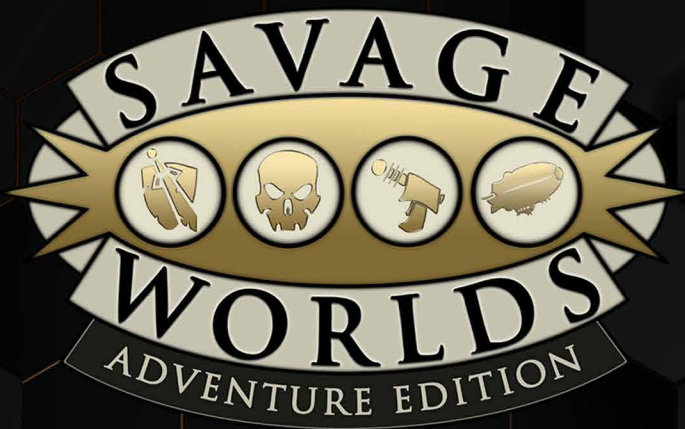
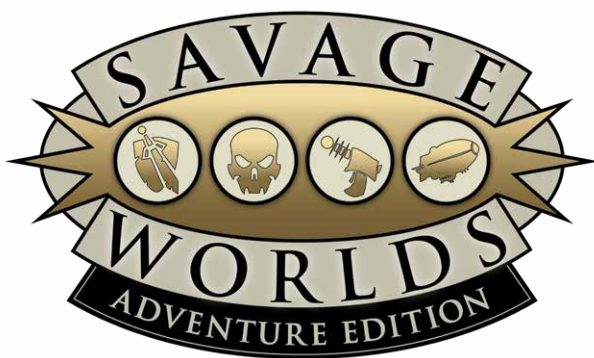




**SCIENCE FICTION COMPANION**





# SCIENCE FICTION COMPANION

Written and developed by Shane Lacy Hensley, Clint Black, Darrell Hayhurst, Michael Barbeau, Sean Roberson, and Donald Schepis.

Special Thanks to Playtesters Erica Balseley, Michael Conn, Michelle Hensley, Mike McNeal, Jessica Rogers, Tracy Sizemore, & Steve Todd

Editing: Jodi Black, Brian Reeves

Graphic Design: Karl Keesler, Simon Lucas, & Thomas Shook

Art Direction: Aaron Acevedo

Cover Art: Bad Moon Studios

Interior Art: Bad Moon Studios, Marcel Budde, Matheus Calza, Davide Corsi, Donald Crank, Dennis Darmody, James Denton, Bien Flores, Ani Ghosh, Ross Grams, Gunship Studios, Peter Johnston, Irina Kovalova, Wayne Miller, Aaron Riley, Unique Soparie, Don Tantiado, John Taylor, Mateusz Wilma

Logistics & Marketing: Jodi Black, Christine Lapp, Christopher Landauer

Production: Simon Lucas, Ben Acevedo, Jessica Rogers

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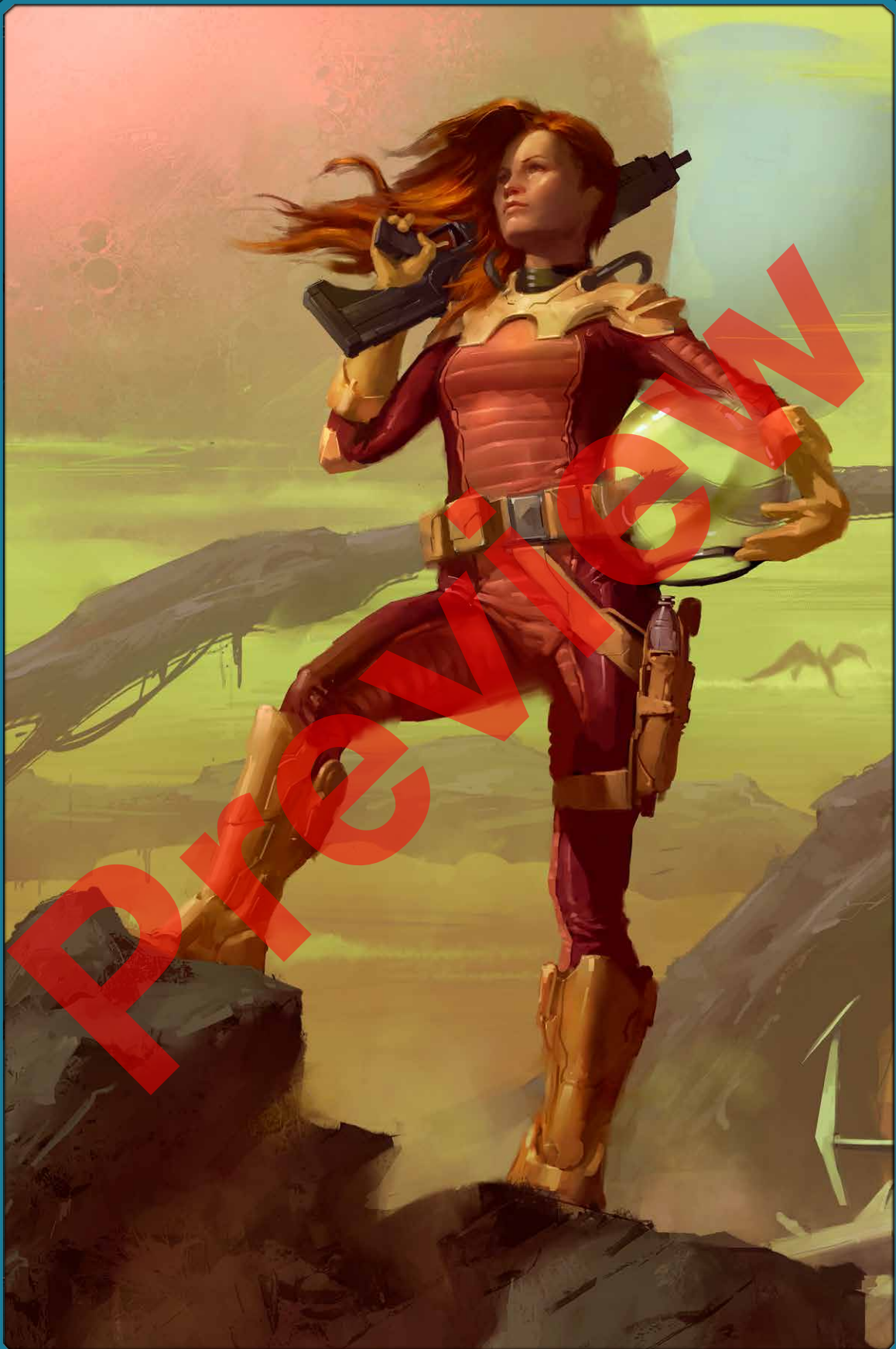
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Preview



# HEROES

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

## ANCESTRIES & CULTURES

### WHAT'S IN THIS BOOK?

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

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

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

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

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

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

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

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

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

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

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

## ANCESTRAL ABILITIES

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

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

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

### VALUE ABILITY

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

**Cold-Blooded (1):** The species subtracts 1 from Agility, Strength, and Vigor rolls after spending more than ten minutes in temperatures below 60° Fahrenheit (18° Celsius). The being recovers after spending more than ten minutes in a warmer temperature.

**Communal (1):** The being is part of a hive mind or highly integrated social construct. He gains a +2 bonus to Spirit rolls when others of the same species are present within 12" (24 yards).

**Darkvision (1):** The species can see in the dark a short distance, ignoring all Illumination penalties and up to 2 points of penalties from *invisibility* or similar powers within 10" (20 yards).

**Diminutive (1):** The cost to create a Diminutive being is 2 points for Small Scale, 4 points for Very Small, or 6 points for Tiny. They may not take ancestral abilities, Edges, or Hindrances that alter their Size. Remember that Scale Modifiers (see *Savage Worlds*) make Diminutive characters much more difficult to hit for most foes; hence the cost of what at first might look negative.

Weapons made for Diminutive creatures are smaller and cause less damage, as noted below.

- *Small* creatures (Size -2) have a maximum Strength of d8. They subtract 2 from their Toughness and all damage rolls. Gear made for *Small* characters weighs and costs half the listed value. Reduce the Min Str for *Small* armor two die types (minimum d4).
- *Very Small* beings (Size -3) have a maximum Strength of d6. They subtract 3 from their Toughness and all damage rolls. Gear made for *Very Small* characters weighs and costs a quarter the listed value. Reduce the Min Str for *Very Small* armor three die types (minimum d4).
- *Tiny* species (Size -4) have a maximum Strength of d4. They subtract 4 from their Toughness and damage rolls. Gear made for *Tiny* characters weighs and costs a tenth the listed value. Reduce the Min Str for *Tiny* armor four die types (minimum d4).

**Echolocation (1):** The character can "see" by emitting sound and receiving its echo. As long as he can emit and receive sound, he may ignore all Illumination penalties and up to 4 points of blindness, *invisibility*, or other penalties inflicted by sight or Illumination within 10" (20 yards). Creatures with keen hearing may be able to hear the character's calls (GM's call).

**Energy Form (1):** The being's body is made of energy. It has no vital organs and ignores Called Shots and takes no damage from falling, collisions, or physical weapons and projectiles (it takes full damage from energy weapons, explosions, arcane attacks, etc.). The being has some mass but can fit through all but filtered openings (GM's call) as if they were Difficult Ground. It can't wear armor, use weapons, or manipulate matter unless it wears a containment suit (see page 42).

**Extra Limbs (2):** The creature has an additional set of arms (including a second primary hand). The limbs may be used for sustained actions such as holding a flashlight or grappling a foe, leaving other limbs free for other things. They can also wield two different two-handed weapons, add +1 point of Gang Up bonus if the limbs are used in melee, and add +1 to Athletics rolls (such as climbing and grappling).

**Gelatinous (1):** The species has an amorphous, almost liquid body with no vital organs. Members take only half-damage from falling or collisions and Called Shots do no extra damage against them. For 3 points the creature can make an Athletics roll as an action to ooze through grates or large openings like they were Difficult Ground. Cracks and the like take 1d6 rounds to seep through, leaving the hero Vulnerable until she reforms.



## GEAR

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

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

## DEVELOPMENT LEVELS

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

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

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

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

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

## VARIABILITY

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

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

## HOW DOES THIS STUFF WORK?

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

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

## TECHNOLOGY LEVELS

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

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

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

## ACQUIRING EXPENSIVE EQUIPMENT

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

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

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

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

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

## ADVENTURE AWAITS

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

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

## BIOTECH

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

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

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

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

### BIOTECH

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

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

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

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





# SETTING RULES

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

## NEW & UPDATED RULES

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

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

### BOUND & ENTANGLED

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

- **ENTANGLED:** The victim can't move and is Vulnerable as long as he remains Entangled.

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

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

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

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

**"YOU KNOW WHAT THE DIFFERENCE IS BETWEEN YOU AND ME? I MAKE THIS LOOK GOOD."**

**-AGENT J,  
MEN IN BLACK**

## **DESPERATE ATTACK**

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

## **LIMITED ACTIONS**

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

## **GIANT FOES**

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

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

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

## **STREAM TEMPLATE**

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

## **BETRAYAL**

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

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

## **DIFFICULT HEALING**

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

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

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

**-GABE**

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

**-RED**

## DOWNTIME

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

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

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

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

### CAROUSE

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

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

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

### CENTER

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

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





# CYBERWARE

**A**dvanced medical science can supplant tissue with metal, plastic, and electronic systems—collectively called cybernetics or, more commonly, "cyberware." The vast majority of these high-tech implants are used to save or prolong life, but in more "savage worlds," augmenting one's body is primarily for adventure!

## BASICS

Cyberware can be purchased during character creation or play with the Game Master's permission, and assuming it's available in the setting.

- **STRAIN:** Implanting cyberware causes stress on the body and mind, limiting how much an individual can handle before they suffer ill effects.

## PROFILES

Each implant has the following statistics:

- **TYPE:** A description of the device and its effects.
- **STRAIN:** The amount of stress the cyberware places on the physical tissue, mental synapses, etc.
- **COST:** The price of the implant and its installation at a basic facility. It may cost more in places where body-modding is illegal, or less at dangerous "chop shops" where accidents are more likely.

## STRAIN

Cyberware is invasive. It replaces bone, tissue, and nerves with metal and electrical systems. What belonged is gone, and the machinery that fills that space draws power from the body, diverts impulses from the mind, and perhaps even impacts the soul.

Every piece of cyberware has a Strain rating, which indicates both how difficult it is to install (and remove) and how much stress it puts on a character once it's installed. The safe amount of cyberware a character can place in his body is equal to *half the lower of his Spirit or Vigor die type*. This is called his Strain Limit.

An individual can push this limitation, but if additional Strain is incurred, the new implant automatically causes a **Cyberware Side Effect** (see page 112).

The absolute maximum Strain a being can endure is equal to the lower of his Spirit or Vigor—any more and the being's systems collapse into catastrophic failure.

*Example:* A character has Spirit d8 and Vigor d6 (the lower of the two), so her Strain Limit is 3, with a hard maximum of 6. If she increases her Vigor to d8 her Strain Limit also increases to 4 with a hard limit of 8.

## INSTALLING CYBERWARE

Installing cyberware requires a clean operating environment and a roll using the lowest of a surgeon's Electronics and Healing skills. The operation takes one hour for every point of the device's Strain. Failure causes the patient a side effect from the table below for one week—a Critical Failure means the side effect is permanent until the implant is removed. Success causes the patient Fatigue that lasts for a number of days equal to the implant's Strain, or hours with a raise.

The costs listed with each implant reflect a skilled surgeon with Electronics and Healing d8. Cheaper and more expensive surgeons might be found, and affect the skill level and cost as the GM sees fit.

### CONCEALMENT

The listed prices also assume the implant is noticeable if that area of skin is exposed. Most implants can be made invisible to all but direct searches for an additional 50% of their cost. The implant becomes obvious once readied for use (a limited free action).

### CYBERWARE SIDE EFFECTS

| D20   | EFFECT  |
|-------|---|
| 1     | <b>System Overload:</b> The patient's physical or mental resilience declines. She reduces her Spirit or Vigor one die type—her choice.  |
| 2     | <b>Neural Interference:</b> The implant interferes with the character's nerves, synapses, or thoughts. He gains the Hesitant Hindrance.   |
| 3–4   | <b>Neural Block:</b> The character's "fight or flight" instinct is impaired. He subtracts 2 from Spirit rolls to recover from being Shaken.   |
| 5–6   | <b>Labored Respiration:</b> The character's raspy breaths subtract 1 from Pace and Stealth rolls.   |
| 7–8   | <b>Complications:</b> The implant is uncomfortable and causes minor physical or mental irritation. Increase the implant's Strain by 1.  |
| 9–10  | <b>Phantom Cramps:</b> The character suffers occasional and mysterious cramps or sudden shooting pain. She's Vulnerable when her Action Card is a Club.   |
| 11–12 | <b>Migraines:</b> The implant causes severe headaches. Any Critical Failure causes a level of Fatigue (non-Incapacitating) for a day.   |
| 13    | <b>Paranoia:</b> The implant makes the victim twitchy and paranoid. She gains the Suspicious (Major) Hindrance.   |
| 14–15 | <b>Heightened Feedback:</b> The signals are too intense for this hero's nervous system. He becomes irritable, emotional, or overly sensitive and gains the Thin Skinned (Major) Hindrance.  |
| 16–17 | <b>Memory Loss:</b> The character's short- or long-term memory (choose one) becomes spotty and unreliable. Besides the roleplaying effects (forgetting meeting times, how to use new equipment), Smarts and Common Knowledge rolls suffer a -2 penalty. |
| 18    | <b>Sudden Shakes:</b> Uncontrollable tremors sometimes wrack the character's nervous system. She's Distracted when her Action Card is a Club.   |
| 19    | <b>Violent Episodes:</b> The cyber warrior has trouble controlling her rage. She gains the Bloodthirsty Hindrance.  |
| 20    | <b>Internal Bleeding:</b> A surgical tool was left inside, the implant is tearing at internal organs, or the surgeon accidentally nicked an artery during the operation. The patient gains the Ailment (Major) Hindrance until the implant is removed.  |

## REMOVING CYBERWARE

A character may remove an implant for 25% of its cost. Street docs will often perform the surgery for *free* if they can keep the implant. The roll to remove an implant is the same as putting it in, but the side effects are never permanent.

## CYBERWARE HINDRANCES

These Hindrances are only available in settings that have relatively common cybernetic implants.

### CYBER RESISTANT (MINOR)

Cyberware doesn't take easily in this spacer's body. Her Strain Limit for cyberware drops by 2.

### CYBER SENSITIVE (MINOR)

The hero's body is delicate, strange, or resistant to cybernetic implantation. Surgeons subtract 2 from their rolls when attempting to install it.

### CYBER SIDE EFFECT (MAJOR)

The character gains up to \$10K worth of cyberware implants but something went wrong when it was installed—she must roll a permanent result on the **Cyberware Side Effects** table (reroll Internal Bleeding results).

## CYBERWARE EDGES

Characters may take these Edges before or after character creation.

### CYBER TOLERANT

**REQUIREMENTS:** Novice

The individual's body can handle cyberware better than most. He increases his Strain Limit and maximum by +2.

### CYBER SAMURAI

**REQUIREMENTS:** Novice, Cyber Tolerant

The character was built to be chromed. He increases his Strain Limit and maximum another 2 points, to +4.

## CYBORG

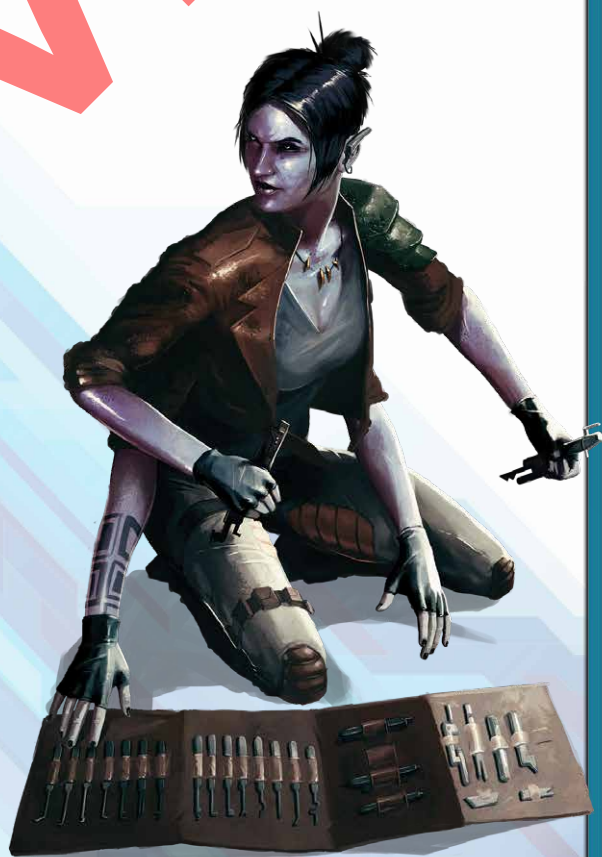
**REQUIREMENTS:** Novice

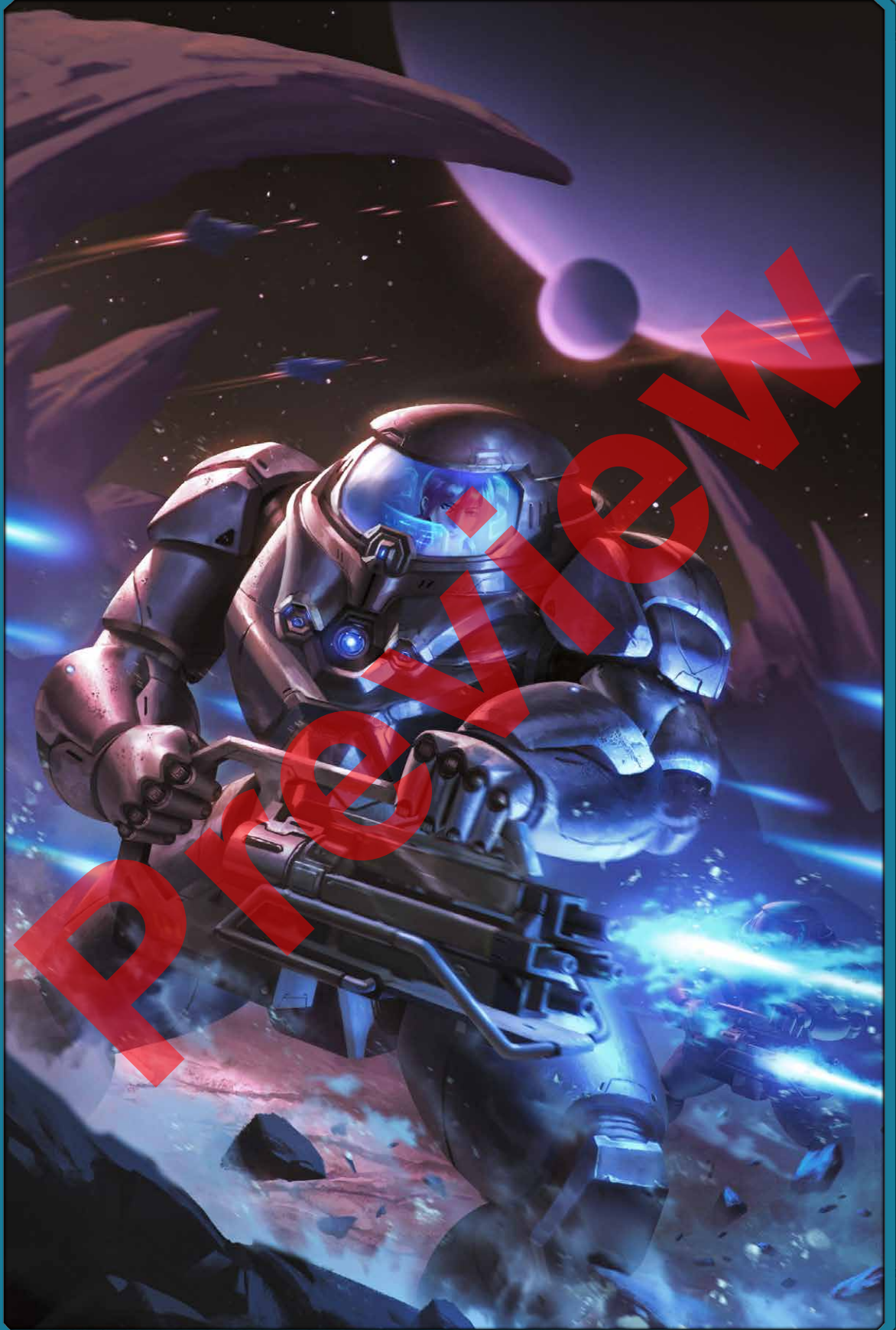
Cyborgs are humans (or other organic species) who have been greatly augmented with mechanical parts—or constructs with biological components added! Sometimes this is done by choice; sometimes it's the only way to save a badly wounded but still valuable individual.

The 'borg's Strain Limit and maximum increase by +4 (and stack with the Cyber Tolerant and Cyber Samurai Edges) and she gains \$20K worth of installed implants.

The hero no longer makes natural healing rolls but can still Bleed Out, and Wounds are fixed with the lower of the physician's Healing or Repair skill.

The price of such conversion is heavy, however. She must either take an additional non-Cyberware Major Hindrance or roll a permanent result on the **Cyberware Side Effects** table (reroll Internal Bleeding results).





# POWER ARMOR

**A**dvanced technology allows soldiers of the future to wear more than just body armor. The really heavy hitters are given power armor—advanced, hardened, full-body suits and mounted systems that augment their natural abilities, senses, mobility, protection, and weaponry. They are the armored knights of the future.

Some soldiers wear fast, mobile suits designed to scout the enemy or wreak havoc behind enemy lines. Others brave the very center of the inferno with heavy weapons and armor to take on the foe's stiffest defenses. Leaders in power armor might serve as mobile command centers, coordinating the force's infantry, armored vehicles, or even giant mechanized walkers.

## BASICS

Below are the basics common to all suits of power armor.

- **ARMOR:** Power armor requires close contact with the user's skin. Users may only wear light clothing or a skinsuit within.
- **COMMS:** Power armor contains a communications suite that can connect to other receivers within 20 miles.
- **HUD:** Inside the helmet is a fully customizable HUD (Hheads-Up Display) with integrated optics that negate up to 4 points of Illumination penalties and add +2 to the user's sight-based Notice totals when rolled as an action.

High-powered microphones can pick up whispers up to 200 yards distant (+2 to hearing-based Notice rolls).

- **SEALED:** The suit is hermetically sealed to protect against cold, heat, pathogens, bacteria, gas, and radiation. As long as it has power, it provides heating, cooling, and oxygen and protects the wearer from all but the most extreme environmental effects.

- **TRAIT PENALTIES:** Trait rolls that require fine motor work like Hacking, Repair, Thievery, or arcane skills are made at -4 while wearing the heavy gloves of power armor. Skills that require face-to-face interaction such as Persuasion or Performance suffer the same penalty as long as the helmet is worn.

Power armor imposes a -2 penalty on Stealth checks. Suits with a Stealth System (page 124) ignore this penalty.

- **WEIGHT:** Suits don't encumber a wearer as long as they have power. Without power, they weigh 100 lbs × Size and have Min Str d12+Size.

**"THE SKIN WAS NOT SKIN AT ALL, BUT BONE. ECTOSKELETON!"**

**-JOHN STEAKLEY,  
ARMOR**

## PROFILES

Power armor has the following entries on its profile.

- **TITLE/CLASS:** The type of power armor and its Class when using the **Heavy Metal** rules (see page 93).
- **SIZE:** A measure of the suit's Size, primarily used for **Custom Power Armor**.
- **ARMOR:** Each suit provides a base amount of Heavy Armor based on its Size, detailed under **Power Armor Frames** on page 122. This adds directly to the user's Toughness as usual.
- **TOUGHNESS:** Some suits add Toughness to the wearer in addition to Armor.
- **PACE:** Characters in power armor move at the suit's Pace with a d6 running die. When using the suit's Pace, servo-assisted movement ignores any of the wearer's Hindrances that reduce Pace—but also any Edges which increase it.
- **STRENGTH:** The suit's inherent Strength (which replaces the wearer's Strength).
- **ENERGY:** Power armor is designed to last for three days worth of operation. Their batteries can be replaced or recharged in one hour from a high-energy source (longer from lesser sources, GM's call). See

**Unpowered** on the following page should the user fail to recharge in time.

- **MODS:** Each Frame allows a certain number of additional Modification points that reflect both physical space and power demands. The list of "Mods" that may be added to a suit begins on page 122, plus any vehicular weapons (page 58).
- **COST:** The listed price assumes power armor is typically only available to military forces or licensed corporations. If suits are available commercially, they are likely to be significantly cheaper.

## COMBAT

Soldiers in power armor are instruments of war—or peace—and have a few special rules.

## DAMAGE

When a character in power armor takes a Wound, the suit is breached to the atmosphere and he must roll a Critical Hit on the table below. The effect can be fixed with a Repair roll, appropriate tools, and an hour's work.

## SAMPLE PROFILE

### ASSAULT SUIT (CLASS II)

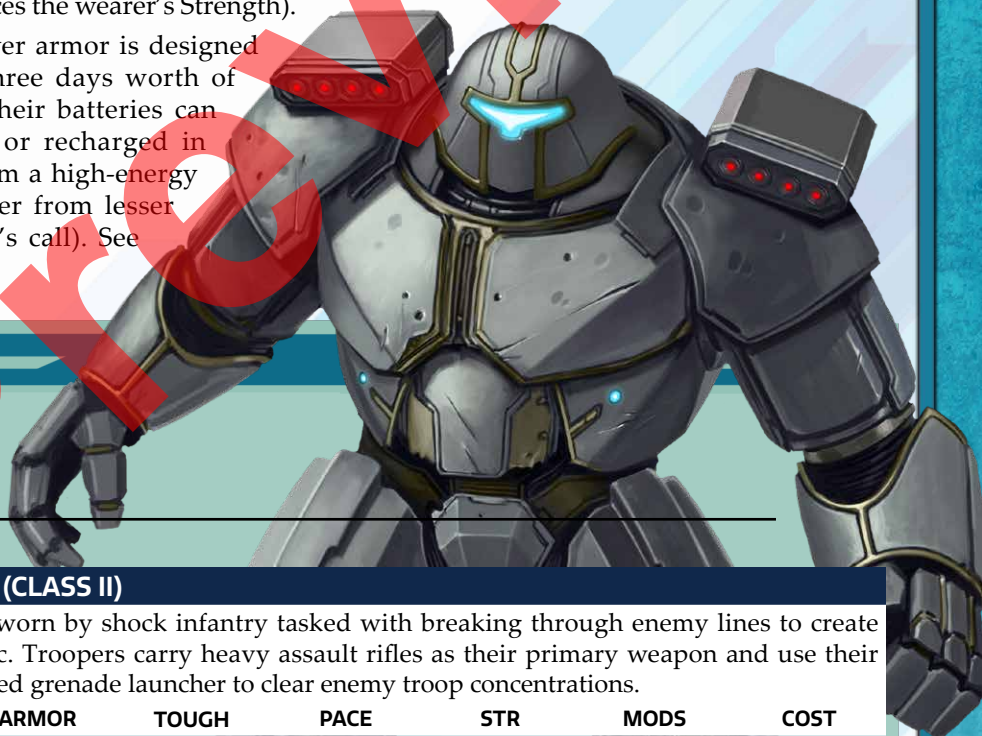
These suits are worn by shock infantry tasked with breaking through enemy lines to create maximum havoc. Troopers carry heavy assault rifles as their primary weapon and use their shoulder-mounted grenade launcher to clear enemy troop concentrations.

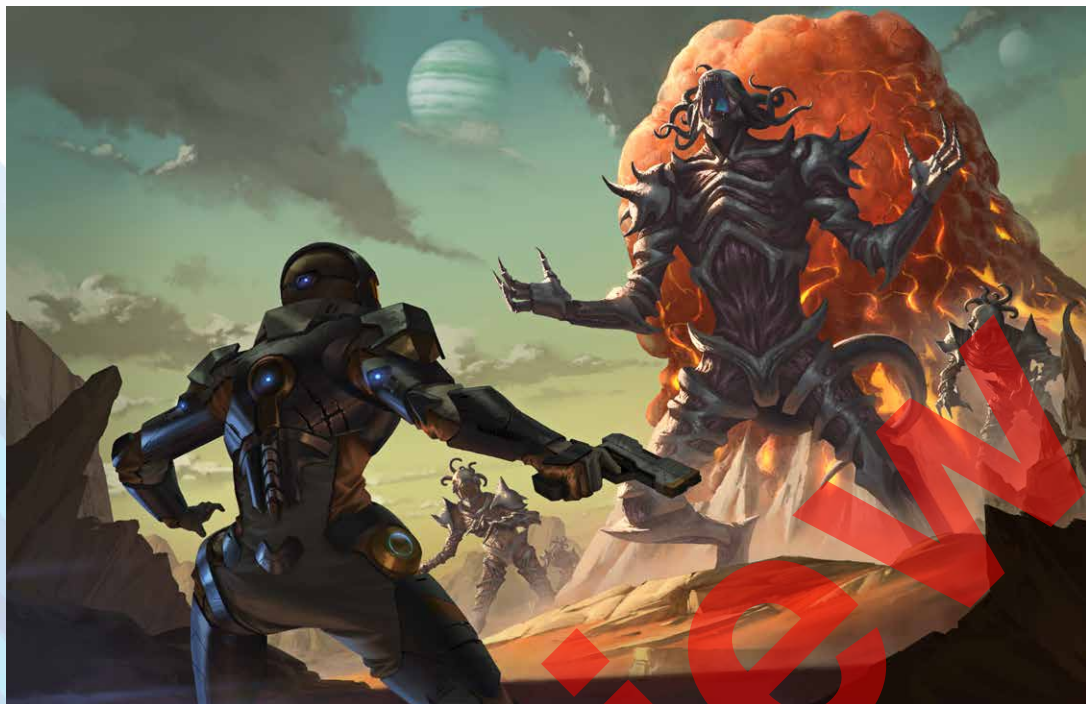
| SIZE | ARMOR | TOUGH | PACE | STR   | MODS  | COST     |
|------|-------|-------|------|-------|-------|----------|
| 2    | +16   | —     | 6    | d12+1 | 6 (0) | \$155.3K |

**MODS:** 3× Armor, Integrated Gear (grenade launcher), Jump Pack, Trauma Pack.

**WEAPONS:**

- **GRENADE LAUNCHER (Pintle Mount):** Range 24/48/96, damage by grenade.





## CRITICAL HIT

2D6 RESULT

**2 Shut Down:** The suit suffers a catastrophic malfunction, shutting it down completely. The user can exit the suit but it won't work again until repaired.

**3 Weapon:** An integrated or attached weapon is knocked out. If the suit has no integrated weapons, treat this as a Frame hit instead.

**4-5 Locomotion:** The suit's Pace is reduced by 2 to a minimum of 1.

**6-8 Frame:** The suit absorbs the hit with no additional effect.

**9-10 Strength Servos:** The suit's Strength is reduced 2 steps.

**11 Power:** The suit temporarily loses power, see **Unpowered**, below. It may be restored with an Electronics or Repair roll at -2 as a limited action.

**12 Structural Integrity:** The suit loses 4 points of Armor.

## UNPOWERED

If a suit loses power or is disabled from an EMP or Critical Hit, it becomes Minimum Strength  $d12+Size$  and its weight adds to the character's Encumbrance. It no longer provides life support, sensors, or power to any Modifications.

## CUSTOM POWER ARMOR

If you want to create your own power armor, either start with one of the stock suits listed in this chapter or use the **Power Armor Frames** table on the following page to start from scratch.

Installing a Modification requires a Repair roll, basic tools, and 1d4 hours per Mod (halved with a raise on the Repair roll).

Power armor of Size 4 or larger is a walker; see Chapter Nine.



# ROBOTS

**R**obots serve where living beings cannot—or will not. They can weld joints at the bottom of the ocean, repair spaceships in a vacuum at Zero-G, or even serve as sentient companions. This chapter shows you how to make robot player characters and nonplayer characters and modify them to their particular purpose, and provides a list of prebuilt robots you can drop into your campaign instantly.

**Note:** The "Construct" ancestral ability in *Savage Worlds* works for most "robots" in standard settings. If you're using these rules, start with the Robot ancestral ability (repeated below) and build from here instead.

## BASICS

- ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size (but must still pay for them normally, see **Robot Frames** on page 131), can't make natural healing rolls, and must be Repaired rather than Healed. Cybernetic Strain counts as Mods instead.

Robots are humanoid by default, and can use most equipment designed for that form.

- POWER:** Robots recharge from ambient sources or are equipped with very efficient batteries that recharge "off screen."

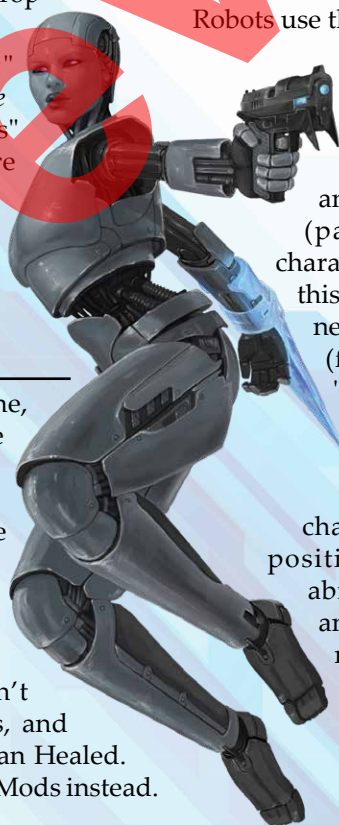
## PROFILES

Robots use the standard character profile.

## PLAYING A ROBOT

Player character robots are Size 0 beings with the Robot ancestral ability from this book (page 8). For a normal "+2 character points" campaign, balance this 6 point ability with 4 points of negative abilities. The Dependency (for robots that must recharge "on screen"), Programmed, and Selfless Hindrances are common.

Further customize your character's "model" using other positive and negative ancestral abilities. Remember that Edges and Hindrances can be taken to make the base robot you want before continuing the rest of the character creation process.



## HEALING & REPAIRS

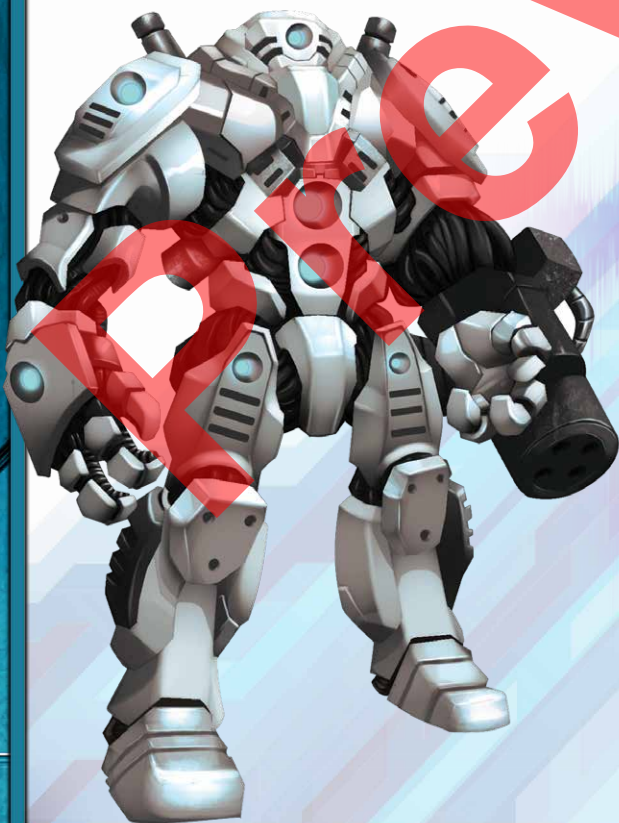
Robots don't heal Wounds naturally, but also don't Bleed Out and ignore the Golden Hour so critical to organic beings. An hour of work and a successful Repair roll recover one Wound, or two with a raise.

If a robot is Incapacitated and the GM feels enough survives that it might be repaired (and anyone cares to do so), it must make a Vigor roll just as a living being would. Success means the robot can be repaired as above. A Critical Failure means the robot's memory core or other vital components are destroyed and it is truly "dead." Failure means the robot may be repaired, but must roll on the **Robot Glitches** table after the repairs are made.

Glitches last until the robot is overhauled from top to bottom, a process that requires an advanced workshop, 2d6 hours, and parts worth  $d20 \times \$1,000$ . The cost is based on ready access to parts in well-populated, high-tech areas. In more remote regions, the price might be doubled, tripled, or even require scavenging.

## ROBOT GLITCHES

| D6 | RESULT  |
|----|---|
| 1  | <b>Locomotion:</b> The robot's legs, tracks, wheels, or ambulatory systems are damaged. Reduce its Pace by 2 and its running die one step (minimum d4).   |
| 2  | <b>Fried:</b> One of the robot's Traits, determined randomly, is lowered a die type (minimum d4).   |
| 3  | <b>Glitched:</b> The robot is Fatigued.   |
| 4  | <b>Power Leak:</b> The robot's battery is ruined and must be replaced. It has enough power to speak but cannot move or perform other functions.   |
| 5  | <b>Minor Hindrance:</b> The robot's AI develops a strange new behavior. Choose a new Minor Hindrance, perhaps a new take on the being's purpose or programming.                                   |
| 6  | <b>Major Hindrance:</b> The robot no longer obeys (or perhaps reinterprets) its primary function. Choose a new Major Hindrance known only to the robot and dangerous to those who get in its way. |



**DETECTIVE SPOONER: "HUMAN BEINGS HAVE DREAMS. EVEN DOGS HAVE DREAMS, BUT NOT YOU, YOU'RE JUST A MACHINE. AN IMITATION OF LIFE. CAN A ROBOT WRITE A SYMPHONY? CAN A ROBOT TURN A CANVAS INTO A BEAUTIFUL MASTERPIECE?"**

**SONNY (AN ANDROID):  
"CAN YOU?"**

**-I, ROBOT  
(2004)**

## CUSTOM ROBOTS

The rules for making player character robots assume a balanced build to keep them even with other characters. Nonplayer character robots have no such restrictions, and may be built as desired as long as the purchaser has the funds.

If the characters want to purchase or design a robot on their own they can use the system below. The GM may also use it, but remember that just like creatures, the GM can give nonplayer characters any Traits or abilities desired and should never feel restricted by this process.

### BUILDING ROBOTS

Start by choosing a "frame" from the table below then give it 5 attribute and 15 skill points to improve its abilities just like a player character.

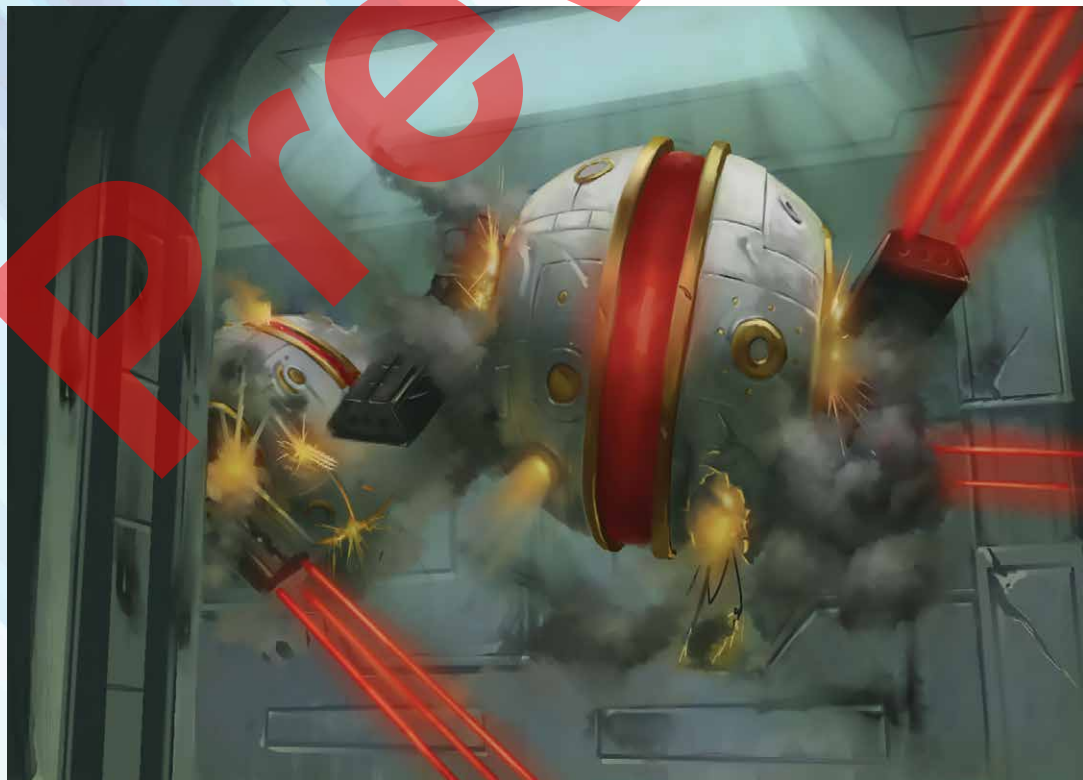
Once you have the basics, use the Modifications on the following pages to customize the machine as you see fit.

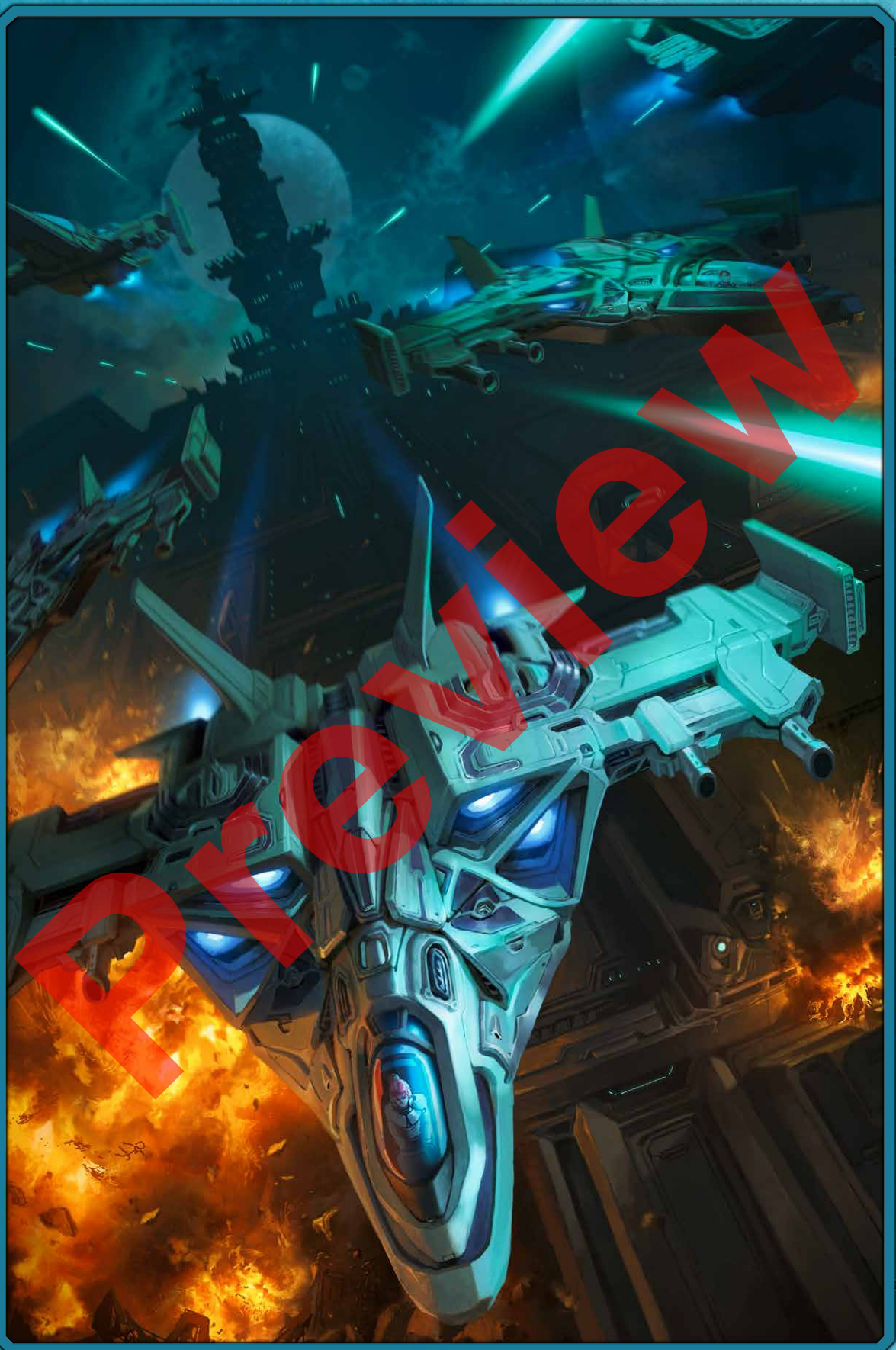
| ROBOT FRAMES |      |          |        |
|--------------|------|----------|--------|
| SIZE         | MODS | WEIGHT*  | COST   |
| -4           | 1    | 1 lb     | \$10K  |
| -3           | 2    | 10 lbs   | \$5K   |
| -2           | 3    | 60 lbs   | \$2.5K |
| -1           | 3    | 125 lbs  | \$5K   |
| 0            | 3    | 250 lbs  | \$10K  |
| 1            | 3    | 500 lbs  | \$15K  |
| 2            | 6    | 1000 lbs | \$20K  |
| 3            | 9    | 1500 lbs | \$25K  |

\* *Note:* Halve weights if desired at Dev II, and halve again at Dev III.

### PROGRAMMING

Robots are engineered with a primary function in mind, so most should have the Programmed Hindrance (page 23). Define the parameters of its programming now. The owner can always give the machine new instructions, but its artificial intelligence still needs "guard rails" to define its reactions, behaviors, and limits.





# STARSHIPS

The core of most science-fiction is the ability to travel beyond the stars, to boldly go where no one has gone before, and to explore strange and wondrous new planets. To get there, one will need a starship.

## BASICS

Below are the basics common to all starships.

- **AUTOMATED SYSTEMS:** Starships have automated systems that can manage simple functions via voice command such as opening or closing hatches, flying on autopilot, takeoff and landing, and other basic tasks that don't require decision-making. If needed, their skill with any of these tasks is a d6.
- **COCKPIT & CREW QUARTERS:** Ships of Size 7 or less have dedicated seating for a number of crew listed on the **Starship Frames** table on page 147. Size 8+ ships have basic quarters for their crews, as well as sick bays, galleys, communal meeting rooms, and other necessities.
- **COMMUNICATIONS:** Starships contain powerful communications suites that can connect to other receivers within half a light year.

- **SAFETY SYSTEMS:** Ships are equipped with safety systems (see **Air Bags & Safety Harnesses** in *Savage Worlds*). See **Wrecked** on page 143 for more information on ejection systems and escape pods.



## SAMPLE PROFILE

### LIGHT FIGHTER (CLASS II)

A fast, highly maneuverable short-range fighter designed to fight through enemy fighter screens to launch missiles at vulnerable targets beyond. The missile launcher is usually loaded with light missiles for taking on enemy fighters, but an alternate loadout can swap them for heavy missiles useful against larger targets.

| SIZE      | HAND. | TOP SPEED | TOUGH  | WOUNDS | CREW | ENERGY | MODS   | COST   |
|-----------|-------|-----------|--------|--------|------|--------|--------|--------|
| 4 (Large) | +2    | 18        | 21 (6) | 2      | 1    | 5      | 12 (1) | \$1.4M |

**MODS:** AM/ECM, 3× Armor, Atmospheric, 2× Fragile, 2× Handling, Increased Speed, Reduced Crew, Reduced Life Support, Sloped Armor, Targeting System.

**WEAPONS:**

- **DUAL LINKED LIGHT LASERS (Fixed Front):** Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge, Reaction Fire.
- **MISSILE LAUNCHER (Fixed Front):** 24× Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

## PROFILES

All starships have the following entries on their profile.

- **SEALED:** Starships are sealed against the vacuum of space, protecting their occupants against cold, heat, pathogens, bacteria, gas, and radiation. They have their own airlocks, life support, heating, cooling, and oxygen to protect their crew from all but the most extreme environmental effects.
- **SENSORS:** All starships are equipped with powerful sensors that can detect and identify heat, light (and the absence thereof), gravitational forces, electromagnetic waves, radio waves, and many other kinds of matter and energy up to one light year away. They also contain an integrated optics package that grants 1,000× magnification with thermal vision (half Illumination penalties for warm targets) and night vision (ignore Dim or Dark Illumination). This adds +2 to sight based Notice checks when rolled as an action. Switching between modes is a free action.

In atmosphere, and assuming a quiet propulsion system, high-powered microphones can detect whispers up to 100 yards distant (+4 to hearing-based Notice checks when rolled as an action).

- **TITLE/CLASS:** The type of ship and its Class when using the **Heavy Metal** rules (page 93).
- **SIZE:** The ship's mass, length, and bulk.
- **HANDLING:** The ship's responsiveness and ability to turn or change vectors. Any modifier here is added to the pilot's maneuvering (Piloting) rolls.
- **TOP SPEED:** The ship's maximum atmospheric Top Speed Rating, whether it can actually enter atmosphere or not. See Speed Ratings on the opposite page. These numbers increase greatly in space where acceleration is limited only by energy, but the relative values are what matter for game purposes. Note that starships in different settings may have very different speeds depending on their power source and other tropes of the campaign, so use the Top Speed Rating as a baseline and adjust as needed for your particular setting.
- **TOUGHNESS:** The Toughness of the ship's hull with its Armor in parentheses (already figured into the Toughness). All starships

must have at least 4 points of Heavy Armor to survive the rigors of space.

- **WOUNDS:** The number of Wounds the craft can take before it's destroyed.
- **CREW:** How many people it takes to operate the ship under normal conditions.
- **ENERGY:** The ship's maximum energy capacity, expressed as days of operation (see **Logistics** on page 86).
- **MODS:** The number of Modifications that can be made to the ship based on its Size, with any unused slots in parentheses.
- **COST:** The ship's price listed in thousands (\$K), millions (\$M), or billions (\$B).

## COMBAT

Space combat is covered in **Chases & Vehicles** in *Savage Worlds*—this section adds some additional details you can use to enhance tactical battles from planetary orbit to deep space.

### CHASE & DOGFIGHT RULE OPTIONS

Consider these additional options when customizing your space-based Chases (see *Savage Worlds*).

**Orbital Space:** Spaceships must contend with gravity when near stars, planets, or moons. Most space stations exist in Orbital Space, in stable “Lagrange” points where the forces between two larger bodies cancel each other out.

The Unstable Platform penalty applies to weapons fire within Orbital Space and the Range Increment is 50. Complications within Orbital Space usually represent collisions (or adjustments and near misses) from small asteroids, debris, satellites, or traffic swept along by the environmental gravity.

**Deep Space:** Deep space is the void between planets and solar systems. There's no relative gravity acting on a spaceship, and particulate matter is extremely sparse—but not necessarily absent.

The Unstable Platform penalty doesn't apply to weapons fire in Deep Space. A Range Increment of 50 should work for close-up battles between fighters and one or two capital ships. Increase it to 100 if the fight is mostly between capital vessels.

A successful Flee maneuver means a runaway has managed to accelerate (or jump to FTL) at a speed too fast to intercept.

Complications in Deep Space can be tricky in an empty void, but even deep space may have objects drifting at high speed—all but invisible to scanners until a starship is nearly on top of them given the high relative speeds involved. Quantum black holes, bursts of intense radiation, asteroid fields, wreckage, clouds of exotic gas, or other anomalies may not be common, but are exactly the features encountered in dramatic films or those a wily captain can maneuver toward to aid in her escape.

## SPEED RATINGS

Speed Ratings are derived from a vehicle's Top Speed in miles per hour, making it easier to compare vehicles' relative speeds, which is what we use in both the Chase rules in *Savage Worlds* and the Clashes presented in this book on page 96.

For starships these represent atmospheric speeds and relative acceleration. In space the actual speed is anywhere from ten to 2000 times higher, depending on the setting.

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



# VEHICLES

**G**alactic explorers don't just travel between planets, they must also travel *on* them. The following pages expand the rules for using land, air, and water vehicles in your adventures, and show you how to create your own as well.

## BASICS

Here are the basics common to all the vehicles described in this chapter.

- **AUTOMATED SYSTEMS:** Vehicles have automated systems that can manage simple functions via voice command such as driving on autopilot over known (mapped) roads, operating their doors and luxury features, and other basic tasks that don't require decision-making. If needed, its skill with any of these tasks is a d6.
- **COCKPIT & CREW QUARTERS:** Vehicles of Size 7 or less have dedicated seating for a number of crew listed on the **Vehicle Frames** table on page 165. Size 8+ vehicles have basic quarters for their crews, and depending on Size, small sick bays, galleys, and communal meeting rooms.
- **MANEUVERING SKILL:** Maneuvering skills are Driving for all land-based vehicles, Boating for watercraft, and Piloting for air vehicles.
- **SAFETY SYSTEMS:** Modern vehicles have safety systems such as air bags, seat belts, or safety harnesses (see **Collisions** in *Savage Worlds*).

## PROFILES

Vehicles have the following statistics.

- **SIZE:** Large vehicles have four Wounds, Huge craft have five, and Gargantuan vessels have six.
- **HANDLING:** The vehicle's maneuverability, which is added to the operator's maneuvering rolls.
- **TOP SPEED:** The vehicle's maximum Speed Rating, see page 164.
- **TOUGHNESS:** The Toughness of the vehicle with its Armor in parentheses (already figured into the Toughness).
- **WOUNDS:** The number of Wounds the craft can take before it's destroyed.
- **CREW:** How many people it normally takes to operate the vehicle. Any crew listed after the + may operate other systems or are simply passengers.
- **ENERGY:** The vehicle's maximum fuel capacity, measured in days of use (see below).
- **MODS:** The number of Modifications that can be made to the vehicle based on its Size, with any unused slots in parentheses.
- **COST:** The vehicle's price listed in thousands (\$K) or millions (\$M).

## CUSTOM VEHICLES

### SPEED RATINGS

Speed Ratings are derived from a vehicle's Top Speed in miles per hour, making it easier to compare vehicles' relative speeds, which is what we use in both the Chase rules in *Savage Worlds* and the Clashes presented in this book on page 96.

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

The easiest way to create a custom vehicle is to take any of the stock vehicles presented at the end of this chapter or another *Savage Worlds* setting and look at the number in parentheses in the vehicle's Mods column. This is the number of unused Modification slots you can use to add additional armor, weapons, or other systems.

You can also replace existing Mods you don't want with those you do. Even a few simple changes can make two slight variants of the same vehicle feel completely unique and make them a more memorable part of your stories.

If you want to build a vehicle from scratch, start with a concept, determine the Size, choose its form of locomotion, then use the **Vehicle Frames** table to determine its starting statistics. From there you can add Modifications to customize the rig and determine its final profile.

Note that a vehicle may have more than one form of locomotion. Buy the cheapest first, then additional forms require Mods equal to half the vehicle's Size and cost double the normal price. A third uses the same Mods, and is triple the normal cost, and so on.

**"IT'S ALL ON THE WHEEL, IT ALL COMES AROUND."**

**-ACE HUNTER,  
OMEGAFORCE**

### SAMPLE PROFILE

#### HOVER LIMOUSINE (CLASS I)

A deluxe ride for corporate CEOs, politicians, and celebrities.

| SIZE      | HAND. | TOP SPEED | TOUGH  | WOUNDS | CREW | ENERGY | MODS   | COST   |
|-----------|-------|-----------|--------|--------|------|--------|--------|--------|
| 5 (Large) | 0     | 8         | 12 (2) | 4      | 1+4  | 5      | 15 (0) | \$385K |

**LOCOMOTION:** Hover.

**MODS:** Armor, Crew Seating, 2x Increased Speed, Luxury Features.

## VEHICLE FRAMES

| SIZE | HAND. | TOP SPEED | TOUGHNESS (MAX ARMOR) | WOUNDS | CREW | ENERGY | MODS | COST |
|------|-------|-----------|-----------------------|--------|------|--------|------|------|
|------|-------|-----------|-----------------------|--------|------|--------|------|------|

## NORMAL (VEHICLES 6' TO 12' LONG)

|     |    |   |        |   |   |   |         |              |
|-----|----|---|--------|---|---|---|---------|--------------|
| 1-3 | +1 | * | 5 (20) | 3 | 1 | 3 | Size x3 | Size × \$10K |
|-----|----|---|--------|---|---|---|---------|--------------|

*Notes:* Drones, compact cars, motorcycles, hover bikes.

## LARGE (VEHICLES 15' TO 30' LONG)

|     |   |   |         |   |   |   |         |              |
|-----|---|---|---------|---|---|---|---------|--------------|
| 4-7 | 0 | * | 10 (30) | 4 | 3 | 5 | Size x3 | Size × \$30K |
|-----|---|---|---------|---|---|---|---------|--------------|

*Notes:* Commercial vehicles, trucks, boats, aircraft.

## HUGE (VEHICLES 36' TO 75' LONG)

|      |    |   |         |   |   |    |         |              |
|------|----|---|---------|---|---|----|---------|--------------|
| 8-11 | -1 | * | 15 (40) | 5 | 5 | 15 | Size x3 | Size × \$50K |
|------|----|---|---------|---|---|----|---------|--------------|

*Notes:* Airliners, ships, train cars.

## GARGANTUAN (VEHICLES 100' TO 600' LONG)

|       |    |   |         |   |    |    |         |             |
|-------|----|---|---------|---|----|----|---------|-------------|
| 12-20 | -2 | * | 20 (50) | 6 | 50 | 30 | Size x4 | Size × \$1M |
|-------|----|---|---------|---|----|----|---------|-------------|

*Notes:* Jumbo airliners, ships.

\* *Speed Rating is based on the vehicle's form of locomotion, below.*

## LOCOMOTION

The table below shows the base Speed Rating (page 164) and cost for each type of land, air, and water craft.

| MODIFICATION  | TOP SPEED | COST          |
|---|-----------|---------------|
| <b>Aircraft, Jet:</b> The aircraft uses jets or another thrust system that doesn't allow hovering. Minimum speed is 120 MPH or they go Out of Control.                        | 13        | \$500K × Size |
| <b>Aircraft, Turboprop:</b> The aircraft uses propellers or another thrust system that doesn't allow hovering. Minimum speed is 60 MPH or they go Out of Control.             | 11        | \$100K × Size |
| <b>Aircraft, VTOL:</b> The vehicle uses fans, rotors, ducted jets, anti-gravity, or another system for lift and propulsion. In atmosphere it can perform VTOL, hover, or fly. | 8         | \$100K × Size |
| <b>Hover:</b> Uses fans or anti-gravity levitation to move across surfaces, ignoring most low obstacles and water.  | 6         | \$10K × Size  |
| <b>Tracked:</b> The vehicle has tracks instead of wheels. It ignores all effects of Difficult Ground.   | 4         | \$5K × Size   |
| <b>Water, Jet:</b> The vessel is a boat or ship.  | 5         | \$5K × Size   |
| <b>Water, Turboprop:</b> The vessel is a boat or ship.  | 3         | \$2K × Size   |
| <b>Wheeled:</b> The vehicle has wheels.   | 5         | \$1K × Size   |



# WALKERS

**M**echanical walking war platforms, often called “walkers” or “mechs,” default to Development Level II when materials allow relatively stable bipedal constructs with miniaturized power sources, artificial musculature, and neural controls to allow fine manipulation of limbs.

That’s also when the need for walkers arises, as radically different world environments call for adaptable frames and hands to do tough jobs. Of course, once the technology exists, it can be applied to war.

Like other tech, the Dev II rating is just a baseline. A specific setting can change one or all of the Frame sizes to Dev I tech or even lower. Medieval, steam-powered walkers are a staple of some fantasy settings, usually with magic filling in the missing gaps for a power source and control mechanisms.

Some Mods for walkers are only Dev I as a baseline, which makes them more available in a setting where technology has regressed or where the basic frames are Dev I as well.

## BASICS

The basic frame includes the skeleton, robotic muscles, cockpit, and a power supply. All walkers are crewed by a single person unless otherwise noted.

- **AUTOMATED SYSTEMS:** Walkers have automated systems that can manage simple functions via voice command such as walking in a straight line or to a

known and mapped destination, opening and closing hatches, alarming the pilot if it detects a lock-on, and other basic tasks that don’t require decision-making. If needed, their skill with any of these tasks is a d6.

- **COMMS:** Walkers have a powerful communications suite that can connect to other receivers within 100 miles.
- **CREW:** Walkers have a single pilot.
- **MANEUVERING SKILL:** Characters use Piloting to operate a walker’s movement.
- **SAFETY SYSTEMS:** Walker cockpits are equipped with safety systems (see **Air Bags & Safety Harnesses** in *Savage Worlds*) and an ejection system; successful use launches the pilot into the air to descend safely via parachute.
- **SEALED:** Walkers are hermetically sealed to protect against pathogens, bacteria, gas, or other chemical and biological warfare. They provide their own heating, cooling, and oxygen and protect their crew from all but the most extreme environmental effects.
- **SENSORS:** The cockpit contains a fully customizable HUD (Heads-Up Display) with integrated optics that grant 50× magnification with thermal vision (half Illumination penalties for warm targets) and night vision (ignore Dim or Dark Illumination). Switching between modes is a limited free action.

## SPEED RATINGS

Speed Ratings are derived from a vehicle's Top Speed in miles per hour, making it easier to compare vehicles' relative speeds, which is what we use in both the Chase rules in *Savage Worlds* and the Clashes presented in this book on page 96.

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

When focused and not moving, high-powered microphones can pick up whispers up to 100 yards distant (+2 to hearing-based Notice rolls).

## PROFILES

- **SIZE:** The Size modifier of the walker. Size sets the machine's Scale, and affects its overall Strength and Toughness.
- **HANDLING:** The walker's base responsiveness.
- **TOP SPEED:** The walker's Top Speed Rating.
- **TOUGHNESS:** The walker's base Toughness with Armor in parentheses. All walkers have Heavy Armor.
- **STRENGTH:** The base Strength of the walker. The machine can lift a maximum of its own weight. Every quarter of that a walker carries costs one fourth of its top speed and reduces Handling by 1, until it can no longer move.
- **ENERGY:** The walker's maximum energy capacity, measured in number of days of operation before it must be refueled.
- **MODS:** The number of Modifications that may be installed in the walker, based on structural capacity and power requirements. Leftover Mods are in parentheses.
- **COST:** The cost for the walker's basic frame.

## SAMPLE PROFILE

### VARI-MECH FIGHTER (CLASS II)

Variable mecha are often configured to switch between a humanoid form and space-fighter form.

| SIZE      | HAND. | TOP SPEED | TOUGH  | WOUNDS | ENERGY | MODS   | COST   |
|-----------|-------|-----------|--------|--------|--------|--------|--------|
| 7 (Large) | +2    | 8         | 22 (6) | 4      | 5      | 21 (0) | \$2.5M |

**HEIGHT/WEIGHT:** 25'/15 tons, Strength d12+7 (I).

**MODS:** AM/ECM, 3x Armor, 2x Handling, Targeting System, Toughness, Variable Form (spaceship, Top Speed Rating 17).

#### WEAPONS:

- **GATLING LASER (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, Cauterize, Overcharge, Point Defense, Reaction Fire, usable in spaceship mode.
- **MEDIUM CANNON (Carried Weapon):** Range 75/150/300, Damage 4d10 (III), AP 10, SBT, usable in spaceship mode.
- **MISSILE LAUNCHER (Fixed Front):** 8x Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT, usable in spaceship mode.

## COMBAT

Walkers are a unique combination of vehicle and humanoid, and require a few special rules to handle on the tabletop.

### FIGHTING

Use the lower of the operator's Piloting or Fighting skills to make melee attacks with a walker. The vehicle's Parry is calculated the same as other vehicles: 2+ half the user's Piloting skill, modified by the walker's Handling.

A walker is always considered armed, and deals its Strength damage with its limbs (as a Heavy Weapon). Characters may use their personal Edges (such as Frenzy) while in a walker, with the GM's approval based on the particular circumstances.

### RUNNING

Walkers are designed to move at a particular speed like any other vehicle, but in a pinch, a pilot can run just like an organic being.

Running in a giant robot requires a Piloting roll and incurs the usual running penalty to all other rolls made this turn. Failure means the mech goes Out of Control. Success increases its Top Speed Rating by 1 for the turn, and a raise increases it by 2.

### STOMP

A Gargantuan walker can stomp by using an area effect template (the size of the template is determined by the GM based on the machine's "footprint"). The attack ignores Scale modifiers and is an opposed Athletics vs Agility roll (defenders roll individually). Those who can't get out of the way are stomped for damage equal to the walker's Strength. Smaller walkers may stomp a single target, so long as it's at least one Scale smaller.

### DEATH FROM ABOVE

Walker pilots sometimes attempt a desperate maneuver called "Death From Above," where they use jump jets or vantage points to jump down onto rivals.

This is an opposed Piloting roll between the two. If the attacker succeeds, he Rams the target (see *Savage Worlds*) and adds an extra d6 damage, plus another d6 for each

Scale category his mech exceeds the target's by (increase Class by one if using Heavy Metal). If the attacker fails the opposed roll, he misses and must roll on the **Out of Control** table (and takes an additional Wound with a Critical Failure).

### OUT OF CONTROL

When a walker goes **Out of Control**, it falls down or collides with an object. The mech rights itself automatically once those effects are resolved. A falling walker can damage bystanders at the GM's discretion—treat as a Stomp to anyone underfoot who fails an Evasion roll to get out of the way.

### CRITICAL HITS

A Called Shot to a mech's leg gets a Locomotion Critical Hit, rather than rolling randomly. Each Locomotion Critical Hit drops the walker's Speed Rating by 1.

A Called Shot to an arm scores a System Critical Hit rather than rolling randomly. If a Critical Hit strikes a result with nothing left to destroy, it breaches the reactor core or ammunition and explodes for Xd10 damage (where X is the maximum number of Wounds the walker can have) in a 10" (20 yard) blast radius. The walker is completely destroyed in the explosion.

### PRONE

A walker may fall prone as a free action, but doing so requires a Piloting roll. Failure means the mech still falls prone but goes **Out of Control**. Standing back up requires a Piloting roll. Success halves the mech's remaining movement; a raise means the walker retains its full movement for the turn.

A prone walker may also crawl or drag itself along at a Top Speed of 10 MPH (or half that if that's its normal Top Speed).

### WRECKED

Use the rules in *Savage Worlds* when a walker is Wrecked by collision or damage. Those who survive the initial damage may make an Evasion roll to eject from the walker before it explodes or collapses, causing 2d6+Size damage to any occupants. The walker falls away from the direction of the last attack for 3d6+Size damage to anything beneath it.



# WORLD MAKER

If your campaign involves boldly going where no one has gone before, the World Maker can help quickly generate planets and the people or beings who live on them.

These tables tend to produce worlds on which humans can survive since those are typically of most interest to the characters. Modify them as needed for the tropes of your campaign setting.

### TABLE 1: PLANETARY GRAVITY

| D20   | RESULT      |
|-------|-------------|
| 1-2   | Zero        |
| 3-6   | Low         |
| 7-14  | Normal      |
| 15-18 | Heavy       |
| 19-20 | Super Heavy |

### TABLE 2: DOMINANT TERRAIN

| D20   | RESULT   | AVERAGE TEMP. |
|-------|--|---------------|
| 1-3   | Arctic   | -22° F        |
| 4-5   | Temperate Plains                                     | 50° F         |
| 6-8   | Temperate Forests                                    | 60° F         |
| 9-11  | Jungle   | 70° F         |
| 12-14 | Marsh/Swamp  | 65° F         |
| 15-17 | Desert   | 85° F         |
| 18-19 | Water  | 50° F         |
| 20    | Artificial (such as a space station or Dyson sphere) | 70° F         |

### TABLE 3: ATMOSPHERE

| D20   | RESULT   | TEMP. ADJUSTMENT    |
|-------|--|---------------------|
| 1-2   | None   | -100 + (-25 × 1d10) |
| 3-6   | Thin   | -5 × 1d20           |
| 7-14  | Normal   | -10 + 1d20          |
| 15-18 | Dense  | +5 × 1d20           |
| 19-20 | Hazardous; roll again on this table for Temperature Adjustment |                     |

### TABLE 4: POPULATION DENSITY

Population is relative to a planet's size (based on gravity) and dominant terrain. For example, a low-gravity world with thin, arctic air, might be half the size of Earth. If the population is listed as dense, it might have around six billion people (just under that of Earth), or it might have two billion but they live primarily in a very few more temperate or climate-controlled cities.

| D20   | RESULT           |
|-------|------------------|
| 1     | Extremely Sparse |
| 2     | Very Sparse      |
| 3-5   | Sparse           |
| 6-8   | Below Average    |
| 9-12  | Average          |
| 13-15 | Above Average    |
| 16-18 | Dense            |
| 19    | Very Dense       |
| 20    | Extremely Dense  |

**TABLE 5: DOMINANT GOVERNMENT**

| D20   | RESULT            |
|-------|-------------------|
| 1     | Anarchy           |
| 2-3   | Company/Corporate |
| 4-5   | Bureaucracy       |
| 6-7   | Republic          |
| 8     | Autocracy         |
| 9-10  | Confederacy       |
| 11-12 | Oligarchy         |
| 13-14 | Monarchy          |
| 15    | Theocracy         |
| 16    | Psioocracy        |
| 17-18 | Dictatorship      |
| 19    | Feudal            |
| 20    | Meritocracy       |

**TABLE 6: AUTHORITY**

This table indicates how much the government interferes in a citizen's life, how efficient the authorities are, and the severity of the punishments.

| D20   | RESULT       |
|-------|--------------|
| 1-2   | Nonexistent  |
| 3-6   | Lenient      |
| 7-15  | Average      |
| 16-18 | Strict       |
| 19-20 | Totalitarian |

**TABLE 7A: CUSTOMS**

Roll once (or more as desired) to see what customs a population has, then flesh out the details as fits the campaign setting.

| D20 | CUSTOMS  |
|-----|--|
| 1   | Tattooing required/prohibited                  |
| 2   | Shaved heads/never cut hair                    |
| 3   | Strange hairstyles                             |
| 4   | Significant clothing                           |
| 5   | Unusual cosmetics or jewelry                   |
| 6   | Unusual sanitation habits                      |
| 7   | Only eat with family/never eat with family     |
| 8   | Marriage arranged by specific group            |
| 9   | Live at place of work                          |
| 10  | Outsiders are not allowed to visit local homes |

|    |                                       |
|----|---------------------------------------|
| 11 | Vegetarians/carnivores                |
| 12 | Children named after events           |
| 13 | Haggling required/prohibited          |
| 14 | Specific adulthood rites              |
| 15 | Live privately/communally/segregated  |
| 16 | Specific ritual before meals          |
| 17 | Vow of poverty/silence/chastity/other |
| 18 | Marriage required/limited/prohibited  |
| 19 | Unusual greetings and farewells       |
| 20 | Weapons prohibited/limited/required   |

**TABLE 7B: CUSTOMS GROUPS**

At your discretion, customs may apply only to a specific group or subgroup within society.

| D20   | GROUPS                             |
|-------|------------------------------------|
| 1-2   | Males                              |
| 3-4   | Females                            |
| 5-7   | Scholars or scientists             |
| 8-10  | Priests or other religious figures |
| 11-12 | Nobles/the social elite            |
| 13-14 | Workers/corporate employees        |
| 15-17 | Commoners                          |
| 18-19 | Military                           |
| 20    | Different species                  |

**TABLE 8: TECHNOLOGY LEVEL**

The modifier listed after each general tech level is used on **Table 10: Spaceport**, making it more likely that high-tech worlds will have better spaceports and vice-versa.

| D20   | RESULT   |
|-------|--|
| 1     | Stone Age (-8)                                       |
| 2-3   | Middle Ages Earth (-6)                               |
| 4-5   | Renaissance Earth (-4)                               |
| 6-8   | 21st century Earth (-2)                              |
| 9-11  | Slightly below average for the setting (-1)          |
| 12-16 | Average for the setting                              |
| 17-18 | Slightly above average for the setting (+2)          |
| 19    | Significantly higher than the setting average (+4)   |
| 20    | Advanced and mostly incomprehensible technology (+6) |

**TABLE 9: SPACEPORT**

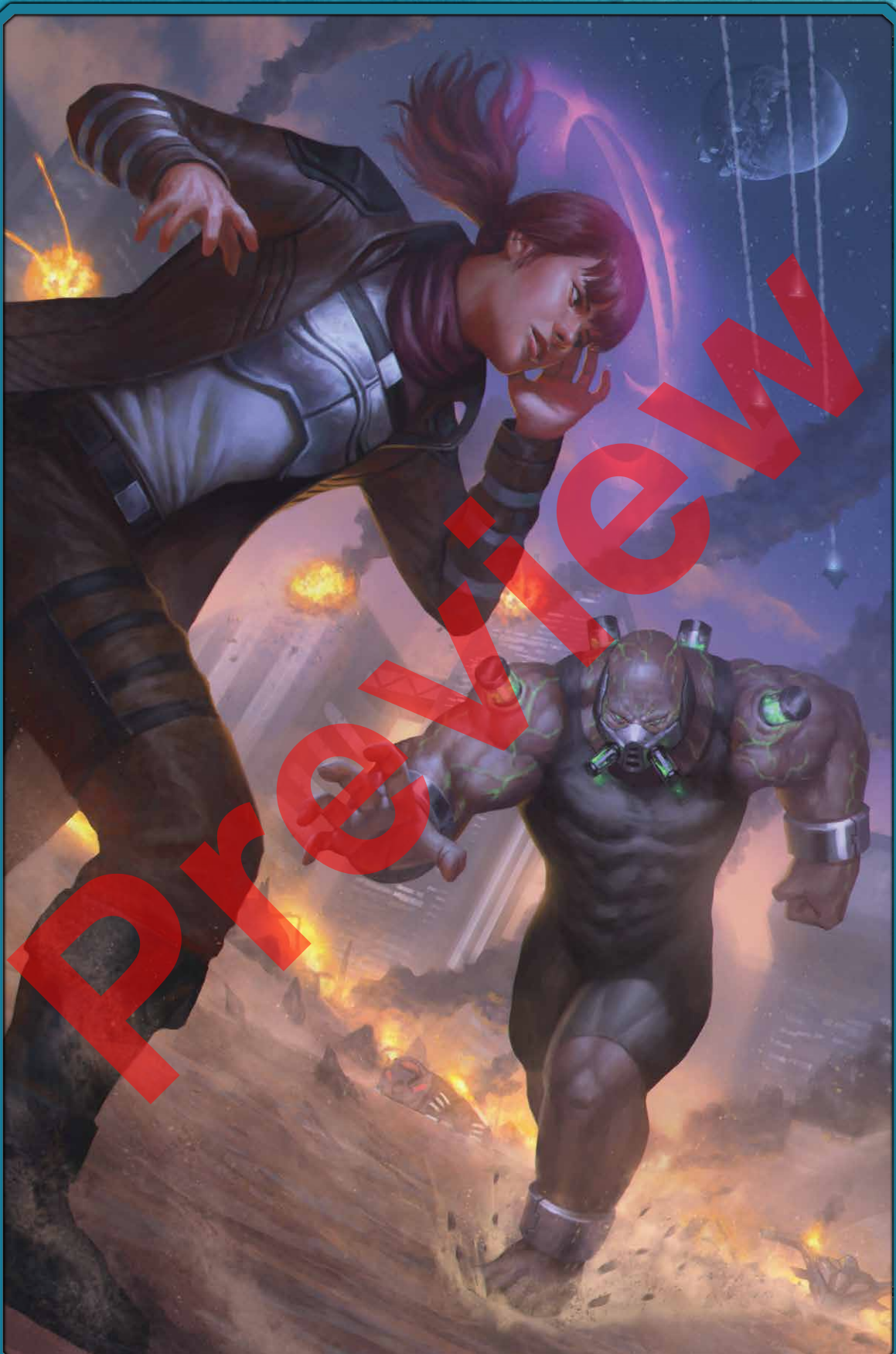
Most advanced worlds have a spaceport where starships can land, take off, be serviced, repaired, or even built. It's possible for a low-tech world to have a spaceport, but in general the two are closely related. When a primitive world has a spaceport, it may be in orbit or on a nearby moon away from the prying eyes of the less advanced locals. Or it may be in plain sight as part of a trade agreement or put there by a conquering army.

| D20   | RESULT  |
|-------|---|
| 1-2   | <b>None:</b> The planet has no spaceport facilities of any kind.  |
| 3-7   | <b>Basic:</b> 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  | <b>Small:</b> 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 | <b>Large:</b> 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 | <b>Extensive:</b> Sprawling complexes covering hundreds of square miles and able to handle thousands of starships at a time. Hangars range from low-cost concrete pads to covered landing strips with personal housing attached. Facilities cater to every budget and species.  |

**TABLE 10: DILEMMA**

Use this table as a spark for adventure ideas.

| D20   | RESULT  |
|-------|---|
| 1-2   | <b>Civil War:</b> The planet's most powerful nation, tribe, or group is locked in a bitter civil war.   |
| 3-4   | <b>Lost Artifact:</b> A powerful item of some sort has either been found on the planet, has gone missing there, or is rumored to be hidden somewhere on its vast surface.   |
| 5-6   | <b>Missing Allies:</b> The heroes' allies have gone missing. If the planet is settled, the locals either don't know anything or are in on the disappearance.  |
| 7-8   | <b>Conquered:</b> Some significant portion of the planet's population has been conquered by an otherworldly threat or empire.   |
| 9-10  | <b>Plague Planet:</b> The entire planet is stricken with a terrible plague. It must be cordoned and contained or the sickness will spread to other populations.   |
| 11-12 | <b>Collapse:</b> The planet's main civilizations are on the brink of collapse, either from environmental decay, lack of resources, or a complete breakdown in authority.  |
| 13-14 | <b>Extinction Event:</b> The planet is doomed. Perhaps it's in the path of a world-ending asteroid, in the radius of a dying star, or wracked by a vast and terrible war that threatens most of its remaining population.   |
| 15-16 | <b>Diplomatic Dilemma:</b> The planet's status within a larger federation is at stake, or perhaps different entities argue over ownership or access to its people or riches. Interacting with the planet requires a careful touch so as not to set off intergalactic incidents. |
| 17-18 | <b>Boom Planet:</b> The planet is booming. Resources are plentiful and opportunities abound. The locals may be sharing in the wealth, it may be controlled by an elite few, or it may be dangerous to harvest, mine, or otherwise exploit.                                      |
| 19-20 | <b>Roll Twice More:</b> Reroll this result if rolled again.   |



# POWERS

In a vast cosmos of wonders and mysteries, characters are not bound solely by the constraints of mundane existence, but can transcend the ordinary through extraordinary abilities.

Prepare to unleash the full potential of your character's abilities as we explore a diverse array of powers from psionics to technomancy and the raw power of the cosmos itself. The stars await, and with them, infinite possibilities!

## ARCANE BACKGROUNDS

On the following pages are a number of Arcane Backgrounds you can easily drop into most science-fiction settings with a touch of the supernatural, mystical, or arcane. (You can also use the basic Arcane Backgrounds described in *Savage Worlds* if you like.)

Each Arcane Background is designed with common tropes in mind—star knights are inspired by the Jedi of *Star Wars*®, psykers by traditional psionics, and even chaplains from properties such as *Warhammer 40K*®.

If you want to change these tropes, simply customize them as you see fit. Or start with the more general Arcane Backgrounds in *Savage Worlds* and work from there.

### MULTIPLE ARCANE BACKGROUNDS

If a character takes a new Arcane Background after character creation, she gets the new powers and a d4 in its arcane skill (if she doesn't already have it). If she already has an Arcane Background or Mystic Powers, she uses the largest starting pool of Power Points and applies any increases from other sources to it. All of her Arcane Backgrounds and Mystic Powers share this pool.

Each power is activated using the arcane skill of the Arcane Background through which it is gained, and specific Edges or abilities apply only to powers gained from it as well. For instance, a mage who takes on a priestly role can't cast *healing* with her Spellcasting skill.

The two powers gained through the New Powers Edge may be both for one Arcane Background or one each for two different Arcane Backgrounds.

**"FORMY ALLY IS THE FORCE, AND  
A POWERFUL ALLY IT IS."**

**-YODA,  
STAR WARS:  
THE EMPIRE STRIKES BACK**

## CHAPLAIN

Chaplains are support personnel assigned to space marines, planetary militias, or exploration teams tasked with maintaining morale in difficult situations. They lead from the front, donning battle armor to encourage their troops against the worst of the galaxy's threats.

Their powers typically manifest through shouted mantras or slogans, iconography, subtle glowing light, or a soft hum of energy.

**Psionic Variant:** Though all chaplains espouse faith in some high-borne concept, not all chaplains actually draw power from deific or otherworldly entities. Some are actually powerful psionics instead. Replace all references to Spirit with Smarts, and Faith with Psionics. They may take Edges that require Arcane Background (Psionics).

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Faith (Spirit)
- **STARTING POWERS:** *Boost Trait, healing, and one other available power chosen from the list below.*
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, banish, barrier, boost/lower Trait, confusion, darksight, deflection, detect/conceal arcana, dispel, divination, drain Power Points, empathy, entangle, environmental protection, farsight, fear, havoc, healing, light, protection, relief, sloth/speed, smite, speak language, stun, warrior's gift.*
- **MERCY:** As an action, a chaplain can spend 1 Power Point and grant "mercy" to any character within a Range equal to his Spirit, automatically removing one of the following states: Distracted, Vulnerable, or Shaken. He may remove Stun effects for 2 points.

- **MIRACLES:** Chaplains may take Edges that require Arcane Background (Miracles).
- **VOW:** Chaplains must make a Vow (Major) to serve their cause and its tenets—whatever those may be—to their dying breaths. A breach of faith, willing or not, causes them to subtract 2 from Faith rolls for a week. Truly sacrilegious acts might rob them of their powers entirely until they atone in some way.

## CHAPLAIN EDGES

### LITANY OF FURY

**REQUIREMENTS:** Novice, Arcane Background (Chaplain)

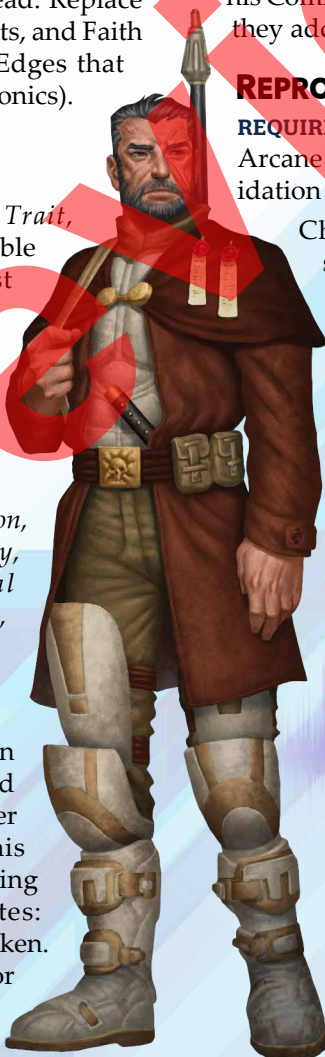
The chaplain recites ancient grudges, terrible wrongs, or inspiring deeds related to his unit. As long as he can communicate with those in his Command Range (see *Savage Worlds*), they add +2 to their damage.

### REPROACH

**REQUIREMENTS:** Seasoned, Spirit d8+, Arcane Background (Chaplain), Intimidation d8+

Chaplains with this Edge are stern taskmasters who demand absolute subservience from those under their care.

The chaplain may spend 2 Power Points to grant any other character or group within 12" (24 yards) a reroll just as if they'd spent a Benny. This takes place on the target character or group's turn, even if the chaplain has already acted this round.



**"FOR THE EMPEROR!"**  
 -CHAPLAIN,  
 WARHAMMER 40K

# CHRONOMANCER

In the vast expanse of time, there exist those whose mastery over its currents transcends mere mortal understanding. They are the chronomancers, wielders of temporal magic who navigate the ebb and flow of history with finesse and purpose. These enigmatic figures stand apart, manipulating time itself to reshape reality according to their will.

Such power always comes at a price, for the manipulation of time is a delicate and perilous endeavor. Chronomancers must tread cautiously, lest they unravel the threads of history and bring about unforeseen consequences. Yet, for those brave or foolhardy enough to manipulate the time stream, the allure of rewriting destiny is a temptation too great to resist.

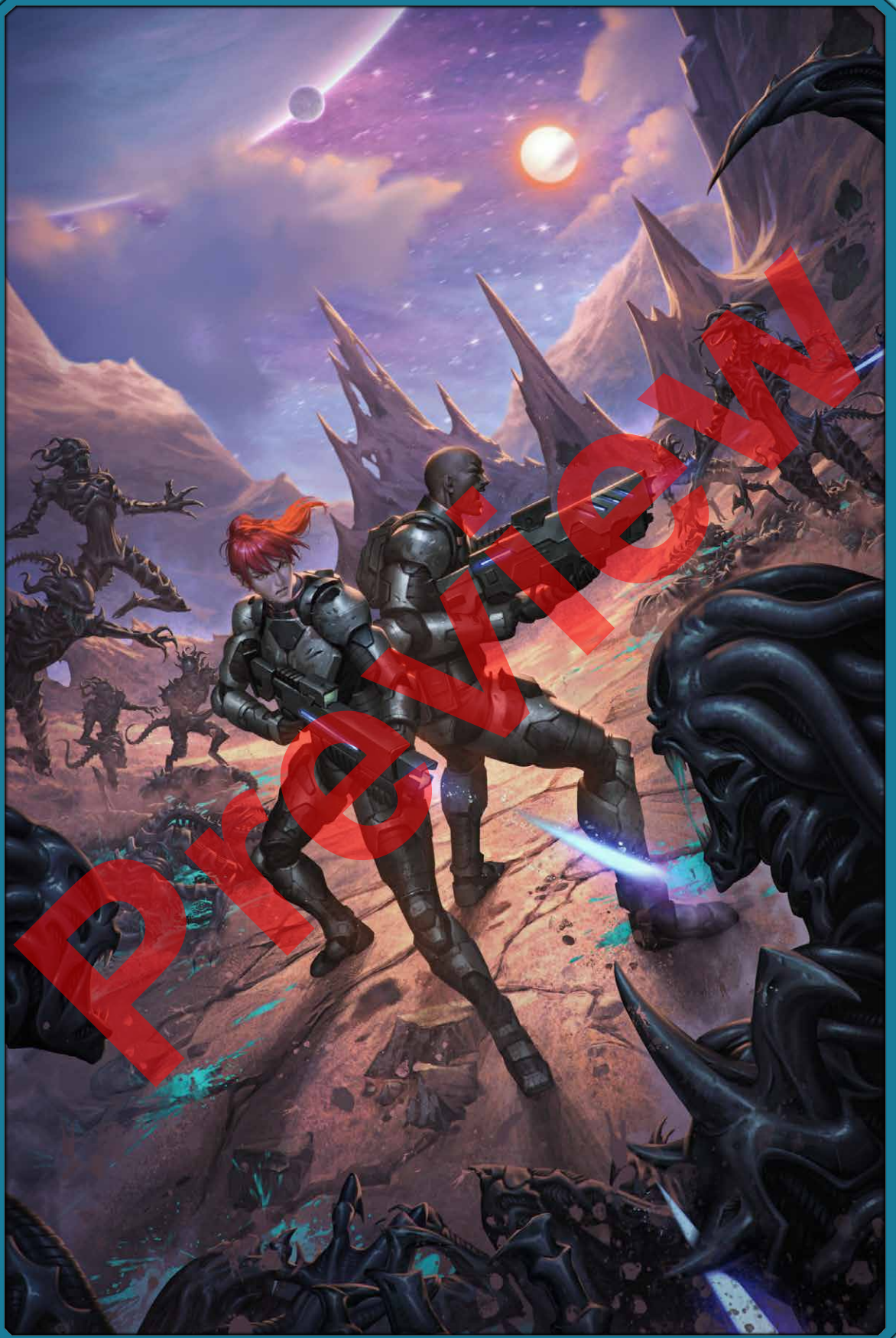
Chronomancers tend to carry multiple watches or timepieces for timing and synchronization. They also frequently suffer from *deja vu* or become confused over the order of events or where they left an item as they've seen various timelines occur multiple ways.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Focus (Spirit)
- **STARTING POWERS:** Any two available powers from the list below.
- **POWER POINTS:** 15
- **AVAILABLE POWERS:** *Arcane protection, confusion, deflection, detect/conceal arcana, dispel, divination, farsight, object reading, prediction, protection, scrying, sloth/speed, stun, teleport, time stop.*
- **BUTTERFLY EFFECT:** When a chronomancer Critically Fails a Focus roll, she must roll on the **Butterfly Effect** table.
- **GIFTED:** Chronomancers may take Edges that require Arcane Background (Gifted).

| BUTTERFLY EFFECT |  |
|------------------|--|
| 2D6              | RESULT   |
| 2                | <b>Fundamental Shift:</b> The blunder tracks backward through time, creating a true butterfly effect and fundamentally changing some aspect of the world. Perhaps a different world leader came to power, the party's main contact is a different gender or species, or the color blue no longer exists.   |
| 3-4              | <b>Time Stutter:</b> In combat, discard all remaining allied Action Cards—the antagonists keep theirs and act normally. Out of combat, the chronomancer and his allies are stuck in a recursive loop, enacting the current scene over and over until the time stream heals itself somehow. Narrate the experience and how it was resolved, then everyone is Exhausted for the next 24 hours. |
| 5-9              | <b>Visions:</b> Multiple visions of the many possible future outcomes Stun the chronomancer.   |
| 10-11            | <b>Temporal Rupture:</b> A rip in spacetime allows some hostile entity to slip through. The GM should choose a threat—xenos, dinosaurs, an old foe (perhaps long dead!), "lost" Roman legionnaires—to enter the scene. They are hostile, at least at first, to the strange situation and trust no one.   |
| 12               | <b>Back in Time:</b> The entire encounter is just one possible outcome, as witnessed by the chronomancer. Start the encounter over from the beginning. Only the chronomancer knows what happened in the previous reality.  |

**"WHAT TIME IS IT? WELL,  
THAT'S RELATIVE."**

**-GABE**



# ARTIFACTS

**P**art of the thrill of exploration is the potential to discover valuable items—or at least valuable enough to pay for the fuel and justify the risk.

When the heroes explore a dangerous location, capture a ship, or deserve a prize of some kind, shuffle a deck and draw a card:

| PRIZES |   |
|--------|---|
| CARD   | RESULT  |
| 2–10   | <b>Loot:</b> Mundane goods or plunder that can be sold off for credits. Multiply the number on the card by \$100 for the base value of the haul.    |
| Jack   | <b>Salvage:</b> Used as parts, the junk grants +2 to Repair a vehicle. The scrap can be sold instead for $1d10 \times \$1,000$ .                    |
| Queen  | <b>Treasure:</b> A single valuable item or a pile of rare commodities worth a base value of $1d10 \times \$10,000$ .                                |
| King   | <b>King's Ransom:</b> A precious cargo of extremely valuable objects, or one priceless treasure. The total payday is worth $1d10 \times \$100,000!$ |
| Ace    | <b>Relic:</b> The GM rolls on the Relics table on page 218 or chooses a result which fits the situation.  |
| Joker  | <b>Jackpot:</b> The group finds a Relic as above and then draws for two more prizes.  |

## RELICS

The universe is a vastly old place, where countless civilizations rose and fell, and in their wake they left powerful artifacts. These mysterious items might be found at the bottom of ancient catacombs, in the belly of dead starships drifting in deep space, or among the loot in a pirate vessel's hold—or a well-guarded freighter, if the group are more the pirate types themselves!

The unique items found below are essentially priceless. Once identified, any of them can fetch a price of \$1,000,000 or more, if a wealthy and interested buyer can be found. Of course, many of these relics are extremely dangerous if they fall into the wrong hands, or sometimes even the right hands!

All relics are beyond Dev Level III. A hero may roll Science at -4 to try to understand the principles that govern the artifact (and its statistics), but no amount of research allows one to be copied or recreated. The Exo Scientist Edge (see page 26) eases this penalty.

Academics can also identify a relic after it's found—all these items have been around for a long, long time and legends have grown around them and the heroes and villains who found them in the past.

When the group finds a Relic as a prize (see above) roll on the table below, or choose a

result that best fits the current story or the location that was explored. Alternatively, an entire adventure can be concocted around a specific relic crossing the adventurers' path.

| RELICS |                                     |
|--------|-------------------------------------|
| D20    | RESULT                              |
| 1      | Avenger (page 218)                  |
| 2      | Canopic Shell (page 219)            |
| 3      | Construct Alpha (page 219)          |
| 4      | Cosmic Beacon (page 220)            |
| 5      | Diffusion Sensor (page 220)         |
| 6      | Exotic Matter Case (page 220)       |
| 7      | Harmonic Projector (page 221)       |
| 8      | Hyperlane Slate (page 222)          |
| 9      | Memory Emitter (page 222)           |
| 10     | Mutagen Zeta (page 222)             |
| 11     | Neutron Obelisk (page 222)          |
| 12     | Protomass (page 223)                |
| 13     | Reconstruction Matrix (page 223)    |
| 14     | Slayer Amp (page 223)               |
| 15     | Sovereign Cirlet (page 224)         |
| 16     | Star Vortex Jewel (page 224)        |
| 17     | Tetracube (page 224)                |
| 18     | Wormhole Adapter (page 225)         |
| 19     | Zero Drive (page 225)               |
| 20     | Apex Relic (roll 1d6 and see below) |

| APEX RELICS |  |
|-------------|--|
| D6          | RESULT                                 |
| 1           | All-Bane (page 218)                    |
| 2           | Fractal City (page 220)                |
| 3           | Fragment of Ka'han (page 221)          |
| 4           | Healing Node (page 221)                |
| 5           | Spirit Haft (page 223)                 |
| 6           | Trans-Dimensional Labyrinth (page 224) |

### ALL-BANE

Ages ago a lost civilization created the ultimate weapon: the All-Bane. They destroyed their enemies and each other until one survivor remained. In penance, the survivor dismantled the All-Bane, cast its pieces to the distant corners of the universe, and shrouded the knowledge of how to build and use it in madness.

The intact All-Bane is made up of five different shards, and this relic is merely one of them. Each shard on its own is still a powerful weapon:

- **ALL-BANE SHARD:** Range 500/1000/2000, Damage 5d12 (VII), AP 50, HW, LBT, Minimum Str d6, Weight 10 lbs.

At first a shard appears to be a complete weapon itself, but successfully analyzing it with Science reveals that it is only one part of a system, and a raise reveals there are four other shards that can be assembled into an even greater whole.

Collecting the other shards is the work of several adventures, and with each additional shard the weapon becomes Dual Linked or Quad Linked, but it's clear this is just a fraction of the power they are capable of.

Once all five shards are possessed they may be assembled into the All-Bane itself. At least one shard is in the hands of a crazed warlord who wants to create the All-Bane. Any civilization plagued by a seemingly indestructible foe might have heard the legend and be questing for shards as well.

Assembling the All-Bane is a Complex Dramatic Task using Repair at -4. The Exo Scientist Edge reduces the penalty to -2. After a failure the shards are gone—scattered again—and events for an hour after the attempt are blank (erased from any minds and databanks in the vicinity). Failure on a Complication has the same effect, but the builder (and anyone rolling Support) is driven irrevocably insane.

Once assembled, the All-Bane may be fired one time. The firer must concentrate on a single target within 2000 light years and pull the trigger. The target is automatically hit and irrevocably destroyed, regardless of its size, powers, or special defenses. After the attack everyone involved loses an hour of memories as above and the shards are scattered once again.

### AVENGER

When discovered, this item looks like a small but advanced AI core. If found on a vehicle it's already connected, otherwise it's a disconnected core which can't do anything but speak. Once installed into a vehicle (0 Mods) it acts as a Wild Card artificial

intelligence able to control any system with a d12 skill, or grants a +2 Support bonus to its user.

That power comes at a slight cost, since Avenger has an agenda of its own—and ancient enemies. It has the Heroic Hindrance and disobeys any evil orders. Avenger's people were destroyed by the dark siders (see page 240). It holds a grudge, and prompts the heroes into conflict with the mysterious beings or their allies whenever it can. Likewise, a conspiracy of the dark siders' lackeys seeks to destroy any ship Avenger is installed into.

Avenger may or may not be forthcoming about its origin and motivations, depending on how the crew behave around it. Avenger pretends to have Asimov circuits, but it can lie and kill—for the greater good.

## CANOPIC SHELL

There are whispered tales of an implacable army outfitted in bulky armor that pillaged and destroyed a dozen worlds without mercy. With the death of each world their ranks increased, and when one of their soldiers fell he rose again and continued to fight no matter how deadly the wound.

A canopic shell is a suit of the armor these conquerors wore, and the source of their power. Even at its most basic, the golden suit of armor covered in intricate runes provides +10 Armor to a Size 0 or Size 1 wearer—assuming they can handle its Min Str d12 and 80-lbs weight.

Its more unique properties appear if the wearer perishes—or if the armor is put on a corpse. So long as the shell remains on, the wearer is fully sentient and gains the Undead ability. If killed again, he rises yet again in another 1d4 rounds. The wearer only permanently dies if the armor is removed.

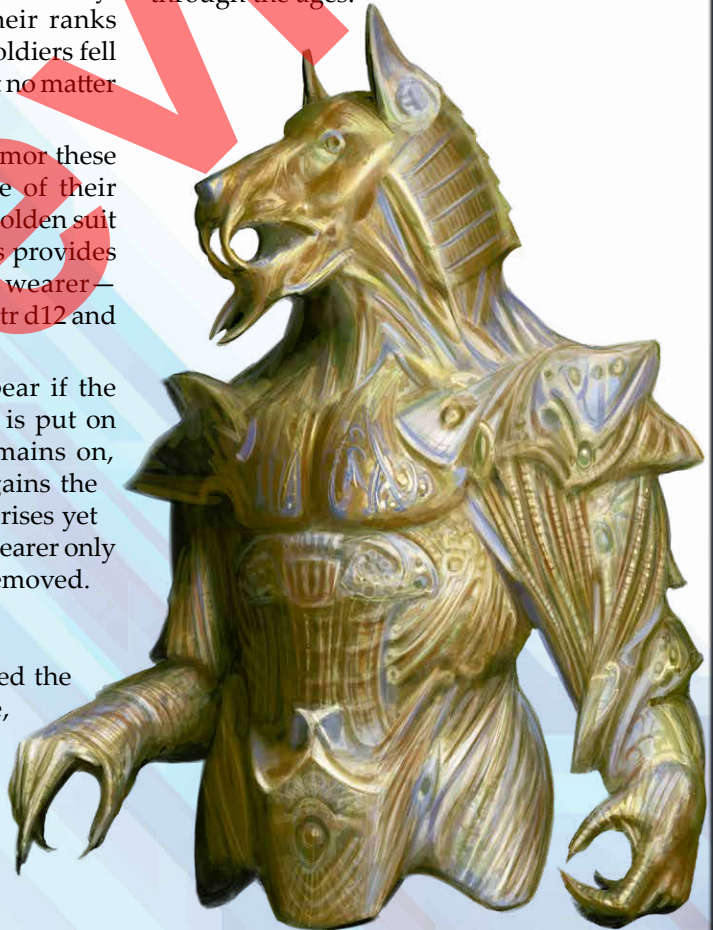
## CONSTRUCT ALPHA

This indestructible minion survived the collapse of a previous universe, sleeping through strange eons until he awoke in ours. He has the same properties as a labor bot (page 136), except instead of a personal data device he has a matter disintegrator installed.

Most importantly, he has Invulnerability (see *Savage Worlds*). Nothing short of the All-Bane (page 218) has an effect beyond Shaking or Stunning him, although Alpha complains bitterly about any "close scrapes" or presumed dangers.

Construct Alpha can be disposed of by dumping him into a black hole or the heart of a star, but that doesn't destroy him. He just remains trapped—possibly until the end of the universe and the rebirth of a new one when he's ejected once more.

Alpha pretends to be a normal robot with the Pacifist and Loyal Hindrances. In reality he has neither. He can't be modified or even maintained, nor any parts be removed from his indestructible frame. He politely serves the heroes as a reprieve from his interminable existence. His main desire is to avoid being left floating in space or launched into a black hole again, but he becomes keenly interested in anything that might permanently destroy him and end his interminable, infinite trudge through the ages.





# BESTIARY

This chapter details a wide variety of common allies, enemies, and creatures found across the myriad worlds of science-fiction.

The listed names are merely suggestions you can alter for the flavor of your campaign. For example, the alarm bird might become a bat-like “shrieker,” and the barbed-tongue lizard might be a “Martian devil weevil.” Changing the name also allows you to use the same beast on different worlds without any other work required—the players don’t see the stats and will be none the wiser!

In addition, a little tinkering can easily transform each entry into many variations—such as an assassin with psionic powers or a giant insect with a plasma attack.

The majority of the entries describing a profession, such as the corporate executive and the scientist, are presented as humans. The Game Master should add relevant ancestral abilities to easily transform them into the species of her choosing.

Similarly, we’ve fleshed out each entry with standard gear, but Game Masters may want to adjust entries to match what is available in their worlds.

**Wild Cards:** Just because a creature is large or threatening doesn’t mean it’s a Wild Card. Typical scoopjaws—massive, 60’ tall beasts—aren’t, but a scoopjaw called Old One Eye might be. As always, this is up to the Game Master.

## NEW SPECIAL ABILITIES

Several of the new threats listed in this bestiary have special abilities not listed in *Savage Worlds*. They are described below.

### ENERGY DRAIN

With a successful touch or attack, a victim must make a resistance roll (usually Vigor) or lose a die type in the targeted attribute.

If the attack would reduce an attribute below d4, the victim is Incapacitated until healed or he recovers a lost die type (see below). If the targeted attribute was Vigor, he must make a Vigor roll at the end of his next turn or perish.

**Recovery:** Unless slain, a victim recovers one die type every 24 hours, or by casting *relief* with an additional +3 Power Points.

### LEAPER

Creatures with this ability double their normal jumping distances. Many have the Pounce ability as well (+4 damage instead of +2 when making a Wild Attack, see *Savage Worlds*).

### MINDLESS

The creature is immune to *puppet*, Intimidation, Taunt, and any attempts to manipulate it with abilities that Test its Smarts.

## NIGHT VISION

Some creatures thrive in lightless underground caverns, on planets plunged in eternal night—or even in the depths of deepest space itself. Creatures with night vision ignore all Illumination penalties.

## Ooze

Creatures which are actually colonies of millions of independent microscopic creatures, such as slimes, ignore *invisibility* and Illumination penalties. They do not sleep, and are immune to Called Shots, poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, and *puppet*.

## PACK TACTICS

The creature adds its Gang Up bonus to its Fighting damage as well as the attack roll.

## RENDING ATTACK

Some creatures have especially vicious claws or weapons. Victims Shaken or Wounded by a rending attack are bleeding and must make a Vigor roll as a free action at the beginning of their next turn.

Failure causes a Wound and the victim must make another Vigor roll next turn. Success means the victim doesn't suffer a Wound, but must make a Vigor roll again next turn. A raise stops the bleeding and no further rolls are required from that attack.

A successful Healing roll also stops the bleeding.

## SWALLOW WHOLE

With a successful bite attack, the victim must make an Evasion roll or be Swallowed Whole. At the end of the creature's subsequent turns, anyone swallowed must make a Vigor roll at -2 or take a Wound from the crushing gullet and acidic bile. This continues until they're freed or perish.

If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate

Athletics roll to escape. If the monster is Shaken or Wounded from the outside, the escape roll is made at -2.

Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

## TRAMPLE

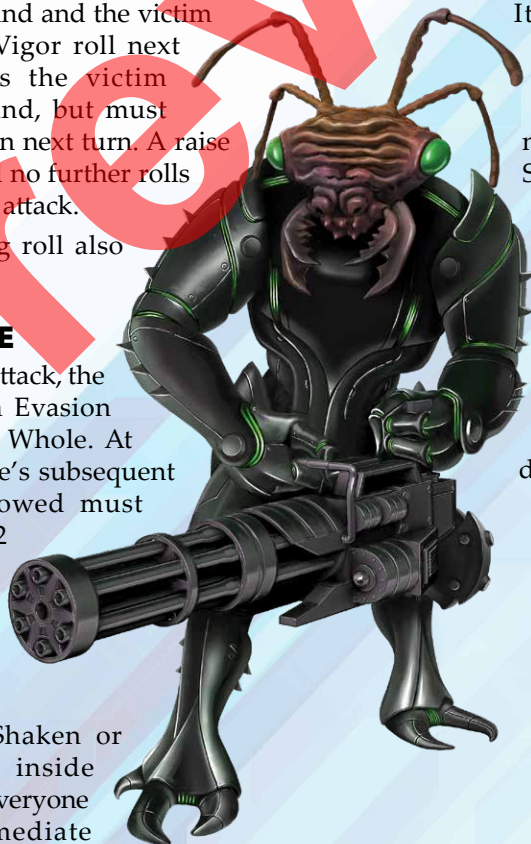
Some large creatures can trample smaller victims underfoot when moving at least 5" (10 yards) in a straight line. This usually applies only when the opponents are at least two Sizes smaller. See the creature's description for any special conditions or effects.

Anyone in the creature's path must Evade or take the listed damage. Those it tramples may make an attack on it after it passes, if possible (see **Withdrawing from Melee** in *Savage Worlds*), unless it has Extraction or a similar ability.

## UNSTOPPABLE

The creature has strong will, magical protections, or great mass. It takes a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

If an attacker's Action Card is a Joker, he may ignore this ability. Some magic items or a creature's Weaknesses also bypass its Unstoppable ability, as listed in its description.



## BESTIARY

The creatures that follow often appear in science-fiction settings as friends or foes.

## ACID PITCHER

These carnivorous plants look something like a pitcher about two feet deep, four feet across, and set down into the ground. Filling the pitcher is a powerful digestive enzyme, which looks and smells like water.

When an animal drinks from the pitcher, thick fronds lying just beneath the soil's surface burst out and pull the animal into the bowl where it's dissolved and digested.

Acid pitchers locate their prey through sensing ground vibrations, but only to a range of 3" (6 yards) from their center.

**Attributes:** Agility d4, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

**Skills:** Athletics d8, Fighting d8, Notice d4, Stealth d8

**Pace:** —; **Parry:** 6; **Toughness:** 6

**Special Abilities:**

- **Acid:** Creatures who are Bound or Entangled by an acid pitcher's tentacles take 2d6 acid damage at the start of their turn.
- **Camouflage:** Acid pitchers blend in with the ground and other plants, granting them +2 to Stealth rolls when perfectly still.
- **Dug In:** The heart of the plant lies deep underground and is normally unreachable. Its tentacles may be attacked normally (see *Savage Worlds*), and if severed the plant can no longer grapple effectively and withdraws into the soil.
- **Plant:** Immune to paralysis, poison, puppet, slumber, Stun; doesn't sleep.
- **Tentacles (1):** Reach 1. Acid pitchers have six thick fronds which collectively function as one tentacle.

## AERIAL STALKER

These peculiar, lighter-than-air creatures live in the atmosphere of some worlds, consuming airborne animals and insects. Eventually they

become large enough to attack creatures on the ground, seizing them in massive tentacles coated with acidic digestive enzymes.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d8, Strength d12+9, Vigor d12

**Skills:** Athletics d8, Fighting d8, Notice d6, Stealth d6

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

**Special Abilities:**

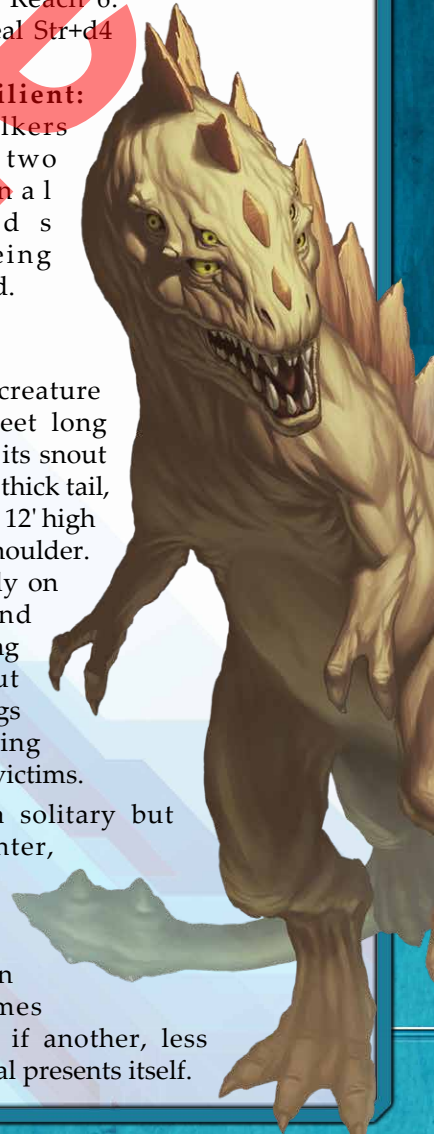
- **Acid:** Creatures who are Bound or Entangled by an aerial stalker's tentacles take 2d6 acid damage at the start of their turn.
- **Flight:** Pace 6.
- **Immunity:** Immune to acid-based attacks.
- **Size 7 (Large):** An aerial stalker's "body" is a gasbag roughly the size of a truck.
- **Tentacles (4):** Four tentacle actions and Reach 6. Tentacles deal Str+d4 damage.
- **Very Resilient:** Aerial stalkers can take two additional Wounds before being Incapacitated.

## APEX

This massive creature measures 40 feet long from the tip of its snout to the end of its thick tail, and stands over 12' high at the medial shoulder.

It travels mainly on its medial and hind legs, leaving its smaller, but powerful forelegs free for grasping and tearing its victims.

An apex is a solitary but relentless hunter, often pursuing its prey for hours or even days, sometimes only relenting if another, less challenging meal presents itself.



# APPENDIX A: EMPIRES

**O**n the following pages are several example empires a Game Master might use in a starfaring campaign as allies or enemies. Note that nonplayer character beings don't have to follow the same restrictions as player characters, and may occasionally have different abilities.

## THE COLLECTIVE

The assimilators known only as the collective hail from a distant quadrant of the galaxy. No one knows what they once looked like, only that they are a massive hive mind, growing their empire by seizing humanoids of any kind and "assimilating" them through a horrific process that breaks their individuality as it fuses them with technology. To find new vessels, assimilators send colony ships into the fringes of space claimed by other empires.

When the collective takes heavy losses in a battle, they are particularly keen on capturing and assimilating the friends and loved ones of any heroes who distinguished themselves during that fight. Seeing a former ally who has been assimilated is sure to trigger a Fear check!

### COLLECTIVE CONSTITUENT

All "constituents" are trained to perform any function needed by the collective, and are virtually indistinguishable from one another. This profile is for a constituent who was once human.

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

**Skills:** Athletics d6, Battle d4, Common Knowledge d6, Electronics d6, Fighting d8, Hacking d6, Healing d6, Notice d6, Persuasion d4, Piloting d6, Repair d6, Science d8, Shooting d8, Stealth d4

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

**Edges:** Cyborg, Reliable

**Gear:** Personal force field (+4 Toughness), blaster rifle (Range 24/48/96, Damage 2d8+2, AP 2). Installed cyberware: Attribute increase (all attributes), enhanced hearing, enhanced vision, hardy, integrated gear, redundant organs, targeting system, threat analyzer.

### Special Abilities:

- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Hive Mind:** Can communicate with other assimilators within 5" (10 yards).
- **Inhuman:** Assimilators are not subject to Strain or side effects from cyberware.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the assimilator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.

## ✦ ASSIMILATOR AUTARCH

The heart of every collective colony is its autarch, a cybernetic organism which serves as the informational and decision-making hub of the entire colony.

**Attributes:** Agility d6, Smarts d12+2, Spirit d12, Strength d8, Vigor d10

**Skills:** Athletics d6, Battle d12, Common Knowledge d8, Electronics d8, Fighting d8, Hacking d10, Healing d6, Notice d8, Persuasion d6, Piloting d8, Repair d8, Science d12, Shooting d8, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 11

**Edges:** Command, Command Presence, Fervor, Cyborg, Hold the Line, Inspire, Master Tactician, Natural Leader, Nerves of Steel (Imp), Strong Willed

**Gear:** Personal force field (+4 Toughness), blaster rifle (Range 24/48/96, Damage 2d8+2, AP 2).

### Special Abilities:

- **Backup Copy:** The autarch's consciousness, memories, and knowledge are stored in the colony mainframe and can instantly be transferred into a new body elsewhere in the colony. Only by destroying the entire colony fleet can the queen be permanently slain.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.
- **Hive Mind:** Can communicate with other assimilators within 5" (10 yards).
- **Inhuman:** Assimilators are not subject to Strain or side effects from cyberware.
- **Sensors:** Optical, chemical, motion, and other sensors ignore Illumination penalties. If it scans as an action, the assimilator adds a +2 bonus to Electronics or Notice rolls to detect targets within 500 yards.

## ASSIMILATOR COLONY FLEET

Assimilator ships are undecorated and blocky but tough. They have 1 additional Wound, but their Handling is reduced by 1.

- 1×SPACE COLONY
- 2×BATTLECRUISERS
- 4×PLANETARY ASSAULT SHIPS
- 10×CORVETTES
- 50×HEAVY FIGHTERS

## THE EMPIRE OF SETNERU

If their ancient texts are correct, the enigmatic Setneru empire is a million years old—far older than most others. But remarkably, unlike other transgalactic empires the Setneru never developed interstellar craft. Instead they travel to other worlds by using wormholes, effectively folding spacetime so that two distant locations momentarily touch. Passing through an active wormhole allows for instant travel—even between galaxies.

Wormholes only remain open for a short time (1d6 rounds) before collapsing. However, the Setneru have crafted special "astro-gates" that can remain open for a longer period (1d6 minutes) and may be linked to other gates across the galaxy.

So far, no other galactic civilization has been able to crack Setneru wormhole technology. Attempting to operate an existing astro-gate requires a Science (-4) roll, but replicating the tech itself remains elusive.

The Setneru claim to have explored Earth eons ago, encountering early Bronze Age civilizations scattered around the Middle East and Americas. The strong aesthetic and social similarities between the Setneru and ancient Egyptians, Greeks, and Mayans lend credence to these claims, though so far nobody has unearthed any technological trace of a visit.

## SETNERU MACHIMOI

The machimoi are Setneru ground soldiers. Their faces are obscured behind stylized helmets.

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

**Skills:** Athletics d8, Battle d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Piloting d6, Shooting d8, Stealth d6, Survival d4

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

**Hindrances:** Code of Honor, Loyal

**Edges:** Combat Reflexes, Soldier

**Gear:** Infantry battle suit (+6), retractable battle helmet (+6), energy khopesh (Str+d8, AP 4, HW), pulse rifle (Range 20/40/80, Damage 3d6 (I), AP 4, Overcharge).

**Special Abilities:**

- **Elite:** Some machimoi are elite "shock troops," gaining one free reroll on failed Fighting and Shooting rolls.
- **Size 1:** Setneru are slim, but eight feet tall.

**SETNERU "FALCON" FLEET**

Although the Setneru prefer to stick to planetary bodies when possible, their "falcon" combat fleets function in space to defend their territory from enemies when necessary.

Setneru ships use wormholes, a form of FTL travel that bypasses hyperspace. As a result, they enjoy instant Transit Times from one location to the next. However, they have half the standard Energy capacity as other starships of the same type.

- 1×**PLANETARY ASSAULT SHIP** (pyramid-shaped)
- 20× **"FALCON" LIGHT FIGHTERS**
- 5×**CORVETTES**
- 2×**HEAVY FIGHTERS**
- 2× **"PHOENIX" DROPSHIPS**
- 1×**"PORTAL" MULTI-PURPOSE TRANSPORT** (Superstructure is an exposed active wormhole portal capable of transporting Size 20 or smaller craft to a nearby Setneru world.)

**THE GHOST FLEET**

Occupying remote asteroids and desolate planets on the edge of the space lanes is the ghost fleet, an informal federation of pirates. Though it is led by a notorious pirate king, who holds the official title of "ghost knife," the fleet prides itself on being a true anarchy, where no member has a greater voice than any other. All matters of governance are conducted by a mock trial and a vote, including decisions to mete out justice against those who break the fleet's few codes of conduct—and even then some ignore the ruling and just do what they want anyway.

The ghost fleet is not part of an organized, central effort. Individual pirate captains may set forth to ply the space lanes whenever they please. The only requirements are that they conduct themselves according to the pirate code, and that they remit a modest percentage of their haul to hidden shipyard colonies upon their return. Pirates who try to cheat the shipyards or violate its code are subject to a swift trial and fitting punishment.

True to their unorganized nature, pirates in the ghost fleet may be of any sentient species.

Use the basic **Pirate Crew Member**, **Pirate Officer**, and **Pirate Captain** profiles, but apply modifications from ancestry as usual.

**GHOST FLEET PIRATE ARMADA**

Pirates crew whichever starships they've managed to seize from former owners, so a typical pirate armada is a hodgepodge of designs and styles from all over the galaxy. Many craft have been extensively repurposed from their original design.

- 2×**STEALTH CRUISER**
- 2×**HEAVY FRIGATE**
- 2×**CORVETTE**
- 1×**DROPSHIP** (converted Rigellian ship)
- 4×**"CUTTER" HEAVY FIGHTERS** (seized Tazanian ships)
- 8×**LIGHT FIGHTERS**

**THE LEGION**

The species known as malifics are not native to this plane of existence, but have crossed over from a strange alien dimension—a nightmarish place of eerie landscapes, abnormal physical laws, and horrific denizens. Seeing our universe as comparatively soft and ripe for domination, their fleets have spread out across the galaxy from numerous scattered dimensional rifts.

Known only as "The Legion," armies of malifics have proven to be rapacious, undaunting, and nearly unstoppable. They travel in huge blood-red dreadnoughts constructed from the carcasses of titanic alien creatures, complete with massive hull-shredding spines and bat-like wings which act like solar sails. Each dreadnought can disgorge a veritable fleet of small, swift fighters. Malifics exist in countless numbers in their home dimension and are easy to replace, so their strategy is to simply swarm enemies, overcoming the opposition by sheer numbers and ferocity rather than skill.

✦ **LEGION OVERLORD**

Coordinating every Legion fleet is an overlord, a malific that towers over the others and imposes its will upon them with an iron fist. Overlords are *born*, rather than made, spawned in special breeding pits and brutally culled until one displays enough potential.

Overlords are partially absorbed into their assigned dreadnought, an agonizing process

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