



SAVAGE WORLDS

SCIENCE FICTION COMPANION

SWC4



SCIENCE FICTION COMPANION

Originally written and developed by Paul "Wiggy" Wade-Williams

New edition by Shane Lacy Hensley with Clint & Jodi Black, John Goff, Matthew Cutter, Mike McNeal, Steve Todd, Piotr Korys, Preston Dubose, Ed Wetterman, David Jarvis, Adam Loyd

Layout by Shane Hensley—Cover Art by Tomek Tworek—Art Director—Aaron Acevedo

Interior Art by Aaron Acevedo, Rick Hershey, MKUltra Studios, Ricky Otey,
Mack Sztaba, Vincent Hie, Slawomir Maniak

Dedicated to Heath "Pepster" Medlin, Dawson Kriska, and Timm Booker
for helping us get to the stars and beyond...

Heath Medlin dedicates this book to the many Savages and authors who have brought fun and inspiration throughout the last ten years. Thank you to my mother, Evelyn Medlin, for the gift of reading.

Dawson Kriska dedicates this work to the dreamers and those who nurture imagination. For without those who dare to envision fantastic new worlds, we remain fixed in our own with no concept of progress.

And personally, to Travis "Tron" Price who first opened my eyes to the wonders of gaming.

Timm's dedication is to Ann Booker, who exposed his mind to the Mythos, Music, and the world of Rod Serling. And Sylvia Zenteno-Booker, whose support, fostering dreams, and companionship have added more to life than I ever thought possible.

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CHARACTERS

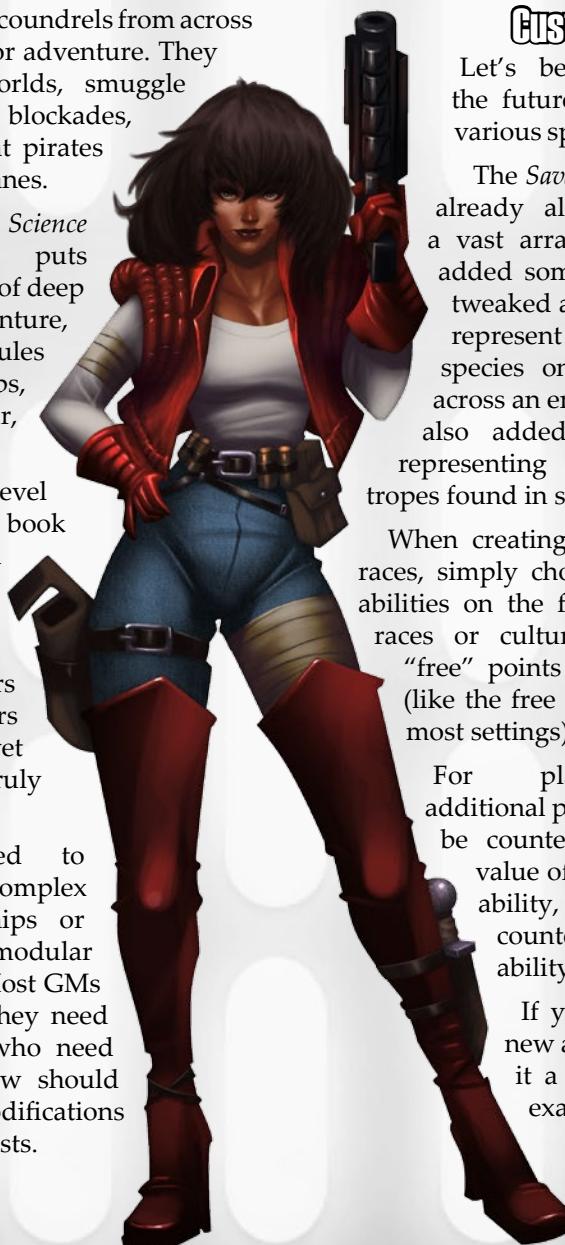


Heroes, rogues, and scoundrels from across the galaxy are ready for adventure. They explore unknown worlds, smuggle cargo through enemy blockades, and battle ever-present pirates preying on the space lanes.

The *Savage Worlds Science Fiction Companion* puts structure to these tales of deep space horror, adventure, and intrigue, with rules for alien races, starships, robots, gadgets, and far, far more.

The technology level presented in this book models that found in most popular science fiction tales. It's near enough to the present that players and Game Masters should understand it, yet futuristic enough to truly feel like the scifi genre.

The systems used to customize the more complex tech, such as starships or vehicles, are also modular and comprehensive. Most GMs will find everything they need within, while those who need to add something new should find it easy to add Modifications based on the existing lists.



Custom Races

Let's begin our trek into the future by examining the various species who live there.

The *Savage Worlds* core rules already allow you to create a vast array of beings. We've added some new abilities and tweaked a few others to better represent the vast array of species one might encounter across an entire universe. We've also added new stock races representing the most common tropes found in science fiction.

When creating your own original races, simply choose from the racial abilities on the following pages. All races or cultures start with two "free" points of positive abilities (like the free Edge humans get in most settings).

For player characters, additional positive abilities must be countered with an equal value of negative ones. A +2 ability, for example, may be countered with a single -2 ability, or two -1 abilities.

If you want to create a new ability, simply assign it a value based on the examples that follow.

POSITIVE RACIAL ABILITIES

The number in parentheses after the name of each entry is the number of times the particular enhancement may be taken. U means unlimited.

Ability	Value
Adaptable (U): The race has great variation among its people and cultures. Characters start with a free Novice Edge of their choice (and must meet all the Edge's Requirements).	2
Additional Action (U): The character gets one extra non-movement action and incurs no multi-action penalty for it. This might be because of an additional appendage, enhanced reflexes, or phenomenal hand-eye coordination.	3
Aquatic / Semi-Aquatic (1): For one point the character is semi-aquatic and can hold his breath for 15 minutes before checking for drowning. For two, he's native to the water. He cannot drown in oxygenated liquid and has a free d6 in Swimming. His Pace in water is equal to his Swimming skill.	1/2
Armor (U): The species has thick scaly hide or is encrusted in solid material like scaly plating or even rock. This grants Armor +2 each time it's taken.	1
Attribute Increase (U): During character creation, the species increases a particular attribute (Agility, Smarts, Spirit, Strength, or Vigor) by a die type. This increases the Trait's maximum a like amount.	2
Burrowing (1): This species developed underground. The character can burrow into loose earth and move through it at half normal Pace. He cannot normally be attacked while burrowed, and can attempt to surprise opponents who didn't see him coming by making an opposed Stealth vs Notice roll. If successful, the burrower adds +2 to his attack roll that round, or +4 if he succeeded with a raise.	1
Charisma (U): Typical representatives of this species are very attractive, secrete pheromones, or are otherwise revered and respected, granting them +2 Charisma.	1
Construct (1): Constructs are robots or beings made of inorganic material. They receive +2 to recover from being Shaken, ignore one level of wound modifiers, don't breathe, and are immune to disease and poison. They cannot heal naturally but must be Repaired (and ignore the "Golden Hour"). Most Constructs have the Dependency Negative Racial Ability as well (for power).	8
Doesn't Breathe (1): The species does not breathe. Individuals aren't affected by inhaled toxins, can't drown, and don't suffocate in a vacuum (they may still freeze, however).	2
Edge (U): The race has a specific Edge chosen from all those available in the campaign. This is different from Adaptable because all characters of this race or culture have the same Edge, unlike Adaptable heroes who can choose whatever they want individually.	2
Environmental Resistance (U): The species receives a +4 bonus to resist a single negative environmental effect, such as heat, cold, lack of air, radiation, etc. This also counts as Armor against attacks based on that element.	1
Flight (U): The species can fly at its standard Pace and has a Climb score of 0. Each time it's taken beyond the first, increase Pace by +6 or Climb by 1.	2
Hardy (1): A second Shaken result in combat does not cause a wound.	3
Immune to Poison or Disease (2): The species is immune to poison <i>or</i> disease (your choice). It may be taken twice for both effects.	1
Infravision (1): The creature detects and "sees" heat, either through eyes or other sensory organs. This allows it to halve penalties for bad lighting when attacking creatures that radiate heat.	1

Keen Sense (U): +2 to Notice rolls for one selected sense.	1
Leaper (1): The being doubles the normal jumping distance, and adds +1d6" from a successful Strength roll.	1
Low Light Vision (1): The being ignores penalties for bad lighting in all but pitch darkness.	1
Natural Weaponry (U): The race has a bite or claw attack that causes Strength +d6 damage. He doesn't count as an unarmed defender and each time this ability is taken increases the damage one die type or adds AP +2.	1
No Vital Organs (1): These species have hidden, extremely tough, or redundant vital organs. Called shots do no extra damage against them.	1
Pace (U): The character's Pace is increased by +2 and his Running die is increased a die type.	1
Parry (3): Due to a tail, enhanced reflexes, or a brain that can often and accurately anticipate an opponent's moves, the creature's natural Parry is increased by +1.	1
Poisonous Touch (1): With a successful Touch Attack, the victim must roll Vigor or suffer a level of Fatigue. This is recovered after one hour. Multiple attacks can cause additional Fatigue that leads to Incapacitation, but not death. For 3 points the Vigor roll is made at -2.	2/3
Power Points (U): The race is more adept at certain preternatural talents than others, and gains +5 Power Points for use with a specific Arcane Background.	1
Reach (3): Long limbs or prehensile tails grant the creature additional Reach.	1
Regeneration (1): The creature regenerates quickly. It may make a natural Healing roll once per day (rather than once per week).	2
Size +1 (3): The creature is larger than normal. Each point of Size adds directly to Toughness. Large species may have difficulty using equipment designed for more traditional humanoids.	1
Skill (U): The character starts with a d6 in a skill.	1
Skill Bonus (1/Skill): For 2 points, he has a +2 bonus when using a particular skill (this may be only be taken once per skill).	2
Sleep Reduction (2): The being needs half the normal amount of sleep as humans. If taken a second time, the being never sleeps.	1
Toughness (3): The character has hardened skin, scales, or extremely dense tissue that increases his base Toughness by +1. Creatures with higher than +3 Toughness should be made using Super Abilities instead (see below).	1
Wall Walker (1): The species may walk on vertical surfaces normally, or inverted surfaces at half Pace.	1

SUPER ABILITIES

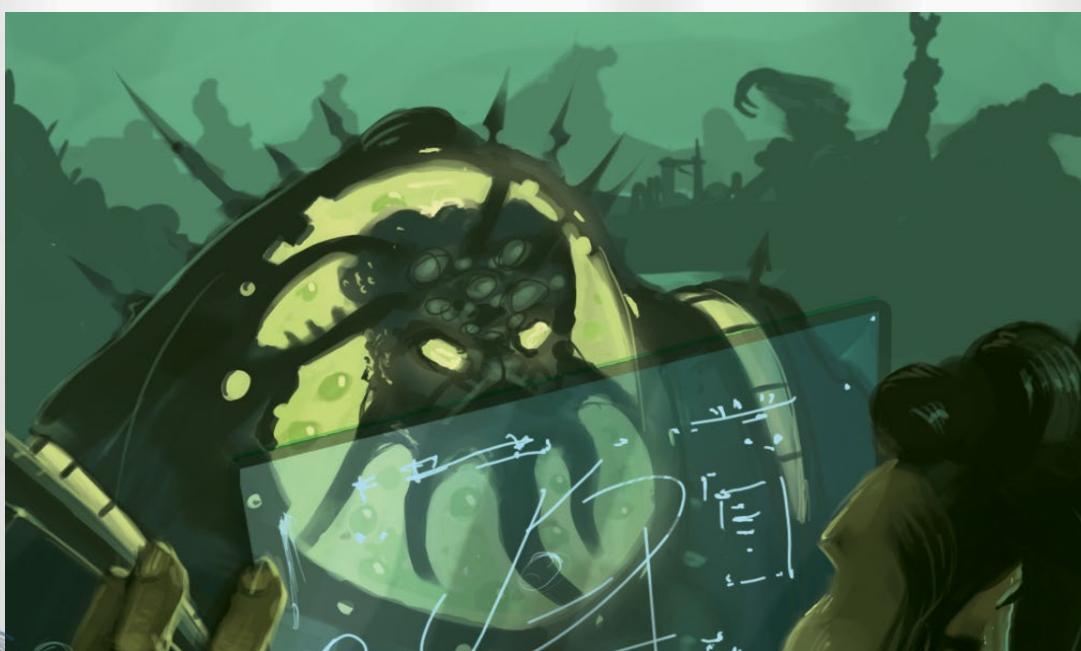
For truly exotic abilities, such as amorphous forms, undead, and so on, the *Super Powers Companion* might be more appropriate. This makes for *extremely* powerful characters and a very different kind of scifi setting, so make sure the GM allows it.

Each Power Point selected from the *Super Powers Companion* is equal to one point of Racial Abilities. Characters in actual supers campaigns get Arcane Background (*Super Powers*) for free, but those in scifi campaigns don't unless the Game Master decides everyone gets it, so characters with these abilities must spend 2 additional points for the Edge.

Note that not every ability is exactly the same (or has the same value) between these two books. Flight in a superhero setting, for example, is based on a different trope than species are usually depicted in science fiction, and is thus far more powerful. If an ability is found in this book, use it. If not, and with the GM's permission, use the *Super Powers Companion*.

NEGATIVE RACIAL ABILITIES

Ability	Value
Attribute Penalty (U): One attribute suffers a -1 penalty to all rolls (including damage for Strength). For -3 points, it suffers a -2 penalty.	-2/-3
Cannot Speak (1): Either the race has no vocal cords or it cannot form the normal sounds made by most other races. It can communicate with members of its own race naturally (perhaps through song, pheromones, body language, etc). Other races can't speak its language either since they also can't replicate its sounds. The species <i>can</i> hear and understand other typical languages, however, and may communicate via electronic devices or the like.	-1
Dependency (1): The creature must consume or have contact with some sort of relatively common substance. Creatures from water-based worlds, for example, might need to immerse themselves in water one hour out of every 24; plant people might need an hour of sunlight a day. If they don't have the required contact, they become automatically Fatigued each day until they're Incapacitated. A day after that, they perish. Each hour spent recovering with the appropriate substance restores a level of Fatigue.	-2
Environmental Weakness (U): The race suffers a -4 penalty to resist a particular environmental effect, such as heat, cold, etc. If the being suffers an attack based on that form, the penalty acts as a bonus to damage.	-1
Frail (2): The creature is less durable than most and suffers -1 Toughness.	-1
Hindrance (U): The creature has a built-in Major Hindrance for two points, or a Minor Hindrance for one.	-2/-1
Poor Parry (3): The race is slow to react in combat for some reason; -1 Parry.	-1
Racial Enemy (U): This species dislikes another species relatively common to the setting. They suffer a -4 Charisma penalty when dealing with the hated race and may become hostile with little provocation. This may only be taken once per race.	-1
Slow (2): The race is slower than standard. Pace is reduced by 2" (to a minimum of 2"), and it has a d4 running die.	-1
Small (2): The entity is smaller than average; -1 Toughness.	-1



SAMPLE RACES

Below are a number of sample races you can use to populate your science fiction campaign. These races have specific backgrounds so they're complete, but are easy to tweak and change to fit a particular setting. For instance, the aurax in your game might be high tech scientists, insectoids might speak normally, or florans all come from high-gravity worlds.

Just remember that each race should end with a positive +2 racial modifier (for player characters).

Aquarian

Those who hail from aqueous worlds are collectively termed "aquarians."

- **Aquatic (+2):** Aquatic species cannot drown in water, move at full Swimming skill, and get a free d6 Swimming.
- **Dependency (-2):** Aquarians must immerse themselves in water one hour out of every 24 or become automatically Fatigued each day until they are Incapacitated. The day after that, they perish. Each hour spent in water restores one level of Fatigue.
- **Toughness (+2):** Life in the depths of their watery worlds has made aquarian flesh tough and resilient. They add +2 to their Toughness.

Aurax

The 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.

- **Low Tech Hindrance (-2):** The aurax home-world is low tech compared to most developed worlds. They have the Low Tech Hindrance (Major).
- **Size +2 (+2):** The humanoid part of an aurax is thick, stocky, and man-sized, while the rear body is the size of a bull. This adds +2 to Toughness.
- **Strong (+2):** The aurax are large, bull-like creatures. They start with a d6 in Strength.

Avion

Avions are humanoids with wings. They tend to be very slight of build owing to their hollow bones.

- **Agility (+2):** Avions are dexterous and nimble—they start with a d6 in Agility.
- **Flight (+2):** Avions can fly at their basic Pace and have a Climb of 0.
- **Frail (-1):** Avions have -1 Toughness due to their hollow bones.
- **Low-G Worlder Hindrance (-1):** The avion home-world has light gravity.

Construct

Constructs are any number of artificial beings. Those that can pass for human are generally called androids. Those that are obviously machines are robots.

Constructs must pay maintenance costs like all robots (see **Maintenance**, page 37).

Asimov Circuits: Some constructs are programmed with "Asimov Circuits" that prohibit them from causing, or by inaction allow to be harmed, sentient beings. If so, one of the character's Hindrances should be Pacifist (Major). This isn't a required Hindrance since not all robots are designed with this in mind.

- **Construct (+8):** Artificial beings add +2 to recover from being Shaken, don't breathe, ignore one level of wound modifiers, and are immune to poison and disease. Constructs cannot heal naturally. To heal one requires the Repair skill—which is used like the Healing skill only with no "Golden Hour."
- **Dependency (-2):** The being must recharge via strong electricity at least one hour out of every 24. Failure to do so results in Fatigue each day that can lead to Incapacitation. Each level is recovered with an hour of recharging.
- **Mods (+1):** Constructs may not use cyberware, but they may purchase Modifications from the **Robot Modifications Table** (page 38). Like all robots, they have 5 Mod slots. (The **Geared Up Edge**, page 12, might help you afford these upgrades.) GMs should not normally allow characters to take Increase Size beyond +3 or the hero will no longer fit into most adventures. Constructs may remove or install a Mod with a Repair roll and 1d3 hours (half that with a raise). A critical failure means the Mod is destroyed and must be replaced.
- **Outsider Hindrance (Major, -2):** Organic species often treat constructs as property

rather than sentient beings. They have no rights in many systems, and suffer -2 Charisma when dealing with beings who know their artificial nature (and aren't constructs themselves).

- **Vow Hindrance (Major, -2):** Constructs are programmed with a particular purpose. Player character constructs have broad directives such as serving a particular corporation or political faction. This counts as a Major Vow to that particular directive which *must* be followed. If this ever causes a conflict of interest, the player and GM must figure out what the construct's programming requires.
- **Environmental Weakness (Electricity, -1):** Artificial beings suffer +4 additional damage from electrical attacks, and have a -4 penalty to resist other electrical effects.

Deader

These creatures are slug-like parasites in their natural form. To better interact with other species and make use of common technology, they graft themselves to the brainstems of reasonably intact 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." The parasite created here is only capable of inhabiting humanoid bodies. Other types, such as deader-insectoids, may be created as a custom race.

- **Clumsy (-3):** The host corpse is stiff and difficult for the parasites to maneuver. They suffer -2 to Agility rolls.
- **Poor Parry (-2):** The slow, deliberate movements of deaders make them easy targets in melee. Parry -2.
- **Slow (-1):** Deaders tend to shuffle as they move, reducing their Pace to 4" and their running die to d4.



- **Outsider Hindrance (Major, -2):** Deaders are frequently looked down upon, and others may be hostile if the parasites "wear" someone they knew.
- **Weak (-2):** Deaders have difficulty using their host's muscles to their full extent. They subtract 1 from Strength-based rolls, including damage.
- **Undead (Super Ability, +12):** Arcane Background (Super Powers) Edge: -2 Charisma; +2 to Toughness; +2 to recover from being Shaken; don't breathe; immune to disease and poisons; no additional damage from called shots; ignores one point of wound penalties. (Includes 2 points for Arcane Background (Super Powers).)

Floran

On some worlds, "plant people" evolved into humanoids. The example below is representative of a leafy green origin.

- **Dependency (-2):** This type of plant-based life-form 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 (-1):** Florans suffer +4 damage from heat or fire attacks, and a -4 penalty to resist any other effects.
- **Hardy (+3):** A second Shaken result doesn't cause a wound.
- **High Tech Hindrance (-1):** Florans come from very advanced worlds and find standard tech confusing. They suffer a -2 penalty when using typical electronic systems.
- **No Vital Organs (+1):** Floran's organs are spread out along their strange vascular systems, making them less susceptible to called shots.
- **Regeneration (+2):** As long as they're not Exhausted from lack of sunlight, florans make natural healing rolls once per day.

Humans

Broadly, humans are both people from Earth and any race with the same basic form and penchant for adaptability. They may be given a free Edge as usual, or may be customized to reflect a particular world or culture by giving them new abilities instead.

- **Adaptable (+2):** Humans are a large and varied species. They begin play with any Novice Edge of their choosing. They must meet its Requirements as usual.

Insectoid

On some worlds, insects developed to be the dominant, sentient species. This particular example represents a sort of ant-mantis-humanoid hybrid.

- **Armor (+2):** Insectoids are covered in exoskeleton or hard carapace. This grants them +4 Armor.
- **Cannot Speak (-1):** Insectoids communicate with pheromones and weird clicking noises. Most wear portable screens to translate their speech to others.
- **Natural Weaponry (+2):** The creatures have extremely strong pincers or mandibles, causing Str+d6, AP 2.
- **Outsider Hindrance (-1):** Everything from the insectoids' eating habits to their hive-like mentality is strange and alien to most other races. They have the Outsider (Minor) Hindrance.

Kalian

A four-armed race of highly agile humanoids, kilians are known for their quick reactions, razor sharp wit, marksmanship, and swordplay.

- **Additional Action (+3):** Due to their four arms, kilians get one extra non-movement action per round at no multi-action penalty.
- **Frail (-1):** Kilians are of average height, but have very slim builds. This subtracts 1 from their Toughness.

Rakashans

Rakashans have the form of humans with the features of felines. They come in a wide variety: the bright colors of tigers, the speckled hides of leopards, and the exotic look of Siamese cats are all appropriate. They have sharp claws and teeth and a cruel nature when it comes to dealing with their prey.

- **Agile (+2):** Rakashans have the feline grace of their ancestors. They start with a d6 Agility.
- **Bloodthirsty Hindrance (Major, -2):** Rakashans can be cruel to their foes, often toying with them for simple amusement. They rarely take prisoners and feel little compunction about punishing captured foes. They have -4 Charisma among "civilized" types.
- **Racial Enemy (-1):** Rakashan society rose at the expense of another. Pick a common race in your setting. Members of each culture suffer a -4 Charisma when dealing with each other. Unless fettered by other authorities or common goals, individuals of the two races typically attack each other on sight.



INSECTOID

- **Natural Weaponry (+2):** Rakashans have retractable claws that do Str+d6 damage, AP 2.
- **Low Light Vision (+1):** Rakashan eyes amplify light. They can see in the dark and ignore attack penalties for Dim and Dark lighting.

Robot—See Constructs

Saurians

Lizard men typically come from steaming jungles or deep deserts where they have unique civilizations unknown to other sentient races.

Most seem to have skin colors that help hide them in whatever terrain they're from, but others have incredibly bright bands of color, spots, or stripes.

- **Natural Weaponry (+1):** The teeth of saurians allow them to bite in combat for Str+d6 damage.
- **Keen Senses Edge (+2):** Saurians' lizard tongues can "taste" the air, giving them +2 to relevant Notice rolls. This can stack with Alertness.
- **Environmental Weakness, Cold (-1):** Though not truly cold-blooded, saurians are not comfortable in cold environments. They suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold or ice-based attacks.

Serran

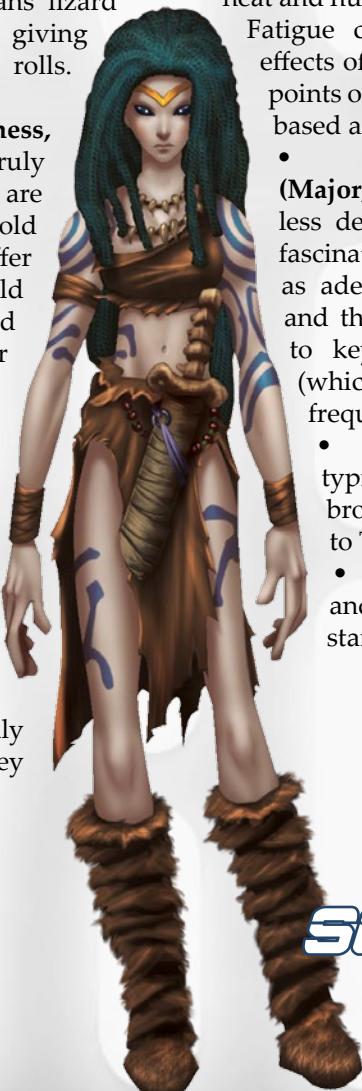
On a remote world far from the usual trade lanes lives a race of beings called the serran. They are a thoughtful, cautious people often gifted with powerful telepaths. Would-be conquerors have thought the serrans weak given their disposition—but quickly learned otherwise when they sought to cause them harm.

- **Weak (-2):** Serrans are weak compared to most other races. They suffer a -1 penalty to all Strength rolls.
- **Danger Sense Edge (+2):** Serrans have either extremely developed intuition or perhaps limited extra-sensory perception, giving them the Danger Sense Edge.
- **Parry (+2):** Serran ESP increases their Parry by +2.

Yeti

Any breed of fur-covered mammalian from a cold world inevitably winds up being labeled as "yetis" by earthers. These types of xenos are tall, hairy, and ferocious when threatened.

- **Environmental Resistance, Cold (+1):** Yetis add +4 to resist the effects of cold, and have +4 Armor versus cold and ice-based attacks.
- **Environmental Weakness, Heat (-1):** 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.
 - **Low Tech Hindrance (Major, -2):** Yetis often come from less developed worlds. Many are fascinated by technology, but aren't as adept with it as most others, and their digits aren't well-suited to keyboards or touch screens (which they break with alarming frequency).
 - **Size (+2):** The beings are typically about 7' tall, very broad, and very dense. Add +2 to Toughness.
 - **Strong (+2):** Yetis are large and ferociously strong. They start with a d6 in Strength.



SERRAN

NEW

HINDRANCES

Cyber Resistant (Minor)

Cyberware doesn't take in this spacer's body. She may never have cyberware installed. If it is for some reason, it doesn't function. This Hindrance may only be taken if cyberware is relatively prominent in the campaign. Cyberware is described on page 29.

FTL Sickness (Minor)

This Hindrance may only be taken in campaigns where FTL (Faster Than Light) travel is common.

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

Low-G Worler (Minor)

The being hails from a world with light gravity, making his muscles weak compared to most other species.

He subtracts 1 from all Strength rolls (including damage), but does not suffer the -2 Agility penalty for Normal gravity.

Low Tech/High Tech (Major/Minor)

The character comes from a world where technology is a few generations ahead or behind the galactic average. That makes using computers and other devices of an unknown tech level tricky, and he suffers a -2 penalty when doing so (-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.

Outsider (Major)

Your character has no legal rights in most places common to your setting. He might be an alien disliked by locals and ignored by the law, or even an artificial being civilization doesn't yet deem truly sentient.

Most settled areas likely require a guardian who does have legal rights—such as another player character—to vouch for and "control" the entity or "property." Otherwise he's considered wild or rogue, and can be captured, taken, or destroyed by normal citizens of the region.

The Outsider's Charisma is still -2, just like the Minor version of this Hindrance.

Zero-G Sickness (Major)

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.

Zero-G Worler (Major)

The character was born on a world with no gravity. He subtracts 2 from all Strength rolls (including damage), but does not suffer the -2 Agility penalty for Normal gravity. This stacks with the Negative Racial Ability Attribute Limit if the character happens to have both.



Background Edges

Cyber Tolerant

Requirements: Novice

The individual's body can handle cyberware better than most. His Maximum Strain for cyberware is increased by +4 (see page 29).

Cyborg

Requirements: Novice

Cyborgs are humans (or other organic species) who have been augmented with mechanical parts. Sometimes this is done by choice; sometimes it's the only way to save a badly wounded but still valuable asset.

The character's Maximum Strain is doubled (see page 29). This does not stack with Cyber Tolerant, he may have one or the other. The individual must take an additional Major or two Minor Hindrances to compensate for this powerful Edge. Typically, this should relate to the story of how the hero became a cyborg.

Geared Up

Requirements: Novice

This Edge may only be taken at character creation. Your character has up to \$10,000 worth of possessions each time this Edge is taken. This is a one-time only benefit—if the gear is lost, it's lost.

Heavy-G Worlder

Requirements: Novice

The character comes from a dense world with very heavy gravity. He starts with a d6 in Strength, doubles normal jumping distances, adds +2 to his Pace, his running die increases one step, and does not suffer the -2 Agility penalty for Normal gravity.

The character must take an additional Major Hindrance or two Minor Hindrances to balance out this particularly powerful Edge.

Atmospheric Acclimation

Requirements: Novice

Travelers who have spent substantial time in Thin or Dense Atmosphere (see page 26) can learn breathing techniques to negate its ill effects. This Edge may be taken twice, once for each kind of atmosphere. Doing so allows the character to operate normally in that environment—he doesn't have to make Vigor rolls.

Gravitic Acclimation

Requirements: Novice, Agility d6+

The spacer knows how to operate in different gravities. He ignores the typical -2 penalty for operating in a gravity other than his own (see Gravity on page 27).

Rocket Jock

Requirements: Novice, Piloting d8, Shooting d6

The pilot can fire one weapon system per action without incurring a multi-action penalty while Piloting or Driving a vehicle, aircraft, or starship.



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 his or her campaign, 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 campaigns start with \$1,000 instead of the usual \$500.

Ultra Tech

Some items are labeled “Ultra Tech.” This means the device is of an even higher tech level than the other devices in this book. An interplanetary shuttle, for example, is fairly standard in science fiction, but teleporters still exist purely in the realm of the theoretical.

This kind of advanced technology is a game changer, and the Game Master should actively decide whether or not it exists in his campaign world.

Including Ultra Tech also requires some judgment calls. For example, if teleporter tech exists, can a person teleport to a place that hasn’t been seen? What happens if there’s an obstacle where he arrived? Or a person? Can he safely carry another person in his arms?

The Game Master must occasionally answer these issues based on the circumstances and the reality level of his setting.

Tracking Ammo

Ammunition for characters should be tracked normally, or use the Cinematic Ammo option below.

Missiles, bombs, and torpedoes are tracked individually, and the number of each that can be stored in a slot is listed in their description.

For ballistic weapons, assume one complete refill (its Shots value) takes up half the weapon’s Mod slots (round up). A reload of 100 Heavy Auto-Cannon rounds, for example, takes 2 Mod slots.

Lasers run off the power supply if mounted on a ship, vehicle, walker, or other advanced platform. If such a weapon is attached to a more conventional platform (such as a vehicle with a combustion engine, for example), assume a replacement power core with a full refill of shots takes up half the weapon’s Mod slots just like ballistic weapons. A replacement power core of 100 shots for a Massive Laser, for example, requires 4 Mods.

Cinematic Ammo: Most groups should track missiles, bombs, and torpedoes normally. Lasers are assumed to recharge constantly. For ballistic weapons, draw a card after any engagement. If the card is a Five or lower, the group is low on ammo. One more fight and they’re essentially out. Resupply then becomes a plot device rather than bookkeeping.

Personal Equipment

Below are a number of items to supplement the regular equipment list found in *Savage Worlds*—most of which should be available in standard science fiction settings. The Game Master may decide futuristic versions of contemporary items are lighter, cheaper (or more expensive), or more efficient, but the functionality is generally the same.

3D Printer: A “3D” printer uses raw materials to create devices from predesigned blueprints. The printer can manufacture most common objects for the usual cost of the raw materials in about one minute per pound. (10 lb for a portable printer that can manufacture up to 50 pound items, \$500)

Adhesive Patches: Small squares made of the same material as spacesuits, adhesive patches are a quick puncture repair kit. One patch is required for each breach. See Spacesuits (page 17) for information on their use. (1 lb, \$20)

Beacon: When activated, this powerful hand-held device transmits a signal to the nearest relay point, broadcasting a distress message. The immense power drains the battery after one use, meaning the message contains the beacon’s location at the time it was activated. Once captured by a network or relay of some sort, the message containing the beacon’s last-known location re-broadcasts until deactivated. (5 lb, \$2000)

Binoculars: These advanced viewing devices provide magnification up to 500x, including a digital readout of distance and compass direction. A button press also provides Low Light or Infravision (eliminating illumination penalties). Binoculars add +2 to vision-based Notice rolls to see things at a distance. For an additional \$2,000, the binoculars can see through up to 6” of anything but solid stone, metal, or other dense materials. (2 lb, \$250)

Camouflage Suit: This is an LED suit, cloak, or poncho that copies and displays the surroundings to hide the user. Viewers beyond 50 feet subtract 4 from their Notice rolls to spot or hit the target as long as he moves no faster than 3” per round. At shorter distances, the sheen of the suit can be seen so the penalty is only -2. (2 lb, \$250)

Cargo Loader: Essentially power armor without the communications gear or protection, this powerful piece of hardware has a Strength of d12+6 and a Pace of 2. It has two arms with crude, blunt pincers to lift, carry, and load heavy cargo. The pincers are awkward if used for combat and act as an Improvised Weapon (-1 Fighting and Parry). They cause Str+d6 damage. (2K lb, \$200K)

Commlink: A voice-activated communications device that can be worn on the ear, throat, or collar, or held in the hand. It has a range of one mile on its own, or can tap into broadcast channels such as cellular, satellite, or internet services for near-infinite range. (1 oz, \$100)

Cyber Deck: A high-end, portable computer built for hacking. Characters can’t generally hack a system without one unless they’re able to log into a dedicated station. A fully-loaded deck with the latest security cracks costs three times as much but adds +2 to the hacker’s Knowledge (Computers) rolls. (2 lb, \$1000)

Energy Sheet: This 8’×5’ sheet of light-weight energy cells absorbs and releases energy to provide environmental protection from about 150° Fahrenheit down to about -50°. Once charged, it retains enough energy for 72 hours of continuous use. This is the size used for personal bedding. (1 lb, \$200)

Energy Tent: An easy-to-assemble 2-man tent using the same material found in the energy sheet (above). The tent and collapsible poles are contained in a small drawstring bag. (2 lb, \$500)

Exoskeleton: This device can be worn beneath loose clothing and enhances an individual’s core Strength by +2 steps. (5 lb, \$10,000)

Force Field Generator, Personal: This device creates a force field the size of a Medium Burst Template (in a sphere). It conforms to earth, walls, and other objects so as not to destroy them. The device’s batteries contain one hour’s worth of continuous use and recharge time is five hours for a full charge. The field blocks 20 points of any incoming attack (except arcane). If an attack breaches the force field (21 points of damage or more in one attack), the sphere collapses and loses half its remaining power. Powering

the field on again requires a Repair roll. (30 lb, \$500K)

Hoverboard: A lightweight skateboard-sized device that allows the user to hover a few inches off the ground using the Piloting skill. This version is powered and gives the user an Acceleration of 5 and a Top Speed of 20. (2 lb, \$200)

Language Translator: Available as software for existing hardware or as a portable device about the size of an electric razor, translators can decode standard audio signals as well as ultra high and ultra low frequencies. Translation is provided in text or audio form, as the user requires. The device's skill in a known language is d12+2. It cannot translate unknown languages, but advanced models (typically 5x the price) can "learn." Roll a d6 each full day the device interacts with a target speaker. On a 4+, it gains a d4 in that language. It may continue to "train" itself in this way until its skill is a d12+2. (1 lb, \$2000)

Matter Cutter: These devices use ultrasonics, lasers, molecular disruption, or antimatter (Ultra Tech) to make narrow cuts through matter. They're most often used by salvage crews or marines to breach ship hulls or sealed interiors. Each .5" wide, foot long, foot deep cut requires a single round (real world measurements, not game inches). Double the time required for every full 30 points of Armor the material has. As an improvised melee weapon, it causes 3d6 Damage with AP 10, and subtracts 2 from Fighting rolls and Parry. (15 lb, \$50,000)

Matter Remover: This tool is typically used by miners to tunnel through rock on distant planets or mineral-rich asteroids. It removes up to a cubic foot of rock or earth per round. Armored surfaces reduce this by half. As an improvised melee weapon, it causes 3d6 Damage at AP 5, and subtracts 2 from Fighting rolls and Parry. (10 lb, \$40,000)

Medi-Gel: A tube of advanced healing gel. It adds +2 to Healing rolls made to heal fresh wounds or stabilize someone who's bleeding out, and contains 10 uses. (6 oz, \$20)

Medi-Scanner: This hand-held scanner and screen depicts the internal structure of organic beings. This greatly helps doctors looking for damage, and adds +2 to their Healing rolls. With a tiny blood sample, the

HOW DOES THIS STUFF WORK?

Science fiction often hinges on particular discoveries or technologies that power or provide explanations for the devices the player 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 how all the devices in this book work, 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

The gear listed in this chapter focuses on "adventuring" equipment players are most likely to use while exploring alien worlds or battling rivals in futuristic urban sprawls.

Other technology should be defined by the setting. In a civilized far future, LED clothing, holograms, and printed meat might be the norm. In a more dystopian environment, perhaps only the wealthy or elite have access to this kind of "magic."

medi-scanner can also detect known poisons, diseases, and other conditions. (2 lb, \$600)

Mineral Detector: A hand held device that detects minerals up to six feet deep, in an area the size of a Large Burst Template per round. It also eliminates the -4 penalty for detecting mines. (\$100, 4 lb)

Mines: Anti-vehicle mines cause 5d10 damage, AP 20, but are only set off by at least 500 pounds of pressure. Anti-personnel mines at this tech level detect movement and detonate for 4d6 damage in a Large Burst Template. Finding a mine requires a Notice roll at -4, and removing it is a Repair roll at -2. (5 lb, \$1000)

Nutri-Bar: Advanced freeze-drying and condensing techniques allow a complete meal to be packed into a 4" by .5" thick bar. (4 oz, \$5)

Personal Data Device (PDD): A personal computer with 100 TB of storage plus connections to beamed data and update services. They come in a wide variety of sizes and shapes, from armbands to tablets. In addition to normal app functions it adds +4 to Knowledge (Electronics) rolls made for Common Knowledge checks. (1 lb, \$500)

Projected Light Device: A three-dimensional or holographic, projected light projector that generates images from a built-in data-port. Images can fill up to ten cubic feet. (4 lb, \$1000)

Psionic Shield: A skullcap woven with circuitry that blocks psionic attacks, granting the user +4 to resistance rolls or Armor versus psionic attacks. This stacks with the Arcane Resistance Edge. (1 lb, \$1000)

Rebreather: A face mask that 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 by simply filtering out harmful gases instead. (1 lb, \$250)

Scope: Scopes may be mounted on rifles or other longarms. When using the Aim maneuver, the character adds an additional +2 to Shooting rolls against targets at Medium, Long, or Extreme Range (see page 27 for rules on Extreme Range). For 3x the price, the scope also includes Low Light and Night Vision, which can activated as a free action and eliminates all illumination penalties.

In addition to the benefits above, scopes add +2 to Notice rolls made to view things at a distance. (1 lb, \$300)

Sensor Suite: Optical, chemical, motion, and other active sensors ignore illumination penalties and add +2 to Notice rolls made to detect designated types of targets such as biological beings, chemical signatures, metal, etc. The targets do *not* have to be visible, though dense materials may cause inaccurate or false readings at the GM's discretion. Small sets are handheld and have a range of 50 yards. Medium sets are

backpack sized and have a range of 500 yards. (Small is 2 lb, \$500; Medium is 18 lb, \$5000)

Wall Walker System: With these gloves, kneepads, and shoe-tips, a user can climb any sort of sheer surface—from smooth glass to rough stone. The character makes Climbing rolls as usual but ignores penalties for the surface. The system also adds +2 to the user's climbing Pace. (2 lb, \$300)

Water Purification Filter: These can-sized containers clean even the most toxic water of sediment and impurities (which are drained out the bottom). It produces 12 ounces of clean drinking water in about one minute. (1 lb, \$100)

Weapon Gimble: Certain heavy weapons, such as miniguns, are difficult for most soldiers to operate "from the hip." A weapon gimble negates up to 25 pounds of a weapon's weight (though it has 5 pounds of its own), and allows the user to ignore any penalties for recoil or minimum Strength. (5 lb, \$100)

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, however, some of which are listed below. Unless otherwise specified, a character benefits only from the highest value armor worn.

Body Armor: This lightweight material can be worn under normal clothing with little inconvenience. It adds +4 Armor and negates up to 4 points of AP from ballistic attacks (but not energy or melee). (4 lb, \$200)

Combat Armor: These suits include a full jumpsuit, helmet, load-bearing harness for a backpack or other gear, boots, and gloves. The vest (5 lb, \$300) and helmet (2 lb, \$100) may also be worn separately. Combat armor adds +6 Armor and negates up to 4 points of AP from ballistic attacks (but not energy or melee). (12 lb, \$800)

Energy Skin: This lightweight, reflective material greatly disperses focused light, granting +8 Armor and ignoring 2 points of AP from lasers. It offers no protection against other attack types.

Energy skins may be worn on top of (or fastened to) other types of armor, but is obvious, shiny, and subtracts 2 from vision-based Stealth rolls.

If the user ever takes damage, roll a die per wound. An odd roll on any die means the suit's reflectors or feedback system are ruined and it no longer offers protection (this is why energy skins are rarely worn by traditional combat forces). (5 lb, \$500)

Force Field, Personal: Ultra Tech. A personal force field typically worn as a belt. Provides +4 Armor against all types of attack (except arcane). It's powered by enough energy for 24 hours of continuous use, then must be recharged for one hour. Force fields stack with all other types of armor except other personal force fields, and are not affected by AP. (4 lb, \$2000)

Glide Suit: A lightweight bodysuit that allows a user to glide extended distances at high speed—Pace 48 (120 mph), Climb -2. Distance is roughly equal to 10 times the height at which it launched, so the user could glide a maximum of ten miles from a mile-high peak (they can't gain significant altitude). The Piloting skill is used for maneuvering and landing. A failed landing roll results in 3d6 damage.

Glide suits add +1 Armor and are form-fitting so they can't be worn with any other type of protection except personal force fields (if they exist in the setting). (8 lb, \$1500)

Polymer Shield: These devices function exactly like regular shields, but are much more lightweight and durable. They add +4 Armor vs ranged attacks instead of +2. (Small: 2 lb, \$200; Medium: 4 lb, \$300; Large: 6 lb, \$400).

Smart Suit: These form-fitting, rubbery bodysuits have dozens of pockets strategically placed to reduce the effective weight of anything that can be carried in them by 20%.

The suits have +2 Armor and add +2 to rolls made to resist heat, cold, thirst, or starvation as they recycle the wearer's waste and store energy for climate control. Smart suits change basic color to match local surroundings, adding +1 to Stealth rolls. For an extra \$1000, the suits contain retractable membranes between the arms and torso,



allowing them to function as glide suits (see page 15). (12 lb, \$2K)

Spacesuit: This is a typical airtight spacesuit made of flexible fabric with air and heat. It provides +1 Armor, and includes a helm with a two-way radio (50 mile range) and Heads Up Display (HUD) to display atmospheric composition or incoming messages. Canisters for the suits contain eight hours of oxygen, and an integral headlamp provides powerful illumination.

Spacesuits provide complete protection against cold and vacuum, and are shielded against radiation (+4 to resistance rolls versus more intense sources). If the wearer suffers a wound in a vacuum, he must apply an adhesive patch (see page 14) as an action. If he doesn't, he suffers depressurization (see **Vacuum**, page 26) the following round.

For an extra \$1,000, the suit contains a small thruster system that allows the wearer to maneuver in zero-gravity for up to eight hours. (20 lb, \$2K)

Spacesuit, Combat: This is the same spacesuit with ballistic plates added, increasing the Armor bonus to +4. It negates up to 4 points of AP from ballistic attacks, but not energy or melee damage. (26 lb, \$2500)

CLOSE COMBAT WEAPONS

All the close combat weapons listed in *Savage Worlds* are generally available in science fiction settings. These weapons may be greatly enhanced by a number of upgrades, such as sharpening a blade to a “molecular” edge, adding power and energy, or even attaching rotating, diamond-tipped teeth. Any close combat weapon (including a simple glove or gauntlet) can be enhanced with one (and only one) of the Modifications below.

Power Packs: Powered weapons require “power packs.” They continually recharge using a combination of kinetic motion, ambient radiation, and even body heat, but can burn out. On a 1 on the Fighting die, the power pack burns out and the weapon has no power until it is replaced, requiring an action. Each power pack costs \$50 and weighs 1 pound. The weight of each powered modification below includes one attached power pack. The exact effect of being unpowered for each modification is listed in its description.

Modification	Weight	Cost
Chain / Vibro Blade: Any bladed weapon, such as a sword or axe, can be fitted with a rotating chain of diamond-edged blades, or made to vibrate at extremely high frequencies. Chain or vibro blades are extremely loud, but add +1d6 damage and AP +2 to the weapon’s basic statistics. Unpowered, the blade is a normal weapon of its type.	+2	\$500
Energy Weapon: A weapon with a blade of pure energy or high frequency vibration. It increases the weapon’s damage by one die type and grants +4 AP in addition to any other special abilities of the base weapon. Energy weapons have no minimum Strength limitation and count as a Heavy Weapon. They are unusable when unpowered.	+1	\$500
Molecular Blade: Edged weapons such as daggers or swords can be given a monofilament, “molecular,” or extremely thin edge, making them far sharper than usual. This gives the weapon +2 damage and adds half its damage die type in AP (+2 AP for a d4, +4 AP for a d8, and so on). Molecular blades require no power.	—	\$500
Power Weapon: The weapon contains a variable burst of energy that’s released on impact. It adds +1d6 to the character’s damage. With a raise on the attack roll, the character’s damage is a d10 instead of a d6. Power weapons function as their base type when drained of energy.	+1	\$500
Stun Charge: Blunt weapons can be rigged to deliver a stunning charge of energy. After a target is hit by the weapon (including a Touch Attack), resolve damage. Then the victim must make a Vigor roll or fall prone and Incapacitated. At the start of each subsequent action, he makes a Vigor roll to revive. Success means he revives but is Shaken for the round and can recover on the next as usual. A raise means he revives instantly and is not Shaken. An unpowered stun weapon does normal damage.	+1	\$500



RANGED WEAPONS-PERSONAL

The galaxy is full of deadly weapons designed to stun or kill foes from a distance.

Notes: 3RB=Three Round Burst, AP=Armor Piercing, HW=Heavy Weapon, SA=Semi-Auto (may fire single shots and double-tap). Burst Templates are Small (SBT), Medium (MBT), Large (LBT), or Cone.

Disintegrators

These nasty and often illegal weapons disrupt matter with horrific results. When a target is hit by a disintegrator, it suffers the listed damage. If the beam causes a wound, roll a hit location using the Injury Chart and allow the user to make a Vigor roll. A raise causes no additional result, but success means the limb is crippled until the wound is healed. Failure means the limb is completely disintegrated. Failed rolls to the head or torso cause death. If the target was inorganic matter, the attack disintegrates a 12 inch diameter, 4 inch thick disc of matter per attack.

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Pistol	3/6/12	3d10	1	5	—	5	\$3K

Notes: Ultra Tech. HW. Ammo packs are \$20 and weigh 1 pound each.

Rifle	5/10/20	3d10	1	5	d6	12	\$10K
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Notes: Ultra Tech. HW. Ammo packs are \$20 and weigh 1 pound each.

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.

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Flak Gun	12/24/48	3d6+2	1	6	d6	15	\$500

Notes: LBT. Armor counts double against the flak gun as long as it covers the majority of the body. Flak balls cost \$40 and weigh one pound each.

Flame Weapons

Flamethrowers use liquid or vapor fuel to burn targets. They're often used to dig opponents out of caves or other tight places. The ones listed here are more powerful, lighter, and carry more propellant than older versions (such as those found in *Savage Worlds*).

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Hand Flamer	Cone	2d12	1	10	—	5	\$500

Notes: HW, Cone, may set targets on fire. Heavy pistol-size weapon with jar-sized fuel tank. Affects target's least Armored area. Fuel pods cost \$40 and weigh 1 pound.

Heavy Flamer	See Notes	3d12	1	30	d6	30	\$1000
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Notes: HW, may set targets on fire. May be fired as Cone or MBT up to 18" distant. Affects target's least armored area. Fuel pods cost \$60 and weigh 3 pounds.

Flechette Weapons

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

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Flechette Gun	12/24/48	2d4+1	3	90	—	4	\$600

Notes: Flechette packs cost \$30 and weigh .5 pounds each.

Grenades

High tech grenades are smaller than modern day versions, making them easier to throw and carry. These varieties are common.

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Grenade	5/10/20	By Type	1	1	—	.25	\$50

- **EMP:** Electromagnetic pulse grenades knock out all electronic devices in a Medium Burst Template. For constructs, power armor, or shielded devices, roll 3d6 nonlethal damage against base Toughness (no Armor).
- **Fragmentation:** Damage 3d6. HW, LBT.
- **Smoke:** Creates an area of smoke in a LBT that obscures vision (-4). For double the price, the smoke also contains particles that halve the damage from energy weapons.
- **Stun:** Targets in the burst radius must make a Vigor roll or fall prone and Incapacitated. At the start of each subsequent action, victims make a Vigor roll to revive. Success means a target revives but is Shaken. A raise means he revives instantly and is not Shaken. LBT.
- **Thermal:** Damage 3d10. HW, SBT, may set targets on fire. Ignores all but sealed armor.

Grenade Launcher	24/48/96	—	1	20	d6	8	\$700
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Notes: May fire any of the grenades above. May be attached to an assault rifle or similar size weapon.

Gyrojet Weapons

Gyrojet rounds have their own propellant, like miniature rockets, and offer several types of warheads:

- **Armor Piercing:** Damage 2d6, AP 10, HW.
- **Boomer:** Damage 5d6, LBT, HW. Cost is doubled. Boomers have a minimum arming distance of 20" (40 yards) and can only be used in rifles.
- **Heat Seeker:** Damage 3d6. Use the rules for missiles (see *Savage Worlds*), except the attacker uses Shooting and the defender uses Agility.
- **Rocket:** Damage 3d6, HW. The basic line-of-sight projectile tipped with a micro-explosive warhead.

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Gyrojet Pistol	12/24/48	By Type	1	10	—	3	\$400

Notes: HW. Ammo costs \$40 and weighs .5 pounds per 10 shots.

Gyrojet Rifle	24/48/96	By Type	1	30	d6	10	\$600
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Notes: HW. Ammo costs \$60 and weighs 1 pound per 10 shots.

Lasers

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

- **Cauterize:** Anyone Incapacitated by a laser blast adds +2 to his Vigor rolls to keep from Bleeding Out.
- **Overcharge:** The lasers below can overcharge to cause an extra d6 damage, but if any of the Shooting dice are a 1, the weapon must recharge for a round before it can fire again.
- **Recoil:** There is no recoil modifier for firing lasers on full-auto.

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Pistol	15/30/60	2d6	1	50	—	2	\$250

Notes: AP 2, SA. Energy pack: \$20, .25 lb.

SMG	15/30/60	2d6	4	100	—	4	\$500
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Notes: AP 2, SA, no recoil penalty. Energy pack: \$20, .5 lb.

Rifle	30/60/120	3d6	3	100	d6	8	\$700
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Notes: AP 2, 3RB, SA, no recoil penalty. Energy pack: \$20, .5 lb.

Gatling Laser	50/100/200	3d6+4	4	800	d6	20	\$1000
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Notes: AP 2, no recoil penalty. Energy drum: \$50, 4 lb.

Particle Accelerators (Blasters)

Electromagnetic accelerators propel tiny particles at high rates of speed. They cause more damage than traditional slugthrowers and can hold a large amount of ammunition since each particle is so minute.

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Pistol	12/24/48	2d6+2	1	100	—	1	\$300
<i>Notes:</i> SA, AP 2. Particle packs cost \$20 and weigh .25 pounds each.							
SMG	12/24/48	2d6+2	3	100	—	1	\$300
<i>Notes:</i> AP 2, SA. Particle packs cost \$20 and weigh .25 pounds each.							
Rifle	24/48/96	2d8+2	1	100	—	5	\$500
<i>Notes:</i> SA, AP 2. Particle packs cost \$20 and weigh .25 pounds each.							
Gatling Blaster	24/48/96	2d8+4	4	100	d6	12	\$800
<i>Notes:</i> AP 2. Particle packs cost \$20 and weigh .25 pound each.							

Plasma Weapons

Plasma is superheated gas that can flash boil the flesh from a man or beast in the blink of an eye. Unlike a flamethrower, the fuel tank is stored in the weapon itself—usually in the form of energy rather than liquid propellant. When the trigger is depressed, the gas is heated and ejected as a small comet-like ball.

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Plasma Pistol	12/24/48	2d10+2	1	8	—	7	\$600
<i>Notes:</i> HW, affects least-armored area, target may catch fire. Plasma packs cost \$20 each and weigh .5 pounds.							
Plasma Rifle	24/48/96	3d10	1	12	—	12	\$1200
<i>Notes:</i> HW, affects least-armored area, target may catch fire. Plasma packs cost \$40 each and weigh 1 pound.							

Portable Missile Launcher

A portable missile launcher fired from the shoulder. Guided missiles cost 2× for +2 to hit. This short range, direct-fire weapon does not use the normal missile rules. EMP warheads may also be used (page 25).

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Portable Missile	50/100/200	6d6	1	1	—	8	\$700
<i>Notes:</i> AP 20, HW, SBT, Snapfire. Missiles costs \$10K and weigh 3 lb.							



Slugthrowers

Traditional firearms are still used on many worlds in the far future. Those listed below are high tech versions of current designs so they're often lighter, have digital ammunition counters, and use caseless ammo.

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Light Pistol	10/20/40	2d6-1	1	12	—	.5	\$200
<i>Notes:</i> AP 2, SA. Ammo is \$10, 1 lb, per box of 50. -2 Notice to detect.							
Medium Pistol	12/24/48	2d6	1	24	—	2	\$300
<i>Notes:</i> AP 3, SA. Ammo costs \$25 and weighs 2 pounds per box of 50.							
Heavy Pistol	12/24/48	2d6+1	1	12	—	4	\$400
<i>Notes:</i> AP 4, SA. Ammo costs \$30 and weighs 4 pounds per box of 50.							
Submachine Gun	12/24/48	2d6	3	45	—	7	\$700
<i>Notes:</i> AP 2, SA, 3RB. Ammo costs \$25 and weighs 2 pounds per box of 50.							
Assault Rifle	24/48/96	2d8+1	3	60	d6	11	\$1500
<i>Notes:</i> AP 3, SA, 3RB. Ammo costs \$50 and weighs 6 pounds per box of 50.							
Hunting Rifle	24/48/96	2d8+1	1	8	—	6	\$600
<i>Notes:</i> AP 3, Snapfire. Ammo costs \$50 and weighs 8 pounds per box of 50.							
Sniper Rifle	50/100/200	2d10	1	12	—	8	\$700
<i>Notes:</i> AP 4, HW, Snapfire. Ammo costs \$50 and weighs 8 pounds per box of 25.							
Shotgun	12/24/48	1-3d6	1	8	—	6	\$600
<i>Notes:</i> SA. Ammo costs \$20 and weighs 4 pounds per box of 10.							
Shotgun, Full-Auto	12/24/48	1-3d6	3	18	d6	18	\$900
<i>Notes:</i> Ammo costs \$20 and weighs 4 pounds per box of 10.							
Light MG	30/60/120	2d8	4	200	d8	20	\$700
<i>Notes:</i> AP 2. Ammo costs \$150 and weighs 8 pounds per 200-round drum.							
Heavy MG	50/100/200	2d10	3	200	d8	65	\$700
<i>Notes:</i> AP 4, HW. Ammo costs \$250 and weighs 15 pounds per 200 round drum. Typically used mounted or with a tripod or weapons gimble.							
Minigun	24/48/96	2d8+4	4	1000	d8	85	\$10K
<i>Notes:</i> AP 3, HW. A six-barreled slugthrower with an extremely high rate of fire. Typically used mounted or with a tripod or weapons gimble. An additional 1000 round drum of ammunition weighs 20 pounds and costs \$1000.							

Stun Guns

These weapons stun foes with a beam of disruptive energy. They have no effect on creatures without nervous systems.

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Stun Gun	5/10/20	—	1	12	—	1	\$300
<i>Notes:</i> After a target is hit, he must make a Vigor roll or fall prone and Incapacitated. At the start of each subsequent action, he makes a Vigor roll to revive. Success means he revives but is Shaken for the round and can recover on the next as usual. A raise means he revives instantly and is not Shaken.							

VEHICULAR WEAPONS

Mods are the number of Modification Slots a weapon takes up when installed in power armor, starships, vehicles, or walkers.

Auto-Cannons

Auto-cannons (also called chain guns) are powered weapons that fire bursts of chemically-propelled metal slugs at the target. They are primarily used by aircraft to destroy ground targets, or as point-defense weapons for starships. Ammo costs are for a full load.

	Range	Damage	RoF	Shots	Mods	Cost
Light	50/100/200	2d12	4	100	1	\$50K
<i>Notes:</i> AP 4, HW, Reaction Fire. Up to 20mm rounds. A full reload costs \$200.						
Medium	50/100/200	3d8	3	100	2	\$75K
<i>Notes:</i> AP 6, HW. Covers 21 to 30mm rounds. A full reload costs \$400.						
Heavy	75/150/300	4d8	3	100	3	\$200K
<i>Notes:</i> AP 8, HW. Covers 31 to 50mm rounds. A full reload costs \$1000.						

Bombs (Flying Craft Only)

Dropping bombs uses Knowledge (Bombardier) rather than Shooting. Craft must be in atmosphere to drop bombs. Night, cloud cover, rain, very high altitude attacks (GM's call) or other factors that might interfere with the bomb's targeting systems inflicts a -2 penalty.

	Range	Damage	RoF	Shots	Mods	Cost
Small	Dropped	6d10	1	1	12/1*	\$500K/12
<i>Notes:</i> AP 10, HW, LBT. Up to 250 lb. bombs.						
Medium	Dropped	8d10	1	1	8/1*	\$1M/8
<i>Notes:</i> AP 20, HW, 10" radius. 251 to 500 lb. bombs.						
Large	Dropped	10d10	1	1	4/1*	\$1M/4
<i>Notes:</i> AP 30, HW, 20" radius. 501 to 1000 lb. bombs.						
Block Buster	Dropped	10d10	1	1	2/1*	\$1M/2
<i>Notes:</i> AP 40, HW, 30" radius. 1001 to 4000 lb. bombs.						
City Buster	Dropped	10d10	1	1	1	\$1M
<i>Notes:</i> AP 40, HW, 50" radius. 4001 to 8000 lb. bombs.						

*An entry such as 12/1 means 12 bombs take up 1 Mod slot.

Cannons

Cannons fire large, chemically-propelled, explosive shells. The shells listed below are the most common. High explosive versions reduce the damage die type to d8 and halve AP but increase the Burst Template to Large, or to 10" radius if already Large. Ammo costs \$6000 and weighs 300 lb per load.

	Range	Damage	RoF	Shots	Mods	Cost
Small	50/100/200	3d10	1	50	2	\$400K
<i>Notes:</i> AP 10, HW, MBT. Up to 40mm.						
Medium	75/150/300	4d10	1	40	3	\$600K
<i>Notes:</i> AP 20, HW, MBT. 41mm to 60mm.						
Heavy	100/200/400	5d10	1	30	4	\$800K
<i>Notes:</i> AP 30, HW, LBT. 61mm to 80mm.						
Super Heavy	150/300/600	6d10	1	20	5	\$1M
<i>Notes:</i> AP 40, HW, LBT. 81mm to 200mm.						

Flame Weapons

Flamethrowers use liquid or vapor fuel to burn targets. They're often used to dig opponents out of caves or other tight places.

	Range	Damage	RoF	Shots	Mods	Cost
Flamethrower, Heavy	See Notes	3d12	1	30	2	\$1000

Notes: HW, targets may catch fire. Can be fired in a Cone Template or MBT up to 18" distant. Affects target's least Armored area. Fuel pods cost \$60 and weigh 3 lb.

Grenade Launcher

Futuristic grenades are smaller, lighter, and pack a bit more punch than their predecessors. Grenade launchers may also use the grenades found on page 20.

	Range	Damage	RoF	Shots	Mods	Cost
Grenade Launcher	24/48/96	3d6	1	20	1	\$700

Notes: HW. LBT. Grenades cost \$50 and weigh .25 pounds each. They are the same as the grenades listed on page 20 and may be thrown as well.

Lasers (Vehicular)

Lasers of this size burn through solid materials and flashboil flesh. (They don't use the rules for personal lasers listed on page 20.)

	Range	Damage	RoF	Shots	Mods	Cost
Light	150/300/600	2d10	1	100	1	\$100K
Notes: AP 5, HW, Reaction Fire. Power cores cost \$200.						
Medium	150/300/600	3d10	1	100	2	\$500K
Notes: AP 10, HW. Power cores cost \$1000.						
Heavy	150/300/600	4d10	1	100	3	\$1M
Notes: AP 15, HW. Power cores cost \$2000.						
Super Heavy	150/300/600	6d10	1	100	5	\$2M
Notes: AP 25, HW. Power cores cost \$5000.						
Massive	150/300/600	8d10	1	100	7	\$4M
Notes: AP 40, HW. Size 14 and Larger mounts only. Power cores cost \$10K.						
Mega	150/300/600	10d10	1/2	100	10	\$10M
Notes: AP 50, HW. Size 16 and Larger mounts only. Power cores cost \$25K.						

Mass Drivers / Rail Guns

Mass drivers (usually called rail guns in atmosphere) are rail systems used to magnetically propel heavy projectiles at high speed, causing devastating damage wherever they impact. 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 supply from natural materials as they go (1d6 x \$500 in shots can be mined from most asteroids per hour). Larger accelerators launch larger projectiles, so the mass driver's level is the number of d12 damage dice it causes, and Mod size is equal to half the mass driver's level (round up). A Mass Driver 6, for example, does 6d12 damage and uses 3 Mod slots. Mass driver levels cannot exceed half a vessel's Size. A Huge ship (Size 16) may only have up to Mass Driver 8 weapons, for example.

	Range	Damage	RoF	Shots	Mods	Cost
Mass Driver	100/200/400	See Text	1	15	See Text	\$100K × Size

Notes: HW. Projectiles are 10 lb per level and cost \$100 per level each. Effective Range is tripled in space.

Missiles & Torpedoes

These weapons use the rules for missiles in *Savage Worlds* and require missile launchers or torpedo tubes to mount. Attackers use Shooting to get a lock if firing directly or Knowledge (Electronics) if fired indirectly from a bridge or weapons station. Defenders use Piloting if evading directly or Knowledge (Electronics) if trying to jam or disrupt the missile lock.

Determine lock by ship—if a ship gets a lock, it may fire all the missiles or torpedoes it's allowed. Ships evade each fired missile separately. A missile fired at Short Range hits that round if not evaded.

EMP Warhead: Any of the missiles or torpedoes below can be fitted with electromagnetic pulse warheads at no additional cost. These don't cause actual damage, but roll "damage" normally and compare to the vessel's Toughness, ignoring Armor. A success knocks out the ship's systems so that all electronics are down (deflector screens, shields, weapons, maneuvering, etc.) and it cannot take actions until the crew makes a Repair roll at -4. With a raise the penalty is -8. If the Repair roll is successful, the vessel's electronics reboot and it may function normally on the following round. On a raise, the vessel can function immediately. EMP warheads are stopped by shields, so an attacker must first eliminate those to hit the ship's hull and fry its systems.

	Range	Damage	RoF	Shots	Mods	Cost
Missile, Light	200/400/800	6d6	1	1	12/1*	\$50K/4
<i>Notes:</i> AP 8, HW, SBT.						
Missile, Heavy / AT	200/400/800	8d6	1	1	8/1*	\$100K/4
<i>Notes:</i> AP 15, HW, MBT.						
Missile, Anti-Tank	100/200/400	6d6	1	1	8/1*	\$200K/4
<i>Notes:</i> AP 20, HW, MBT.						
Torpedo, Light	300/600/1200	8d12	1	1	8/1*	\$1M/8
<i>Notes:</i> AP 40, HW, LBT. Space or watercraft only. Half Range in water.						
Torpedo, Heavy	300/600/1200	10d12	1	1	4/1*	\$1M/4
<i>Notes:</i> AP 80, HW, LBT. Space or watercraft only. Half Range in water.						

*An entry such as 12/1 means 12 missiles take up 1 Mod slot.

Particle Accelerators (Blaster / Ion Cannons)

Vehicular blasters fire a stream of charged particles (ions). Because the weapon fires a stream, a raise on the attack roll causes +2d6 damage instead of the usual 1d6. Particles are filtered from ambient dust (or micro-meteors in space), granting unlimited ammunition when connected to a continuous power supply. If not, a power core can be attached providing 100 shots (the price is listed for each weapon below).

	Range	Damage	RoF	Shots	Mods	Cost
Light	100/200/400	3d8+2	1	U	3	\$100K
<i>Notes:</i> AP 5, HW, Reaction Fire. Power cores cost \$250.						
Medium	100/200/400	4d8+2	1	U	4	\$500K
<i>Notes:</i> AP 10, HW. Power cores cost \$1500.						
Heavy	100/200/400	6d8+2	1	U	6	\$1M
<i>Notes:</i> AP 20, HW. Power cores cost \$3000.						

Slugthrowers

Slugthrowers are traditional firearms firing chemically-propelled rounds. Two Light or Heavy MGs take up one Mod slot, while Miniguns take up one. They are primarily mounted on vehicles or atmospheric craft at this tech level, but might be found on planetary fighters on backwater worlds. Use the statistics found on page 22.



SETTING RULES

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

ATMOSPHERE

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.

Atmospheres are divided into five categories: Vacuum, Thin, Normal, Dense, and Hazardous.

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.

Thin: Thin atmospheres have little breathable oxygen, and the pressure can cause physical trauma as blood vessels expand and rupture. Characters require pressurized spacesuits to operate safely in Thin atmosphere. Any breach of the suit forces the individual to make a Vigor roll every minute to avoid gaining a level of Fatigue (assuming there is at least some breathable air). This can lead to death. The

victim recovers a Fatigue level every 10 minutes if returned to standard atmospheric pressure.

Normal: Earth-like atmospheres are said to be "normal" and have no special effects. Atmospheres between Normal and Thin or Dense may also exist. Use whatever condition is closest, but failed Vigor rolls cannot lead to Incapacitation.

Dense: Dense atmospheres have a higher pressure than Earth and 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 30 minutes. 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.

Hazardous: The gaseous content of a Hazardous atmosphere does not support human life, regardless of pressure. It 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.

A character without a rebreather (or spacesuit if the pressure is too low) must make a Vigor roll every round (or minute or hour for less toxic environments, as determined by the GM) or suffer a Fatigue level that can lead to death. Recovery is only possible when the character receives air at standard pressure and one Fatigue level is recovered every 10 minutes.

EXTREME RANGE

A character who takes the Aim maneuver may sacrifice the +2 bonus to instead fire at Extreme Range (up to 4x a weapon's Long Range), at a -8 penalty (-6 with a scope). This applies to personal as well as vehicular weapons.

GRAVITY

Space-based parties may visit everything from high-gravity worlds to drifting space hulks. Below are the game effects of traveling to 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 unless the character has the Gravitic Acclimation Edge.

Characters also experience a higher Strength die, speed, 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	x.5	-2	-4
Heavy	x.5	-1	-2
Normal	—	—	—
Low	x2	+2	+2
Zero-G	See Below	+2	+4

Zero-G Effects: Movement and combat in zero-g is tricky due to momentum and disorientation. Characters who roll a 1 on a physical Trait die while operating in zero-g lose control and tumble (-2 to all Trait rolls). They may recover by making an Agility roll as a free action on any subsequent turn—assuming they have some way to stabilize.

Characters who jump from a stable platform propel themselves at a Pace equal to their Strength in 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" away from the blast (2" with large caliber weapons or high melee damage rolls, GM's call).

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 a necessity.

Most of the time, hacking is done by a character plugging into a hostile network with a small computer or hand-held device, or by gaining physical access to the target's own systems via a terminal. In some settings, a hacker might plug directly into "cyberspace" where he visualizes the network as a virtual world.

In most of these cases, the Game Master should simply resolve the attempt with a Knowledge (Computers) roll at the appropriate difficulty. If the task must be done in a certain amount of time—say before guards are summoned or the system's security kicks in and sounds an alarm or shuts everything down—use the Dramatic Task system instead.

Complications: Failure during a complication means the system shuts down or trips the alarm. If the hacker is directly plugged in using a cyberjack and the system has advanced safeguards, he suffers damage as well (see **Cyberjacks** on page 30).

Note: Game Masters should make sure the other characters have something to do during Hacking Dramatic Tasks, otherwise things might not be very fast, furious, or fun for them.



If you're looking for more detailed rules for cyberspace, check out *Interface Zero 2.0* by Gun Metal Games.

SALVAGE G 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. Rules for both are found below.

Salvage

Crews often come into salvage such as the weapons or ships of defeated pirates, drifting hulks, or lost caches of alien artifacts. A Streetwise roll in any sizeable 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 each wound on a captured vessel, walker, or vehicle. Wrecked craft are worth a flat 10% of their list 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 120 cubic feet, or 5'×5'×5'. Assume this is equal to one unused Mod space for ships without the bulk cargo superstructure.

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

The actual value depends on local supply and demand, as determined by the **Supply and Demand Table**. Successful traders buy goods in plentiful supply and resell them where they are in high demand.

When the group heads to a new settlement or world, the Game Master can roll on the **Demand Table** to see the value of each category. 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.

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 vid-screens, sound systems, computers, PDDs, music players.	\$1800
Timber: Pre-cut into various sheets and boards.	\$800

Supply & Demand

Supply and demand in a particular settlement changes once per month. It pays to find out what the demand for a particular cargo is *before* venturing to the target system.

d20	Demand
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.

CYBERWARE



Advanced medical science can supplant tissue with metal, plastic, and electronic systems—collectively known as cyberware.

The prices here assume the implant is noticeable if that area of the recipient's skin is exposed. If the setting's technology level supports it, cyberware can be made invisible to all but direct searches for an additional 50% of its cost.

Each implant has the following statistics, followed by a description of its game effects:

Strain: The amount of stress the cyberware places on the physical tissue, mental synapses, etc. Characters suffer Fatigue if they exceed their Maximum Strain.

Cost: The price of the cyberware and its installation at a sanitary and professional facility. Prices may double or even triple on worlds where body-modding is illegal.

Installing / Removing Cyberware

The cost per implant includes installation. The cost can be reduced by 25% by going to a "street doc," but the hero must make a Vigor roll at -4. If he succeeds, the implant is fine. If he fails, the implant is rejected and ruined. The street doc may or may not give refunds...

Should a character want an implant removed, he can pay 25% of the implant's cost to do so. Street docs will usually do it for *free* if they can keep the implant, but the character must make a Vigor roll at -2 or be Exhausted from the botched surgery for the next two weeks.

Limbs: If an implant was intended to replace a limb and didn't take, the character is now without and likely needs a prosthetic or vat-grown replacement. Cost for prosthetics is typically \$50 for a non-functioning arm, leg, eye, etc. Electronic replacements with no special functions are \$2000 and use 1 Strain (this Strain and cost is included with a full implant). Vat-grown "cloned" replacements are \$3000 but inflict no Strain. These prices reflect a high tech environment with easy access to advanced medical equipment. As with cyberware, less developed worlds or areas where body-modding is illegal greatly increases these costs.

Strain

Cyberware is invasive. It necessarily replaces bone and tissue and places electrical and biological strain on the bearer's mind and body (and perhaps his soul as well).

Every piece of cyberware has a Strain rating. The amount of cyberware a character can place in his body is equal to his Vigor or Spirit die type, whichever is lower. This is called his Maximum Strain.

Once a character reaches his Maximum Strain in cyberware, his mind and body simply can't handle any more stress or process any further input.

If additional Strain is incurred, the user suffers a level of constant Fatigue equal to the amount he's exceeded his maximum. No one can exceed their Max Strain by more than two points.

CYBERWARE

The number in parentheses after the name of each entry is the number of times the particular enhancement may be taken. U means unlimited.

Type	Strain	Cost
Adrenal Surge (1): The character's adrenal gland has been surgically augmented. He receives +2 to recover from being Shaken. This stacks with the Combat Reflexes Edge.	2	\$5K
Aquatic Package (1): The recipient is fitted with gills and collapsible webbing installed between his fingers and toes. He can breathe in any oxygen-filled liquid (most lakes, rivers, or oceans), and his underwater Pace is equal to his Swimming skill.	2	\$5K
Armor (U): Subdermal plates or fibers have been placed beneath the character's skin, granting him +2 Armor all over. This stacks with normal Armor, but not Heavy Armor (use the higher value).	1	\$3K
Attribute Increase (U): Each time this implant is chosen, an attribute may be increased a die step. Each step after d12 adds +1.	2	\$3K
Autodoc (1): Resident nanobots heal the recipient when wounded. They automatically heal one wound per day and add +4 to rolls to resist Bleeding Out. They have a 50% chance per day of healing any disease or poison once it gets into the blood stream (assuming the character is still alive).	2	\$10K
Combat Specialty (U): The character may take a Combat Edge, ignoring all requirements except the requirement of other Edges. The Edge benefits do not stack with the same Edge if the character has it naturally as well as through his cyberware.	2	\$5K/ Rank
Communicator (1): A small radio has been built into the character's skull. It has a range of five miles and can communicate with standard radio equipment.	1	\$1K
Cyberjack (1): Real hackers don't use keyboards—they tap directly into the system via a datajack in their head and "run the matrix." This adds +4 to all Knowledge rolls dealing with electronics. If the character fails such a roll anyway, the intense feedback causes a level of Fatigue that fades in one hour and can cause Incapacitation but not death. If the system was particularly powerful or well-protected, failure (including during a failed Dramatic Task) causes 3d6 damage (or more for very high-end corporate or military computers). Armor offers no protection from this damage.	1	\$3K
Face Changer (1): The muscles, bones, and vocal cords in the character's face and throat have been replaced with a morphable, synthetic substance, allowing her to alter her facial features with a thought. Each change takes five minutes and requires a Smarts roll. The character may raise or lower her Charisma by 1 point per success and raise. 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 voice sample for the vocal cords) exists.	3	\$15K
Filters (1): Filters in the ears, nose, throat, and lungs remove most airborne toxins and increase oxygen intake. The hero adds +4 to rolls made to resist the effects of airborne disease, poison, or deadly gases, and Thin or Dense Atmosphere.	1	\$5K

Leg Enhancement (U): The character gains +2 Pace and increases his running die one step. He also increases his jumping distances by 1". Each time this is taken after the first increases Pace by +2.	2	\$5K
Mule (1): The character's skeleton has been strengthened, increasing his Load Limit to 8× his Strength. If he has the Brawny Edge as well, it increases to 10× Strength.	2	\$5K
Skill Chip (U): Add or increase a skill a die type, but no more than +4 steps in any one skill. Skill chips may be swapped freely with no surgery. This is a free action, but takes an entire round before the new skill is active. Chips carried separately are the size of thumbnails and have no significant weight.	1	\$3K × Skill Bonus
Trait Bonus (U): This represents a host of various devices that add a flat +2 bonus to any skill or attribute (but only once per Trait). A targeting eye, for example, might add +2 to Shooting. This stacks with all other bonuses as usual.	1	\$10K
Vision Enhancement (1): Cybernetic eyes grant magnification (50×), thermal, and low-light vision. This adds +2 to appropriate sight-based Notice rolls and eliminates illumination penalties if in the appropriate mode. Changing modes is a free action.	1	\$10K
Weapon, Melee (2): The character has retractable claws or blades attached directly to the bones in one forearm. The blades may be extended as a free and instant action, and cause Str+d6 damage. For additional cost, these may be given any of the Close Combat Weapon Modifications found on page 18.	1	\$5K
Weapon, Ranged (2): A small, concealed slugthrower or laser pistol has been installed in the character's forearm. Reloading is achieved by removing a flap of fake skin and manually inserting individual rounds or batteries. Other small weapons may be installed with the GM's approval.	1	\$5K+ cost of weapon





POWER ARMOR

Advanced energy sources allow soldiers of the future to wear more than just body suits. The real heavy hitters are given power armor—advanced, full-body suits that augment their natural abilities, electronic systems, and weaponry.

Some 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 army's infantry, armored vehicles, or even giant mechanized walkers.

Features

Chassis: Power armor comes in three basic types—light, medium, and heavy. All three types encase and protect the entire body.

Inside the helmet is a fully-customizable HUD (Heads Up Display) screen that monitors the suit's power, audio-visual input, and user's vital stats.

Optics grant 50× magnification with thermal and night vision (ignore illumination penalties as a free action). Audio equipment picks up whispers up to 100 yards distant. Collectively this adds +2 to Notice rolls.

The integral radio sends up to 20 miles.

Suits are hermetically sealed to protect against pathogens, bacteria, gas, or other chemical and biological warfare. They provide their own heating, cooling, and enough oxygen to last 72 hours. (Air tanks scrub and recharge constantly in clean atmosphere.)

Energy is provided by long-life batteries that last 72 hours. Recharging from a special high-energy recharging unit takes six hours.

Size: A measure of the suit's size, primarily used for **Custom Power Armor**.

Armor: Each chassis provides a different amount of Heavy Armor, and may be modified with additional plating for extra protection (see **Power Armor Modifications**).

Mods: Each chassis allows a certain number of additional Modification points that reflect both physical space and power demands.

POWER ARMOR SIZE TABLE

Type	Size	Armor	Mods	Pace	Weight	Cost
Light	1	+8	5	8	100	\$500K
Medium	2	+10	8	6	200	\$1M
Heavy	3	+12	12	4	300	\$2M

Pace: Characters in power armor move at the Pace of their suit. Edges that modify their own personal Pace are ignored while wearing power armor.

Weight: A suit's weight is negated by its own power system and does not encumber the user. The weight of each suit is listed for other purposes, however, such as transportation or moving across weak surfaces like ice or wooden floors.

Cost: The listed cost assumes power armor is typically only available to military forces or licensed corporations. If suits are available commercially, they are likely significantly cheaper.

CUSTOM POWER ARMOR

To create a custom suit of power armor, pick a chassis, then add any Modifications from the table below, up to the limit number of Mods the chassis can accept.

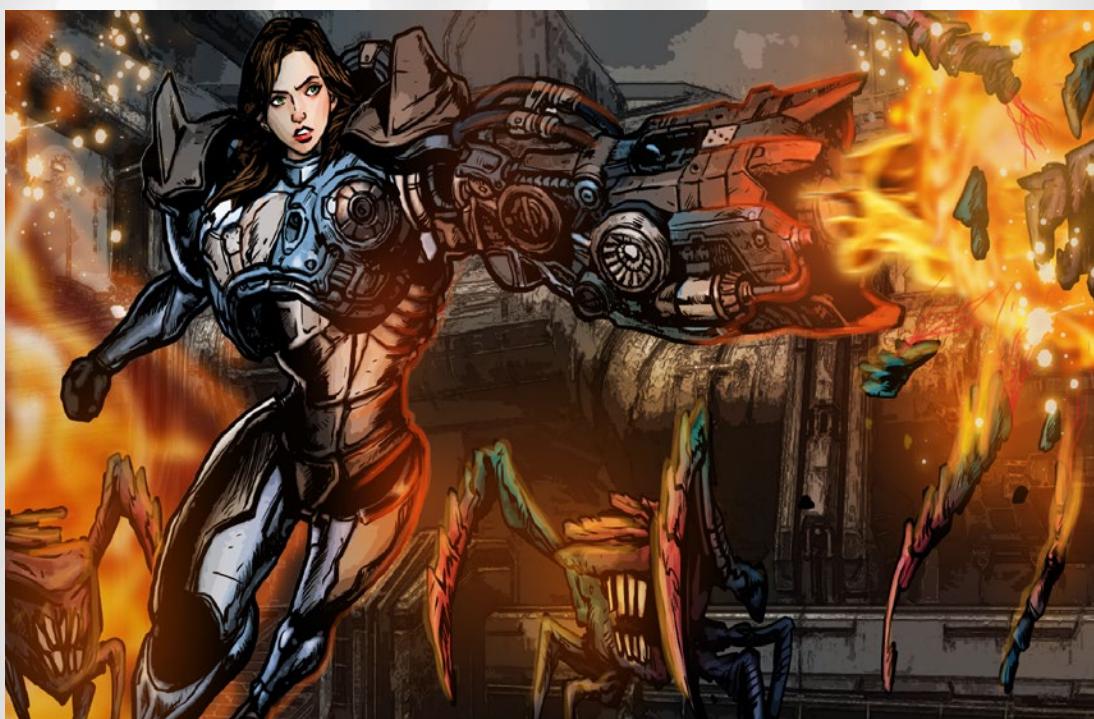
The **Power Armor Modifications Table** lists all the available accessories, their game effects, the number of Mods they take up, and price. Installing a Modification requires a Repair roll, basic tools, and 1d4 hours per Mod (halved with a raise on the Repair roll).

POWER ARMOR MODIFICATIONS

The number in parentheses after the name of each entry is the number of times the particular enhancement may be taken. U means unlimited.

Type	Mods	Cost
Anti-Personnel System (1): When activated (a free action via voice command), detonation packs attached to the suit explode in a Large Burst Template around the armor, causing 5d6 damage (the blast is shaped away from the suit so the wearer suffers only half damage). Wearers are advised to use this only as a last resort. Shrapnel pack reloads cost \$1000, weigh 10 lb, and take one hour to install.	1	\$5K
Armor (Size): Adds +2 Heavy Armor each time this Modification is taken.	1	\$10K × Size
Command Pack (1): A well-designed suite of HUD apps and sensors to constantly monitor up to 100 team members within twenty miles. This extends the user's Command Range to all those in contact. The Command Pack requires the Sensor Suite Modification first.	1	\$50K
Flight (U): The suit has expandable wings and thrusters for VTOL flight at the armor's starting Pace and a Climb of 0. Each additional time it's taken doubles previous Pace or increases Climb by 1.	Size	\$5K × Size
Jump Pack (1): The user can jump up to 2× the suit's Pace horizontally or 1× Pace vertically.	2	\$5K × Size
Magnetic Pads (1): The soles and palms of the suit are fitted with powerful magnets, allowing the wearer to walk up or cling to metal surfaces at full Pace. These are most often used in zero-g to allow marines to attach to ship's hulls or walkways.	1	\$5K
Pace (3): Powerful motors in the leg joints combine with gyroscopic stabilizers to increase Pace by +2 and the running die to d10. Each enhancement after the first only increases Pace by +2.	1	\$5K
Power Pack (U): Additional power cells add another 72 hours of energy.	1	\$50K
Propulsion Jets (1): Small propulsion jets allow the character to move in vacuum or water at 6". The jets provide no benefits outside these environments.	1	\$5K

Self-Sealing (1): The suit automatically seals minor breaches (the user suffers one or two wounds) with a fast-hardening sealant. This is critical when operating in a vacuum. If the wearer suffers three or more wounds from a single attack, however, the suit cannot seal and is breached.	1	\$10K
Sensor Suite (1): An array of various sensors extends the suit's +2 bonus to visual and aural Notice rolls to 500 yards.	1	\$5K
Signal Booster (1): Increases communication range to 500 miles.	1	\$5K
Stealth System (1): This thin and pliable piezoelectric material combines chameleon-like visual skin with heat baffles, radar scramblers, and other devices to make the suit difficult to detect by vision or sensors. Those trying to attack or detect the suit subtract 4 from their rolls against it. The effect is triggered as a free action, but is negated any round in which the user fires a weapon or emits some other non-cloakable signal such as radio broadcasts or active sensor searches.	3	\$10K
Strength Enhancement (U): Increases Strength by one die type each time it's taken. After d12, add +1 per servo (d12+1, d12+2, etc).	1	\$5K
Targeting System (1): An integrated system connects to all personal and weapon mounts to compensate for movement, range, multi-actions, and the like. This negates up to two points of the user's Shooting penalties.	1	\$20K
Trauma System (1): Automated systems within the suit are loaded with minor antibiotics, stimulants, and anesthetics designed to keep a soldier alive after suffering trauma. It has a d8 Healing and adds +2 to recover from being Shaken and resisting Bleeding Out.	1	\$25K
Weapon Mount (2): A single mount can hold any one personal weapon up to 100 pounds, or one Mod point of vehicular weaponry. Two shoulder mounts can be combined into a central weapon mount over the user's head to hold a vehicle weapon with a Mod cost of 2. The user may fire mounted and personal weapons at standard multi-action penalties (but see Targeting System). Weaponry is purchased separately.	1	\$5K



STOCK POWER ARMOR

Assault Suit

Assault suits are worn by shock troops tasked with breaking through enemy lines and creating maximum havoc.

Medium Power Armor: Armor +14, Pace 6, Cost \$1.115M, Remaining Mods 0

Notes: 2×Armor, 2×Strength Enhancement, Targeting System, Trauma System

Weapons:

- Weapon Mount with Grenade Launcher
- Weapon Mount with Minigun

Command Suit

Battlefield commanders use this modified version of the assault suit to lead, track, and organize their men.

Medium Power Armor: Armor +12, Pace 8 (Run d10), Cost \$1.145M, Remaining Mods 0

Notes: Armor, Command Pack, Pace, Sensor Suite, Signal Booster, Targeting System, Trauma System

Weapons: Weapon Mount with Minigun

Fire Support

This heavy suit is used to provide fire support for accompanying infantry squads or troops in lighter power armor. This version packs a medium auto-cannon on a central weapon mount. Fire Support troops typically carry a plasma or gyrojet rifle in their hands (added separately).

Heavy Power Armor: Pace 4, Armor +16, Cost \$2.21M, Remaining Mods 1

Notes: 2×Armor, Anti-Personnel System, Sensor Suite, 2×Strength Enhancement, Targeting System, Trauma System

Weapons:

- Central Weapon Mount with Medium Auto-Cannon

Longstride

Longstride armor is favored by troopers who must keep up with fast-moving vehicle columns, or medics trying to move quickly between clusters of other troops.

Light Power Armor: Pace 14 (Run d10), Armor +8, Cost \$540K, Remaining Mods 0

Notes: Jump Pack, 3×Pace, Targeting System

Weapon: Personal Only

Scout Armor

Scout armor is worn for reconnaissance and infiltration missions.

Light Power Armor: Pace 8, Armor +8, Cost \$535K, Remaining Mods 0

Notes: Sensor Suite, Stealth System, Targeting System

Weapon: Personal Only

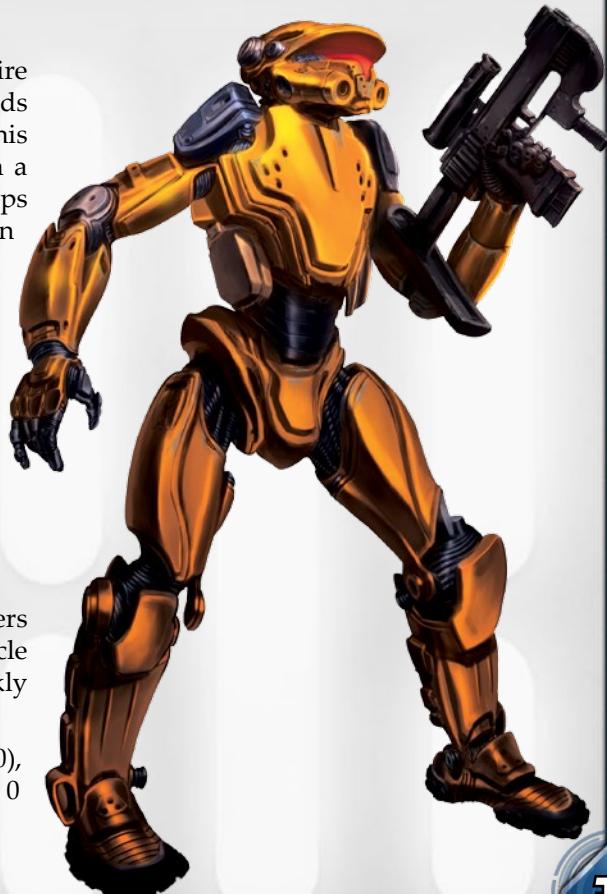
Zero-G Armor

Used by space marines in boarding actions against enemy ships, zero-G armor features self-sealing technology to protect against breaches—a critical feature in the vacuum of space.

Light Power Armor: Pace 8, Armor +8, Cost \$655K, Remaining Mods 0

Notes: Magnetic Pads, Propulsion Jets, Self-Sealing, Targeting System, Trauma System

Weapons: Personal Only





ROBOTS

Robots serve where living beings cannot—or will not. They can solder joints at the bottom of the ocean, repair spaceships in a vacuum at zero-g, or even serve as sentient companions. This chapter presents some common robots characters might encounter (or purchase), and how to build your own artificial beings.

Asimov Circuits: On regulated worlds, robots are sold with “Asimov circuits,” named in honor of science-fiction author Isaac Asimov’s story *I, Robot*. The circuit’s purpose is to prevent a robot, by action or inaction, from bringing harm to a human (or sapient).

The circuit can be disabled at the manufacturer generally only with a license by the authorities, allowing corporate security forces to purchase and employ sentry robots, for example.

An individual can attempt to disable an Asimov circuit as well. This is a Knowledge (Electronic Engineering) roll at -6 since the systems are

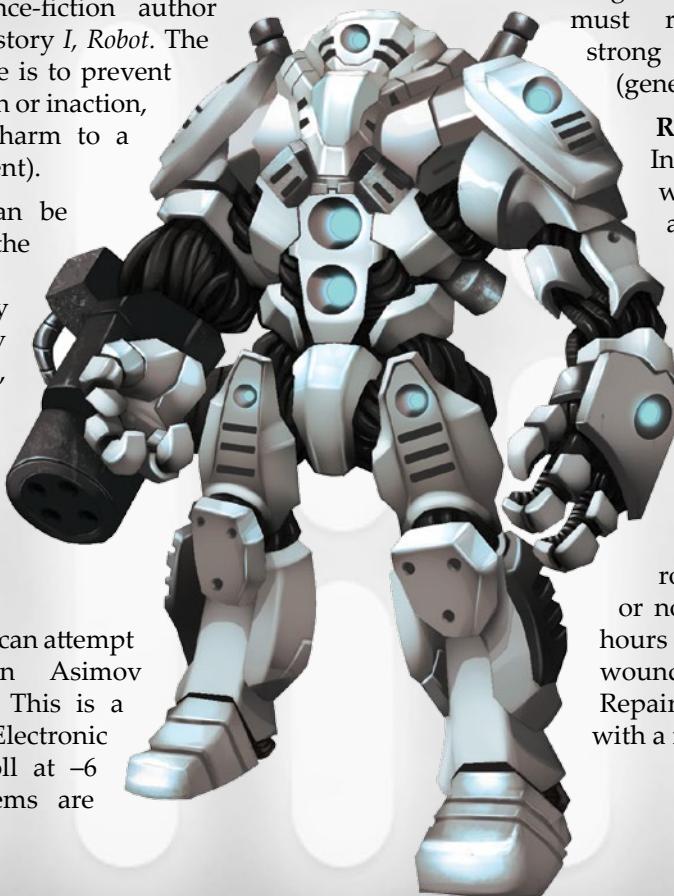
always deeply encoded. Consequences of failure might include the robot signaling the authorities, fending off its owner non-violently, running, or frying its own circuit board.

Extras: Robots are Extras unless the Wild Card option is purchased (see **Basic Robot**, page 37).

Power: Robots run off power cells that can go for about one month on a single charge. After that they must recharge via a strong source of energy (generally electricity).

Repairs:

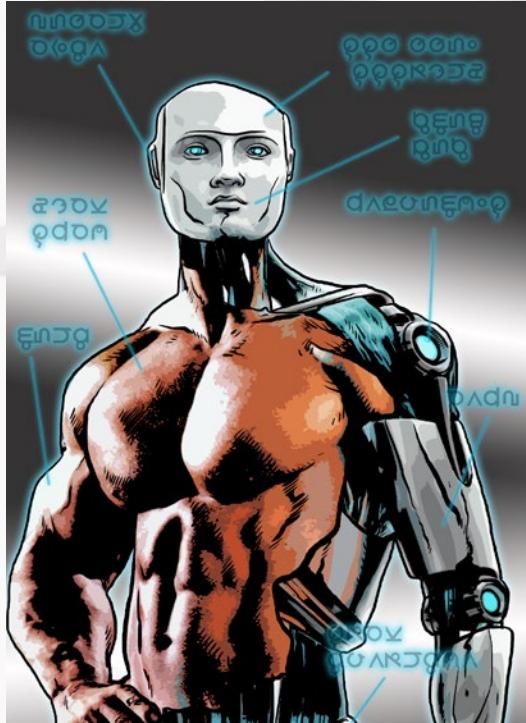
Incapacitation or wounds require a Repair roll at a penalty equal to the robot’s wounds. The cost is 10% of the robot’s base cost per wound (including Incapacitation), paid whether the roll is successful or not. This takes 1d4 hours plus an hour per wound, halved if the Repair roll succeeded with a raise.



Maintenance: Each month of general use, the owner must pay 1% of the robot's base cost in maintenance. Thus an \$81,000 robot costs \$810 a month to maintain. If the maintenance cost isn't paid, the player must roll on the **Glitch Table** (below).

Glitch Table

2d6	Result
2	Breakdown: Something in the robot shorts out. It is Incapacitated (with three wounds if a Wild Card).
3–4	Fatigue: The robot suffers a form of Fatigue. Each level can be Repaired at half the cost and time of regular repairs. If the Fatigue leads to Incapacitation, the robot suffers a Breakdown instead (see above).
5–6	Glitch: One of the robot's Traits is lowered by a die type until Repaired at half the usual cost and time. Roll a d6: 1=Agility, 2=Smarts, 3=Spirit, 4=Strength, 5=Vigor, 6=a randomly determined skill.
7	No effect
8–9	Systems: One of the robot's Mods, determined randomly, no longer functions.
10	Power Leak: The robot's batteries begin to drain. Each time this result occurs, battery life is halved until they are Repaired (as a wound).
11	Personality: The robot's AI develops a new personality trait. Use the Allied Personality Table from <i>Savage Worlds</i> . The extent of the trait depends on the robot's level of "intelligence," but even a relatively basic AI can be affected.
12	Prime Directive: The robot no longer obeys (or perhaps re-interprets) its primary function. The results should be dangerous and potentially deadly. The exact effect may not be apparent until a particular situation presents itself.



CUSTOM ROBOTS

Robots may be created by modifying the basic model below with the **Robotic Modifications** on the following page.

Basic Robot

The basic robot is sentient and interprets orders based on its Smarts, costs \$10,000 (\$50K if a Wild Card), and can hold up to 5 points of Robotic Modifications. It has 5 attribute points and 15 skill points (used just like building characters). Each attribute point and every two skill points can be dropped for a \$1000 discount (minimum of \$1000) and one additional Mod slot.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

Skills: —

Pace: 4; **Parry:** 2; **Toughness:** 4

Special Abilities

- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Environmental Weakness (Electricity):** Robots suffer +4 damage from electrical attacks.

ROBOTIC MODIFICATIONS

The number in parentheses after the name of each entry is the number of times the Mod may be taken. U means unlimited.

Modification	Mods	Cost
Android (1): The robot is designed to look and feel organic.	2	\$5K
Aquatic (1): Pace equal to Swimming skill in water.	1	\$5K
Armor (U): +2 Armor. Double price and add +1 Mod if Heavy Armor.	1	\$5K
Attribute (U): Increase an attribute a die type (after d12 add +1 per step).	5/1	\$5K
Data Jack (1): A standard jack to interface with other electronics. This grants +4 to any Knowledge rolls made to use or access the device.	—	\$1K
Edge (U): The robot has an Edge and may ignore all Requirements except previous versions of the Edge.	1/ Rank	\$5K/ Rank
Flight (U): The robot flies at Pace 6 with a Climb of 0. Each additional time this is taken doubles its previous Pace or adds +1 to Climb.	2	\$10K
Immobile (1): The robot has no legs, treads, or wheels. It may still take Flight, however. Increase Mod slots by 2.	—	-\$5K
Magnetic Pads (1): Soles and palms are fitted with powerful magnets so the robot can cling to metal surfaces at full Pace.	1	\$5K
Pace (U): Walking Pace +2 and d10 running die. Add +2 Pace each additional time this enhancement is taken.	1	\$5K
Power Pack (1): The robot doubles its power capacity so that it must recharge once every two months.	1	\$10K
Sensor Suite (1): This functions as the Sensor Suite, Medium (page 16).	1	\$5K
Size Increase (U): Increases the robot's Size and Mod slots by +1. This increases Strength and Toughness by +1 each time it's taken.	—	\$5K
Size Reduction (2): Reduces Size and Mod slots by 1.	—	-\$5K
Skill (U): Add or increase a skill a die type. After d12, add +1. Robots do not have to worry about increased costs for linked Attributes when skills are raised with this Modification.	5/1	\$5K
Stealth System (1): Chameleon skin, heat baffles, radar scramblers, and other devices make the robot difficult to detect by vision or sensors. Those trying to detect or attack the robot subtract 4 from their rolls. The effect is triggered as a free action, but is negated any round in which the robot fires a weapon or emits some other non-cloakable signal such as radio signal or active sensor search.	2	\$20K
Targeting System (1): Negates up to 2 points of Shooting penalties.	1	\$20K
Trait Bonus (U): +2 bonus to any single Trait. This covers everything from predictive targeting programs (+2 Shooting) to gyro-stabilizers (+2 Agility), and so on. It may only be taken once per Trait.	1	\$10K
Wall Walker (1): May walk on vertical or inverted surfaces at half Pace.	1	\$5K
Weapon Mount (U): The robot mounts a 100 pound or lighter weapon or tool on a 360° telescopic gimble. It may use this additional weapon at no multi-action penalty.	1	Weapon Cost
Wheeled / Tracked (U): The robot has wheels (Pace 6) or tracks (Pace 4, ignores Difficult Terrain) instead of legs. It cannot negotiate obstacles taller than one-third its height. Every additional \$5K spent increases Pace by +6.	—	—

*A listing such as 5/1 means 5 enhancements of this type requires 1 Mod slot. Round up.

STOCK ROBOTS

All the robots below have the Construct and Environmental Weakness (Electricity) Special Abilities in addition to their particular enhancements.

Repair Bot

A basic technical droid often found on starships assisting the crew. It has short, stubby legs and three arms, one for tool use (such as a cutting laser) and the other two with vice-like pincers.

Cost: \$60K; **Remaining Mods:** 3

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d6

Skills: Notice d4, Repair d10

Pace: 4; **Parry:** 2; **Toughness:** 4

Gear: Matter cutter

Special Abilities:

- **Magnetic Pads:** Engineer bots can walk up and along metal surfaces at their Pace.
- **Size -1:** Repair bots stand 3-4' tall.
- **Weapon Mount (Matter Cutter):** Engineer bots are equipped with matter cutters on gimble. Other tools are held in their hands as needed.

Pleasure Bot

Pleasure bots exist to serve humans (and other species). They are programmed to exhibit emotions and follow basic topics of conversation, but they are not free-willed constructs.

Cost: \$25K; **Remaining Mods:** 1

Pleasure bots can be designed to match a specific photographic image for an additional \$10,000. Movie stars and starlets are very popular, as are lost loves.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Knowledge (Pleasure Techniques) d6, Notice d6

Pace: 6; **Parry:** 2; **Toughness:** 5

Special Abilities:

- **Android:** Pleasure bots resemble humans (or other species), complete with synthetic skin, moist eyes, and soft hair.
- **Attractive:** Pleasure bots are very beautiful and have +4 Charisma.

Sentry Bot

Sentries are spherical robots bristling with sensor knobs and armed with two integral laser SMGs.

Cost: \$11K; **Remaining Mods:** 0

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d4

Skills: Notice d8, Shooting d8, Stealth d6

Pace: —; **Parry:** 2; **Toughness:** 6 (4)

Gear: The robot has two laser SMGs rather than arms. Range 15/30/60, Damage 2d6, RoF 4. Each gun has 100 shots.

Special Abilities:

- **Armor +4:** Additional plating.
- **Flight:** Pace 6", Climb 1.
- **Immobile:** Sentry bots cannot move except when using their Flight ability.
- **Sensor Suite:** +4 Notice vs sound, motion, chemicals, radiation, and electrical fields up to 500 yards distant.
- **Size -2:** Sentry robots are the size of basketballs.

War Bot

War bots are bipedal constructs designed to kill anything and everything in their path. Standard models carry Gatling lasers in their hands and a grenade launcher on a shoulder mount, but weapon loadouts are changed based on the droid's specific mission.

Cost: \$85.7K; **Remaining Mods:** 0

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d10, Notice d6, Shooting d10

Pace: 6; **Parry:** 6; **Toughness:** 13 (4)

Gear: Gatling Laser (Range 50/100/200, Damage 3d6+4, RoF 4, Shots 800).

Special Abilities:

- **Armor +4:** Heavy Armor. War bots have sturdy, reinforced frames.
- **Sensor Suite:** +4 Notice vs sound, motion, strong chemicals, radiation, or electrical fields up to 500 yards.
- **Size Increase +2:** War bots are 7' tall and very bulky.
- **Targeting System:** Negates up to 2 points of ranged weapon attacks.
- **Weapon Mount (Grenade Launcher):** Range 24/48/96, Damage 3d6 (frag), RoF 1, Shots 20, HW, LBT.



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...which is described in the following categories:

Size: A reflection of size, energy, efficiency, and capacity primarily used when customizing vessels. This scales logarithmically at higher levels.

Acc/TS: Acceleration and Top Speed in atmosphere as described in *Savage Worlds*. In space, use the same values but increase the scale by a factor of 100.

Climb: The vessel's ability to maneuver.

Toughness: The Toughness of the ship's frame, with its Armor in parentheses.

Mods: The number of Modifications that can be made to the ship based on its Size. Unused Mod slots grant 5'x5'x5' cargo space.

Crew: Space for crew and passengers. Exactly how many crew it takes to pilot the ship and man its weapons depends on the particular vessel. Large and greater ships include living space, bunks, briggs, medical bays, washrooms, showers, kitchens, food stores, work rooms, relaxation lounges, gyms, and everything else required to live on the vessel for extended periods.

Energy: See **Energy & Provisions**.

Cost: The price listed in thousands (\$K), millions (\$M) or billions (\$B). We recommend a Medium vessel and a customization budget of \$2M plus an FTL drive for most parties.

Starship Logistics

Flying through space is an expensive proposition. Ships require crew and fuel, and crew need food and other provisions to survive and function efficiently.

Some groups enjoy tracking these things; others may want to ignore them and get to the action. The rules below should be simple enough for most while still capturing the drama of occasionally running short. Some of the best adventures begin with the crew visiting a jungle planet for fresh water, bartering for provisions on some backwater spaceport, or risking a desperate battle with superior foes to ensure the ship doesn't run out of fuel.

Energy & Provisions

Starships assume powerful and plentiful energy. Exactly what kind of power depends on the tech level, realism, and conceits of the particular campaign. Most science fiction theorizes powerful fusion reactors fueled by relatively cheap and accessible sources. Others explore concepts of dark matter, strange crystals, or alien technology.

Whatever the power source, a ship's Energy Capacity is listed on the **Ship Size Table** under **Energy**. This is the number of day's worth of energy a ship has. A Huge ship, for example, has 500 day's worth of energy under normal circumstances.

In a pinch, ships can halve consumption by powering using only critical systems and maneuvering.

STARSHIP SIZE TABLE

Ship	Size	Acc/TS	Climb	Toughness	Mods	Crew	Energy	Cost
Small	6	50/700	3	20 (5)	20	1	25	\$2M
Notes: Fighters, shuttles.								
Medium	8	45/600	2	25 (6)	25	5	100	\$5M
Notes: Bombers, large shuttles, scout ships.								
Large	12	40/500	1	35 (8)	30	50	300	\$20M
Notes: Cutters, scientific exploration vessels, small freighters,								
Huge	16	35/400	0	45 (10)	40	300	500	\$50M
Notes: Bulk freighters, corvettes, light frigates.								
Giant	20	30/300	-1	50 (11)	50	1K	1000	\$200M
Notes: Cruisers, destroyers, light battleships, troop ships.								
Gargantuan	24	25/200	-2	55 (13)	70	3K	2000	\$1B
Notes: Battleships, strike carriers.								
Behemoth	28	20/200	-3	60 (15)	90	8K	2000	\$5B
Notes: Dreadnoughts, invasion carriers.								
Leviathan	32	20/200	-4	70 (20)	120	20K	2000	\$10B
Notes: Super dreadnoughts, super carriers, settlement ships.								
World Killer	40	20/200	-5	80 (25)	150	50K	2000	\$30B
Notes: Mega dreadnoughts, mega carriers, colony ships.								

Fuel for the power source costs \$100× the ship's Size per day's worth of energy (usually purchased at a spaceport). Game Masters can also use the **Demand Table** on page 28 should fuel costs fluctuate in her setting.

Provisions: Provisions are tracked like energy but cost \$10× the ship's crew per day. A Large ship, for example, has enough food, water, oxygen and other basic needs for its full complement of crew (and a little more for emergencies) for 300 days.

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 lead to death from starvation, suffocation, thirst, exposure, etc.

Repairs

Starships can take three wounds before they're wrecked, and might suffer damage from combat or maneuvering accidents.

Hull damage can be repaired by crews going "EV" (Extra Vehicular) and using welding kits and the like to patch the damage. This requires a Repair roll at -1 per wound by the crew members performing the

action and 1d4 hours per wound. A success removes one wound, and each raise removes another. The roll may be attempted multiple times until all wounds are sealed.

Critical Hits are repaired in the same way but may not require going EV—Game Master's call depending on which system was damaged.

If a 1 is rolled while attempting to make a repair, the system or remaining wounds requires proper facilities, such as a space station or "drydock."

Cost: Repairs made by the crew have no cost other than time. At a space station, repairs cost 10% of the ship's total cost, per wound (including Incapacitation).

Wages

Governments or large corporations are responsible for wages on sponsored vessels. Crewmembers average \$10,000 per person per month for experienced personnel, to about half that for newer or less skilled crew.

Private, pirate, exploration, or salvage vessels often work off shares of whatever they bring in instead.

Hyperspace

Faster than Light travel (FTL) in the *Science Fiction Companion* assumes the concept of “hyperspace,” an extradimensional pathway or “worm hole” between points in space.

Jumping into hyperspace requires an advanced computer that plots a course away from large planetary bodies, asteroid fields, or other things that might somehow interfere with the jump.

Plotting the jump requires a Knowledge (Astrogation) skill roll that takes 1d6 minutes under normal conditions, and is modified by the distance of the jump (narratively):

Astrogation

Distance	Astrogation Modifier	Energy
Same solar system	0	Half Size
Same galaxy	-2	Size
Different galaxy	-4	2× Size

Failing the roll means the ship can't jump for another 2d6 minutes. This might be cause for a Dramatic Task to find a new jump point or vector if a threat is imminent. Failing a Complication during a Dramatic Task means the drive malfunctions and must be repaired (2d6 rounds, Repair -2).

Success means the ship makes the jump into hyperspace and arrives 2d6 days from its destination. Each raise on the Knowledge (Astrogation) roll cuts two days off the total. The vessel must travel the rest of the distance (measured in remaining days) conventionally.

A captain can reduce the travel time a day by spending two day's worth of energy. A Huge ship that arrives 7 days from its destination, for example, could spend 14 day's worth of energy to arrive that day.

Energy Costs: Jumping into hyperspace requires energy, consuming a number of days from the ship's overall capacity as shown on the Energy column of the **Astrogation Table** above.

Starship Combat

Spaceship combats generally use the Chase rules (see *Savage Worlds*), with a few alterations.

Note that wherever the rules refer to “Piloting” rolls it covers all maneuvering. If the ship has a bridge crew (typically Large vessels and up), the roll is Knowledge (Astrogation) instead. This means the ship is controlled by a computer system on the bridge rather than an actual pilot in direct control.

Reaction Fire (Chase Rules Only)

Reaction Fire is a new weapon special ability for use only with the Chase Rules. It reflects the quick fire, long range, speed, or other quality of the weapon that allows it to be fired even when the ship it's mounted on isn't in the most desirable position.

The weapon may be fired even if its vessel doesn't have Advantage. The target must have an Action Card of 10 or lower, and the gunner suffers a -2 penalty.

Boarding

Starships move tens of thousands of miles per hour and operate in a three dimensional space, so attackers can't board an enemy ship unless it's been disabled. Since even disabled ships drift, boarding requires the chasing ship to make a Piloting roll to match the target's vector and speed. If the roll fails, each ship suffers 1d6 damage times the other vessel's Size.

Once the ships are connected, the attackers still need to gain access. Matter cutters (page 15) are usually needed to open a portal 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 enemy survivors. Interior walls and doors are typically Toughness 14 (4). The walls and doors of secure or pressurized areas are Toughness 27 (15).

GMs can run this as a tactical combat, or might consider using the Mass Battle rules if there are significant numbers of combatants. In the latter case, the defenders gain a +2 bonus to their Knowledge (Battle) rolls in every round of battle until the fight is over.

There's no retreat, but combatants typically surrender if they fail their Morale roll.

Firing Weapons

Ranges: Weapon Ranges list standard table-top inches and are effective combat ranges rather than true maximums. See **Using Miniatures** on page 44 should you decide to forego the Chase rules and fight the battle tactically.

Size: Add +2 if the target is at least two points of Size greater than the attacker, and subtract 2 if it's 2 points smaller or more.

Unstable Platform: Weapon systems fired in vacuum (space) don't suffer from the Unstable Platform penalty. If the ship enters atmosphere or runs into some other source of disturbance, such as a cosmic storm or in the funnel of a black hole, the standard penalty applies.

Weapon Arcs: When using the Chase rules, a ship that has Advantage and a face card (Jack or higher) has managed to maneuver itself such that it can fire all its weapons.

A ship with Advantage and an Action Card lower than a Jack can only fire half its weapons (round down, and no Fixed Weapons). The player may decide which weapons can be brought to bear.

Linked arms in a weapons array count as a single weapon choice for this purpose (see **Linked Weapons**).

Compartments & Critical Hits

Large starships and up are compartmentalized with redundant damage control systems, emergency airlocks, and other safeguards to prevent simultaneous catastrophic failure. For this reason, Large and Huge ships can never suffer more than two wounds from a single attack regardless of the damage result, while Giant or greater craft can never take more than one wound from a single attack.

The attacker still rolls a Critical Hit for each wound the attack would have caused, and a Wrecked Critical Hit still destroys the vessel as usual, likely hitting its reactor or magazine. The **Starship Critical Hits Table** on page 44 replaces the **Vehicle Critical Hit Table** from *Savage Worlds*.



Out of Control & Collisions

Starships that go Out of Control (or fail a Minor or Major Complication) in open space are rattled by damage or evasive maneuvers. Don't roll on the **Out of Control Table**. Instead, the starship loses its next action. If the ship happens to be in an area where it might hit an obstacle, the captain makes a second Piloting roll at -2 (-4 in a thick asteroid field or other cluttered area). If failed, the ship suffers a collision. Maximum collision damage is 20d6.

If a ship fails a Disaster result during a Chase in open space, it suffers a wound (and an automatic critical hit).

CUSTOM STARSHIPS

Start with the hulls listed on the **Starship Size Table**, then add any Modifications from the **Starship Modifications Table** on the following pages, or any of the **Vehicular Weapons** listed on page 23.

Ships of Large or greater come with crew quarters, mess halls, secure armories, escape pods, lounges, medical bays, workshops, briggs, exercise rooms (if long voyages are expected) and so on. Specialized services, such as high tech science labs, creature collections, or even pools for aquatic crew members, can be assigned to any leftover Mod spaces.

STARSHIP CRITICAL HITS

2d6 Effect

- 2 **Superstructure:** The attack tears through the superstructure. This attack and any criticals are entirely negated without causing any wounds.
- 3 **Engine:** The engine or engine system is hit. Acceleration is halved (round down). This does not affect deceleration. Engines are typically volatile, spilling radiation or heat into the rest of the ship. The crew has 2d6 rounds to make a Repair roll at -2 (ignore any other wounds the ship has suffered for this roll). This doesn't fix the engine, but keeps it from exploding, wrecking the ship and likely killing everyone aboard.
- 4 **FTL System:** The ship's FTL drive is damaged and must be repaired before it can jump into hyperspace. This requires 1d4 rounds per Repair roll at -2 for each hit it's taken, to a maximum of -6. This might be a good Dramatic Task depending on the situation and whether or not the player characters are directly involved.
- 5 **Thrusters:** The ship's thrusters have been hit. Piloting rolls are made at -2 until the critical hit is repaired (max of -4). Further hits mean the vessel can no longer maneuver and drifts in the last direction it was going until repairs are made.
- 6–8 **Hull:** The vehicle suffers a hit in the body with no special effects.
- 9–10 **Crew:** The blast causes a Hull hit (as above) and affects a number of crew members determined by the size of the target ship as well. Reroll damage from the attack, subtracting the vehicle's Armor from the damage, and apply it to 1 Crew Member for a Small Ship, 1d6 for a Medium, 2d6 for a Large, 3d6 for a Huge, 4d6 for a Giant, and 5d6 for a Gargantuan vessels or larger.
- 11 **Weapon:** A random weapon is destroyed and may no longer be used. If there is no weapon, this is a Hull hit instead.
- 12 **Wrecked:** The ship begins to explode or fall apart. See **Wrecked**, below.

Wrecked

When a ship is wrecked (more than three wounds or the Wrecked Critical Hit), crew and passengers have a chance to eject (Small ships) or reach the escape pods. Player characters must roll the lower of their Smarts or Agility to evacuate. Those who fail go down with the ship. Assume 50% of nonplayer character crew also manage to evacuate.

Those who eject from Small ships parachute to land if in atmosphere, or drift until picked up in space. Escape pods hold 10 human-sized occupants and provide one month's worth of food, water, and power. The pod's distress beacon has enough power for one year, and beams a signal that reaches 1000 miles—further if relayed by satellites. If a planet is in range (determined by the Game Master), the pod has enough fuel to angle itself in and perform one controlled landing.

USING MINIATURES

We recommend using the Chase rules to handle starship combat. Should you want to game it out tactically, however, here's some advice: Divide the ship's Size by 5 (round down) for its length in inches. Width is up to the general look of the ship, but in general is 25% of length.

Divide Top Speed and Weapon Ranges by 25, and Acceleration by 10. This is unrealistic but should give a better table-top experience. Use the Turning Template from the **Vehicle Rules** in *Savage Worlds* as usual. Climb adds to Piloting rolls when performing maneuvers.

Most battles should begin with ships moving at "cruising speed," or half their Top Speed.

STARSHIP MODIFICATIONS

The number in parentheses after the name of each Modification entry is the number of times the Mod may be taken. U means unlimited. Round all fractions up.

Type	Mods	Cost
AMCM (1): Anti-Missile Counter Measures are integrated jammers and decoys. They add +2 to Piloting (Knowledge (Astrogation) for a bridge crew) or Knowledge (Electronics) rolls made to evade missile attacks (and Tractor Beams).	1	\$5K × Size
Armor (Size): Increases a ship's Armor value by +2. Due to the nature of space and the size and shape of starships, all Armor is considered Heavy Armor.	1	\$10K × Size
Artificial Intelligence (1): The ship's AI can operate all systems—from locomotion to weapons to opening or closing hatches. It has a skill level of d10 in these tasks, but is an "Extra" and does not receive a Wild Die. The AI does not suffer from multi-action penalties if given simultaneous tasks. In combat, the AI acts on the captain's Action Card. Giving the AI a short verbal command is a free action.	—	\$10K × Size
Atmospheric (1): Allows the ship to enter planetary atmospheres. This includes heat shielding and additional work to handle the stress and strain of entry. All starships have vertical take-off and landing (VTOL) capability.	Half Size	\$50K × Size
Bomb Bay (U): Each bomb bay may drop up to four Small, 2 Medium, or 1 Large (or larger) bomb per round at no penalty. All use the same attack roll. Dropping bombs uses the Knowledge (Bombardier) skill.	1	\$50K
Crew Reduction (5): Reduces living space, quarters, and facilities for personnel equal to 20% of the listed Crew for the vessel's Size, granting Size/4 Mods. If this reduces the Crew to 0, the ship is a fully automated drone	—	\$10K × Size
Crew Space (U): Enough space and facilities for more personnel equal to 20% of the listed Crew for the vessel's Size. To accommodate even more passengers, use Superstructures instead	1/4 Size	\$10K × Size
Deflector Screens (1): The vessel is protected by an energy field that deflects incoming ballistic attacks (it has no effect against lasers). Attackers must subtract -2 from their Shooting rolls. Mod cost is 2 for Small to Large ships, 3 for Huge to Gargantuan vessels, and 5 for all larger vessels.	2/3/5	\$10K × Size
Electromagnetic Shielding (1): Adds +6 to the ship's effective Toughness from EMP missiles (see page 25).	2	\$5K × Size
Fixed (U): "Fixed" weapons cannot rotate. On the table-top, they have a 45° firing arc. In the Chase rules, fixed weapons may only fire when the ship has Advantage and an Action Card of Jack or higher. Total all like Fixed weapons first, then halve their combined Mod cost.	See Notes	—
FTL Drive (1): This includes both the drive and the astrogation system required to use it.	Half Size	\$2M × Size
Fuel Pods (U): Each fuel pod increases the vessel's energy capacity by 50% (see Energy & Provisions , page 40).	Half Size	\$100K × Size
Garage / Hangar (U): A small hangar (or garage or external lift-hooks) that can carry up to 8 Size points of ships, vehicles, or walkers; but each item can be no larger than half the ship's Size.	4	\$1M

Linked (U): Weapons of the same type may be dual or quad linked and fired as one (triple linked is ineffective). Dual linked weapons add +1 to hit and +2 damage; quad linked weapons add +2 to hit and +4 damage. Total all Linked weapons in a set first, then halve their required Mods. (If Linking Fixed weapons, halve the total.)

— —

Mercantile (U): Found only on Huge or larger ships, this might be a restaurant, commissary, or specialty store. Each generates Size+\$1d4K a month for the ship (and the same for the mercantile's owner). The store has 300 square feet of space. Each additional Mod adds roughly 100 square feet and +\$1d4K to revenue.

2 \$100K

Missile Launcher (U): Allows up to four Light or two Heavy (or AT) missiles to be fired at once.

1 \$50K

Passenger Pod (U): Small and Medium ships only. These are rows of fairly spacious seats with safety harnesses, personal vid-screens, and other amenities designed for short travels (typically less than 24 hours). Each pod seats 10.

1 \$50K

Sensor Suite, Galactic (1): Light, chemical, motion, and other active sensors allow detection of targets up to one light year away with a Knowledge (Electronics) roll. Within 10K miles, the sensors add +2 to the roll. Illumination penalties are ignored. Targets don't have to be in direct line of sight, but asteroid or powerful energy fields may cause inaccurate or false readings at the GM's discretion.

2 \$1M

Sensor Suite, Planetary (1): This functions exactly like the Medium Sensor Suite (page 16) but has a range of 10K miles.

1 \$50K

Shields (1): The craft is protected by an ablative energy field that absorbs $10 \times \text{Size}$ points of damage before it's depleted. Apply all damage to the shield first, then any left over to the ship (AP counts as usual). Active shields detonate missiles and torpedoes before they hit, reducing their damage total by half. A craft may regenerate its Size in shield points if it makes no attacks in a round.

Half Size \$25K × Size

Sloped Armor (1): Non-energy, ballistic attacks against this vessel suffer a -2 penalty. It has no effect on energy attacks.

2 \$5K × Size

Speed (U): Each purchase increases the ship's Acc by 5 and Top Speed by 50. (This cannot be taken with Speed Reduction.)

1 \$100K × Size

Speed Reduction (3): The ship trades power and speed for additional room. Each time this is taken, reduce Acc by 5 and Top Speed by 50 to gain half the ship's Size in Mod slots.

— —

Stealth System (1): Radar-absorbing paint, heat baffles, scramblers, and other devices make the ship difficult to detect by vision or sensors. Those trying to spot, attack, (or lock on to) the ship subtract 4 from their rolls. The effect is triggered as a free action, but is negated any round in which the ship fires a weapon or emits some other non-cloakable signal such as radio signal or active sensor search.

Size \$50K × Size

Superstructure (U): Superstructures are massive extensions that add great amounts of space to Large or greater Size ships, typically to accommodate more passengers or cargo. Each superstructure adds one to the fuel used per day, consumes 10 regular Mods, and subtracts 1 from the ship's base Toughness (not Armor) as it reduces overall structural integrity. Choose the type from the Superstructure sidebar (page 47).

10 \$5M

Targeting System (1): The ship's internal sensors and computers are linked to all attached weapons. This compensates for movement, range, multi-actions, and the like, negating up to two points of Shooting penalties.	1	\$10K × Size
Teleporter (U): Ultra Tech. Teleporters work by turning physical objects into energy, blasting them through space, and then reconstituting them at the destination. Each teleporter can transport six average size humans at a time, or 1000 pounds of cargo up to 100 miles distant, or up to 1000 miles distant if a linked transmitter is present at the destination.	2	\$5M
Torpedo Tubes (U): Each tube allows up to two Light or one Heavy torpedo to be fired at once (at one or two targets, as desired).	1	\$500K
Tractor Beam (U): Tractor beams are specialized starship weapons designed to hold an enemy ship in place and pull it to the "attacker." Ships can only affect vessels of smaller Size. Their range is quite short (about 1000 yards), so they must get a Short Range result on the Chase table to use the weapon. This is an opposed Knowledge (Electronics) roll at -4 vs the defender's Piloting (or Knowledge (Electronics) in Large or larger ships). If the attacker is successful, the enemy ship is caught and pulled into contact in 2d6 rounds. A captive's ship's life support systems remain active, but all locomotion and weapons are shut down.	5	\$1M

SUPERSTRUCTURES

Below are the facilities that may be selected with the Superstructure Modification. Only ships of Size Large or higher may take superstructures.

- Bulk Cargo:** These are massive, open hulls for hauling bulk cargo. This is equivalent to 18 train box-cars, and can handle up to 800,000 cubic feet of cargo (but no more than 1800 tons if the vessel enters 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 colony survival). This adds 100 Crew. The vessel must also have at least one shuttle per Factory Superstructure to take in raw goods. Each factory can generate 2d6×\$100K in goods, supplies, or raw materials a week in an average environment (such as an asteroid field or small planet). Add or subtract a d6 for a sparse / rich find.) Materials can be used to fuel and resupply the ship (and other ships as well).
- Hangar:** A large, dedicated flight bay that holds up to 24 Size points of vehicles, walkers, or Small or Medium ships (Large and greater ships won't fit due to logarithmic scaling). This includes additional fuel storage, maintenance bays, training rooms, and briefing areas, and adds 50 additional crew members.
- Passenger, Civilian:** Luxury accommodations for long-term travelers, including hydroponic gardens, theatres, gyms, malls, restaurants, shopping, and lodging for 700 passengers and 50 additional staff. Passengers typically pay an average of \$200 per day.
- Passenger, Military:** Spartan barracks, training facilities, armories, and a few multi-purpose recreational areas for 450 marines and 50 staff (cooks, techs, etc).
- Specialty:** This covers anything not detailed above, such as massive medical bays for a hospital ship, research facilities, etc. The specific function determines specifics, but a basic guideline is a Specialty Superstructure houses and services 200 individuals, their equipment, and storage needs.

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, modified with any remaining Mods, or simply as templates on which to base your own designs.

Bridge Crew: Large ships and greater usually have a bridge crew, consisting of a Captain, Copilot, Navigator, Communications officer, Chief Engineer, Medical Officer, Supply Officer, Load Master (if a freighter), and Weapons Officer or gunner for each weapon.

Weapons: Note that 4x Quad Linked Light Lasers means four groups of four linked lasers.

Battleship, Light

Light battleships are powerful vessels capable of multiple combat roles. With their comparative lower price, they are one of the most common military ships. This version balances punch with protection and features four sets of dual light lasers to fend off enemy fighters.

Giant Starship: Size 20, Acc/TS 25/250, Climb -1, Toughness 62 (23), Crew 1000, Cost \$236B, Remaining Mods 7

Notes: AI, AMCM, 6xArmor, Deflector Screens, FTL Drive, Galactic Sensors, Shields, Speed Reduction, Targeting System

Weapons:

- Mass Driver 10 (Fixed)
- 2x Dual Linked Mass Driver 6
- 4x Dual Linked Light Lasers
- Bomb Bay with 2 City Busters, 4 Block Busters, 12 Large Bombs
- 4x Missile Launchers with 16 Heavy Missiles
- 2x Torpedo Tubes (Fixed) with 20 Heavy Torpedoes

Bomber

This is a versatile atmospheric bomber designed to take out ground targets or soften up defenses before an infantry assault. It's equipped with small and medium payloads and a light missile battery to keep enemy fighters off its back.

Crew typically consists a pilot and copilot, two gunners, and a bombardier.

Medium Starship: Size 8, Acc/TS 45/600, Climb 2, Toughness 33 (14), Crew 5, Cost \$13.8M, Remaining Mods 1

Notes: AI, AMCM, Armor, Atmospheric, Planetary Sensor Suite, Targeting System

Weapons:

- 2x Dual Linked Medium Lasers
- Bomb Bay with 20 Large Bombs, 8 Medium Bombs, 12 Small Bombs
- Missile Launcher with 12 Light Missiles

Carrier, Strike

Strike carriers deliver fighters and bombers on fast raids, usually on lightly defended outposts or colonies. They are poorly armed



and armored, relying primarily on their escorts or fighters for protection. This version carries three dropships, twelve fighters, three bombers, and 500 marines and support staff.

Gargantuan Starship: Size 24, Acc/TS 10/50, Climb -2, Toughness 49 (13), Crew 3700, Cost \$1.19B, Remaining Mods 13

Notes: AI, AMCM, Deflector Screens, FTL Drive, Galactic Sensor Suite, 3×Speed Reduction, 5×Superstructure (Hangar), Superstructure (Military Passengers), Targeting System

Weapons:

- 4×Quad Linked Light Lasers
- 2×Torpedo Tubes (Fixed) with 20 Heavy Torpedoes (4 are EMP warheads)

Cutter

Cutters are designed for hit and run attacks on larger ships, or for heavy protection against lesser pirates or fighters. They're often used as patrol vessels or diplomatic escorts.

Large Starship: Size 12, Acc/TS 50/600, Climb 1, Toughness 35 (8), Crew 50, Cost \$55M, Remaining Mods 0

Notes: AI, AMCM, FTL Drive, Galactic Sensor Suite, Shields, 2×Speed, Targeting System

Weapons:

- 2×Dual Linked Medium Lasers
- Super Heavy Laser (Fixed)
- 2×Torpedo Tubes with 8 Heavy Torpedoes (Fixed)

Dropship

Dropships carry crew to a planet's surface. This one carries up to 40 passengers. They're equipped with AMCM suites to ensure they get their cargo planetside.

Medium Starship: Size 8, Acc/TS 45/600, Climb 2, Toughness 33 (14), Crew 5+20, Cost \$6.8M, Remaining Mods 6

Notes: AI, AMCM, 4×Armor, Atmospheric, Deflector Screens, 4×Passenger Pods, Planetary Sensor Suite, Shields, Targeting System

Weapons:

- Dual Linked Medium Auto-Cannons

Fighter

A standard space and atmospheric fighter designed to protect capital ships or fly short-range patrols.

Small Starship: Size 6, Acc/TS 70/900, Climb 3, Toughness 22 (7), Crew 1, Cost \$5.32M, Remaining Mods 3

Notes: AI, AMCM, Armor, Atmospheric, Deflector Screens, 4×Speed, Shields, Targeting System

Weapons:

- Quad Linked Medium Lasers (Fixed)

Freighter, Light

These ships are used for high-end specialty cargo—and sometimes for smuggling. They're a perfect ship for a starting group of player characters.

Medium Starship: Size 8, Acc/TS 55/700, Climb 2, Toughness 25 (6), Crew 5, Cost \$23.53M, Remaining Mods 4

Notes: AI, AMCM, Atmospheric, Deflector Screens, FTL Drive, Planetary Sensor Suite, Shields, 2×Speed

Weapons:

- Dual Linked Heavy Lasers

Freighter, System

These vessels are designed to haul freight from one planet to another in-system with minimal crew. Some versions have their own hangars with ship-to-surface cargo loaders. For those, add a Superstructure (Hangar) with 50 additional crew, three cargo shuttles, and one passenger shuttle.

Large Starship: Size 12, Acc/TS 30/400, Climb 1, Toughness 31 (8), Crew 10, Cost \$32M, Remaining Mods 4

Notes: AI, AMCM, 4×Crew Reduction, Deflector Screens, Planetary Sensor Suite, 2×Speed Reduction, 4×Superstructures (Bulk Cargo, vacuum).

Weapons:

- 2×Dual Linked Heavy Auto-Cannons

Passenger Liner

Passenger liners are the cruise ships of the future, transporting large numbers of passengers between the stars. This massive version holds over 6,000 passengers and crew. It also has a hangar with six shuttles for embarkation, debarkation, and planetary excursions.

Gargantuan Starship: Size 24, Acc/TS 20/150, Climb -2, Toughness 49 (13), Crew 3200+2800, Cost \$1.1B, Remaining Mods 9

Notes: AI, AMCM, FTL, Speed Reduction, 4×Superstructure (Civilian Passengers), 2×Superstructure (Hangar).

Pirate Ship

Wherever there is trade, there are pirates. Most use captured and converted commercial vessels, rigged together with a hodgepodge of equipment scavenged from their victims. Leftover space is used for their ill-gotten gains.

Large Starship: Size 12, Acc/TS 50/600, Climb 1, Toughness 35 (8), Crew 50, Cost \$28.77M, Remaining Mods 5

Notes: AI, AMCM, Deflector Screens, Galactic Sensor Suite, Shields, 2×Speed, Targeting System

Weapons:

- 2× Dual Linked Light Lasers
- 2× Dual Linked Medium Lasers
- 2× Torpedo Tubes (Fixed) with 8 Light Torpedoes, 8 Heavy Torpedoes (half of each are EMP)

Research Ship

Research ships are mobile labs designed to boldly go where no one has gone before. This version has room for 50 crew, including pilots, cooks, scouts, maintenance, and 200 scientists and their assistants. It also has a hangar superstructure with two shuttles and an exploration vehicle (see page 56). The Specialty Superstructure is filled with labs, cages and storage cubes for collecting samples, and high-end analysis equipment.

Large Starship: Size 12, Acc/TS 40/500, Climb 1, Toughness 35 (8), Crew 100+200, Cost \$46.82M, Remaining Mods 2

Notes: AI, FTL Drive, Galactic Sensor Suite, Superstructure (Hangar), Superstructure (Specialty—Laboratories)

Weapons: None

TRAPPINGS

The appearance of ships should reflect the tone of your campaign. The work shuttle listed here might be pristine white with transparent walls and smooth lines—like Tom Cruise's ship in the movie *Oblivion*. Or it might be a dinged-up scow like you'd expect to see in the *Aliens* franchise. Both have the same statistics, but how you *describe* each vessel makes them memorable and unique.

Shuttle

This is a small ship-to-ship or ship-to-planet shuttle for hauling dignitaries, wounded, or scout teams. It can hold 60 passengers plus the pilot. Work or mining shuttles substitute cargo space for Passenger Pods.

Small Starship: Size 6, Acc/TS 50/700, Climb 3, Toughness 20 (5), Crew 1+50, Cost: \$2.8M, Remaining Mods 7

Notes: AI, AMCM, Atmospheric, Deflector Screens, 6×Passenger Pod, Planetary Sensor Suite.

Space Station

An independent space station designed for refueling, repairs, trade, and relaxation. Most ships connect through external docking, but it has two internal hangars for smaller ships. A third hangar has six fighters for defense, though it depends primarily on neutrality and its shields to keep it safe. The station has an onboard security force to maintain the peace among the thousands of visitors present at any one time.

Leviathan Starship: Size 32, Acc/TS 5/50, Climb -4, Toughness 55 (20), Crew 20K, Cost \$10.8B, Remaining Mods 1

Notes: AI, 10×Mercantile, Planetary Sensor Suite, Shields, 3×Speed Reduction, 2×Superstructure (Bulk Cargo), 6×Superstructure (Civilian Passengers), 2×Superstructure (Factory-Fuel Stations), 3×Superstructure (Hangar), Superstructure (Military Passengers), Superstructure (Specialty—Drydock Repair)

Troop Ship

Several battalions of marines or other troops can live on these ships in relative comfort. It accommodates 900 marines, 250 hangar and marine staff, plus the ship's crew. The hangars hold three dropships.

Giant Starship: Size 20, Acc/TS 25/250, Climb -1, Toughness 47 (11), Crew 1250+900m Cost \$255.82M, Remaining Mods 6

Notes: AI, AMCM, Deflector Screens, FTL Drive, Speed Reduction, Superstructure (Hangar), 2×Superstructure (Military Passengers), Targeting System

Weapons:

- 2× Heavy Auto-Cannons
- 2× Missile Launchers (Fixed) with 16 Heavy Missiles (half are EMP)

VEHICLES



Galactic explorers don't just travel between planets, they must also travel *on* them. Below are a selection of vehicles they might use for this task.

Size: The size and customization capacity of the vehicle.

Acc/TS: Acceleration is the number of inches a vehicle may add to its current speed when playing on the table-top. Top Speed is the maximum number of inches a vehicle may move while on the table-top. This represents "operational speed" for tactical battles with miniatures in mixed terrain rather than true top speed. Top Speed is also used in Chases, where the faster vehicle gets a bonus.

Toughness: Base Toughness and Armor (in parentheses). A listing of 15 (4), for example, means it has a base Toughness with 4 points of Armor. If a vehicle has different Armor on its rear or sides, it's listed as Front/Side/Rear.

Mods: The number of Modifications that can be made to the vehicle. Unused Mod slots grant roughly 5'x5'x5' cargo space.

Crew: The number listed in the Crew column is the total number of crew positions or "seats" in the vehicle. This may be altered up or down by Modifications.

This is different than the Crew entry in *Savage Worlds*, since we're creating vehicles rather than statting existing models.

Cost: The cost of a typical vehicle of this type.

Vehicle Logistics

Vehicles used incidentally should be assumed to have enough fuel and extra ammunition to accomplish the task and not be tracked.

This is part of the challenge for longer expeditions or prolonged use, however, so in these situations the crew must keep of their vehicle's fuel and ammo.

Ammo

Ammo can be tracked normally, or like starships, considered near limitless for everything except larger projectiles like missiles or grenades.

Fuel

High tech vehicles are generally assumed to have as much fuel or power as they need for normal use. For prolonged use, the Game Master should decide how far the vehicle can travel without refueling or recharging based on the underlying tech.

Vehicles with combustion engines and liquid fuel (gasoline) can typically operate 12 total hours under normal use without refueling. A complete refill costs \$100 × Size per day in the near future.

Vehicles with miniature fusion reactors, advanced batteries, or other high tech power sources can go a week (seven days) under normal use before recharging. Recharging costs \$100 × Size.

Assuming advanced batteries or miniature fusion reactors, recharging requires strong electricity or other power source and one hour times the vehicle's Size.

Repairs

Damaged vehicles may be fixed with basic tools and a little time. Each Repair roll requires two hours per wound (regardless of how many are actually repaired).

Working without a garage subtracts 2 from the roll. An average garage negates the penalty, and a dedicated or advanced facility adds +2 to the roll.

Each success and raise repairs one wound or critical hit, and each additional raise reduces the repair time by half.

Cost: Repairs cost 5% of the vehicle's base cost per wound and critical hit repaired. Fixing a critical hit and two wounds on a \$10,000 car, for example, costs 15% of \$10,000—or \$1,500.

Acquisition

Most vehicles are beyond the reach of starting characters. If most people in the setting have a vehicle, the GM might want to allow characters to have a Medium car with no extras for free.

In a setting where vehicular combat is likely, the GM might give starting characters a budget of \$30,000. They can pool their money to buy larger or better equipped rides, or go solo.

Vehicular Combat

The standard rules for vehicular battles presented in *Savage Worlds* still apply, with two additional considerations.

Critical Hits: If vehicles in your setting use advanced power sources, it's possible they detonate when destroyed. If so, a vehicle suffering a Wrecked Critical Hit explodes for 3d10 damage in a 10" (20 yard) burst radius.

Size: Add +2 if the target is at least two points of Size greater than the attacker, and subtract 2 if the target is 2 points smaller or more.

Speed: For table-top fights, the Fast Target penalty has a maximum of -10. (Speed is accounted for in the Chase rules by the Top Speed bonus.)

CUSTOM VEHICLES

To make custom vehicles, start with the chassis listed on the **Vehicle Size Table**, then add any Modifications from the table on the following pages. Vehicles can also mount any of the **Vehicular Weapons** listed on page 23.

Vehicle Modifications are occasionally different from those listed in *Savage Worlds* to reflect more advanced designs or more lightweight materials.

Vehicles are assumed to be wheeled unless they have the Aircraft, Watercraft, Tracked, or Hover Modifications.

VEHICLE SIZE TABLE

Chassis	Size	Acc/TS	Toughness	Mods	Crew	Cost
Ultralight	1	10/35	5	2	1	\$500
Light (Motorcycles)	2	10/30	9 (2)	5	2	\$1K
Medium (Cars)	3	10/25	12 (3)	10	4	\$8K
Large (SUVs, Pickups)	4	10/20	15 (4)	15	6	\$12K
Heavy (APCs, Light tanks)	6	5/15	20 (5)	20	8	\$30K
Super Heavy (Tanks)	8	5/10	25 (6)	25	10	\$60K
Titan (Tanks)	10	5/10	30 (7)	30	20	\$100K
Colossus (Tanks)	12	5/10	35 (8)	40	40	\$500K
Goliath (Battle Platforms)	14	5/10	40 (9)	50	80	\$1M

VEHICLE MODIFICATIONS

The number in parentheses after the name of each Modification entry is the number of times the Mod may be taken. U means unlimited. Round fractions up.

Modification	Mods	Cost
Aircraft, Anti-Grav (1): Ultra Tech. The vehicle is an aircraft powered by anti-gravitic propulsion. It can hover or fly, and has a Acc/TS of 30/100 and Climb of 2.	2	\$20K × Size
Aircraft, Helicopter (1): The vehicle is a helicopter. It can hover or fly, and has a Acc/TS 10/80 and a Climb of -1.	Half Size	\$5K × Size
Aircraft, Jet Plane (1): Jet planes are Acc/TS 50/600, Climb 2. They must move at least half their Top Speed each round or go Out of Control (they stall). The Speed Mod increases Acc by 10 instead of 5 and Top Speed by 100 instead of 10.	Half Size	\$10K × Size
Aircraft, Propeller Plane (1): A traditional prop plane. Acc/TS 20/150, Climb 1. Planes must move at least half their Top Speed each round or go Out of Control (they stall). The Speed Mod increases Top Speed by 50 instead of 10.	Half Size	\$5K × Size
AMCM (1): Anti-Missile Counter Measures are integrated jammers and decoys. They add +2 to Driving, Piloting or Knowledge (Electronics) rolls made to evade missile attacks.	1	\$5K × Size
Amphibious (1): The vehicle may move at half Acc/Top Speed while in water.	1	\$1K × Size
Armor (Size): Increases a vehicle's Armor value by +2. Armor +4 and higher is considered Heavy Armor. Vehicular Armor can also be front-loaded if desired. If so, Armor's maximum becomes 2x Size and each level increases the front armor by +3, side and top armor by +2, and rear and bottom Armor by +1. In the Chase rules, an attacker with Advantage and a Jack or higher can target the side armor, and one with a King or higher can target the rear.	1	\$1K × Size
Artificial Intelligence (1): The vehicle's AI can operate all systems—from driving to weapons. It has a skill level of d10 in these tasks, but is an "Extra" and does not receive a Wild Die. The AI does not suffer from multi-action penalties if given simultaneous tasks. In combat, the AI acts on the driver's Action Card. Giving the AI a short verbal command is a free action.	—	\$10K × Size
Boosters (U): Nitrous oxide or other propellants double a vehicle's Acceleration and Top Speed for a round. Each booster has six uses before it must be replaced. Their effects do not stack. Refills cost \$100 per booster.	1	\$1K × Size
Climb (5): Aircraft only. The vehicle's Climb is increased by 1.	1	\$5K × Size
Crew Reduction (U): Add 1 Mod slot for every four crewman deducted (round up).	—	—
Crew Space (U): Space for four additional crew or passengers.	1	\$1K
Deflector Screens (1): The vehicle is protected by an energy field that deflects incoming ballistic attacks (it has no effect against lasers). Attackers must subtract -2 from their Shooting rolls.	2	\$10K × Size

Ejection System (1): Should a vehicle suffer a Wrecked result, crew members may make Agility rolls at -4 (or no penalty if an individual was on Hold or hasn't acted yet that round). Failure results in damage as usual and failure to eject that round. Those who succeed are launched into the air and descend safely via parachute. The system covers all passengers and crew.	Half Size	\$5K × Size
Electromagnetic Shielding (U): Adds +6 to the vehicle's effective Toughness from EMP missiles (see page 25).	2	\$5K × Size
Exposed Crew (1): Motorcycles and other "ridden" vehicles offer no protection for their passengers. Crew get no Armor bonus should it sustain a Crew critical hit.	—	-50% of Base Cost
Fixed (U): "Fixed" weapons cannot rotate. On the table-top, they have a 45° firing arc. In the Chase rules, fixed weapons may only fire when the vehicle has Advantage and an Action Card of Jack or higher. Total all like Fixed weapons first, then halve their combined Mod cost.	See Notes	—
Four Wheel Drive (1): Ignore Driving penalties for difficult terrain. On the table-top, treat each inch of difficult terrain as 1.5" instead of 2".	1	\$1K × Size
Handling (3): The vehicle is precision crafted and very maneuverable. This adds +1 to Driving rolls per level.	1	\$5K× Size
Hover Vehicle (1): The vehicle uses hover fans instead of wheels. It ignores difficult terrain modifiers and obstacles less than a yard tall. Round Mod cost up. The Ultra Tech version uses anti-grav. It doubles the cost but halves the Mod cost.	Size	\$5K× Size
Linked (U): Weapons of the same type may be dual or quad linked and fired as one (triple linked is ineffective). Dual linked weapons add +1 to hit and +2 damage; quad linked weapons add +2 to hit and +4 damage. Total all Linked weapons in a set first, then halve their required Mods. (If Linking Fixed weapons, halve the total.)	See Notes	—
Living Space (Special): Large or greater vehicles only. The vehicle has an extended superstructure with bunk beds, personal storage bins for up to four individuals, and one shared bathroom and kitchenette (regardless of how many times this is taken) for long-term travel. The superstructure decreases overall Toughness by 1 each time it's taken. The limit is half the vehicle's base Toughness.	3	\$5K
Luxury Features (1): Typically reserved for civilian vehicles, luxury features include music systems, minibars, video screens, and other comforts. The larger the vehicle, the more extravagant the features.	1	\$1K × Size
Missile Launcher (U): Allows up to four Light or two Heavy (or AT) missiles to be fired at once.	1	\$50K
Reinforced Chassis (3): Increases Toughness of the chassis by +1.	1	\$1K × Size
Sensor Suite (1): This functions exactly like the Medium Sensor Suite (page 16).	1	\$50K
Shields (1): The vehicle is protected by an ablative energy field that absorbs 10×Size points of damage before it's depleted. Apply all damage to the shield first, then any left over to the vehicle (AP counts as usual). Active shields detonate missiles and torpedoes before they hit, reducing their damage total by half. A vehicle may regenerate its Size in shield points if it makes no attacks in a round.	Half Size	\$25K × Size

Sloped Armor (1): The vehicle's armor is sloped in such a way that shots are often deflected off its surface. Attackers subtract 2 to hit with direct-fire, non-energy weapons.	2	\$3K × Size
Speed (U): Increases the vehicle's Acceleration by 5 and Top Speed by 10. (This cannot be taken with Speed Reduction.)	1	\$1K × Size
Speed Reduction (3): The vehicle sacrifices power and speed for additional room. Subtract 1 from Acceleration and 2 from Top Speed each time this is taken to gain half Size in Mod slots.	—	—
Stealth System (1): Radar-absorbing paint, heat baffles, scramblers, and other devices make the vehicle difficult to detect by vision or sensors. Those trying to attack or spot the vehicle subtract 4 from their rolls. The effect is triggered as a free action, but is negated any round in which the vehicle fires a weapon or emits some other non-cloakable signal such as radio signal, movement, or active sensor search.	Size	\$10K × Size
Targeting System (1): The vehicle's computer is linked to all attached weapons. This compensates for movement, range, multi-actions, and the like, negating up to two points of Shooting penalties. This does not assist the firing of passenger's personal weapons.	1	\$10K × Size
Tracked (1): The vehicle has tracks instead of wheels and can climb over small obstacles. This reduces Acc by 2 and TS by 5, and ignores Driving penalties for difficult terrain. On the table-top, every inch of movement is treated as 1.5".	—	\$1K× Size
Watercraft (1): The vehicle is a boat or ship. It's base Acceleration and Top Speed are halved (round up). Speed Modifications increase Acc by 3 and TS by 5. For larger vessels such as naval vessels or cruise ships, use the Starship rules for Size, Toughness, and Crew, and add any enhancements that aren't specifically designed for space such as FTL drives. If a Modification is listed under Vehicles, use that instead. Ships may have Torpedo Tubes.	—	—



STOCK VEHICLES

Below is a sampling of civilian and military vehicles found throughout the galaxy.

The statistics for vehicles have been based around logical progression and slightly advanced technology. Game Masters should consider making changes based on brand names, tech advances, or even cultural biases. For example, a high-end sports car manufactured by a "status symbol" company might go for 10 times the normal cost. Similarly, polymer breakthroughs in a particular setting might make armor far lighter and stronger, perhaps doubling the effects of the Armor Modification.

Civilian Vehicles

Cargo Truck

Heavy Vehicle: Size 6, Acc/TS 15/35, Toughness 23 (5), Crew 2, Cost \$60K, Remaining Mods 17

Notes: 2×Crew Reduction, 3×Reinforced Chassis, 2×Speed

Weapons: None

Exploration Vehicle

This "crawler" is equipped for prolonged ventures across hostile landscapes. The extra space is used for miniature labs, samples, and high tech survey equipment.

Super Heavy Vehicle: Size 8, Acc/TS 3/5, Toughness 28 (6), Crew 18, Cost \$177K, Remaining Mods 3

Notes: Amphibious, 2×Crew Space, 5×Living Space, Sensor Suite, 3×Reinforced Chassis, Tracked

Weapons: None

Helicopter

Medium Vehicle: Size 3, Acc/TS 40/140, Toughness 12 (3), Crew 14, Cost \$43K, Remaining Mods 2

Notes: Aircraft (Helicopter, Climb -1), 6×Speed

Weapons: None

Limousine, Armored

Large Vehicle: Size 4, Acc/TS 30/60, Toughness 21 (10), Crew 10, Cost \$317K, Remaining Mods 4

Notes: 3×Armor (Heavy), Crew Space, 4×Speed

Weapons: None

Motorcycle, Dirt

Ultralight Vehicle: Size 1, Acc/TS 10/35, Toughness 6, Cost \$1,250, Remaining Mods 0

Notes: Exposed Crew, Four Wheel Drive, Reinforced Chassis

Weapons: None

Motorcycle, Hover

Ultralight Vehicle: Size 1, Acc/TS 15/45, Toughness 5, Crew 1, Cost \$3,250, Remaining Mods 0

Notes: Exposed Crew, Hover, Speed

Weapons: None

Motorcycle, Street

Light Vehicle: Size 2, Acc/TS 20/50, Toughness 10 (2), Crew 1, Cost \$8,500, Remaining Mods 1

Notes: Exposed Crew, Handling, 2×Speed, Reinforced Chassis

Weapons: None

Passenger Car

Medium Vehicle: Size 3, Acc/TS 30/65, Toughness 12 (3), Crew 4, Cost: \$23K, Remaining Mods 5

Notes: Luxury Features, 4×Speed

Weapons: None

Passenger Car, Hover

Medium Vehicle: Size 3, Acc/TS 30/65, Toughness 12 (3), Crew 4, Cost \$38K, Remaining Mods 2

Notes: Hover, Luxury Features, 4×Speed

Weapons: None

Sports Car

Light Vehicle: Size 2, Acc/TS 25/60, Toughness 9 (2), Crew 2, Cost \$19K, Remaining Mods 0

Notes: Handling, Luxury Features, 3×Speed

Weapons: None

Sports Utility Vehicle

Large Vehicle: Size 4, Acc/TS 25/50, Toughness 23 (12), Crew 8, Cost \$61K, Remaining Mods 2

Notes: 2×Armor, Crew Space, Four Wheel Drive, 3×Reinforced Chassis, 3×Speed

Weapons: None

Military Vehicles

Armored Personnel Carrier

The APC has a driver and three gunners, and can accommodate up to 12 passengers.

Heavy Vehicle: Size 6, Acc/TS 5/15, Toughness 32 (17), Crew 16, Cost: \$435K, Remaining Mods 4

Notes: Amphibious, 6× Heavy Armor, 2×Crew Space, Sensor Suite, Shields, Sloped Armor, Targeting System

Weapons:

- Medium Auto-Cannon
- 2×Miniguns

Fast Attack Skiff

This is a favored vehicle for special operations forces operating behind lines.

Light Vehicle: Size 2, Acc/TS 20/50, Toughness 9 (2), Crew 2, Cost \$215K, Remaining Mods 0

Notes: Hover, 2×Speed

Weapons:

- Dual Linked Light Lasers

Helicopter, Attack

Large Vehicle: Size 4, Acc/TS 20/100, Toughness 23 (12), Crew 2, Cost: \$428K, Remaining Mods 0

Notes: Aircraft (Helicopter, Climb -1), AMCM, 4×Heavy Armor, Crew Reduction, Sensor Suite, Sloped Armor, 2×Speed, Targeting System

Weapons:

- 2×Miniguns
- Missile Launcher with 12 Light Missiles

Jet Fighter

Large Vehicle: Size 4, Acc/TS 90/1000, Toughness 15 (4), Crew 2, Cost: \$1.342M, Remaining Mods 1

Notes: Aircraft (Jet, Climb 2), AMCM, Boosters, Sensor Suite, 4×Speed

Weapons:

- 2×Dual Linked Medium Lasers
- Missile Launcher with 12 Light Missiles

Patrol Boat

Heavy Vehicle: Size 6, Acc/TS 9/18, Toughness 32 (17), Crew 8, Cost: \$310K, Remaining Mods 9

Notes: 6×Armor (Heavy), Sensor Suite, Sloped Armor, 2×Speed

Weapons:

- Medium Auto-Cannon
- 2×Miniguns

Tank, Hover

Heavy Vehicle: Size 6, Acc/TS 5/15, Toughness 56/44/32 (41/29/17), Crew 4, Cost \$1.676M, Remaining Mods 0

Notes: AI, 12×Heavy Armor (Frontal), Crew Reduction, Hover, Sensor Suite, Shields, Targeting System.

Weapons:

- Super Heavy Cannon
- 2×Miniguns

Tank, Main Battle

Super Heavy Vehicle: Size 8, Acc/TS 5/10, Toughness 61/49/37 (42/30/18), Crew 4, Cost \$1.9M, Remaining Mods 5

Notes: 12×Heavy Armor (Frontal), Crew Reduction, Shields, Sensor Suite, Tracked

Weapons:

- Heavy Cannon
- 2×Miniguns





WALKERS

Mechanoid bipedal warriors, often called "walkers" or "mechs," become available when technology improves enough to allow relatively stable bipedal constructs and the miniaturization of powerful weapons.

The basic chassis includes the skeleton, a fully-functioning cockpit (complete with basic sensors and a 20-mile radio), and a power supply. Walkers' other statistics are:

Size: The size and structural capacity of the walker.

Pace: The mech's Pace. All mechs roll 2d6 for their running dice.

Strength: The Strength of the mech.

Toughness: The mech's combined Toughness and Armor, with Armor listed in parentheses.

Mods: The number of Modifications that may be installed in the walker, based on size and power requirements.

Crew: All walkers are manned by single crewmen unless otherwise noted.

Cost: The walker's cost.

Walker Combat

There are a few special rules needed to account for combat involving these battlefield titans. Walkers are vehicles and use the normal rules for them, replacing Driving with Piloting.

Size: Add +2 if the target is at least two points of Size greater than the attacker; subtract 2 if the target is 2 points smaller or more.

Compartments: Heavy mechs are towering contraptions with multiple compartments and failsafes. Large walkers can never suffer more than two wounds from a single attack regardless of the damage result. The attacker still rolls a Critical Hit for each wound the attack would have caused, however, and a Wrecked Critical Hit still destroys the mech as usual.

Critical Hits: Mechs use advanced power sources that can cause horrific damage if breached. When a mech suffers a Wrecked Critical Hit, it explodes for $d6 \times \text{Size}$ damage in a 10" (20 yard) burst radius. The walker is completely destroyed in the explosion.

WALKER SIZE TABLE

Chassis	Size	Pace	Strength	Toughness	Mods	Crew	Cost
Light (20')	6	24	d12+4	20 (5)	20	1	\$1M
Medium (30')	8	18	d12+6	25 (6)	25	1	\$3M
Heavy (50')	10	12	d12+8	30 (8)	30	1	\$5M
Super Heavy (80')	12	8	d12+10	35 (8)	40	1	\$10M
Titan (120')	14	8	d12+12	40 (9)	50	1	\$20M

Death From Above: Walker pilots sometimes attempt a desperate maneuver called “Death From Above,” where they use jump jets or vantage points to jump on rivals. This is an opposed Piloting roll between the two. If the pilot ties or loses the roll, his mech suffers d6 damage for every 20 feet fallen to a maximum of 10d6 (essentially “half” damage since he’s landing on his feet).

If the pilot wins, he lands on his foe for X d6 damage, where X is the Size of his mech, plus a d6 for every 10 feet between his origin and the top of the target. Jumping from a height of 60’ onto a 50’ Heavy mech, for example, adds a single d6 to his damage (for the 10 feet of distance).

Ejection System: Walkers are equipped with ejection systems. Should a walker suffer a Wrecked result, the pilot may make an Agility roll at -4 (or no penalty if an individual was on Hold or hasn’t acted yet that round). Failure results in damage as usual and failure to eject that round. Success launches the pilot into the air to descend safely via parachute.

Falling: The pilot must make a Piloting roll any time his walker suffers a wound. If the roll is failed, the walker falls. While attempting to right themselves from the impact, the mech might lurch, stumble, or overcompensate. Roll a d12 and read it like a clock face when a walker falls to see which direction it lands. Walkers suffer X d6 damage when they fall, where X is their Size.

Anything beneath the toppling titan makes an Agility, Piloting, or Driving roll to escape (at -2 unless they were on Hold). Failure means they also suffer X d6 damage, where X is the Size of the mech.

Stomping: Mechs can crush smaller enemies no greater than half their height as an action. The pilot makes an opposed roll of his Piloting versus the target’s Agility if it’s a being, Piloting if it’s a smaller mech, or Driving if it’s a vehicle. If the mech wins, the target takes the mech’s $\text{Str} + 2\text{d}6$ damage. Only Heavy Armor protects against this damage (applied against its weakest armored side if a vehicle).

If a Heavy mech successfully stomps an enemy soldier, for example, it causes $\text{d}12 + 8 + 2\text{d}6$ damage.



Table-Top Scale

If fighting with standard mech-sized figures on the table-top (commonly called 1/285th scale or 6mm), divide movement and weapon ranges by 5 (round up). A mech can walk 5” a round, for example, and a medium auto-cannon has a Short Range of 10.

CUSTOM WALKERS

To create your own walker, pick a chassis then add Modifications and any weapons from the **Vehicular Weapons Table**.

Before you start, think about the walker’s purpose. A scout walker is likely to be small, fast, and lightly armed and armored. Its role is to reconnoiter ahead of the main army and report valuable data. A walker built purely to destroy as many rival mechs as possible will probably sacrifice speed for a devastating array of weapons and heavy armor.

WALKER MODIFICATIONS

The number in parentheses after the name of each Modification entry is the number of times the mod may be taken. U means unlimited. Round all fractions up.

Modification	Mods	Cost
AMCM (1): Anti-Missile Counter Measures are integrated jammers and decoys. They add +2 to Piloting or Knowledge (Electronics) rolls made to evade missile attacks (and Tractor Beams).	1	\$5K × Size
Armor (Size): Increases a walker's Armor value by +2. All walker Armor is considered Heavy Armor.	1	\$10K × Size
Close Combat Weapon (2): Some walkers are equipped with chain-blades or swords designed to cut through the hard armor of rival mechs, buildings, or enemy tanks. They have AP equal to the mech's Size and cause Str+2d10 damage (Heavy Weapon). The pilot uses the lower of his Fighting or Piloting to hit. The TN to hit an enemy mech or vehicle is 4, plus or minus normal speed or Size modifiers. Walkers aren't subject to all the normal rules of close combat, but GMs can use those as the basis for situational modifiers based on specific circumstances (such as multiple mechs ganging up on a foe).	Half Size	\$75K
Deflector Screens (1): The walker is protected by an energy field that deflects incoming ballistic attacks (it has no effect against lasers). Attackers must subtract -2 from their Shooting rolls.	2	\$10K × Size
Electromagnetic Shielding (1): Adds +6 to the walker's effective Toughness from EMP missiles (see page 25).	2	\$5K × Size
Fixed (U): "Fixed" weapons cannot rotate. On the table-top, they have a 45° firing arc. In the Chase rules, fixed weapons may only fire when the walker has Advantage and an Action Card of Jack or higher. Total all like Fixed weapons first, then halve their combined Mod cost.	See Notes	—
Jump Jets (1): Powerful rockets give walkers the ability to propel themselves high in the air—to clear obstacles or perform "death from above" attacks on foes. To jump, the pilot uses an action to make a Piloting roll to both maneuver his walker and manage his power reserves. Each round spent jumping increases his height 50 feet for Light walkers, 30 feet for Mediums, and 20 feet for Heavies. Each subsequent round spent jumping (essentially flying) afterwards inflicts a -2 to the Piloting roll, cumulative to a maximum of -6. Failure means the walker descends immediately (a critical failure results in a fall—see Falling , page 59).	Half Size	\$100K × Size
Linked (U): Weapons of the same type may be dual or quad linked and fired as one (triple linked is ineffective). Dual linked weapons add +1 to hit and +2 damage; quad linked weapons add +2 to hit and +4 damage. Total all Linked weapons in a set first, then halve their required Mods. (If Linking Fixed weapons, halve the total.)	—	—
Missile Launcher (U): Allows up to four Light or two Heavy (or AT) missiles to be fired at once.	1	\$500K
Pace (3): Increases the mech's Pace by +4. (This cannot be taken with Speed Reduction.)	1	\$5K × Size
Passenger Compartment (U): Cramped space for four passengers. Rescue mechs often use this Modification.	1	\$5K

Reinforced Frame (3): Increases Toughness of the chassis by +2.	1	\$10K × Size
Sensor Suite (1): +4 Notice vs sound, motion, strong chemicals, radiation, or electrical fields up to 1000 yards.	1	\$50K
Shields (1): The walker is protected by an ablative energy field that absorbs 10×Size points of damage before it's depleted. Apply all damage to the shield first, then any left over to the mech (AP counts as usual). Active shields detonate missiles and torpedoes before they hit, reducing their damage total by half. A walker may regenerate its Size in shield points if it makes no attacks in a round.	Half Size	\$50K × Size
Sloped Armor (1): The walker's armor is sloped in such a way that shots are often deflected off its surface. Attackers subtract 2 to hit with direct-fire weapons.	2	\$5K × Size
Speed Reduction (3): The walker sacrifices speed for additional room. Subtract 2 from Pace and add half its Size in Mod slots (round down).	—	\$20K × Size
Stealth System (1): Radar-absorbing paint, heat baffles, scramblers, and other devices make the walker difficult to detect by vision or sensors. Those trying to attack or spot the mech subtract 4 from their rolls. The effect is triggered as a free action, but is negated any round in which the walker fires a weapon or emits some other non-cloakable signal such as radio signal or active sensor search.	Size	\$50K × Size
Strength Enhancement (1): Add +2 to the walker's Strength.	1	\$5K × Size
Targeting System (1): The walker's internal sensors and computers are linked to all attached weapons. This compensates for movement, range, multi-actions, and the like, negating up to two points of Shooting penalties.	1	\$10K × Size



STOCK WALKERS

Below is a sampling of military walkers found throughout the galaxy.

Anti-Infantry

Though they are easy targets for rival mechs, these light weapons platforms are pure terror for enemy infantry. Their weapons are focused on taking out soft targets such as men or lightly armored vehicles.

Light Walker: Size 6, Strength d12+4, Toughness 20 (5), Pace 24 (2d6 Run), Cost \$3.31M, Remaining Mods 0

Notes: AMCM, Deflector Screens, Sensor Suite, Shields, Targeting System

Weapons:

- Quad Linked Light Lasers
- Quad Linked Small Cannon
- Heavy Flamethrower
- 2×Miniguns

Assault

Designed for balanced offense and defense and a wide variety of missions, assault mechs are the backbone of any mechanized army.

Medium Walker: Size 8, Strength d12+6, Toughness 33 (14), Pace 18 (2d6 Run), Cost: \$5.5M, Remaining Mods 0

Notes: AMCM, 4×Armor, Deflector Screens, Sensor Suite, Shields, Targeting System

Weapons:

- Dual Linked Heavy Auto-Cannons
- Dual Linked Rail Gun 4
- Missile Launcher with 12 Light Missiles, 8 Heavy Missiles

Brawler

These wicked mechs specialize in taking out enemy walkers up close and messy. Typical tactics are to circle or flank enemy heavies, jump jet to a nearby building, then drop down on them from above with their massive power weapons.

Medium Walker: Size 8, Strength d12+6, Toughness 33 (14), Pace 18 (2d6 Run), Cost \$5.165M, Remaining Mods 0

Notes: 4×Armor, Close Combat Weapon, Deflector Screens, Jump Jets, Shields, Strength Enhancement

Weapons:

- Dual Linked Rail Guns 4
- Missile Launcher with 8 Heavy Missiles (Half are EMP)

Heavy

The true terrors of futuristic battlefields are these 50' tall, walking hulks. They're most often used to destroy enemy bases and other hardpoints. They are slow targets easily swarmed by assault and brawler walkers, so they are best supported by lighter models so they can focus on their most important mission objectives.

Heavy Walker: Size 10, Strength d12+8, Toughness 42 (20), Pace 12 (2d6 Run), Cost: \$9.38M, Remaining Mods 0

Notes: AMCM, 6×Armor, Deflector Screens, EM Shielding, Sensor Suite, Shields, Targeting System

Weapons:

- Dual Linked Heavy Cannons
- Dual Linked Medium Lasers
- Missile Launcher with 16 Heavy Missiles (4 are EMP)

Scout

Scouts gather intelligence and make quick strikes against high-value enemy targets. This version is made for fast hit-and-run surveillance sweeps and armed with heavy missiles to take out enemy detection stations or high-value targets of opportunity.

Light Walker: Size 6, Strength d12+4, Toughness 26 (11), Pace 36 (2d6 Run), Cost: \$4.01M, Remaining Mods 0

Notes: AMCM, 3×Armor, Deflector Screens, 3×Pace, Sensor Suite, Shields, Targeting System

Weapons:

- Dual Linked Heavy Lasers
- Missile Launcher with 8 Heavy Missiles

Stealth Walker

These jet-black mechs serve a similar purpose to scout walkers but accomplish the task through the integral stealth system. Their ability to escape detection also makes them ideal for ambushes.

Light Walker: Size 6, Strength d12+4, Toughness 20 (5), Pace 24 (2d6 Run), Cost \$4.04M, Remaining Mods 0

Notes: AMCM, Deflector Screens, Sensor Suite, Shields, Stealth, Targeting System

Weapons:

- Dual Linked Heavy Lasers
- Missile Launcher with 8 Heavy Missiles

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 that live on them.

These tables tend to produce worlds on which humans can survive since those are typically of most interest to the characters.

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 Temperature
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 (The planet is an artificial habitat like a space station or Dyson Sphere)	70° F

Table 3: Atmosphere

d20	Result	Temperature Adjustment
1–2	None	$-100 + (-25 \times 1d10)$
3–6	Thin	$-5 \times 1d20$
7–14	Normal	$-10 + 1d20$
15–18	Dense	$+5 \times 1d20$
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: Dominant Law**

The type of law indicates how much the government interferes in a citizen's life, how efficient the police 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 7: Customs

Customs can be used to flesh out a race beyond its traits and rules. Roll once (or more as desired) to see what customs a race 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 8: Group Table

At your discretion, customs may apply only to a specific group or subgroup within society. Roll on the **Group Table** to determine who the custom affects.

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 race

Table 9: Technology Level

Roll on the table and apply any modifier to the roll on **Table 10: Spaceport**. This makes 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 10: 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 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 race.



TRAVELERS & XENOS

This chapter details a wide variety of common allies, enemies, and creatures found across the myriad worlds of science fiction. A little tinkering can easily transform each entry into many variations—such as an assassin with psionic powers or a giant insect that manufactures a plasma attack from its thorax (using statistics for plasma weapons).

Races: The majority of the characters listed below are presented as humans. The Game Master should add relevant racial abilities to transform them into the species of her choosing.

♦ Characters preceded by a starburst symbol are usually Wild Cards.

CHARACTERS

Assassins

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 some twisted cause.

Assassin

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Intimidation d6, Notice d8, Shooting d6, Stealth d8, Streetwise d6, Throwing d6

Cha: +0; Pace: 6; Parry: 6; Toughness: 9 (4)

Hindrances: Vow (Major—always finish the job)

Edges: Alertness, Dodge, First Strike, Marksman, Steady Hands, Thief

Gear: Body armor (+4), power short sword (Str+d6, powered), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2).

Master Assassin

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d8, Fighting d12, Intimidation d8, Notice d8, Shooting d6, Stealth d12, Streetwise d6, Throwing d6

Cha: 0; Pace: 6; Parry: 10; Toughness: 10 (4)

Hindrances: Vengeful (Major), Vow (Major—always finish the job)

Edges: Acrobat, Alertness, Dodge, First Strike, Level Headed, Marksman, Quick Draw, Steady Hands, Thief

Gear: Body armor (+4), energy sword (Str+d8+4, AP 2), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2).

Cyberware: Face Changer, Trait Bonus (Enhanced Reflexes, Fighting +2), Trait Bonus (Targeting Eye, Shooting +2).

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.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d8

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d8, Piloting d6, Shooting

d8, Stealth d6, Streetwise d6, Taunt d6, Tracking d8

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Greedy, Mean, Vengeful (Major)

Edges: Alertness, Combat Reflexes

Gear: Body armor (+4), blaster rifle (Range 24/48/96, Damage 2d8+2, RoF 1, AP 2), molecular knife (Str+d4, AP 2), 3x stun grenades, stun baton (Str+d4, Stun Charge), handcuffs, commlink.

Citizen

Most people lead unglamorous lives as crafters, miners, shop owners, or farmers. They have little skill outside their trade and little interest risking their necks on quests to save alien worlds, or even their own.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Knowledge (one trade) d6, Notice d6, Shooting d4

Cha: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: —

Edges: —

Gear: Knife (Str+d4), tools of the trade.

Corporate Exec

Corporate executives keep the wheels of industry turning—and have a taste for money and power.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Intimidation d8, Knowledge (Business) d8, Notice d8, Persuasion d8, Shooting d4, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Greedy, Stubborn

Edges: Connections, Strong Willed

Gear: Sharp suit, data organizer.

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: Fighting d10, Intimidation d8, Notice d8, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 17 (6)

Hindrances: Vow (Major—complete the mission)

Edges: Combat Reflexes, Cyborg

Gear: Combat armor (+6), 4x frag grenades, laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2), chain sword (Str+d8+d6, AP 2).

Cyberware: Adrenal Surge, 2x Armor, Attribute Increase (Strength), Trait Bonus (Targeting Eye, Shooting +2).

Diplomat / Politician

In a universe inhabited by numerous alien races, it is the diplomats who stop (and sometimes cause) interplanetary wars and broker trade agreements between races. 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: Driving d6, Intimidation d10, Investigation d8, Knowledge (Law) d8, Notice d8, Persuasion d10, Streetwise d10

Cha: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: —

Edges: Charismatic, Connections, Strong Willed

Gear: Commlink, personal data device.

Explorer

Explorers are brave souls who investigate new worlds, ancient ruins of long-dead alien civilizations, and make first contact with new sentient life forms.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d4, Knowledge (one science) d8, Notice d6, Persuasion d6, Piloting d6, Repair d6, Shooting d6, Survival d8, Tracking d6

Cha: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 8 (2)

Hindrances: Curious
Edges: Woodsman



Gear: Smart suit, commlink, laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), machete (Str+d6), personal data device, survival gear.

Hacker

Some tech-savvy types earn a living hacking into cyberspace realms to steal data or override systems.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Investigation d6, Knowledge (Computers) d8, Knowledge (Electronics) d8, Repair d6, Shooting d6, Streetwise d6

Cha: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Mr. Fix-It

Gear: Cyber deck.

Cyberware: Cyberjack.

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: Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Code of Honor (Uphold the law), Loyal

Edges: Connections

Gear: Body armor (+4), commlink, handcuffs, heavy pistol (Range 12/24/48, Damage 2d6+1, RoF 1, AP 4), stun baton (Str+d4, stun). Heavier gear as needed.

Merchant, Galactic

Common merchants are citizens of their particular world. Galactic merchants are far more experienced and savvy in their trading. Most either own their own ship or work for larger conglomerates.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Gambling d8, Knowledge (Business) d8, Notice d6, Persuasion d8, Piloting d8, Repair d6, Shooting d6, Streetwise d8

Cha: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Greedy

Edges: Charismatic, Connections, Rich

Gear: Commlink, personal data device.

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: Driving d6, Fighting d4, Gambling d6, Intimidation d6, Notice d6, Piloting d4, Shooting d4

Cha: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: —

Edges: —

Gear: Spacesuit (+1, if in space), matter remover.

Pirates

Pirates earn a living by attacking other ships, usually poorly armed and heavily-laden merchantmen, and stealing their cargo. Some pirate gangs never leave prisoners who could later 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

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d6, Repair d4, Shooting d6, Stealth d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy, Mean

Edges: Gravitic Acclimation

Gear: Spacesuit (+1), cutlass (Str+d6), blaster pistol (Range 12/24/48, Damage 2d6+2, RoF 1, AP 2).

★ Pirate Officer

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d8, Piloting d8, Repair d6, Shooting d8, Stealth d8, Taunt d8

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (3)

Hindrances: Greedy, Mean, Wanted

Edges: Block, Combat Reflexes, Gravitic Acclimation

Gear: Armored spacesuit (+3), power cutlass (Str+d6+2, AP 2), blaster pistol (Range 12/24/48, Damage 2d6+2, RoF 1, AP 2).

★ Pirate Captain

Pirate captains command one or more pirate ships.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d10, Notice d8, Piloting d10, Repair d6, Shooting d8, Stealth d8, Taunt d8

Cha: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (6)

Hindrances: Greedy, Mean, Wanted

Edges: Ace, Block, Combat Reflexes, Command, Gravitic Acclimation, Hard to Kill, Inspire

Gear: Combat armor (+6), chain cutlass (Str+2d6, AP 2), plasma pistol (Range 12/24/48, Damage 2d10+2, RoF 1).

★ 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.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d10, Intimidation d8, Notice d6, Psionics d8, Stealth d6

Cha: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 5 (13 vs lasers)

Hindrances: Code of Honor, Vow (Major—never use ranged weapons)

Edges: Arcane Background (Psionics), Block, Combat Reflexes, Frenzy, Mentalist, Sweep

Gear: Energy skin (+8 vs lasers), energy katana (Str+d8+2, AP 6, HW).

Psionic Powers: *Deflection, speed, and stun.*
Power Points: 10

★ 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: Fighting d6, Intimidation d6, Notice d8, Psionics d10, Shooting d6, Stealth d6, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Various

Edges: Arcane Background (Psionics), Mentalist

Gear: Body armor (+4), energy knife (Str+d4+4, AP 2), and laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

Psionic Powers: *Deflection, speak language, and telekinesis.* **Power Points:** 10.

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: Knowledge (any two sciences) d8, Notice d6, Repair d8, Shooting d6,

Cha: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Quirk, Stubborn

Edges: Mr. Fix It, Scholar

Gear: Commlink, personal data device.

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: Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d8, Piloting d6, Shooting d6, Stealth d6, Streetwise d8

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (13 vs lasers)

Hindrances: Greedy

Edges: Connections

Gear: Energy skin (+8 vs lasers), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

Soldier / Marine

These archetypes serve for common soldiers, marines, or planetary defense forces. Other skills or Edges should be added as fits their particular environment.

Grunt

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Stealth d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (6)

Hindrances: Loyal

Edges: —

Gear: Combat armor (+6), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2), molecular knife (Str+d4+2, AP 2), 2x frag grenades.

Officer

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Knowledge (Battle) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4

Cha: +0; Pace: 6; Parry: 5; Toughness: 11 (6)

Hindrances: Loyal

Edges: Command, Leader of Men, Natural Leader

Gear: Combat armor (+6), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), power saber (Str+d6+2, AP 2).

Spy

Spies work for governments or organizations as intelligence gatherers.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Driving d6, Fighting d6, Knowledge (Electronics) d8, Lockpicking d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Streetwise d8, Taunt d6

Cha: +0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: Cautious

Edges: Connections, Thief

Gear: Varies with disguise, but usually a laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2) and molecular knife (Str+d4, AP 2).

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 d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Knowledge (Astrogation) d6, Knowledge (Battle) d6, Knowledge (Electronics) d6, Notice d6, Persuasion d8, Shooting d6

Cha: +0; Pace: 6; Parry: 5; Toughness: 5

Hindrances: Loyal, Vow (Major—serve the patrons of his vessel, whether it's a corporation, guild, world, etc.)

Edges: Ace, Command, Common Bond, Inspire

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: Fighting d4, Healing d4, Notice d4, Shooting d4
Cha: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: —

Gear: Commlink, uniform, personal data device connected to the ship's systems.

Engineer

Chief Engineers are Wild Cards and have the Mr. Fix It Edge.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge (Electronics) d8, Knowledge (Mechanical Engineering) d8, Notice d6, Repair d8, Shooting d6
Cha: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: Mr. Fix It

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: Fighting d4, Intimidation d6, Notice d6, Repair d4, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Steady Hands

Gear: Commlink, uniform, personal data device connected to the ship's systems.

Medical Officer

The Chief Medical Officer is a Wild Card with the Healer Edge.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Healing d8, Notice d6, Shooting d4

Cha: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Loyal

Edges: —

Gear: Commlink, uniform, personal data device connected to the ship's systems, medical kit, medi-scanner, 5× medi-gel.

Pilot / Navigator

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Astrogation) d8, Knowledge (Electronics) d6, Notice d6, Piloting d8, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Ace

Gear: Commlink, uniform, personal data device connected to the ship's systems.

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 d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean

Edges: —

Gear: Heavy club (Str+d6). Many might carry various types of firearms as well.



On the following pages are several example empires and organizations a Game Master might use in a starfaring campaign. Note that non-player character races may differ from player character versions since balance isn't an issue.

Rigellian Slave Fleet

The insectoid Rigellians are a scourge of cold-hearted wanderers from some distant and long-lost system. They travel the galaxy 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.

Each ship is captained by an Overseer, with the fleet's overall commander, the Master Overseer, stationed on the carrier.

Rigellian Slaver

Slavers work in squads of six, with five carrying flechette guns to minimize damage to potential captives. They use naturally produced carapace shards for ammunition



rather than manufactured slivers. The last member of each squad carries a flak gun for more demonstrable shows of force.

Race: Rigellians use the Insectoid racial template without the Outsider Hindrance.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d6, Shooting d6, Stealth d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 13 (8)

Hindrances: Loyal, Vow (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, Auto), power claw (Str+d6). One in six carry a flak gun (Range 12/24/48, Damage 3d6+2, RoF 1).

Special Abilities:

- **Armor (+2):** Rigellians have 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).
- **Natural Weaponry:** The slavers have cruel, spiky fingers they use to stab and torment "soft ones" (Str+d6).

Typical Slave Fleet

- **1xStrike Carrier** (with 6 fighters and 12 dropships for ferrying captives; each dropship holds six Rigellians and 60 captives since comfort isn't an issue)

- **4xCutters**

- **2xTroop Ships**

- **2xSlave Ships** (Passenger Liners holding twice as many passengers in cells and Rigellian guards in place of staff).

The Tazanian Empire

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

“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.”

Tazanian Talon

“Talons” are the grunt troops of the empire, and 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.

Race: Rakashan

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d8, Fighting d8, Intimidation d10, Notice d8, Shooting d6, Stealth d6

Cha: +0; Pace: 6; Parry: 6; Toughness: 11 (6)

Hindrances: Bloodthirsty, Loyal, Quirk (Proud)

Edges: Combat Reflexes

Gear: Combat armor (+6), blaster rifle (Range 24/48/96, Damage 2d8+2, RoF 1, AP 2), power claw (Str+d6), 2×frag grenades.

Special Abilities:

- **Low Light Vision:** Tazanians ignore illumination penalties for Dim and Dark lighting.
- **Natural Weaponry (Claws):** Str+d6. Enhanced by power claws (see sidebar).
- **Racial Enemy:** Tazanians are enemies of the largest organized opposition in the campaign setting.

★ 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.

Race: Rakashan

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4

Cha: +0; Pace: 6; Parry: 6; Toughness: 11 (6)

Hindrances: Arrogant, Loyal

POWER CLAWS

It is a point of pride for the Tazanians to use their claws in combat. But even their razor-sharp nails cannot penetrate hardened armor. Outside of personal combat (where unenhanced claws are still expected), Tazanian warriors wear bracers over their fingers and nails that greatly enhance their power and cutting ability.

Power claws turn their natural weaponry into power weapons (page 18). Power packs are built into the device and worn on the forearm.

Edges: Command, Leader of Men, Natural Leader

Gear: Combat armor (+6), blaster pistol (Range 12/24/48, Damage 2d6+2, RoF 1), power claw (Str+d6).

Special Abilities:

- **Low Light Vision:** Tazanians ignore illumination penalties for Dim and Dark lighting.
- **Natural Weaponry (Claws):** Str+d6. Enhanced by power claws (see sidebar).
- **Racial Enemy:** Tazanians are enemies of the largest organized opposition in the campaign setting.

The Pride Fleet

The standard configuration for a Tazanian Pride Fleet consists of:

- 1×Flagship (see below)
- 3×Light Battleships
- 2×Strike Carriers
- 6×Cutters
- 2×Troop Ships

Tazanian Flagship

Giant Starship: Acc/TS 20/200, Climb -1, Toughness 80 (41), Crew 1000, Cost \$261M, Remaining Mods 9

Notes: AI, AMCM, 15×Armor, Deflector Screens, FTL Drive, Galactic Sensors, Shields, 2×Speed Reduction, Targeting System

Weapons:

- 4×Dual Linked Heavy Auto-Cannons
- 2×Super Heavy Cannons (Fixed)
- Quad Linked Mass Driver 10
- 2×Torpedo Tubes with 16 Light Torpedoes, 8 Heavy Torpedoes

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 UF 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 races, but use the basic profiles found under **Starship Crew** and **Soldier/ Marine** in this chapter.

Task Force

A standard Galactic Naval Task Force is usually named after the planet it's based on. A typical patrol configuration consists of:

- 2×Light Battleships
- 3×Strike Carriers
- 8×Cutters
- 2×Troop Ships

XENOS

The creatures that follow range from swarms of tiny worms to solitary gargantuan carnivores capable of eating human-sized beings alive. The listed names are descriptive to help you remember how to find them. You should alter them for the particular flavor of your campaign. In a sci fi horror setting, for example, an alarm bird might become a bat-like "shrieker." In a hard sci fi setting, a spit worm might be prefaced by the name of the world on which it's found, so a spit worm becomes the "Iduna spit worm."

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 that the Barbed Tongued Lizard and the Martian Devil Weevil are the same creature.

Wild Cards: Just because a creature is large or particularly threatening doesn't mean it's a Wild Card. A typical scoopjaw, a massive, 60' tall beast that can swallow a man whole, isn't presented as such here. But old One Eye, a particularly nasty example of its species, should be. As always, this is up to the Game Master.

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 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 6 yards (3') from their center.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12, Vigor d6

Skills: Fighting d8, Notice d4

Pace: 0; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Grapple:** Acid pitchers have six thick fronds which function as rudimentary and surprisingly quick arms. The tentacles function as a whole and can only attack one target per round. With a successful grapple, they drag the victim into the



enzyme, causing 2d6 damage per round. Escape requires an opposed Strength roll.

• **Hard to Kill:** The heart of the plant lies deep underground. Each of its tentacles can take one wound, but destroying them does no harm to the plant. Once half of the tentacles are destroyed, the plant can no longer grapple effectively and withdraws the fronds into the soil.

• **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half damage. Immune to Tests of Will.

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: Fighting d6, Notice d6, Shooting d8

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 works as the *bolt* power, and the beetle has 20 Power Points for this purpose only. It uses Shooting as its arcane skill.
- **Size +2:** Arc beetles are over 6' long and 4' high.



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: Fighting d8, Notice d6, Stealth d8, Swimming d12

Pace: 6; **Parry:** 6; **Toughness:** 15 (2)

Special Abilities:

- **Aquatic:** Pace 12.
- **Armor +2:** Thick hide.
- **Large:** Attackers are +2 to attack rolls because of the beast's size.

• **Shake:** If an avrok scores a raise on its attack it has secured a strong grip. On subsequent rounds it proceeds to shake its head violently, allowing its teeth to saw through its prey. This causes 3d6 damage and no attack roll is required. Escaping requires an opposed Strength roll.

• **Size +6:** Avroks measure 35'.

Barbed Tongued Lizard

Barbed tongues 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: Fighting d12, Intimidation d6, Notice d6, Stealth d4

Pace: 10; **Parry:** 8; **Toughness:** 9

Special Abilities:

- **Bite:** Str+d8.
- **Fast:** Pace 10; d10 running die.
- **Large:** Attackers add +2 to attack rolls because of the beast's size.
- **Low Light Vision:** No penalties for Dim and Dark lighting.
- **Size +4:** Barbed tongues weigh 2000 pounds.
- **Tongue:** Str+d4, Reach 1.

The tongue is tipped with bony barbs that deliver a pain-causing poison. Anyone Shaken or wounded must make a Vigor roll or be Shaken and cannot attempt to recover for 1d6 rounds.

Batspider

Batspiders are a species of flying arachnid. Each spider is about six inches across with two sets of bat-like wings extending from their 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.

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 Birds: 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 typically circle at least 100 yards above their target.

Bloodflies: The smell of blood attracts these nasty, two-inch long fly-like insects. They can detect blood up to 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.

Croakers: Colonies of these small, furry, nocturnal herbivores can be found on many planets. When they sense vibrations above, they emit loud croaking sounds that predators have learned to hone in on. Croakers are a swarm, though they cause no damage and attacks against them suffer a -6 penalty to attack *and* damage since they're burrowed beneath the soil.

Fireflies: These nocturnal insects are drawn to intense heat, such as campfires. Swarms of them dive into such fires and immediately combust, causing 3d6 explosive fire damage in a Large Burst Template. In areas where they are common, there are usually 1d6 such swarms in range.

Spit Skunks: When these skunk-like creatures are threatened, they spray saliva in a Cone Template. Everything within must make an Agility roll or be coated in the odoriferous spit 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.

Vomit Birds: When these swarms suffer a Shaken result or worse (even if "killed"), they regurgitate the snails, worms, and other creepy-crawlies they've eaten onto their foe in a sickening mess. Those within must make a Vigor roll at -2 or be Shaken. Those in sealed suits ignore this effect.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength —, Vigor d6

Skills: 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 while it remains on his back.

- **Flying:** Pace 8.

- **Poison Bite (-2):** Bat spiders 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:** Batspiders are six inches in diameter.
- **Small:** Attackers subtract 2 from their rolls due to the bat spider's small size.
- **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: Fighting d6, Notice d10, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Special Abilities:

- **Armor +1:** Scaly skin.
- **Bite:** Str+d4.
- **Bleeder:** A character Shaken or wounded because of a bite attack suffers Fatigue at the start of every other round. A successful Healing roll stops the bleeding.
- **Leap:** Doubles jumping distances.
- **Pounce:** The beast can make a special Wild Attack if it can jump at least 2" to the target, adding +4 to attack and damage instead of +2 (Parry is still just -2).
- **Size -1:** Bleeders stand 3' in height.

Bombardier Bird

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 drop stones on their prey:

Special Abilities:

- **Bombardment:** Bombardiers attack by dropping heavy rocks on their prey. Place a Medium Burst Template over the intended target, and then make a d8 Throwing roll. With success, the template drifts 1d4" in a d12 direction (read as a clockface). With a raise there is no drift. If the roll is failed, the drift is 2d8". Damage to anything caught in the template is 3d6. Bombardiers make only a single attack before flying off for 2d4 rounds to grab more stones.

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 bodies 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 d4, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 6 (2)

Special Abilities:

- **Armor +2:** Bony shell.
- **Bite:** Str+d4.
- **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.
- **Small:** Attackers subtract 2 from their rolls due to the spider's small size.
- **Size -2:** Bone spiders are the same size as human heads with 12" long legs.

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.

Treat as a Swarm (see *Savage Worlds*) with the following Special Abilities:

Special Abilities:

- **Infravision:** Halve penalties for bad lighting against heat-producing targets.
- **Internal Feeding:** If a 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 afterwards until he perishes. These wounds cannot be healed til 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).

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 races 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: Fighting d6, Intimidation d8, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Berserk:** When a gorer is frightened (such as being attacked), it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2. It also ignores wound penalties.
- **Gore:** If a gorer can charge at least 6" before attacking, it adds +4 to damage.
- **Tusks:** Str+d6.

Crab, Giant

Giant crabs are found throughout the oceans 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 d6, Strength d10, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6, Swimming d8

Pace: 8; **Parry:** 6; **Toughness:** 10 (3)

Special Abilities:

- **Armor +3:** Crabs have thick shells.
- **Claws:** Str+d8, AP 2.
- **Grapple:** A crab which succeeds in a grapple maneuver inflicts Str damage on subsequent rounds.
- **Size +1:** These creatures weigh over 300 pounds.

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: Fighting d10, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Special Abilities:

• **Claws:** Str+d8.

• **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 bonus.

• **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 rottweilers 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: Fighting d6, Intimidation d6, Notice d10, Stealth d8

Pace: 10; **Parry:** 5; **Toughness:** 6 (2)

Special Abilities:

- **Armor +2:** Subdermal plates.
- **Bite:** Str+d8. Enhanced jaw muscles.
- **Enhanced Senses:** +2 to Notice rolls.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, the animal hits the target's most weakly-armored location.
- **Infravision:** Dogs halve penalties for poor lighting when attacking heat-producing targets.
- **Leg Enhancements:** Pace 10. Cyber enhanced dogs roll a d10 when running instead of a d6.
- **Size -1:** Most are the size of German shepherds or rottweilers.

Death Worm

The death worm is longer than a human is tall, 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: 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 Power:** Instead of biting, the death worm can focus an internally generated electrical charge strong enough to stop a man's heart or fry electrical systems in a vehicle. Range 3/6/12, RoF 1, Damage 4d6, AP 10. It may do this from just beneath the earth.
- **Size +2:** Death worms measure 10' in length and are 1' in diameter.

Decapitator

Decapitators are large apes, 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: Climbing 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.
- **Climb:** Decapitators can move at their full Pace in trees or similar environments and don't normally need to make 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: Fighting d8, Notice d6, Swimming d10.

Pace: 0; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+d6.
- **Barotrauma:** A deep diver that succeeds in a grapple attack proceeds to dive, descending 10" each round. Most beings are poorly suited to intense pressures, such as those found underwater. For every 10" the fish dives, a character not breathing compressed air or in sealed armor suffers an automatic level of Fatigue. Compressed air breathers suffer Fatigue for every 50".

- **Pressure Resistant:** Deep divers are immune to the effects of pressure and can change pressure rapidly with no adverse affects.

Dragon

The name started as a reference to old fairy tales by interstellar travelers and stuck. It applies to all Komodo and larger-size lizards found throughout the galaxy.



Most lizards are simply foul-tempered and quick to bite with jagged teeth, but a few have developed spit attacks—from acid to actual fire (created by mixing volatile chemicals from special glands).

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d8, Notice d6, Shooting d8

Pace: 8; **Parry:** 4; **Toughness:** 6 (1)

Special Abilities:

- **Armor +1:** Scaly hide.
- **Bite:** Str+d4.
- **Explode:** When a dragon is killed, its organs rupture in a Large Burst Template. Everyone within is automatically hit by whatever type of breath weapon the dragon possessed.
- **Spit:** Cone Template. Victims may make an Agility roll at -2 versus the dragon's Shooting to evade. If hit, the target suffers one of the following effects to his least armored location:
 - *Acid:* 3d6 damage and 2d6 damage at the start of the next two rounds if it isn't washed off with at least a gallon of water.
 - *Fire:* 2d10 fire damage against their weakest armored location and may catch fire.
 - *Poison Gas:* The poison can be any of the four types described under **Hazards in Savage Worlds**.

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+4, Vigor d10

Skills: Fighting d4, Notice d4

Pace: 6; **Parry:** 4; **Toughness:** 15

Special Abilities:

- **Earthquake:** Characters within 36" of a moving earthquake beast must make an

Agility roll each round (a free action) or fall prone. A roll of 1, regardless of the Wild Die, means the character is Shaken as well.

• **Gargantuan:** Attack rolls against these creatures are at +4 due to their immense size. Heavy Armor. Stomp damage d12+25, less opponent's Size. This counts as a Heavy Weapon.

• **Hardy:** Not wounded by a second Shaken result.

• **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 Wild Card versions of the monster ignore all wound penalties.

• **Size +8:** Earthquake beasts weigh as much as 160 tons.

• **Tail Slap:** An earthquake beast can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack, and damage is equal to the beast's Strength-2.

Eel, Giant

A number of worlds are home to massive eel-like creatures with sword-like teeth.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+10, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d10, Stealth d6, Swimming d10

Pace: 0; **Parry:** 7; **Toughness:** 20

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+d10.
- **Electric Shock:** Some species can discharge electricity. Given their tremendous size, this causes 5d6 damage to everything in contact with the eel (such as a grappled ship) and within a Large Burst Template. Only sealed Heavy Armor offers protection.

• **Gargantuan:** Heavy Armor, Heavy Weapon. Attacks by man-size creatures are made at +4.

• **Size (+12):** Giant eels can reach lengths of over 100' long.

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: Fighting d6, Notice d6, Psionics d10

Pace: 6; **Parry:** 5; **Toughness:** 3

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 eaten for the powerful effect of the emotion. Some examples are included below. The GM is encouraged to devise his own list of extra emotions.

Anger/Rage: The user immediately becomes Berserk (as per the Edge). The effects last 10 minutes before the user may try to calm himself.

Bravery: +2 to Fear tests for 10 minutes.

Calm: The user draws an extra initiative card and acts on the best for the next 10 minutes. This stacks with Level Headed.

Compassion: The user gains the Heroic Hindrance for 10 minutes.

Fear: The user becomes extremely jumpy and fearful. Fear tests are made at -2 and any rolls on the **Fright Table** are made at +2.

Hatred: The user has -2 Charisma and the Bloodthirsty Edge for the next 10 minutes.

Love: The user gains +2 Charisma for the next 10 minutes, and also the Major Pacifist Hindrance.

- **Psionics:** Emotors have 20 Power Points and the following powers: *invisibility*, *quickness*, *speed*, and *stun*.

- **Size -2:** Emotors are the size of lemurs.

Energy Drainer

Energy drainers have a central, bulbous sac surrounded by a myriad of long tentacles. The sac is filled with hydrogen, which allows the energy drainer to float on wind currents in the upper atmosphere. They have no mouth, but instead feed on electrical energy.

Drainers 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 leach energy at an alarming rate.

Attributes: Agility d8, Smarts d4(A), Spirit d10, Strength d8, Vigor d6

Skills: Notice d6, Shooting d10

Pace: 0; **Parry:** 2; **Toughness:** 5

Special Abilities:

- **Electrical Attack:** Energy drainers channel their own bioelectric energy into a deadly bolt (Range 4/8/16, Damage 3d6, RoF 1). If draining energy from a power source (such as an engine), they can fire bolts indefinitely. Otherwise, they may only fire as many bolts per day as their Vigor die.

- **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, Climb -3. When drainers sense powerful electricity, they draw forth an arc and “ride” it to the device at incredibly high speeds (Pace above is their normal “drifting” speed). 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 drainers are immune to electricity and electrical attacks.

Energy Elementals

Energy elementals are swirling clouds or balls of intense energy, though they often take the shape of any beings they care to entreat. Elementals don't speak, but can communicate by forming shapes, symbols, or simple words of pure energy. Travelers have said dealing with them is almost like talking to a hyper-intelligent toddler in a foreign language.

All enemy elementals are *extremely* powerful creatures that should not be introduced into an encounter without some thought.

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: Fighting d6, Intimidation d8, Notice 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*).

- **Elemental:** No additional damage from called shots, Fearless, Immune to disease and poison.

- **Ethereal:** Atomic elementals are made of pure energy.

- **Flight:** Pace FTL, Climb 6. Atomic elementals may fly in any environment at the same speed as the setting's standard FTL drives.

- **Invulnerability:** Energy 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.

- **Swipe:** Str+2d10.

- **Weakness (Special):** 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.

Plasma Elemental

Plasma elementals are humanoid creatures composed entirely of swirling, burning, super-heated 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: Fighting d6, Intimidation d8, Notice d8, Shooting d10

Pace: 8; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Elemental:** No additional damage from called shots, Fearless, Immune to disease and poison.

- **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:** Plasma elementals are made of pure energy.

- **Fiery Aura:** At the end of its movement, and at the creature's will, all adjacent creatures suffer 2d10 damage from the elemental's intense heat. Any creature Shaken or wounded by the attack must may catch fire (see Savage Worlds).
- **Flight:** Plasma elementals fly at speeds up to 600 mph, and have a Climb of 5.
- **Invulnerability:** Plasma elementals are invulnerable to all kinetic and heat-based damage.
- **Swipe:** Str+2d10. Victims have a chance of catching fire.
- **Weakness:** 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 space-time itself. They resemble gaunt humanoids with eyes that appear to be 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: Fighting d8, Knowledge (All) d8, Intimidation d8, Notice d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Elemental:** No additional damage from called shots, Fearless, Immune to disease and poison.
- **Ethereal:** Time elementals are made of pure energy.
- **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 an 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 cards have been dealt and determined but before anyone acts, the time elementals can make a group Spirit roll to reorder an Action Card per success and raise (*except* Jokers).
- **Wither:** Time elementals attack by touch, causing 2d6 damage as they age and atrophy a target's tissue. Armor applies normally, though the entity might attempt a called shot to touch raw flesh.

Fisher Beetle

Fisher beetles are large flying beetles 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 lure the bait much as a fisherman does fish. 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: Fighting d8, Intimidation d8, Notice d8, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Fisher beetles have thin carapaces.
- **Bite:** Str+d8.
- **Flying:** Pace 12, Climb -1.
- **Infravision:** Halve penalties for poor lighting against heat-producing targets.
- **Large:** Attackers add +2 to attack rolls because of the beast's size.
- **Size +4:** Fishers are 20' across.
- **Tentacles:** The fisher's long tentacles receive a +2 to grab their victims. They have a Reach of 4".

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: Notice d8, Stealth d10

Pace: 0; **Parry:** 2; **Toughness:** 5

Special Abilities:

- **Accidental Mishap:** Each day the glitch is in the ship, draw a card from the Action Deck. If it's a black face card, the glitch has burned out a vital system. Roll on the 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 Chassis result as minor effects with no lasting damage.

- **Ghost 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 **Ship Size Table** on page 41).

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: Fighting d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 18/20 (2/4)

Special Abilities:

- **Armor +2/+4:** Thick hide on the torso and legs (+2). Dense bony head (+4).
- **Hardy:** Grazers do not suffer a wound from being Shaken twice.
- **Headbutt:** Str+d10. Heavy Weapon.
- **Huge:** Attackers add +4 to attack rolls against these beasts due to their size.
- **Size +8:** Grazers weigh 25,000 pounds.
- **Trample:** If a grazer takes a run action and moves in a straight line of at least 6", it tramples everything in its path. Make an opposed Fighting vs Agility roll against all targets. Those who fail suffer Strength +d4 damage.

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 humanoids 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 that 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 d6

Skills: Climbing d10, Fighting d8, Notice d8,

Repair d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 2

Special Abilities:

- **Bite or Claws:** Str.

• **Sabotage:** Every day a ship or vehicle is infested with gremlins, roll a Critical Hit (with no accompanying wound, and reroll Wrecked results). 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 Chassis result as damage to a minor system, giving a -2 penalty to relevant Knowledge or Piloting rolls until it is repaired.

• **Size -3:** Gremlins are four inches tall.

• **Small:** Attackers subtract 2 from their rolls due to the creatures' small size.

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 things withdraw their head back into the hole.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d4, Notice d6, Shooting 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, RoF 1. 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: Fighting d6, Notice d6, Stealth d6

Pace: 2; **Parry:** 5; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** Shell.

- **Poison (-2):** Small Burst 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: Fighting d8, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 4

Special Abilities:

- **Size -2:** Huggers are 2' across.
- **Small:** Attackers subtract 2 from their rolls due to the creatures' small size.
- **Smother:** If a hugger gets a raise on its Fighting roll, it has managed to secure a hold around the victim's face. Treat this as a Grapple, except the victim gains a level of Fatigue each round the grapple is maintained. Once Incapacitated, the prey remains that way until the hugger is removed or the victim dies.
- **Unusual Sense:** Huggers can sense carbon dioxide emission with pinpoint accuracy. Treat this as Infravision, with the hugger halving penalties for darkness against living creatures not breathing through any sort of rebreather or enclosed air supply system.

Hunters

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: Climbing d8, Fighting d8, Intimidation d10, Notice d8, Stealth d12

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** Thick plates.
- **Bite and 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: Fighting d10, Intimidation d10, Notice d8, Stealth d8

Pace: 10; **Parry:** 7; **Toughness:** 16 (4)

Special Abilities:

- **Armor +4:** Thick plates.
- **Bite and Claws:** Str+d10, AP 3.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Multiple Shaken results do not cause a wound.
- **Large:** Attackers add +2 to attack rolls because of the beast's size.
- **Paralysis (-4):** Anyone Shaken or wounded by a tail attack must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Size +4:** The queen stands 14' high and is typically 20' or more long. She has a narrow, segmented body.
- **Tail:** Str+d10, +1 Reach, AP 4, Heavy Weapon, -2 to Fighting when used.

Impaler

Impalers are among the top carnivores on their homeworld. 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: Fighting d8, Intimidation d10, Notice d6, Stealth d4

Pace: 8; **Parry:** 6; **Toughness:** 12 (2)

Special Abilities:

- **Armor +2:** Thick, leathery hide.
- **Bite:** Str+d4.
- **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, gaining +2 to that attack and damage.

Insect, Giant

Massive insects can be found on many worlds, living in massive 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.

Attributes: Agility d8, Smarts d4(A), Spirit d10, Strength d10, Vigor d10

Skills: Climbing 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):** Giants 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.

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 flooding different combinations of multi-hued hairs covering its body.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+2, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 9

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.

• Improved Frenzy: Ironclaws may make two Fighting attacks each action at no penalty.

• Leap: The creature doubles jumping distances.

• Pounce: The beast can make a special Wild Attack if it can jump at least 2" to the target, adding +4 to attack and damage instead of +2 (Parry is still just -2).

• Size +3: Adult ironclaws weigh over 600 pounds.

Logger

Loggers are amphibious brown slugs that look like logs when floating in water. Although carnivorous, they are not particularly skilled hunters. They spend much of their time drifting near the shore of lakes. Loggers have primitive eyes and great difficulty detecting anything over a few yards away—they simply lie still and wait for their unsuspecting prey to come to them.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d4, Stealth d10, Swimming d4

Pace: 2; **Parry:** 5; **Toughness:** 7

Special Abilities:

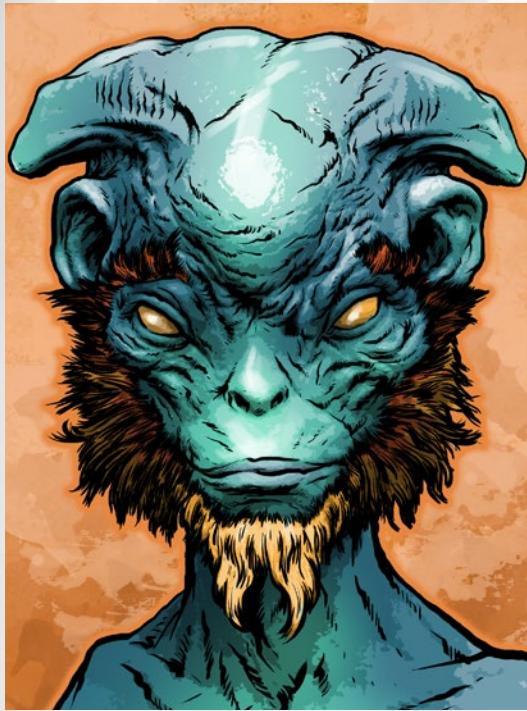
- **Amphibious:** Pace 3 in water.
- **Bite:** Str+d6.
- **Dependency (Water):** The creature must immerse itself in water at least one hour out of every 24 or suffer Fatigue each day until Incapacitated. The day after that, they perish.
- **Size +1:** Loggers measure 8' in length.

Monkeys

A wide variety of monkey-like creatures dot the cosmos. Below are three of the most common, all of which use the same basic profile.

Jester monkeys mimic humanoid behavior and have learned to handle basic tools—including weapons—they've seen others use.

Lobber monkeys have strong throwing arms and hurl rocks at their foes.



Maulers are typical monkeys but with scaly skin, longer claws, and are extremely aggressive.

Attributes: Agility d8, Smarts d10(A), Spirit d6, Strength d8, Vigor d6

Skills: Climbing d10, Fighting d6, Intimidation d8, Notice d10, Swimming d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Armor +2 (Mauler):** Maulers have hard, scaly skin (Toughness 6 (2)).
- **Bite:** Str+d4.
- **Claws (Mauler):** Str+d6.
- **Climb:** Monkeys can move at their full Pace in trees or similar environments and don't normally need to make Climbing rolls.
- **Leap:** Double jumping distances.
- **Lob (Lobber Monkeys):** Lobbers are excellent marksmen. They have Throwing d10 and 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.
- **Mimicry (Jester Monkeys):** 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.

• **Size -1:** Monkeys are about 4' tall.

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.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d4, Notice d8, Shooting d10, Stealth d6, Swimming d6

Pace: 4; **Parry:** 4; **Toughness:** 6

Special Abilities:

- **Amphibious:** Pace 6 in water.
- **Dependency (Water):** The frogs must immerse in water at least one hour out of every 24 or suffer Fatigue each day until they perish.
- **Leap:** Doubles jumping distances.
- **Mucus:** Range 3/6/12. If the frog scores a raise on its Shooting roll, the mucus strikes the target's face and hardens instantly. Victims suffer a level of Fatigue at the start of each round until they die or the mucus is removed. Removing the mucus requires a Strength roll at -4, and it has a Toughness of 6.

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 feed on the decomposing flesh of its victims.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Notice d6

Pace: 0; **Parry:** 2; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Needlebushes are protected by thick bark.
- **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing

weapons inflict half damage. Immune to Tests of Will.

- **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 Burst Template centered on itself. Everything within suffers 2d4 damage.

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: Fighting d8, Intimidation d6, Notice d8, Stealth d8, Swimming d10

Pace: 0; **Parry:** 6; **Toughness:** 13 (2)

Special Abilities:

- **Aquatic:** Pace 10. Can “run” using a d10 running die.
- **Armor +2:** Thick shell.
- **Bite:** Str+d6.
- **Large:** Attackers add +2 to attack rolls because of the beast’s size.
- **Size +6:** Orthocones are 40 feet long.
- **Tentacles:** An orthocone may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the orthocone does its Str+d6 damage automatically by crushing with its arms and rending with its beak. A victim killed by an orthocone’s tentacles is usually ripped in half. Each tentacle is Toughness 10 (2).

Pendulum Bird

Pendulum birds are large avians, capable of flight only because of the dense atmosphere and low gravity of their homeworld. Some time during their evolution, their legs fused into a single limb and their feet into a solid lump of bone. This lack of limbs mean 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: Fighting d8, Notice d6

Pace: 0; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d4.
- **Bony Limb:** Str+d8. Any creature struck must make an Agility roll or be knocked prone.
- **Flying:** Pace 12, Climb 1.
- **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 five yards.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d6, Stealth d10

Pace: 2; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Bite:** Str+d6, Reach 1.
- **Multiple Limbs:** Each head may make one Fighting roll without occurring a multi-action penalty. However, only two heads may attack a single foe.
- **Size +2:** Pentamouths are very dense. Most adults measure 6’ in length and 3’ in diameter.

Possessor

Possessors are non-corporeal 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 race. Others are more malicious.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d4, Vigor d8

Skills: Fighting d4, Notice d8, Stealth d12

PSI BEASTS

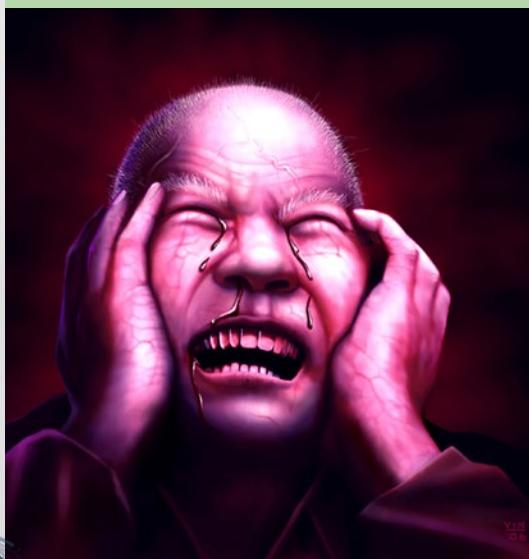
Psi beasts are regular animals that employ psionics or psionic-like powers. Apply the template below to the creature in question to get the effect you're looking for.

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 relies on its speed and has the *quickness* and *speed* powers.
- **Carnivore (Stalker):** Stalkers have developed a new way to 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 the *armor* and *deflection* powers.
- **Herbivore (Scary):** The beast sends out telepathic signals which panic predators. It has the *fear* power.
- **Herbivore (Survivor):** Survivors rely on sheer speed to outrun predators. It has the *speed* power.



Pace: 6; Parry: 4; Toughness: 6

Special Abilities:

- **Ethereal:** Possessors are beings of pure psychic energy.
- **Immunities:** Possessors 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. 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.
- **Skill Use:** Possessors have access to their host's skills and Edges.

Psi Blocker

Psi blockers are green slug-like creatures with the unusual ability to dampen psionics. They are highly sought after by those who must deal with psionicists regularly.

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:

- **Dampen Psionics:** Any psionicist within 10 yards (5") of a psi blocker has -4 to his Psionics roll. Anyone touching a psi blocker has the benefits of the Improved Arcane Resistance Edge.
- **Size -4:** Psi boosters are 6 inches long and 2" thick.
- **Tiny:** Attackers subtract 4 from their rolls due to the creature's small size.

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. Aside from the host having to eat 25% more food than usual to maintain his energy levels, they are harmless.

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 attack to non-psionicists.

Attributes: Agility d6, Smarts d6(A), Spirit d12, Strength d6, Vigor d6

Skills: Notice d6

Pace: 2; **Parry:** 2; **Toughness:** 3

Special Abilities:

- **Hard To Remove:** Unless the host dies, psi boosters are loathe to leave a healthy body. Removing one requires complex surgery and a Healing roll at -4.

- **Psionic Boost:** Each raise on a psionics roll, reduces the Power Point cost by one (min zero). The psionicist must have the points necessary to use the power before he rolls.

- **Size -2:** Psi boosters are 2' long and 2" thick.

- **Small:** Attackers subtract 2 from their rolls due to the creatures' small size.

Puppet Master

There are more ways to conquer a race than blasting it to atoms with superior firepower. Puppet masters are small spider-like creatures with a human eye in the centre of their back. They are biotechnology tools, used to control important people, 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: Notice d6

Pace: 4; **Parry:** 2; **Toughness:** 2

Special Abilities:

- **Hard to Remove:** 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 1 die as it destroys the brain as an act of revenge. A victim reduced to zero 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.

- **Puppet:** 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 puppet is in complete control of its victim, gaining access to all his skills, memories, and even psionic powers (if the host has them). The host can *never* break free unless someone removes the puppet master.

- **Size -4:** Puppet masters are four inches in diameter.

- **Tiny:** Attackers subtract 4 from their rolls due to the puppet master's small size.

Quadrapus

A quadrapus is vaguely similar in appearance to a four-armed octopus. It has a squarish 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. Quadrupuses 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: Fighting d6, Intimidation d6, Notice d8, Stealth d6

Pace: 0; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Bite:** Str+d4.

- **Floater:** Pace 4; Climb -2.

- **Size +2:** These beasts measure 20' long from head to tentacle-tip.

- **Tentacles:** Str+d4, Reach 1, or grapple. With a raise on a grapple, the victim is entangled and may only attempt an opposed Strength roll each round to escape. Once grappled, the quadrapus does its Strength+d4 damage automatically by crushing with its arms and rending with its beak. A victim killed by an quadrapus' tentacles is usually ripped in half.

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: Fighting d4, Notice d6, Stealth d10

Pace: 4; **Parry:** 4; **Toughness:** 10 (4)

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 each round it's maintained. Armor and other items lose one point of protection each round until dissolved. Given time, a rad beast can eat through a starship's hull.
- **Armor +4:** Thick, stony body.
- **Immunity (Radiation):** Radbeasts suffer no harm from radiation.
- **Infravision:** Radbeasts halve darkness penalties for attacking heat-producing targets (round down).
- **Radiation:** 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 Burst Template centered on the beast must make a Vigor roll or suffer a level of Fatigue. Any character Incapacitated by this attack and survives, or who rolls a 1 on his Vigor die, regardless of Wild Die, has contracted radiation sickness (see *Savage Worlds*).

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: Fighting d8, Intimidation d10, Notice d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 20

Special Abilities:

- **Bite:** Str+d10. Heavy Weapon.
- **Gargantuan:** Heavy Armor, Heavy Weapon. Attacks by man-size creatures are made at +4.
- **Hardy:** Not wounded by a second Shaken result.
- **Improved Frenzy:** May make two attacks each round at no penalty.
- **Size +12:** Over 60' tall.
- **Swallow:** If the creature scores a raise on its Fighting roll against an opponent of Size+4 or smaller, it has swallowed it whole. Located at the back of its mouth are several sets of powerful secondary jaws which act as a grinder. The victim suffers Str+d10 damage each round the scoopjaw lives.

Sentient Vehicle

Occasionally, starships, vehicles, or walkers develop sentience just like robots or androids. Most of these remain quiet, listening to their hosts and continuing to learn. A few become malicious, eradicating their crews and going rogue if such a thing is possible given their particular circumstances.

Use the statistics for the appropriate vehicle. The AI has a Smarts and Spirit of at least d8.

Shock Ray

Shock rays are large fish with massive “wings” and long tails, just like Terran rays. This variety relies on electrical shocks to stun their prey rather than stingers.

On low or zero-gravity worlds, they might be fliers instead (Flight 12”, Climb 0).

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8, Swimming d8

Pace: 0; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Aquatic:** Pace 8.
- **Electric Discharge:** As a free action, but never two rounds in a row, the shock ray can discharge a powerful electric field. Anyone within a Medium Burst Template centered on the ray must make a Vigor roll at -2 or be stunned. Stunned victims

are Shaken and cannot attempt to recover for 1d6 rounds.

- **Infravision:** Shock rays halve penalties for poor lighting when attacking heat-producing 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 d6, Smarts d8, Spirit d8, Strength d12+6, Vigor d10

Skills: Fighting d6, Intimidation d8, Notice d6, Stealth d6

Pace: 10; **Parry:** 5; **Toughness:** 14

Special Abilities:

- **Bite and Claws:** Str+d8.
- **Fleet-Footed:** d10 running die.
- **Huge:** Attackers add +4 to attack rolls because of the beast's size.
- **Size +7:** Shredders weigh over 6000 pounds and stand about 20' tall.

★ 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+12, Vigor d12

Skills: Fighting d10, Notice d8

Pace: 100; **Parry:** 7; **Toughness:** 32

Special Abilities:

- **Crush:** A leviathan makes a single attack each round by pitting its Fighting against a target spacecraft's Piloting (or Agility if the target is a creature big enough to catch the monster's attention). If successful against a creature, the leviathan lashes out with its massive tentacles for Strength +d12 damage. Against ships and the like, a successful hit allows to grapple its prey. It automatically inflicts a Critical Hit each round as its tentacles seek out and crush sensitive parts of the ship. Once grappled, the target vessel continues to move at -4 to its Piloting rolls, and may only attack the creature Reaction Fire weapons, or by crew members exiting the ship to attack from outside. (Of course other ships may attack it normally.)

• **Flight:** Leviathans can't fly faster than light, but can match all but the fastest in-system ships with a Top Speed of 700.

• **Gargantuan:** Heavy Armor. Attacks against the leviathan are +4. A leviathan's tentacles are Heavy Weapons. Add Size to Strength damage when crushing.

• **Hardy:** A second Shaken result does not cause a wound.

• **Size +24:** Leviathans are 1000' in length.

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: 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.
- **Size +4:** The spear tree is nearly 24 feet tall.
- **Spears:** The tree can shoot 1d6 spears each round, Range 3/6/12. Subtract one from this roll for each victim it currently has speared. A victim hit by a spear suffers Str+d6 AP2 damage. 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 lurks the spit worm, 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 venom. In order to do this, the worm rears up on its hind segments and curls itself into a "S" shape. It then uncoils, firing a glob of sticky, green venom, 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: Climbing d6, Fighting d6, Intimidation d8, Notice d8, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d6.
- **Infravision:** Spit worms halve darkness penalties against heat-producing targets.
- **Spit:** 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.

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: Fighting d6, Notice d6, Stealth d6

Pace: 0; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite / Claw:** Str+d6.
- **Fearless:** Immune to Fear and Intimidation.
- **Leap:** This creature doubles jumping distances.
- **Maul:** A springtail scoring a raise on a Fighting roll has attached itself to its opponent. Each round it remains attached, it gains +2 to bite attack rolls. Removing it requires an opposed Strength roll.
- **Pounce:** The beast can make a special Wild Attack if it can jump at least 2" to the target, adding +4 to attack and damage instead of +2 (Parry is still just -2).

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: Fighting d8, Intimidation d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 13 (2)

Special Abilities:

- **Armor +2:** Thick hide.
- **Large:** Attackers add +2 to attack rolls because of the beast's size.

- **Size +4:** Stompers are nearly 20 feet tall with feet the size of large tree trunks.
- **Stomp:** Strength+d10. Non-rigid 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: Fighting d4, Notice d6

Pace: 8; **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.
- **Fast:** Stryders roll a d10 running die.
- **Size +1:** Stryders stand 8' tall.

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: Fighting d6, Notice d6, Stealth d6

Pace: 2; **Parry:** 5; **Toughness:** 13

Special Abilities:

- **Burrow:** Umbrella beasts are not true burrowers, but conceal themselves beneath soft earth, leaving only their eye stalks just above the surface.

• **Grapple:** The umbrella beast tries to catch prey in its flesh folds, binding them tight before dissolving them. On each round after a successful grapple, victims suffer 2d6 damage from digestive enzymes.

• **Huge:** Attackers are +4 to attack rolls because of the beast's size.

• **Size +8:** Umbrella beasts measure 25' across.

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: Fighting d6, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Bite:** Str+d4.
- **Leap:** The creature doubles jumping distances.
- **Size -2:** Wire rats are similar in size to rats but are much stockier.
- **Small:** Opponents are at -2 to attack rolls against a wire rat due to its size.

Zombie (Horrornaut)

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.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Piloting d6, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 8 (1)

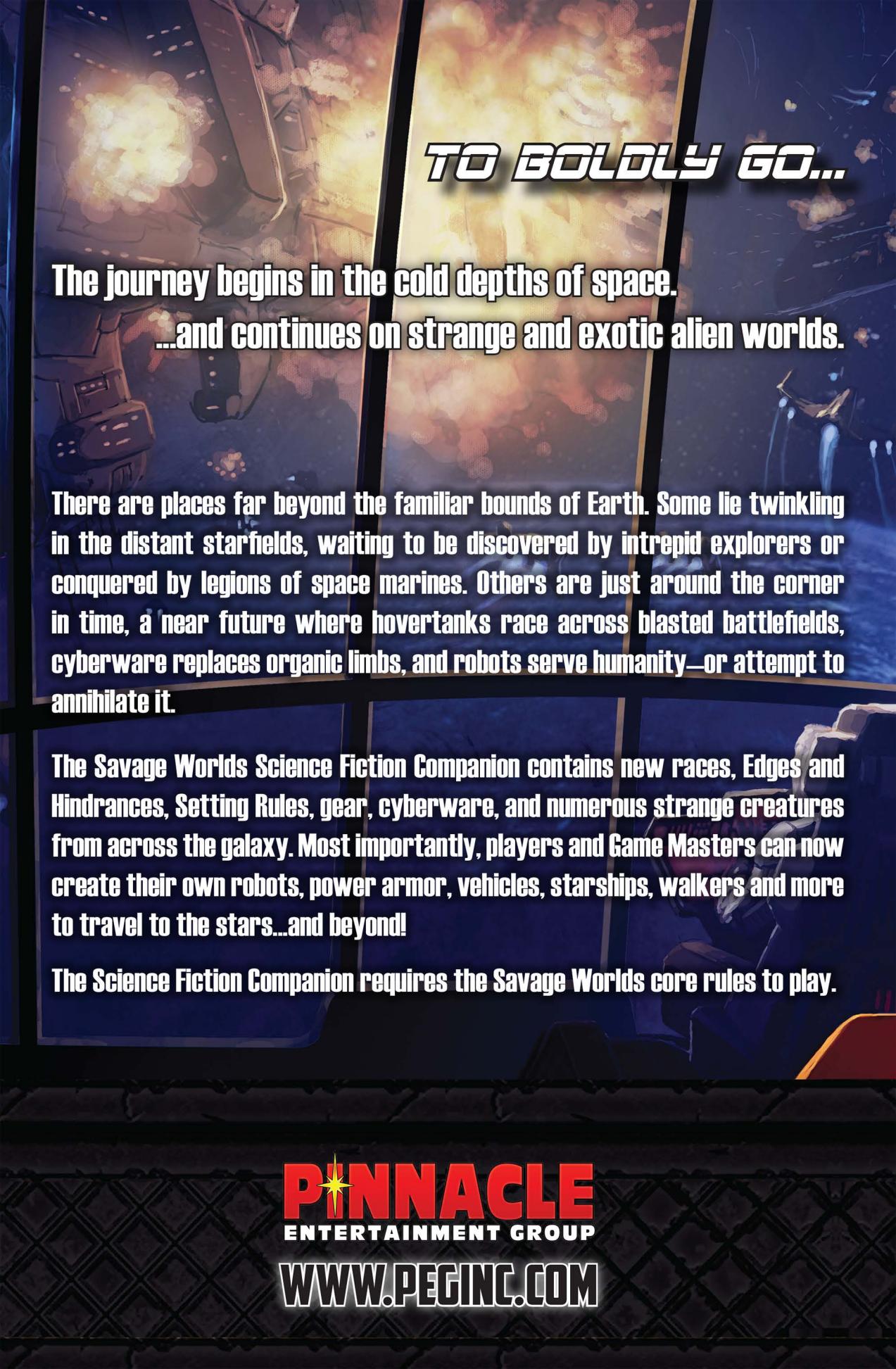
Gear: Spacesuit (+1), laser pistol

Special Abilities:

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage; ignores one level of wound modifier; does not breathe; immune to disease and poison.
- **Weakness (Head):** Shots to a zombie's head are +2 damage.

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