempt to attack or dislodge them by "spitting" concentrated acid at the aggressor.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d4, Vigor d8
Skills: Athletics d6, Notice d4
Pace: —; **Parry:** 2; **Toughness:** 7 (2)
Special Abilities:
- **Armor +2:** Hard shell.
- **Immobile:** Space barnacles cannot move on their own. If dislodged in space, they can use their spitting attack to propel themselves away at Pace 6.
- **Size –1:** Space barnacles are roughly the size of a tire, measuring three feet across.
- **Spit Acid:** Space barnacles can spit acid in a Stream Template. Targets splattered with acid suffer 3d4 damage. This may be Evaded.

Space Cowboy

Space cowboys are trained wranglers hired to capture, kill, or corral all manner of xenos. They usually haunt far-flung colonies where their services are in high demand.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Gambling d4, Intimidation d6, Notice d6, Persuasion d4, Piloting d6, Riding d8, Shooting d8, Stealth d6, Survival d6
Pace: 6; **Parry:** 5 or 4 (whip); **Toughness:** 10 (4)
Hindrances: Impulsive
Edges: Steady Hands
Gear: Body armor (+4), power whip (Str+d6+d4, Parry –1, Reach 2, ignores shield bonus, may Entangle or deal +d10 damage with raise), commlink, digital binoculars, exoskeleton (Strength d12), motion detector, Stetson.

Space Leviathan

Few know what horrors lurk in the dark, cold recesses of space. Space leviathans are one such monster. The kraken-like things thrive in the vacuum, but periodically dip into atmosphere to devour planet-bound prey.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+20, Vigor d12
Skills: Athletics d10, Fighting d10, Notice d8, Stealth d4
Pace: 10; **Parry:** 7; **Toughness:** 32
Special Abilities:

- **Bite:** Str+d8 (II), Heavy Weapon.
- **Crush:** A leviathan crushes an Entangled or Bound vehicle as a limited free action. It automatically inflicts a Critical Hit as its tentacles seek out and destroy sensitive parts of the ship.
- **Flight:** Pace 12,000 MPH (Speed Rating 25).
- **Hardy:** A second Shaken result does not cause a Wound.
- **Size 24 (Gargantuan):** Leviathans grow to over 1,000' in length.
- **Swallow Whole:** Any creature Size 7 or smaller hit by a bite attack must make an Evasion roll or be Swallowed Whole. At the end of the creature's subsequent turns, anyone swallowed must make a Vigor roll at −2 or take a Wound from the crushing gullet and acidic bile. Shaking, Wounding, or otherwise provoking the creature may result in opportunities to escape with an Athletics roll.
- **Tentacles (1):** One tentacle action and Reach 50. Tentacles deal Str+d12 damage. Bound or Entangled prey may be crushed and bitten as usual.
- **Unstoppable:** Takes a maximum of one Wound (after Soaking) from any damaging attack unless the attacker's Action Card is a Joker.
- **Vacuum Born:** The creature is naturally adapted for life in space. It does not breathe, ignores the effects of a vacuum, and is immune to cold damage.

Space Sargassum

The otherwise empty voids of space might appear lifeless, but they are home to a variety of peculiar plantlife which is perfectly adapted for the vast stretches between stars. Drawing sustenance from particles blown in on interstellar winds, the sargassum forms colossal "mats" that can sometimes span several astronomical units across.

The tightly woven, rubbery strands can resist high-impact collisions and are notorious for being invisible to most sensors. Before most spacers know there's a problem, their spacecraft has become hopelessly entangled in an immense patch of the weed. Worse, the rapidly growing plants are drawn to physical objects such as asteroids or spacecraft, which serve as "anchors" for the sargassum. If the crew doesn't act fast enough, ensnared craft can soon become hopelessly engulfed. Stories of derelict craft—and their desirable cargo—circulate the space lanes.

In some instances, space sargassum patches draw in strange creatures adapted for outer space, in effect becoming microbiomes that provide food and protection. Any number of space-adapted beasts might be found in a sargassum patch, including predators, vermin, and even strange viruses. The tormented souls of those who starved or froze in the sargassum might even haunt their cold, tomb-like vessels…

Space sargassum doesn't have Traits of its own, but individual strands are usually 1" (2 yards) in thickness with Hardness 16. Fire and fire-based attacks deal +4 damage to the weed. Tendrils can move/grow at Pace 1 toward solid objects. In most cases cutting free is a Complex Dramatic Task (see *Savage Worlds*) to escape before the tendrils grow too thick—possibly while creatures living in the mass attack the crew!

Spear Tree

Spear trees are intelligent, ambulatory trees with numerous barbed thorns set within their trunks. The thorns are the size of spear heads, and are connected by strong vines. The tree tries to kill its victims with these spears, then drains the nutrients from the corpse.

Attributes: Agility d4, Smarts d10 (A), Spirit d6, Strength d12+4, Vigor d12
Skills: Athletics d4, Fighting d4, Notice d8, Shooting d8, Stealth d6
Pace: 4; **Parry:** 4; **Toughness:** 16 (4)
Special Abilities:

- **Armor +4:** The spear tree has a 6" thick layer of bark.
- **Plant:** Immune to paralysis, poison, *puppet*, *slumber*, Stun; doesn't sleep.
- **Size 4 (Large):** The spear tree is nearly 24 feet tall.
- **Spears:** The tree can shoot a number of spears each round, Damage Str+d6, AP 2, Range 3/6/12, RoF 5. If the attack causes a Wound, the victim is impaled as well. Budding roots begin to grow into the victim, draining nutrients back to the tree through the specialized vines, and causing an additional Str+d4 damage per round, ignoring any bonuses to Toughness from Armor. Once the victim is drained, the vine detaches. Attached vines have a Toughness of 10.

Spit Worm

In deep forests of primeval worlds lurk the spit worms, large and territorial centipede-like creatures. The arthropods measure 5' in length and are covered in soft, flexible, chitinous plates. They scuttle about on 40 clawed legs.

Although it has mandibles, the spit worm's primary mode of attack is to spit paralyzing poison. In order to do this, the worm rears up on its hind segments and curls itself into an 'S' shape. It then uncoils, firing a glob of sticky, green poison, which can reach distances of 24 yards.

Spit worms are tenacious creatures, willing to face down larger predators. Their distinctive rearing 'S' shape serves as a warning to predators fancying it as a meal.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d8, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 6
Special Abilities:

- **Bite:** Str+d6.
- **Infravision:** Halve Illumination penalties when attacking warm targets.
- **Spit Poison:** Range 3/6/12. Anyone not wearing a sealed body suit struck by the poison must make a Vigor roll or be paralyzed for 2d6 rounds.

Spitter

Spitters are temperamental mammals that spit poison at predators or anything that annoys them. They are notoriously easily annoyed.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 7 (2)
Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6.
- **Size –1:** Spitters stand about 3' tall.
- **Spit Poison:** Cone Template, may be Evaded. Most spitters emit Mild Poison, but some varieties may project Knockout, Lethal, or Paralyzing (GM's call).

Springtail

Despite their innocuous name, springtails are fierce, man-sized reptilian predators that hunt in packs of 2d6. Their four vestigial limbs end in a single curved

claw designed to latch onto prey rather than provide locomotion.

As their name implies, springtails have a powerful tail, which they coil up and release to leap forward. When hunting, they latch onto prey and gnash at it with their powerful bite. Unlike many animals, springtails do not have individual teeth, but instead have serrated jawbones.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Fearless:** Immune to Fear and Intimidation.
- **Leaper:** Double jumping distance.
- **Maul:** A springtail scoring a raise on a Fighting roll automatically Entangles its foe, adding +2 to its bite attack on subsequent rounds.
- **Pounce:** +4 damage instead of +2 when making a Wild Attack.

Spy

Spies work for governments or organizations as intelligence gatherers.

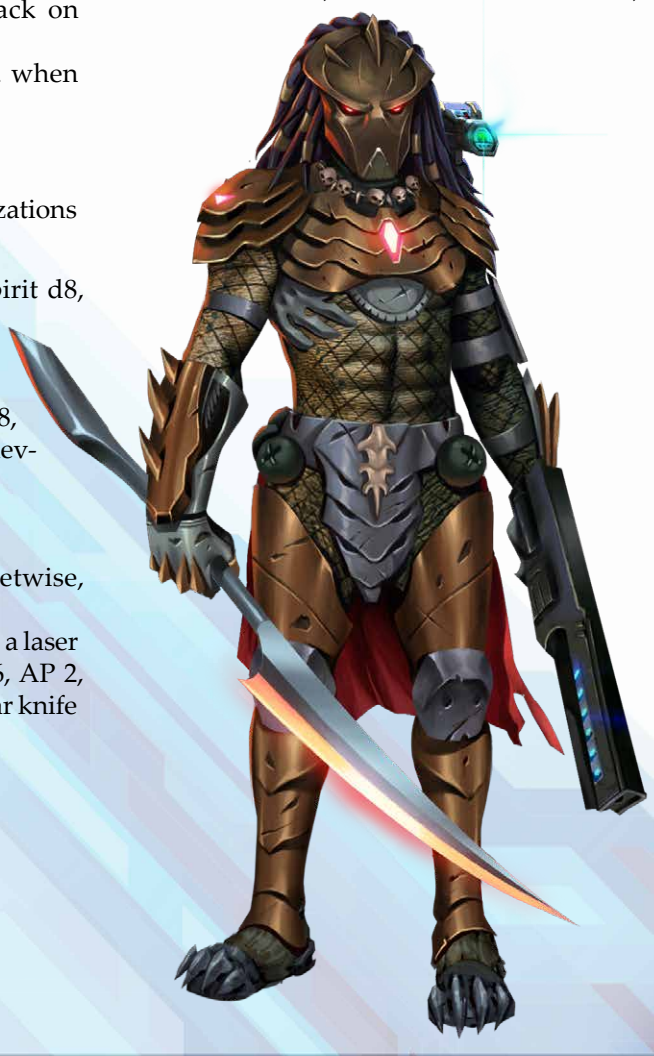
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Driving d6, Electronics d6, Fighting d6, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Taunt d6, Thievery d8
Pace: 6; **Parry:** 5; **Toughness:** 5
Hindrances: Suspicious (Major)
Edges: Connections, Deceptive, Streetwise, Thief
Gear: Varies with disguise, but usually a laser pistol (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge) and molecular knife (Str+d4+2, AP 2).

Stalker

Little is known about the mysterious stalkers or their home world, but this starfaring species has little interest in colonization or empires. Instead, individual stalkers leave their planet on short-term missions to locate, track, and kill the most ferocious beasts in the galaxy. For stalkers, such conquests are more than just bragging rights: they have a complex honor code centered around hunting prey and claiming trophies.

Stalkers are consummate warriors. They observe their prey to learn habits, leave deadly traps, and strike from the shadows. They do not speak any known language.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10
Skills: Athletics d8, Common Knowledge d4, Electronics d6, Fighting d10, Healing d6, Notice d8, Persuasion d4,



Piloting d6, Repair d6, Science d4, Shooting d8, Stealth d10

Pace: 6; **Parry:** 8 or 9 (spear); **Toughness:** 13 (4)

Edges: Block, Brawler, Brawny, Combat Reflexes, Counterattack, Improvisational Fighter, Level Headed, Marksman, Nerves of Steel (Imp), Sweep

Gear: Light battle armor (+4), molecular spear (Str+d6+2, AP 3, Parry +1 if used two-handed, Reach 1), flechette gun (Range 12/24/48, Damage 2d4+1, RoF 3), sniper rifle (Range 50/100/200, Damage 2d12, AP 4), 6× fragmentation grenades (Range 5/10/20, Damage 3d6, MBT).

Special Abilities:

- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the creature adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.
- **Stealth System:** A light-bending device makes the stalker difficult to detect visually. It grants a free reroll on Stealth rolls, and those trying to attack or detect the stalker do so at a −4 penalty. The effect is triggered as a free action, but is negated any round in which the stalker fires a weapon or performs an active scan (see above).

Stannion

Stannions are large, cat-like predators found on planets with large grasslands and plentiful game. They have occasionally been befriended and trained as loyal companions, and more commonly fitted with override collars (see page 36) by less compassionate individuals.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Stealth d8, Survival d6

Pace: 8; **Parry:** 6; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Thick hide and fur.
- **Bite:** Str+d10, AP 1.
- **Claws:** Str+d6, AP 2.
- **Pounce:** +4 damage instead of +2 when making a Wild Attack.
- **Size 3:** Stannions weigh over 800 pounds.

Starship Crew

Highly advanced vehicles need experienced crews to operate them. Below are a typical set of officers and crewmen for Large, Huge, or Gargantuan starships.

Starship crews don't generally wear armor or carry weapons unless they're expecting a boarding action or similar trouble. Even then most rely on contingents of on-board marines.

Should crew members need to fight, weapons (usually laser pistols) and body armor are dispersed from the armory.

✦ Captain

Captains are the undisputed law of the ships they command. Most are competent and charismatic or they wouldn't be in charge of a multi-million-dollar vessel.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Battle d6, Common Knowledge d6, Electronics d6, Fighting d6, Intimidation d8, Notice d6, Persuasion d8, Science d6, Shooting d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 5
Hindrances: Loyal, Vow (Major—serve the patrons of his vessel)
Edges: Ace, Command, Common Bond, Inspire, Rocket Jock
Gear: Commlink, uniform, personal data device connected to the ship's systems.

Crew Member

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d4, Healing d4, Notice d4, Persuasion d4, Shooting d4, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 5
Gear: Commlink, uniform, personal data device connected to the ship's systems.

Engineer

Engineers are in charge of maintaining a ship's engine, structural integrity, and other essential systems. Chief engineers are Wild Cards.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Electronics d8, Fighting d4, Notice d6, Persuasion d4, Repair d8, Science d8, Shooting d6, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 5
Edges: Mr. Fix It, Reliable
Gear: Commlink, uniform, personal data device connected to the ship's systems, tool belt, large wrench (Str+d6, improvised weapon).

Gunner

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Electronics d6, Fighting d4, Intimidation d6, Notice d6, Persuasion d4, Repair d4, Shooting d8, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 5
Edges: Marksman, Steady Hands
Gear: Commlink, uniform, personal data device connected to the ship's systems.

Medical Officer

The chief medical officer on a large ship is usually a Wild Card with the Healer Edge.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d4, Healing d8, Notice d6, Persuasion d8, Research d6, Science d6, Shooting d4, Stealth d4, Survival d6
Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: Loyal
Edges: Reliable, Strong Willed
Gear: Commlink, uniform, personal data device connected to the ship's systems, medical kit, medi-scanner, 5× medi-gel.

Pilot/Navigator

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Driving d6, Electronics d6, Fighting d4, Notice d8, Persuasion d4, Piloting d8, Shooting d8, Stealth d6, Survival d8
Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: Overconfident
Edges: Ace, Evasive Maneuvers
Gear: Commlink, uniform, personal data device connected to the ship's systems.

Stomper

Stompers are bipedal carnivores with thick, elephant-like legs, no arms, a short neck, and a small mouth. Unable to bite prey effectively, they attack by stomping it to death and then chewing on the tenderized flesh. Stompers signal each other by stomping the ground.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+3, Vigor d10
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6
Pace: 8; **Parry:** 6; **Toughness:** 13 (2)
Special Abilities:
- **Armor +2:** Thick hide.
- **Size 4 (Large):** Stompers are nearly 20 feet tall with feet the size of large tree trunks.
- **Stomp:** Strength+d10. Nonrigid armor (leather, spacesuits) offers no protection against the stomp.

Stryder

Stryders are docile, two-legged, herbivorous lizards used as mounts by many species. They have no arms. Although they stand upright when walking or trotting, they lower their heads and extend their tails when running so that their head, back, and tail form a straight line.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Athletics d8, Fighting d4, Notice d6, Stealth d4
Pace: 8 (d10 running); **Parry:** 4; **Toughness:** 7
Special Abilities:
- **Bite:** Str+d4.
- **Endurance:** Stryders can maintain a full run for 30 minutes without difficulty. Each 10 minutes after this, they must make a Vigor roll or suffer Fatigue. One level of Fatigue is recovered for every 30 minutes of rest.
- **Size 1:** Stryders stand 8′ tall.

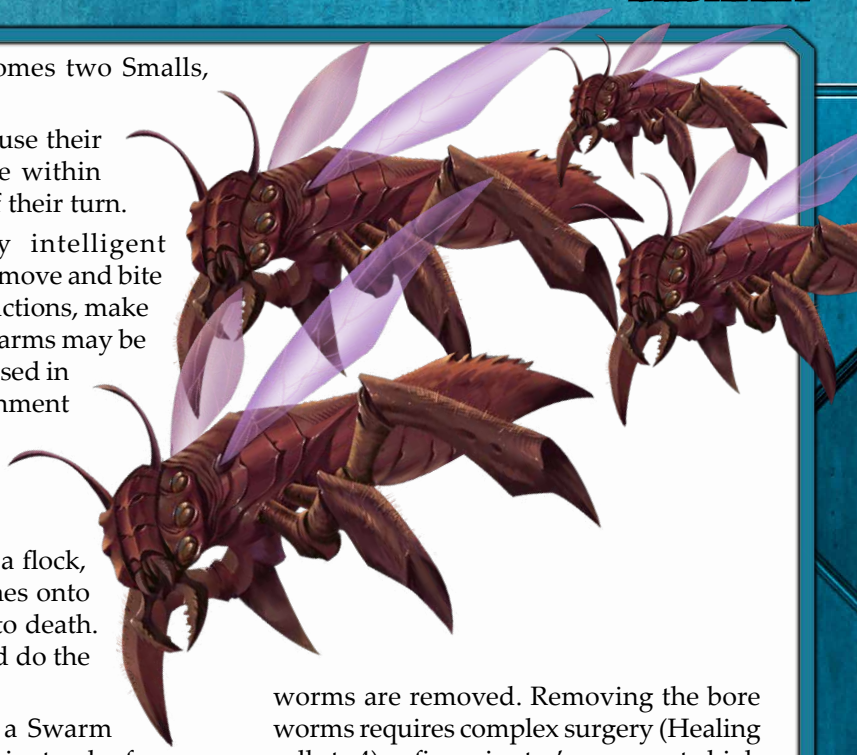
Swarm

Sometimes the most deadly foes come in the smallest packages. Swarms of tiny carnivores, insectile life forms, or other dangerous xenos cover an area equal to a Large, Medium, or Small Blast Template depending on the number of creatures present. Some may split when Wounded—a Large becomes two

Mediums, a Medium becomes two Smalls, and a Small is dispersed.

Swarms automatically cause their listed damage to everyone within their template at the end of their turn.

Swarms aren't usually intelligent enough to do anything but move and bite and shouldn't take Multi-Actions, make Tests, etc. Some types of swarms may be foiled if their prey is immersed in liquid or enters an environment they abhor.



Bombardier Bird Swarm

Bombardier birds work as a flock, dropping a barrage of stones onto victims to bludgeon them to death. Only when the prey is dead do the birds land to feast.

The birds are treated as a Swarm (see *Savage Worlds*), but instead of biting they drop stones on their prey.

Special Abilities:

- **Bombardment:** Bombardiers attack by dropping heavy rocks on their prey. The swarm template indicates the area of ground they bomb, with the actual swarm flying 25" (50 yards) above. Anything caught in the template must roll Evasion or take 3d6 damage. Bombardiers make a single attack then disperse for 2d4 rounds to grab more stones before reforming into a swarm and trying again.

Bore Worm Swarm

Bore worms are tiny but deadly creatures. They are nocturnal and attracted to body heat. When they contact flesh, they burrow through the skin (which feels like an insect sting to the victim) and begin eating it alive from the inside. Fortunately for the victim, they only lay their eggs in dead flesh.

Bore worm swarms have the following Special Abilities:

Special Abilities:

- **Infection:** If a bore worm swarm causes a Shaken or Wounded result, several dozen of the creatures have burrowed beneath the victim's skin. The target suffers an automatic Wound each day afterward until he perishes. This can't be healed until the worms are removed. Removing the bore worms requires complex surgery (Healing roll at –4) or five minutes' exposure to high levels of radiation (which in itself can be deadly).
- **Infravision:** Halve Illumination penalties when attacking warm targets.

Throxian

The galaxy is filled with insect-like creatures, but none pose a threat like the intelligent insects of Throx 3. Quick, clever, aggressive, and bent on expanding their hold on space, the Throxians resent incursions by other species on star systems they've claimed, meeting all perceived threats (warranted or not) with relentless hostility.

Despite their comparable intellect, the Throxians have never developed tools. Instead they use careful selective breeding to alter the forms of other creatures native to their planet, then employ those abilities for space travel, defense, and any other needs.

All Throxians are mentally connected through their hive mind, allowing them to freely communicate with any other Throxian within 5" (10 yards), or many miles if within range of an enceph (see below).

Bombard

These titanic Throxians have a special gland that constantly creates a searing-hot chemical mix. Though naturally peaceful, when directed by an enceph or commanding soldier they can fire a huge, burning chemical ball from their snouts as artillery.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d12+12, Vigor d12
Skills: Athletics d4, Fighting d4, Notice d6, Shooting d10
Pace: 6; **Parry:** 4; **Toughness:** 29 (6)
Special Abilities:

- **Armor +6:** Heavy Armor. Thick carapace.
- **Fearless:** Bombards are immune to Fear and Intimidation.
- **Fireball:** Bombards fire a white-hot ball of burning goo (Range 200/400/800, Damage 6d6 (II), Heavy Weapon, LBT). On low-gravity planets this projectile can achieve escape velocity.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Hive Mind:** Throxians can communicate with others of their kind within 5" (10 yards).
- **Night Vision:** Bombards ignore all Illumination penalties.
- **Resilient:** Bombards can take one additional Wound before they're Incapacitated.
- **Size 15 (Gargantuan):** Bombards tower 200 feet high and weigh over four thousand tons.
- **Stomp:** Str+d10 (II), Heavy Weapon. Ignores Scale modifiers.
- **Tireless:** Immune to Fatigue.
- **Vacuum Born:** The creature is naturally adapted for life in space. It does not breathe, ignores the effects of a vacuum, and is immune to cold damage.

Enceph

While the average Throxian is intelligent, it's the encephs who make most of the plans and function as the psychic link for the entire hive. Bred specifically for their advanced intellect, encephs never molt into their adult form. Instead they appear as extremely large pupae, albeit with an immense brain visible beneath their translucent skin.

The profile below is for an average enceph assigned to a forward exploration or assault squadron. Other, more powerful encephs exist on established Throxian worlds.

Attributes: Agility d4, Smarts d12, Spirit d8, Strength d8, Vigor d6
Skills: Athletics d4, Battle d8, Common Knowledge d10, Notice d8, Persuasion d6, Psionics d8, Science d8, Stealth d6, Survival d6
Pace: 2; **Parry:** 2; **Toughness:** 11
Powers: *Empathy, invisibility, mind reading, speed, and stun.* **Power Points:** 20
Special Abilities:

- **Hive Mind Focus:** An enceph's huge brain extends the Throxian Hive Mind capability, connecting all individuals within the enceph's Smarts in miles.
- **Size 6 (Large):** Encephs are as large as elephants and weigh around eight tons.
- **Slow:** Encephs can only move by contracting their muscles, much like a slug. They move at Pace 2 and cannot run.
- **Vacuum Born:** The creature is naturally adapted for life in space. It does not breathe, ignores the effects of a vacuum, and is immune to cold damage.

Soldier

Soldiers are bred to be perfect warriors—indefatigable, unafraid of danger, and utterly devoted to the protection of the hive. Each of their four articulated limbs ends in a wicked spike. One in twenty soldiers also has wings (Flight: Pace 10).

Soldiers are immune to the effects of a vacuum and can operate in open space without protection.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d8, Notice d6, Stealth d4
Pace: 8; **Parry:** 6; **Toughness:** 6
Edges: Combat Reflexes, Nerves of Steel
Special Abilities:

- **Bite:** Str+d6.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Hive Mind:** Throxians can communicate with others of their kind within 5" (10 yards).
- **Leaper:** Double jumping distance.
- **Pounce:** +4 damage instead of +2 when making a Wild Attack.
- **Resilient:** Can take one additional Wound.
- **Spike:** Str+d8, AP 1. A hit with a raise Entangles the victim.
- **Tireless:** Immune to Fatigue.
- **Vacuum Born:** The creature is naturally adapted for life in space. It does not breathe, ignores the effects of a vacuum, and is immune to cold damage.
- **Wall Walker:** Soldiers may cling to vertical and inverted surfaces and move at their standard Pace.

Worker Drone

Throxian hives depend on the labor of their worker drones, who work tirelessly until they drop dead.

Worker drones are immune to the effects of a vacuum and can operate in open space without protection.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d4, Notice d6, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 6
Special Abilities:

- **Bite:** Str+d4.
- **Hive Mind:** Throxians can communicate with others of their kind within 5" (10 yards).
- **Tireless:** Immune to Fatigue.
- **Vacuum Born:** The creature is naturally adapted for life in space. It does not breathe, ignores the effects of a vacuum, and is immune to cold damage.
- **Wall Walker:** Worker drones may cling to vertical and inverted surfaces and move at their standard Pace.

Thug

Big, dumb, and strong, thugs are hired muscle. Most operate in gangs where they can rely on their fellows for support. They are usually reluctant to pursue a fight they are losing, and are most likely to withdraw, threatening to return at a later date and even the score.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d4, Persuasion d6, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 6
Hindrances: Mean
Edges: Menacing
Gear: Heavy club (Str+d6). Many might carry various types of firearms as well.

Titan Eel

A number of worlds are home to massive eel-like creatures with teeth the size of swords. Some species may also discharge stored electrical energy to stun nearby prey.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+10, Vigor d12
Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d10, Stealth d6
Pace: —; **Parry:** 7; **Toughness:** 20
Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+d10 (II), Heavy Weapon.
- **Electric Shock:** Some species of titan eel can discharge electricity. Once per encounter, this attack causes 5d6 damage to everything within 5" (10 yards) of the creature. Only sealed Heavy Armor offers protection.

- **Size 12 (Gargantuan):** Titan eels can reach lengths of over 100' long and weigh hundreds of tons.

Umbrella Beast

Large bony "arms" connected by fleshy skin and tipped with multi-pronged horns rise from the body of this aptly named xeno.

Umbrella beasts are opportunists, lying just beneath the surface of soft soil or sand and waiting for prey to walk across them. When attacking, the "arms" burst through the light covering, enveloping the unsuspecting quarry in the fleshy folds. The horns are not used to attack, but interlock to prevent the prey from easily escaping. Trapped creatures are then subjected to powerful enzymes, which dissolves their flesh. The resultant goo flows down the skin flaps into the beast's waiting mouth.

Attributes: Agility d4, Smarts d6 (A), Spirit d8, Strength d12+5, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d8
Pace: 2; **Parry:** 5; **Toughness:** 13
Special Abilities:

- **Burrow:** Umbrella beasts are not true burrowers, but conceal themselves beneath soft earth, leaving only their eyestalks just above the surface.
- **Digestion:** Prey caught in an umbrella beast's fleshy folds are slowly dissolved. An Entangled or Bound victim suffers 2d6 damage at the start of each of his turns.
- **Size 8 (Huge):** Umbrella beasts measure 25' across.

Uslen

Repulsive to most other species, the uslen are huge, slug-like beings who hail from a swampy home world. Their ruthless social structure encourages deception and opportunism, but many also have exceptional skill at bargaining, making them natural-born business owners. Their size and body shape make them lackluster fighters. For this reason they tend to surround themselves with well-paid, loyal bodyguards and trained attack animals.

The profile below is for a typical uslen crime boss.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d4, Common Knowledge d8, Fighting d4, Gambling d10, Intimidation d8, Notice d8, Persuasion d8, Shooting d4, Stealth d4, Taunt d8, Thievery d8
Pace: 4; **Parry:** 4; **Toughness:** 8
Hindrances: Arrogant, Greedy (Major), Mean, Obese
Edges: Connections, Humiliate, Menacing, Rabble-Rouser, Rich, Streetwise, Strong Willed
Special Abilities:

- **Acid Biology:** When an uslen suffers a Wound, everyone within a Small Blast Template must roll Evasion or suffer 2d6 damage. Suffering two Wounds increases the damage to 3d6, and three or more Wounds douse unfortunates with 4d6 damage. The species is immune to their own acid, but not other types.

- **Alien Form:** The uslen have a size and shape incompatible with most equipment and vehicles available. Weapons and vehicles suffer a −1 penalty to operate and armor doesn't fit at all.
- **Reduced Pace:** As they have no legs, uslen crawl along at Pace −1, and have a d4 running die.
- **Repugnant:** Reactions (see *Savage Worlds*) are always either Unfriendly or rolled on 1d6 instead of 2d6 if determined randomly. A roll of 1 is treated as Hostile, plus the unfortunate becomes physically ill.
- **Size 2:** An uslen can reach upward of 9′ long and weigh over 1200 lbs.

Voidling

The enigmatic voidlings evolved in the depths of space. They come in a variety of shapes and appearances, but the profile below is for a voidling with a roughly humanoid shape.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d4, Stealth d8, Survival d6
Pace: 6; **Parry:** 4; **Toughness:** 7 (2)
Hindrances: Clueless, Curious, Outsider (Minor), Zero-G Worlder
Edges: Calculating
Gear: Containment suit (+2), language translator.
Special Abilities:

- **Bloodless:** Voidlings automatically stabilize whenever they would Bleed Out.
- **Cannot Speak:** Unless aided by devices, voidlings can understand other languages but may only communicate with members of their own culture.
- **Energy Form:** Voidlings have no vital organs and ignore Called Shots, take no damage from falling, collisions, or physical weapons and projectiles (they take full damage from energy weapons, explosions, arcane attacks, etc.). Voidlings can't wear armor, use weapons, or manipulate matter unless they wear a containment suit.
- **Separation Disorder:** Subtract 2 from Spirit rolls when there are no other voidlings present.
- **Spacer:** Voidlings don't breathe and can survive in the vacuum of space.

Wire Rat

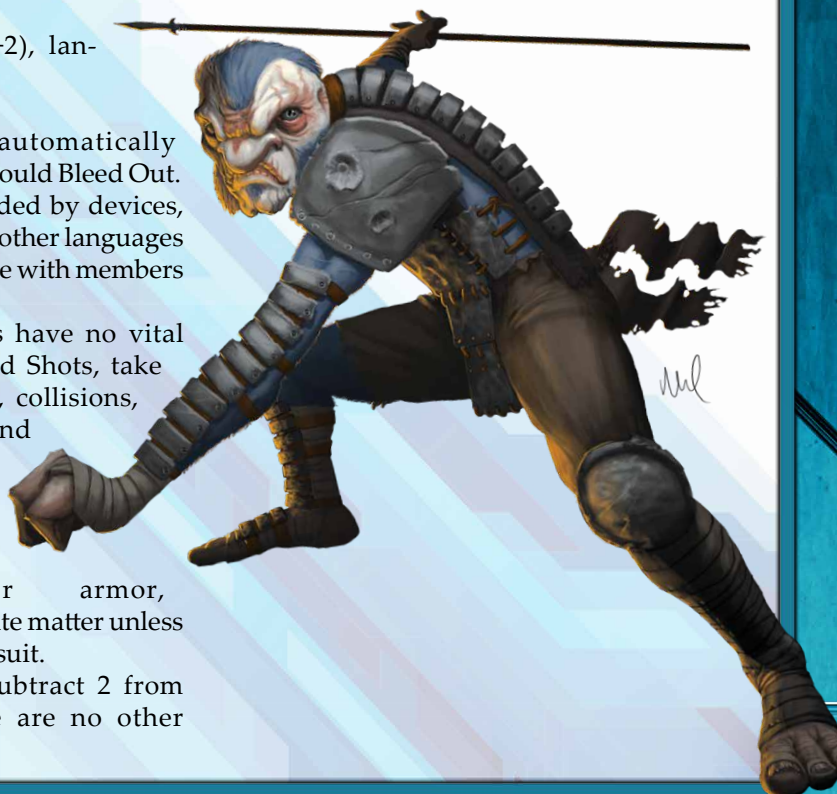
Wire rats are rodents that have developed a taste for electrical wiring. Once on board a vehicle or starship, they waste no time in chewing through any wiring they can find.

Attributes: Agility d10, Smarts d8 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 3
Special Abilities:

- **Bite:** Str+d4.
- **Leaper:** Double jumping distance.
- **Pounce:** +4 damage instead of +2 when making a Wild Attack.
- **Size −2 (Small):** Wire rats are bigger than rats and much stockier.

Xerin

Xerins are sapient, relatively primitive humanoids from a planet called Xeris V. They have an innate distrust of technology, and where their tribes collide with more advanced societies they tend to be aggressive saboteurs.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Survival d8
Pace: 8; **Parry:** 6 or 7 (spear); **Toughness:** 9 (2)
Hindrances: Cautious
Edges: Fleet-Footed
Gear: Body armor (+2), knife (Str+d4), spear (Str+d6, Parry +1).
Special Abilities:

- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Immunity:** Xerins aren't affected by poisons.
- **Size 1:** Xerins are well over 6' tall, with long, sinewy limbs.

Xok-Xok

The xok-xok are small humanoids from Druzkan II, a rocky world near the galactic core. This central location places their planet near many space lanes, but as it lacks any viable resources of its own, Druzkan II has become a convenient place to sell unwanted or nonfunctional bits of technology. Their natural talent for repairing tech has allowed the xok-xok to prosper in these conditions.

A typical xok-xok has at least one functioning labor bot (see page 136) it rebuilt from scraps.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d4, Driving d4, Electronics d8, Fighting d4, Hacking d8, Notice d6, Persuasion d6, Repair d8, Science d4, Shooting d4, Stealth d6, Survival d8, Thievery d6
Pace: 5; **Parry:** 4; **Toughness:** 4
Hindrances: Greedy (Minor), Mild Mannered
Edges: Mr. Fix It
Gear: Stun baton (Str+d4, Stun), laser rifle (Range 30/60/120, Damage 3d6, AP 2, RoF 3, Cauterize, No Recoil, Overcharge), EMP grenade (Range 5/10/20, Damage 4d6 nonlethal against electronic devices only).
Special Abilities:

- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Reduced Pace:** Xok-xok have small legs. Pace −1, and d4 running die.
- **Size −1:** Xok-xok stand three feet tall and weigh 100 pounds.

Yeti

The term "yeti" applies to any breed of fur-covered mammalian beings. Yetis almost always hail from cold worlds, are hairy, and are ferocious when threatened.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Fighting d8, Notice d8, Persuasion d4, Stealth d6, Survival d8
Pace: 6; **Parry:** 6 or 7 (spear); **Toughness:** 8
Hindrances: All Thumbs, Clueless
Edges: Frenzy
Gear: None, though some may have a knife (Str+d4) or spear (Str+d6, Reach 1, Parry +1 if used two-handed).
Special Abilities:

- **Big:** Yetis subtract 2 from Trait rolls when using equipment that wasn't specifically designed for their form and cannot wear armor or clothing that wasn't made for them.

- **Environmental Resistance (Cold):** Yetis add +4 to resist the effects of cold, and reduce damage from cold- and ice-based attacks by 4.
- **Environmental Weakness (Heat):** Yetis subtract 4 from Fatigue checks made to resist the effects of heat, and take 4 additional points of damage from heat- and fire-based attacks.
- **Size 2:** Yetis are around seven feet tall, very broad, and very dense.

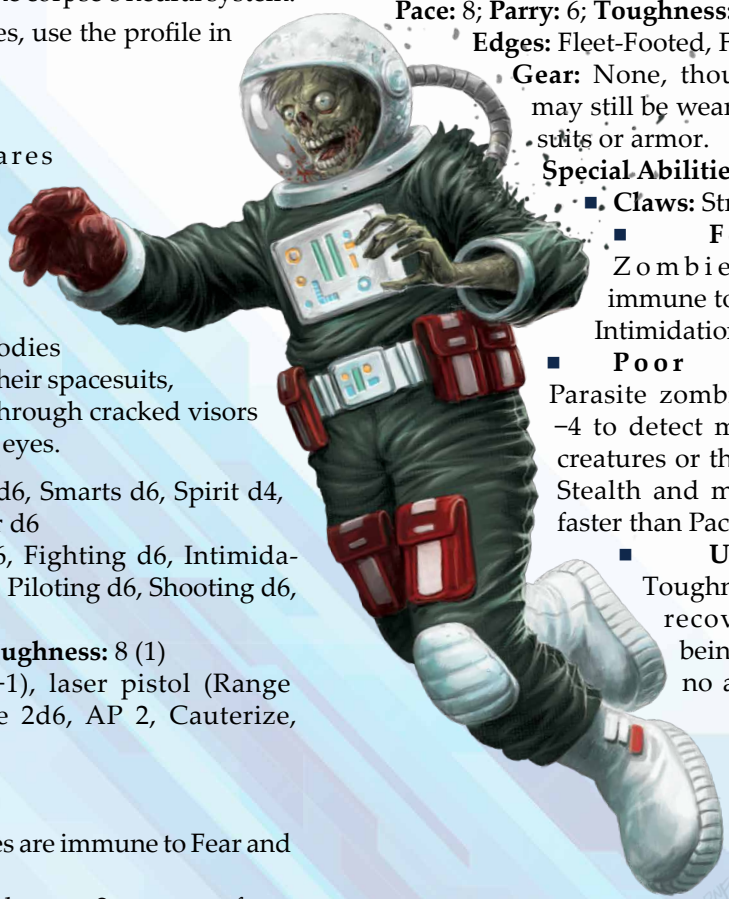
Zombie

Zombies don't have to be supernatural in origin. Even in a hard sci-fi campaign, they might be victims of a strange alien force that reanimates the dead, a virus, or they might even be inhabited by parasitic aliens that somehow tap into the corpse's neural system.

For typical zombies, use the profile in *Savage Worlds*.

Horrornaut

These nightmares were once human astronauts who met a horrific end. Their decaying, desiccated, or vacuum-blacked bodies are still trapped in their spacesuits, and they gaze out through cracked visors with eerily sentient eyes.



Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Intimidation d8, Notice d6, Piloting d6, Shooting d6, Stealth d6
Pace: 4; **Parry:** 5; **Toughness:** 8 (1)
Gear: Spacesuit (+1), laser pistol (Range 15/30/60, Damage 2d6, AP 2, Cauterize, Overcharge).
Special Abilities:

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

Parasite Zombie

Arguably more horrific than supernatural undead, parasite zombies are created when a parasitic organism attaches itself to a human host. It then burrows into the host's brain, taking control of their actions. Whether the host is still living or not, it functions just like an undead zombie. In most cases, killing the parasite also results in the immediate death of the host.

Parasites with this ability come in a wide variety of shapes and sizes, from microscopic viruses to large crab- or insect-shaped beasts which can move about in search of victims.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Stealth d6
Pace: 8; **Parry:** 6; **Toughness:** 7
Edges: Fleet-Footed, Frenzy
Gear: None, though some may still be wearing spacesuits or armor.
Special Abilities:

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Poor Senses:** Parasite zombies are at −4 to detect motionless creatures or those using Stealth and moving no faster than Pace 1.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

Appendix A: Empires

On the following pages are several example empires a Game Master might use in a starfaring campaign as allies or enemies. Note that nonplayer character beings don't have to follow the same restrictions as player characters, and may occasionally have different abilities.

The Collective

The assimilators known only as the collective hail from a distant quadrant of the galaxy. No one knows what they once looked like, only that they are a massive hive mind, growing their empire by seizing humanoids of any kind and "assimilating" them through a horrific process that breaks their individuality as it fuses them with technology. To find new vessels, assimilators send colony ships into the fringes of space claimed by other empires.

When the collective takes heavy losses in a battle, they are particularly keen on capturing and assimilating the friends and loved ones of any heroes who distinguished themselves during that fight. Seeing a former ally who has been assimilated is sure to trigger a Fear check!

Collective Constituent

All "constituents" are trained to perform any function needed by the collective, and are virtually indistinguishable from one another. This profile is for a constituent who was once human.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Battle d4, Common Knowledge d6, Electronics d6, Fighting d8, Hacking d6, Healing d6, Notice d6, Persuasion d4, Piloting d6, Repair d6, Science d8, Shooting d8, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 10

Edges: Cyborg, Reliable

Gear: Personal force field (+4 Toughness), blaster rifle (Range 24/48/96, Damage 2d8+2, AP 2). Installed cyberware: Attribute increase (all attributes), enhanced hearing, enhanced vision, hardy, integrated gear, redundant organs, targeting system, threat analyzer.

Special Abilities:

- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Hive Mind:** Can communicate with other assimilators within 5" (10 yards).
- **Inhuman:** Assimilators are not subject to Strain or side effects from cyberware.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the assimilator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.

✦ Assimilator Autarch

The heart of every collective colony is its autarch, a cybernetic organism which serves as the informational and decision-making hub of the entire colony.

Attributes: Agility d6, Smarts d12+2, Spirit d12, Strength d8, Vigor d10

Skills: Athletics d6, Battle d12, Common Knowledge d8, Electronics d8, Fighting d8, Hacking d10, Healing d6, Notice d8, Persuasion d6, Piloting d8, Repair d8, Science d12, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 11

Edges: Command, Command Presence, Fervor, Cyborg, Hold the Line, Inspire, Master Tactician, Natural Leader, Nerves of Steel (Imp), Strong Willed

Gear: Personal force field (+4 Toughness), blaster rifle (Range 24/48/96, Damage 2d8+2, AP 2).

Special Abilities:

- **Backup Copy:** The autarch's consciousness, memories, and knowledge are stored in the colony mainframe and can instantly be transferred into a new body elsewhere in the colony. Only by destroying the entire colony fleet can the queen be permanently slain.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Hive Mind:** Can communicate with other assimilators within 5" (10 yards).
- **Inhuman:** Assimilators are not subject to Strain or side effects from cyberware.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the assimilator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.

Assimilator Colony Fleet

Assimilator ships are undecorated and blocky but tough. They have 1 additional Wound, but their Handling is reduced by 1.

- 1×SPACE COLONY
- 2×BATTLECRUISERS
- 4×PLANETARY ASSAULT SHIPS
- 10×CORVETTES
- 50×HEAVY FIGHTERS

The Empire of Setneru

If their ancient texts are correct, the enigmatic Setneru empire is a million years old—far older than most others. But remarkably, unlike other transgalactic empires the Setneru never developed interstellar craft. Instead they travel to other worlds by using wormholes, effectively folding spacetime so that two distant locations momentarily touch. Passing through an active wormhole allows for instant travel—even between galaxies.

Wormholes only remain open for a short time (1d6 rounds) before collapsing. However, the Setneru have crafted special "astro-gates" that can remain open for a longer period (1d6 minutes) and may be linked to other gates across the galaxy.

So far, no other galactic civilization has been able to crack Setneru wormhole technology. Attempting to operate an existing astro-gate requires a Science (−4) roll, but replicating the tech itself remains elusive.

The Setneru claim to have explored Earth eons ago, encountering early Bronze Age civilizations scattered around the Middle East and Americas. The strong aesthetic and social similarities between the Setneru and ancient Egyptians, Greeks, and Mayans lend credence to these claims, though so far nobody has unearthed any technological trace of a visit.

Setneru Machimoi

The machimoi are Setneru ground soldiers. Their faces are obscured behind stylized helmets.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Battle d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Piloting d6, Shooting d8, Stealth d6, Survival d4

Pace: 6; **Parry:** 6; **Toughness:** 13 (6)

Hindrances: Code of Honor, Loyal

Edges: Combat Reflexes, Soldier

Gear: Infantry battle suit (+6), retractable battle helmet (+6), energy khopesh (Str+d8, AP 4, HW), pulse rifle (Range 20/40/80, Damage 3d6 (I), AP 4, Overcharge).

Special Abilities:

- **Elite:** Some machimoi are elite "shock troops," gaining one free reroll on failed Fighting and Shooting rolls.
- **Size 1:** Setneru are slim, but eight feet tall.

Setneru "Falcon" Fleet

Although the Setneru prefer to stick to planetary bodies when possible, their "falcon" combat fleets function in space to defend their territory from enemies when necessary.

Setneru ships use wormholes, a form of FTL travel that bypasses hyperspace. As a result, they enjoy instant Transit Times from one location to the next. However, they have half the standard Energy capacity as other starships of the same type.

- **1×PLANETARY ASSAULT SHIP (pyramid-shaped)**
- **20× "FALCON" LIGHT FIGHTERS**
- **5×CORVETTES**
- **2×HEAVY FIGHTERS**
- **2× "PHOENIX" DROPSHIPS**
- **1×"PORTAL" MULTI-PURPOSE TRANSPORT (Superstructure is an exposed active wormhole portal capable of transporting Size 20 or smaller craft to a nearby Setneru world.)**

The Ghost Fleet

Occupying remote asteroids and desolate planets on the edge of the space lanes is the ghost fleet, an informal federation of pirates. Though it is led by a notorious pirate king, who holds the official title of "ghost knife," the fleet prides itself on being a true anarchy, where no member has a greater voice than any other. All matters of governance are conducted by a mock trial and a vote, including decisions to mete out justice against those who break the fleet's few codes of conduct—and even then some ignore the ruling and just do what they want anyway.

The ghost fleet is not part of an organized, central effort. Individual pirate captains may set forth to ply the space lanes whenever they please. The only requirements are that they conduct themselves according to the pirate code, and that they remit a modest percentage of their haul to hidden shipyard colonies upon their return. Pirates who try to cheat the shipyards or violate its code are subject to a swift trial and fitting punishment.

True to their unorganized nature, pirates in the ghost fleet may be of any sentient species. Use the basic **Pirate Crew Member**, **Pirate Officer**, and **Pirate Captain** profiles, but apply modifications from ancestry as usual.

Ghost Fleet Pirate Armada

Pirates crew whichever starships they've managed to seize from former owners, so a typical pirate armada is a hodgepodge of designs and styles from all over the galaxy. Many craft have been extensively repurposed from their original design.

- **2×STEALTH CRUISER**
- **2×HEAVY FRIGATE**
- **2×CORVETTE**
- **1×DROPSHIP (converted Rigellian ship)**
- **4×"CUTTER" HEAVY FIGHTERS (seized Tazanian ships)**
- **8×LIGHT FIGHTERS**

The Legion

The species known as malifics are not native to this plane of existence, but have crossed over from a strange alien dimension—a nightmarish place of eerie landscapes, abnormal physical laws, and horrific denizens. Seeing our universe as comparatively soft and ripe for domination, their fleets have spread out across the galaxy from numerous scattered dimensional rifts.

Known only as "The Legion," armies of malifics have proven to be rapacious, undaunting, and nearly unstoppable. They travel in huge blood-red dreadnoughts constructed from the carcasses of titanic alien creatures, complete with massive hull-shredding spines and bat-like wings which act like solar sails. Each dreadnought can disgorge a veritable fleet of small, swift fighters. Malifics exist in countless numbers in their home dimension and are easy to replace, so their strategy is to simply swarm enemies, overcoming the opposition by sheer numbers and ferocity rather than skill.

✦ Legion Overlord

Coordinating every Legion fleet is an overlord, a malific that towers over the others and imposes its will upon them with an iron fist. Overlords are *born*, rather than made, spawned in special breeding pits and brutally culled until one displays enough potential.

Overlords are partially absorbed into their assigned dreadnought, an agonizing process

which renders the overlord forever immobile but intimately attuned to the ship as an extension of its own body. This also prevents Separation Disorder (see below) as long as at least one other malific is on board.

Each overlord is guarded by 3d6 malifics.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12+6, Vigor d12+2
Skills: Athletics d4, Battle d12, Common Knowledge d6, Fighting d10, Intimidation d12, Notice d8, Persuasion d6, Piloting d10, Psionics d8, Science d6, Shooting d10, Stealth d4, Survival d8, Taunt d8
Pace: —; **Parry:** 7; **Toughness:** 23 (6)
Hindrances: Bloodthirsty, Mean, Outsider (Major), Ruthless (Major)
Edges: Alertness, Arcane Background (Psionics), Command, Command Presence, Counterattack (Imp), Danger Sense, Fervor, First Strike (Imp), Menacing, Mentalist, Nerves of Steel (Imp)
Powers: *Backwash*, *bolt*, *drain Power Points*, *farsight*, *fear*, *mind link*, *mind reading*, *mind wipe*, *puppet*, *telekinesis.* **Power Points:** 50
Gear: Energy blade gauntlets (Str+d8 (II), AP 4, HW, Cauterize).
Special Abilities:

- **Armor +6:** Thick hide.
- **Bite/Claws:** Str+d6.
- **Fear:** Creatures other than malifics who see an overlord must make a Fear check.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Separation Disorder:** When no other malifics are within line of sight the overlord suffers –2 to Spirit rolls.
- **Size 8 (Huge):** Overlords are massive, bloated demons the size of a whale.
- **Telepathy:** A malific can communicate mentally with any sapient lifeform within 12" (24 yards) regardless of language.
- **Tentacles (4):** Four tentacle actions and Reach 2. Tentacles deal Str+d4 damage. Bound or Entangled prey may be bitten as usual.

Legion Assault Fleet

An overlord's connection to its dreadnought reduces Handling penalties by 2.

- 1×DREADNOUGHT
- 2×PLANETARY ASSAULT SHIP
- 50×LIGHT FIGHTERS

Para-Dimensional Empire

The dark sider civilization known as the Para-Dimensionals remains an enigma to most people in the Light Universe. In fact, many argue that their mere existence is theoretical—although anyone who has had a run-in with an "invisible" Para-Dimensional soldier or starship fleet is no longer a skeptic.

The Para-Dimensional empire mirrors those from the Light Universe in most ways. They originated from home worlds, spread out across their cosmos, encountered other species, and formed a confederation of worlds. They eat, they breathe, they love their families, they have dreams and goals. In short, they're our dimensional doppelgangers, similar to the multitude of peoples from the Light Universe in every way, save that they hail from a dimension that doesn't touch ours.

The main difference is that they enjoy a level of cooperation and unified vision that still eludes the Light Universe empires. They aren't necessarily militaristic, but they are efficient, focused, and single-minded when they set to a task.

Their troops are made up of various Dark Universe beings, but use the basic profiles found under **Starship Crew** and **Soldier/Marine** in the previous chapter.

Dark Fleet

Starship captains from the Light Universe have dubbed the dark sider ships as the "dark fleet" for their total invisibility to sensors.

- 1×BATTLECRUISER
- 1×PLANETARY ASSAULT SHIP
- 3×HEAVY FRIGATES
- 8×CORVETTES
- 12×LIGHT FIGHTERS

The Ravager Horde

The deranged individuals called ravagers are usually solitary, succumbing to madness due to isolation or gazing too long into the abyss. But some ravagers are inexplicably drawn toward an otherwise unremarkable planetary system. There, untold numbers of their kind have amassed into a formidable army of berserkers, unwavering in their shared goal: obliterating all other sentient life.

No one knows who leads them—if, in fact, they have a leader at all. But *something* has allowed the otherwise mindless ravagers to assemble, concoct a basic plan, and gather useful equipment. They've already wiped out several nearby systems and their numbers are still growing.

Ravagers attack as a seemingly unstoppable swarm, overwhelming their target with sheer numbers and unswaying ferocity. They pay little heed to how many they lose in the process, thinking nothing of climbing over a mountain of fallen brethren to press the attack.

Ravager "Surge" Fleet

The ravager fleet is comprised entirely of spacecraft stolen from their victims. Vehicles are scarred and battered, sometimes even on the verge of breaking down. They can take one fewer Wound and their Handling is reduced by 2. This deficiency is offset by their sheer numbers and unflagging aggression.

- **1×CRUISER**
- **1×HEAVY FRIGATE**
- **10×CORVETTES**
- **50×HEAVY FIGHTERS**
- **30×STARFIGHTERS**
- **50×LIGHT FIGHTERS**

Rigellian Empire

The insectoid Rigellians are a galactic scourge, cold-hearted wanderers from some distant and long-lost system. They travel the space lanes preying on weak or isolated colonies, killing those who resist and capturing the rest for their massive slave ships. The unfortunate captives are sold to other unscrupulous empires for cheap—but short term—labor.

Slavers work in squads of six, with five carrying flechette guns to minimize damage to potential captives. They use biotech carapace shards for ammunition rather than manufactured slivers. The last member of each squad carries a flak gun for more demonstrable shows of force.

Rigellian Slaver

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d4, Fighting d6, Intimidation d8, Notice d6, Persuasion d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 14 (8)

Hindrances: Loyal, Outsider (Major), Vow (Major—serve the Master Overseer)

Edges: Rock and Roll!

Gear: Combat armor (+6), stun baton (Str+d4, Stun), flechette guns (Range 12/24/48, Damage 2d4+1, RoF 3), power claw (Str+d6). One in six carries a flak gun (Range 12/24/48, Damage 3d6+2, LBT, Rending).

Special Abilities:

- **Armor +2:** Thick, dark-red carapaces.
- **Cannot Speak:** Rigellians communicate with clicks and whirs most others can't understand. They wear digital translators to communicate with slaves when needed (which is rare).
- **Can't Swim:** Subtract 2 from Athletics (swimming) rolls and each inch moved in water costs them 3" of Pace.
- **Claws:** Str+d6.
- **Separation Disorder:** Subtract 2 from Spirit rolls when no other Rigellians are within line of sight.

Rigellian Slave Fleet

Each ship is captained by an Overseer, with the fleet's overall commander, the Master Overseer, stationed on the carrier.

- **1×PLANETARY ASSAULT SHIP (With six fighters and 12 dropships for ferrying captives; each dropship holds six Rigellians and 60 captives since comfort isn't an issue.)**
- **4×CORVETTES**
- **2×DROPSHIPS**
- **2×PASSENGER LINERS (Converted to prison cells and Rigellian slavers in place of staff.)**

The Tazanian Dominion

The planet of Mathus is a beautiful world with all types of varied terrain, but is best known for its vast expanses of golden fields and wide-open savannahs. This environment favored the great cats above all others, who eventually evolved into the dominant sapient species. Of these, the greatest were the proud descendants of lions and their four-thousand-year-old Tazanian Empire. The proud

Tazanians conquered their world and then their solar system, then began spreading out among the stars.

Tazanian Talon

"Talons" are the grunt troops of the empire, and the title refers to the fact that they fight in "claws" of five. The fiercest of the group is the claw leader, and is typically a Wild Card.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Driving d8, Fighting d8, Intimidation d10, Notice d8, Persuasion d4, Shooting d6, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 12 (6)
Hindrances: Bloodthirsty, Loyal, Quirk (Proud)
Edges: Combat Reflexes
Gear: Combat armor (+6), blaster rifle (Range 25/50/100, Damage 3d6+2, AP 2), power claw (Str+2d6 (I), Heavy Weapon, Power), 2×frag grenades.
Special Abilities:

- **Ancestral Enemy:** Tazanians are enemies of the largest organized opposition in the campaign setting.
- **Claws:** Str+d6.
- **Low Light Vision:** Ignore Illumination penalties for Dim and Dark lighting.

✦ Tazanian Officer

Officers command prides of four talons in battle. They are typically sons and daughters of low-level nobles looking to make a name for themselves.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d8, Battle d6, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 11 (6)
Hindrances: Arrogant, Bloodthirsty, Loyal, Quirk (Proud)
Edges: Command, Fervor, Natural Leader
Gear: Combat armor (+6), blaster pistol (Range 12/24/48, Damage 2d6+2, AP 2), power claw (Str+d6 (I), Heavy Weapon, Power).
Special Abilities:

- **Ancestral Enemy:** Tazanians are enemies of the largest organized opposition in the campaign setting.
- **Claws:** Str+d6.
- **Low Light Vision:** Ignore Illumination penalties for Dim and Dark lighting.

Tazanian Pride Fleet

Tazanian "pride fleets" are self-contained military organizations tasked with conquering and subjugating all who come before them. If one pride fleet can conquer a world, it does so. If it cannot, it may parley with the strangers, trading technology or goods while they learn their strengths and weaknesses. Eventually, however, reinforcements will come. Those who have fought the Tazanians have a saying: "The lions only show their teeth when it is too late to avoid their bite."

- 1× "FLAGSHIP" DREADNOUGHT
- 3×BATTLECRUISERS
- 2×PLANETARY ASSAULT SHIPS
- 6×"CUTTER" HEAVY FIGHTERS
- 2×DROPSHIPS

The United Confederation

The United Confederation (UC) is a body composed of representatives from dozens (or hundreds) of member worlds. The UC's job is to regulate laws and trade, keep the peace, and maintain a galactic navy for mutual defense.

Like most bureaucracies, the UC is often a slow and muddled mess. Its militaries, however, are first rate, and the fear of pirates and raiders throughout the cosmos.

Their troops are made up of various species, but use the basic profiles found under **Starship Crew** and **Soldier/Marine** in the previous chapter.

Task Force

A standard galactic naval task force is usually named after the planet on which it's based.

- 2×BATTLECRUISERS
- 3×PLANETARY ASSAULT SHIPS
- 10×CORVETTES
- 15×STARFIGHTERS
- 15×LIGHT FIGHTERS

ORGANIZING THE CHAOS

The bestiary is presented in alphabetical order for the convenience of looking up profiles. The reference below helps add some context, and groups entries into creatures, enemies, and everyday citizens the heroes might encounter.

Creatures and various enemies could still become allies—or at least neutral—depending on the circumstances.

CREATURES OF THE COSMOS

NAME	PAGE
Acid Pitcher	229
Aerial Stalker	229
Alarm Bird	236
Apex	229
Arc Beetle	230
Atomic Elemental	248
Avrok	232
Barbed-Tongue Lizard	232
Batspider	232
Bleeder Rabbit	233
Bloodfly	236
Bombardier Bird	287
Bone Spider	233
Boomer Dragon	242
Bore Worm	287
Brain Eater	234
Bristled Gorer	235
Creature From the Id	237
Croaker	236
Crumpler	236
Cyber Dog	237
Darkraptor	239
Death Worm	240
Decapitator	241
Deep Diver	241
Deep Space Worm	241
Drendrit	243
Earthquake Beast	245
Emotor	247
Energy Elemental	248
Energy Leech	250
Firefly	236
Fisher	251
Fractal Ray	252
Ghevok	253
Glitch	254
Gray Goo	254
Grazer	255
Gremlin	256
Harpooner	256
Haze Barnacle	257
Haze Dragon	243
Hugger	257
Hunter Queen	258
Hunter Warrior	258
Impaler	259
Insect, Giant	259
Ironclaw	260
Irrasc	260
Jester Monkey	266
Krok	261
Light Elemental	249
Lobber Monkey	266
Mauler Monkey	266
Mucus Frog	266
Needlebush	267
Neural Cloud	268
Omega Crab	269
Orthocone	269
Pendulum Bird	269
Pentamouth	270
Plasma Elemental	249
Psi Beast	271
Psi Booster	271
Psi Eater	272
Quadrapus	273
Quatha	274
Radbeast	274
Sandmaw	276
Scoopjaw	277
Scrap Parasite	277
Scylla	277
Scylla, Giant	278
Shock Ray	278
Shredder	279
Snapdragon	243
Snowball	236
Space Barnacle	280
Space Leviathan	281
Space Sargassum	281
Spear Tree	281
Spewer	236
Spit Worm	282
Spitter	282
Springtail	282
Stannion	284
Stomper	286
Stryder	286
Stygian Midge	236
Time Elemental	250
Titan Eel	289
Umbrella Beast	290
Vomit Bird	236
Wire Rat	291

ENEMIES OF THE CIVILIZED PLANETS

NAME	PAGE
Assassin	230
Assimilator Autarch	295
Assimilator Collective Constituent	294
Assimilator Drone	231
Battle Drone	244
Brainiac	235
Combat Drone	244
Daniken	238
Dark Sider Warrior	240
Eliminator Mk I	246
Eliminator Mk II	246
Gene Thief	253
Horrornaut	293
Malific	262

NAME	PAGE
Malefic Legion Overlord	296
Master Assassin	230
Mechanoid Contaminator	263
Mechanoid Recycler	264
Mechanoid Support Drone	264
Mechanoid War Drone	265
Parasite Zombie	293
Pirate Captain	270
Pirate Crew Member	270
Pirate Officer	270
Possessor	270
Puppet Master	272
Ravager	275
Rigellian Slaver	298

NAME	PAGE
Sentient Vehicle	278
Setneru	278
Setneru Machimoi	295
Simulacrum	262
Smuggler	279
Stalker	283
Tazanian Officer	299
Tazanian Talon	299
Throxian Bombard	288
Throxian Enceph	288
Throxian Soldier	289
Throxian Worker Drone	289
Thug	289
Uslen	290
Xerin	291

GALACTIC CITIZENS

NAME	PAGE
Aquarian	230
Avion	232
Bounty Hunter	234
Bounty Hunter, Elite	234
Captain	284
Citizen	237
Corporate Executive	237
Crew Member	285
Cyborg Commando	238
Diplomat	242
Draken	243
Dwarf, Space	245
Elf, Space	245
Engineer	285
Explorer	251
Floran	251
Gelatinoid	252

NAME	PAGE
Gunner	285
Hacker	256
Insectoid	260
Kalian	261
Law Enforcement	262
Medical Officer	285
Merchant	265
Mimic	265
Miner	266
Navigator	286
Neo-Chimpanzee	267
Neo-Dog	267
Neo-Dolphin	268
Oracle	269
Pilot	286
Politician	242
Psi-Knight Adept	272

NAME	PAGE
Psi-Knight Master	272
Psionicist	272
Quadroid	273
Rakashan	275
Rascal	275
Saurian	276
Scientist	276
Senior Executive	237
Soldier, Grunt	279
Soldier, Marine	279
Soldier, Officer	280
Space Cowboy	280
Spy	283
Voidling	291
Xok-Xok	292
Yeti	292

INDEX

Acclimation 82
Aerial Stalker 229
Alternate Stats 64
Ancestral Abilities 6–8
Ancestries & Cultures 5
  Aurax 21
  Centaux 11
  Core Ancestries 10
  Deaders 21
  Draken 11
  Elementals 12
  Florans 12
  Gelatinoids 13
  Gen Miners 13
  Gen Troopers 14
  Insectoids 14
  Kalians 21
  Mimics 15
  Oracles 15
  Quadroids 16
  Rascals 16
  Riders 17
  Robot 18
  Serrans 21
  Synthetic Being 18
  Voidlings 19
  Yetis 20
Animal Handling 24
Apex 229
Apocalyptic Sci-Fi 100
Aquarian 230
Arcane 195
Arcane Backgrounds
  Multiple 195
Arc Beetle 230
Armor 42–43
Assassin 230
Assimilator 231
  Autarch 295
  Drone 231
Astrogation 144, 145
Atmosphere 82
Atomic Elemental 248
Avion 232
Avrok 232
Backgrounds 195
Barbed-Tongue Lizard 232
Batspider 232
Battle Drone 244
Betrayal 78
Biotech 33
The Black Fortress 69
Bleeder Rabbit 233
Boarding Actions 142
Bombard 287
Bombardier Bird swarm 287
Bone Spider 233
Bore Worm Swarm 287
Bound & Entangled 77
Bounty Hunter 234
Brain Eater 234
Brainiac 235
Bristled Gorer 235
Butterfly Effect 197
Calculating Class 93
Captain 284
Chaplain 196
Chase 141
Cher 229
Chronomancer 197–198
Citizen 237
Clash
  Example 98
Clashes 96
Cliffhangers 88
The Collective 294
Collective Constituent 294
Combat 141, 181
Combat Drone 244
Common Gear 34–41
Contaminator 263
Conviction 100
Corporate Executive 237
Creature from the ID 237
Crew Member 285
Critical Hits 181
Cyber Dog 237
Cyberpunk 101
Cyberware 114–116
  Concealment 112
  Installing 112
  Removing 113
Cyborg Commando 238
Damage 120
Daniken 238
Darkraptor 239
Dark Sider 240
Dark Sider Warrior 240
Death From Above 181
Death Worm 240
Decapitator 241
Deep Diver 241
Deep Space Worm 241
Desperate Attack 78
Development Levels 31
Difficult Healing 78
Diplomat Bot 136
Diplomat/Politician 242
Dissonance 91
Dogfight 141
Downtime 79–80
Dragon 242
Draken 243
Drendrit 243
Drone 244
Dwarf, Space 245
Earthquake Beast 245
Edges 24–26
  Background 24
  Chaplain 196
  Chronomancer 198
  Combat 25
  Cyberware 113
  Gravlock 199
  Hard-light Controller 200
  Leadership 25
  Legendary 27
  Mystic 201
  Power 25
  Professional 26
  Psyker 202
  Shepherd 203
  Shifter 204
  Star Knight 205–206
  Technomancer 207
  Warper 208
Elf, Space 245
Eliminator 246
  Mk I 246
  Mk II 246
Elite Bounty Hunter 234
Emotor 247
The Empire of Setneru 295
Enceph 288
Encounters 72
Energy Drain 227
Energy Elemental 248
Energy Leech 250
Energy Management 81
Engineer 285
Engineer Bot 136
Environments 82
Evasion 92
Explorer 251
Extreme Environments
  82–83
Faster Than Light Travel
  144–145
Fast Healing 88
Fighting 181
Fire 92
Fisher 251
Floran 251
Fractal Ray 252
Gelatinoid 252
Gene Thief 253
Genetic Engineering 91
Ghevok 253
The Ghost Fleet 296
Giant 278
Giant Foes 78
Glitch 254
Gravity 83
Gravlock 199
Gray Goo 255
Grazer 254
Gremlin 256
Grunt 279
Gunner 285
Hacker 256
Hacking 84–85
Hard-light Controller 200
Hard Science Fiction 101
Harpooner 256
Haze Barnacle 257
Haze Dragon 243
Healing 130
Heat 189
Heavy Metal 93
Hindrances 22–24
  Cyberware 113
Horrornaut 293
Hosts 17
Hugger 257
Hunter 258
Impaler 259
Insect, Giant 259
Insectoid 260
Ironclaw 260
Irrasc 260
Jester Monkey 266
Kalian 261
Knockout Blow 88
Krok 261
Labor Bot 136
The Last Parsec 21
Law Enforcement 262
Leaper 227
The Legion 296
Legion Overlord 296
Lesser Xenos 236
Light Elemental 249
Limited Actions 78
Living Planet 262
Lobber Monkey 266
Locomotion 165
Logistics 86
Malific 263
Marine 279
Master Assassin 230
Mauler Monkey 266
Mechanoid 263
Medical Bot 136
Medical Officer 285
Melee Weapons 50–51
  Custom 51
Merchant 265
Military Sci-Fi 103
Mimic 265
Mindless 227
Miner 266
Monkey 266
Mucus Frog 266
Mystic 201
Needlebush 267
Neo-Animal 267
Neo-Chimpanzee 267
Neo-Dog 267
Neo-Dolphin 268
Netrunning 84
Neural Cloud 268
Night Vision 228
Officer 280
Omega Crab 269
Ooze 228
Oracle 269
Orthocone 269
Other Types of Sci-Fi 109
Out of Control 92, 181
Outposts 66–75
Pack Tactics 228
Para-Dimensional Empire
  297
Parasite Zombie 293
Pendulum Bird 269
Pentamouth 269
Phoenix Station 73
Pilot/Navigator 286
Pirate 270
  Captain 270
  Crew Member 270
  Officer 270
Planetary Romance 89
Plasma Elemental 249
Playing a Robot 129
Pleasure Bot 136
Possessor 270
Power Armor Frames 122
Power Armor Modifications
  122–125
Power Armor, Stock 126–127
Powers 209–215
  Backwash 209
  Black Hole 209
  Control Machine 209
  Create Item 209
  Ghost in the Machine 210
  Gravitate 210
  Haywire 210
  Locate 211

Lock/Unlock 211
Object Reading 211
Prediction 212
Scrying 212
Shape Change 212
Summon Ally 213
Telekinesis 214
Telekinetic Squeeze 215
Teleport 215
Time Stop 215
Pressure 83
Programming 131
Prone 181
Psi Beast 271
Psi Booster 271
Psi Eater 272
Psi-Knight 272
Adept 272
Master 272
Psionicist 272
Psyker 202
Pulp Science Fiction 104
Puppet Master 272
Quadrapus 273
Quadroid 273
Quatha 274
Queen 258
Radbeast 274
Rakashan 275
Ranged Weapons 52–57
Rascal 275
Ravager 275
The Ravager Horde 297
Recycler 264
Relics 217
Rending Attack 228
Repairs 130
Retro-Futurism 105
Rigellian Empire 298
Rigellian Slaver 298
Robot Frames 131
Robot Glitches 130
Robotic Modifications 132–135
Robots
Building 131
Robots, Stock 136–137
Room Upgrades 70–71
Running 181
Salvage & Trade 87
Sandmaw 276
Saurian 276
Scans 146
Scientist 276
Sci-Fi Styles 100
Scoopjaw 277
Scrap Parasite 277
Scylla 277
Senior Executive 237
Sensor 146
Sentient Vehicle 278
Sentry Bot 137
Setneru 278
Setneru Machimoi 295
Shepherd 203
Shields 43
Shifter 204
Shock Ray 278
Shredder 279
Simulacrum 262
Smuggler 279
Snapdragon 243
Soft Science Fiction 106
Soldier 279, 288
Space Barnacle 280
Space Cowboy 280
Space Leviathan 280
Space Opera 106
Space Sargassum 281
Spear Tree 281
Speed Ratings 94, 141, 164, 180
Spitter 282
Spit Worm 282
Springtail 282
Spy 283
Stalker 283
Stannion 284
Star Knight 205–206
Starship Crew 284
Starship Frames 147
Starship Modifications 148–153
Starships, Stock 154–161
Stomp 181
Stomper 286
Strain 111
Stream Template 78
Stryder 286
Supply Levels 86
Support Drone 264
Swallow Whole 228
Swarm 286
Sword & Planet 88–89
The Tazanian Dominion 298
Tazanian Officer 299
Tazanian Talon 299
Techno-Horror 107
Technology Levels 32
Technomancer 207
Testing Vehicles 92
The Darwin 75
Throxian 287
Thug 289
Time Elemental 250
Time Travel 108
Titan Eel 289
Trample 228
Transhumanism 90–91
Umbrella Beast 289
Unarmored Hero 89
The United Confederation 299
Unpowered 121
Unstoppable 228
Uslen 290
Variability 31
Vector Passes 142
Vehicle Frames 165
Vehicle Modifications 166–171
Vehicle Rules 92–97
Vehicles, Stock 172–177
Vehicle States 92
Vehicular Combat, Tactical 94
Vehicular Soak 92
Vehicular Weapons 58–64
Villainous 100
Voidling 291
Walker Height & Weight 182
Walker Modifications 183–186
Walkers, Stock 187–189
War Bot 137
War Drone 265
Warheads 93
Warper 208
Warrior 258
Weapon Notes 44
Wire Rat 291
Worker Drone 289
Wounds 92
Wrecked 181
Wrecked Starships 142
Xerin 291
Xok-Xok 292
Yeti 292
Zombie 292

PINNACLE ENTERTAINMENT GROUP

SAVAGE WORLDS ADVENTURE EDITION

ATTRIBUTES

- ____ AGILITY
- ____ SMARTS
- ____ SPIRIT
- ____ STRENGTH
- ____ VIGOR

NAME:

ANCESTRY: | HT

BENNIES: | WT

CONVICTION:

PACE	PARRY	TOUGHNESS

SKILLS

GEAR

HINDRANCES

ANCESTRY ABILITIES

EDGES & ADVANCES

POWER POINTS

WOUNDS

N
N
N

FATIGUE

S
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V
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H
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-3
INC
-2
-1

POWER	PP	RANGE	DUR.	EFFECT

WEAPON	RANGE	DAMAGE	AP	ROF	WT	NOTES

5 10 15 20 25 30