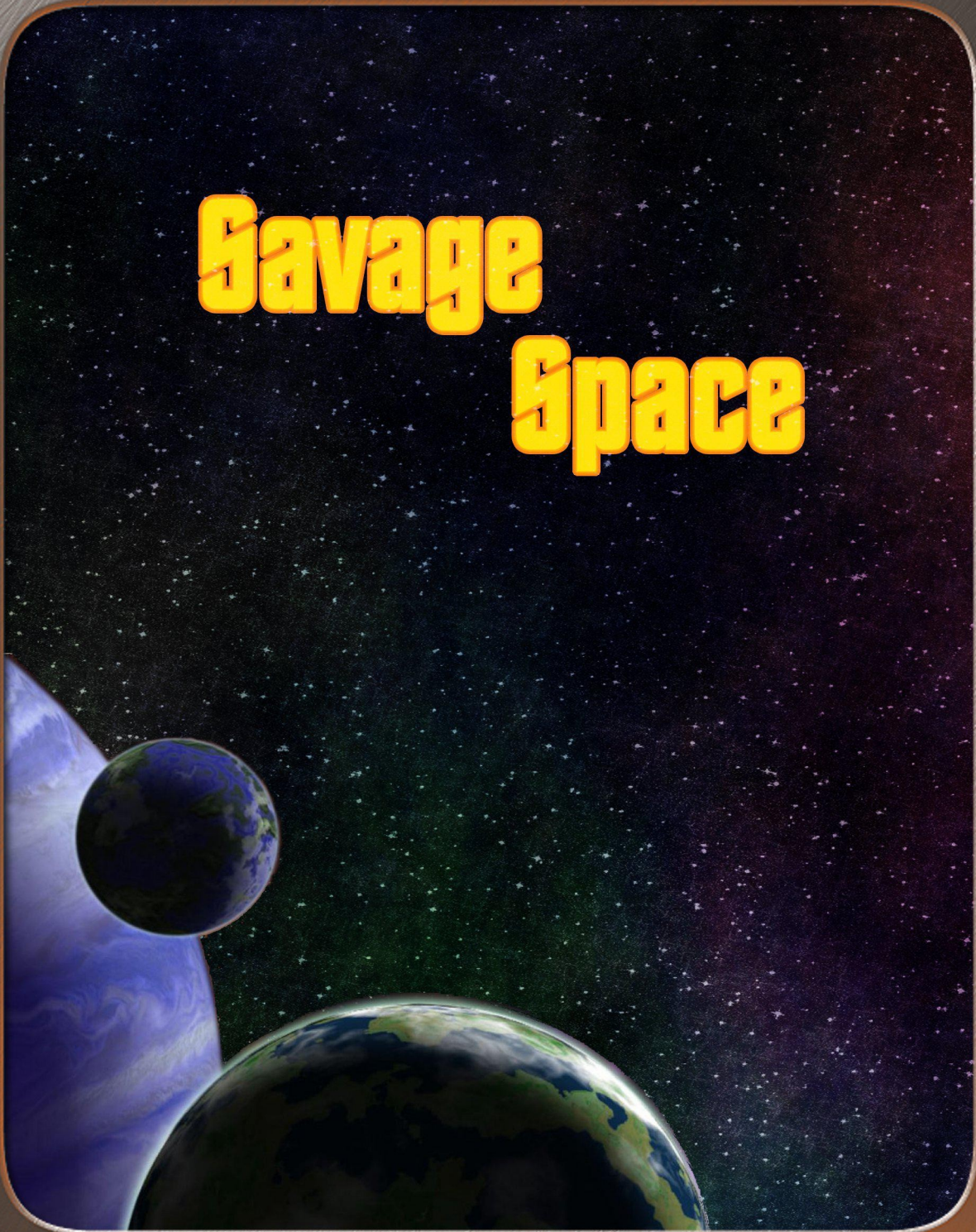




A Generic Sci Fi Supplement For Savage Worlds

# Savage Space



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Some Edges, Hindrances and Equipment as well as the Aspyhxiation, Hull Breach and FTL Rules based on work by J.L Herbert and Mark A. Siefert for Savage Worlds Firefly

Trade Credits based on [KEF: Firefly Economics](#) made [FFF](#) from the Savage Worlds Forum.

## Very special thanks for (not only, but including) proofreading and suggestions:

Paul “steelbrok” Duffy, Roberto “Sunglar” Micheri, Mike “Lord Karick” Page, Jim Alcalá Sales

## Special Thanks to:

Jim again for Savage Mass Effect, J.L Herbert and Mark A. Siefert for Savage Worlds Firefly, Mike Glanville for Savage Star Wars, John Brown for the another Savage Star Wars as well as Victor Lacroix for his Star Wars Conversion, Greg Bruni for his Star Frontiers Conversion, Savage Heroes for their collection of conversions, Jamie Chambers for his Serenity RPG, FASA for their Star Trek RPG, Paul “Wiggy” Wade-Williams for the Science Fiction World Builder and Gear Toolkits as well as Daring Tales of the Space Lanes and finally the Pinnacle Entertainment Group for Savage Worlds!

And a thank you to all the posters on the official forum who helped me with feedback and ideas. You are all awesome!

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Version 1.0 from 26. August 2011

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Hello dear reader,

Thank you for having an interest in this project of mine. At first I created this book as an material collection to use at my gaming table to play a space opera campaign. It was started by scouring all the available Sci Fi conversions for Savage Worlds I could find. There were bits and pieces I liked, but not a whole book I could simply take and use. I wanted some generic but iconic weapons, armors and equipment. Using them without their background required tweaking in some and a total rewrite of item descriptions in many cases. Soon I decided to create new “generic” material.

During writing I had more ideas and started to write them down too. So it grew bit by bit. Savage Space took weeks to complete and everything went through several iterations and optimizations thanks to feedback I received. There are two sections I am incredibly proud of. One is the chapter and rules for Space Ships as Characters. They were the piece that originally drew the most attention and at the same time the most challenging to write in the first place. And on the other hand the Adventure Generator. That was a lot of fun to come up with, as I am a huge fan of those to fuel my creativity.

Hopefully I succeeded in staying “generic”, it was harder than I had originally thought. We all have our own preconceptions of a Sci Fi setting and they inadvertently creep into our writing. That is why I have included a one page description of my setting on the next page, so you get an idea what I think of when I say “Generic”.

If you plan any form of Sci Fi Campaign in Savage Worlds I heartily suggest you also have a look at the Sci Fi Toolkits and the Daring Tales of the Space Lanes adventures from Triple Ace Games. The latter are not only interesting adventures, but they also contain lots of great rules and tools to create an awesome space opera campaign with a slightly pulpy note. I use them in addition to this book.

I hope you find the material in here useful for your game. If you have any feedback, suggestions, or ideas that could be part of this PDF, just contact me via my website <http://www.chaotic-gm.com>

I wish you a lot of fun and exciting adventures in your own space campaign! Read you soon.

Marcus “Chaosmeister” Burggraf



## Example Setting Summary

A long time ago there were two powers that controlled all of known space. One was the Alliance of Planets, an organization ruled by a senate that dictated the law for all its member planets and with a strong police and military arm to enforce it. Peace through unification, security of markets, and closed borders was their way. The other was the Galactic Confederacy; a loose assembly of planets and systems that agreed to a mutual protection act. It was focused on promoting independent growth, free trade and supported the colonization of new worlds. Two such different powers could not live in peace for long. One started to intrude on the other's space and each side deemed their way of doing things superior to the other. No one knows anymore what prompted the war, but it lasted for generations.

20 Years ago the long and arduous conflict between the Alliance of Planets and the Galactic Confederacy finally ended. The Confederacy surrendered after heavy losses during their last stand on the Borderworlds. These final battles were so devastating and horrifying that whole planets evacuated before the armies arrived and fled in huge fleets into uncharted Space. In the end the Alliance, in a magnanimous move, adopted some parts of the Confederate Charter of independence and granted more autonomy to their member planets. To symbolize this grand act the name of the new empire was changed to the Confederate Alliance of Planets and some members of the Confederacy leadership even joined the Alliance Senate.

Today the grip of the Confederate Alliance of Planets (CAP) on its main systems is still very tight. However, simply due to the size of CAP space the local governments have more lenience in how they conduct business. This leads to a sudden rise in power for criminal syndicates and large corporations in some CAP sectors. The border systems now belong to the Alliance and the most important ones, be it for resources or industry, have a CAP deployment of troops and ships to secure the area. The fringe systems however are mostly left to their own devices, and they harbor many refugees, fugitives, old Confederacy warriors and fortune hunters. Some fringe worlds and the systems they reside in can be considered completely lawless. Due to a lack of CAP government influence many bizarre and unusual forms of government or society have developed. The Nomads, refugees from the war without a home planet, still drift through the void in the former evacuation fleets. While many are still on the search for a new planet to colonize, most of them are settling into the new way of life in space and call the gigantic fleets their home.

In this galaxy opportunity is everywhere, you just have to grab it. There are enough gaps to slip through and enough places to conduct any kind of business. But also prepare for conflict. You are not alone out there and many will try to stop you. Fringers, Pirates, CAP Military, Corporations, Policeforces, Nomads, Crimelords Independents and many more are all looking out for their own interests and will stop at nothing to reach their goals.

Go out into the void, keep your blaster ready, your ship flying, and find your own destiny among the stars.

Welcome to Savage Space!

# Character Creation

Character creation follows the standard Savage Worlds rulebook with only minor changes.

## Creation Summary

### 1) Race

The default race is human as in SWD. If you want to play an alien take a look at SWD p. 20 for some inspiration.

### 2) Traits

- ◆ You start with d4 in each attribute and have 5 points with which to raise them. Raising an attribute one die type costs 1 point
- ◆ You have 15 points for skills. Each die type in a skill costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level

### 3) Edges & Hindrances

You gain additional points for taking up to one Major Hindrance (2 points) and two Minor Hindrances (1 point each).

- ◆ For 2 points you can:
  - Gain another attribute point, or
  - Choose an Edge
- ◆ For 1 point you can:
  - Gain another skill point
  - Increase starting funds by 100%

### 4) Gear

All Characters start with 750 Credits to buy their equipment with.

### 5) Background Detail

Fill in the details of your character's background.

## Skill Changes

Most skills remain unchanged from SWD. The following changes have been made to better fit a Sci Fi Setting

### Unavailable Skills

- ◆ Lockpicking is not available because mundane Locks are usually not relevant in the far future. Instead characters may choose the new skill Security
- ◆ Healing is replaced by the new Medicine skill.
- ◆ Climbing and Swimming have been removed and combined into the new Athletics skill

## New Skills

### Athletics (Strength)

This skill covers Swimming, Climbing, and general Athletics

### Medicine (Smarts)

This skill encompasses everything from first aid to surgery to psychiatry. The following applications are covered by the Medicine skill:

General Medicine: The anatomy and physiology of the body, first aid, diagnosis and treatment are all covered.

Pathology: The study of diseases, bacteria, viruses and how they affect the body.

Psychology: How does the mind work? Detect behavior patterns that are not the norm and devise a treatment.

Surgery: How to use anesthetics, perform organ transplantation and routine surgery.



### Security (Smarts)

This is the skill for opening a locked airlock, disarming a nasty trap, bypassing an alarm or hacking a computer. Since most things are electronic and controlled by a computer in one way or another this skill covers everything relating to breaking into a building, spaceship or computer. It even covers preventing the same!

### Ship Ops (Smarts)

The Starship Operations skill covers all the necessary skills to operate sensors, shields and other spaceship systems. It is required to successfully deploy shields or ECM, analyze damage reports and diagnostic readouts.

## Available Knowledge Skills

Knowledge skills are setting dependent and the GM has always the last word. Depending on the style of campaign you may want to split some of the topics below into separate Knowledge skills. If you plan to boldly go where no one else has gone before some more detailed skills might be necessary. If you just want to help a boy save the galaxy from an evil emperor these versions of the skills should be sufficient or might even be further consolidated.

Knowledge Skills
Astrogation
Astronautics
Administration
Life Sciences
Material Sciences
Planetary Sciences
Social Sciences

### Knowledge (Astrogation)

Astrogation is the knowledge of FTL travel through Space. It is required to plot the quickest and the safest route through the void and is a must have for every navigator. Astronomy and Astrophysics are both also necessary for successful starship navigation and as such are covered by this skill. This makes it useful for purely scientific characters as well.

### Knowledge (Astronautics)

This skill is the theory and practice of of designing and building a spaceship. Simply keeping a spaceship flying only requires repair. If you want to design modifications or entire ships of your own some deeper knowledge is required. This skill covers that.

### Knowledge (Administration)

Ever wanted to cut the red tape? This is the skill you need. Know what to ask, where to go and who to bribe. Need to write a report for your superiors or send off information through the correct channels and follow the chain of command? That is this skill too.

### Knowledge (Life Sciences)

This catchall skill covers biology, botany, ecology, exobiology, genetics, and zoology.

### Knowledge (Material Sciences)

A skill that covers a lot of different theoretical sciences relating to non-living things including: chemistry, computer science, mathematics and physics.

### Knowledge (Planetary Sciences)

This skill is the sciences of planets and how they work. Covers geology, hydrology and meteorology.

### Knowledge (Social Sciences)

Archeology, economics, law, and political science are all part of this skill.

## Edges and Hindrances

The following Hindrances are not available: Doubting Thomas

The following Edges are not available: Champion, Holy/Unholy Warrior, Power Points, Rapid Recharge, Soul Drain, and Wizard

There are two Arcane Backgrounds available: Psionics and Weird Science

### Hindrances

#### Cyber Intolerance (Minor)

Your body can't take much cyberware. Lose 2 cyber limit for cyberware installation.

#### Debt (Minor / Major)

You owe a huge debt to someone who intends to collect, one way or the other. The good news is you start the game with 4 x the starting funds, however, you owe double that amount. If it is a minor debt, you still have time to repay the debt or can persuade the debtor not to collect immediately by doing favors or working the debt off. As a major hindrance there is nothing else you can do, the payment date is long overdue. There may be a bounty or a warrant to arrest you for your debt. Someone is actively looking for you.

#### Organization Dependent (Minor/Major)

You are a member of or dependent on the support of a specific organization. While that might have some positive effects it has also many bad ones. You are required to dedicate time to the organization and carry out orders given by your superiors. As a minor hindrance the time required is minimal and you will only occasionally be asked to accept jobs from the organization. Not completing these tasks can lead to serious consequences. When you are majorly dependent on your organization and repeatedly neglect your duties, the consequences will be disastrous and possibly life threatening.

#### Space Sickness (Minor / Major)

You become ill and disorientated when in Zero-G environments. Whenever you enter an area without gravity you become Shaken. Once you are unshaken you still suffer a further -1 to your rolls during combat in the following rounds. As a Major hindrance the penalty is -2

#### Xenophobe (Minor / Major)

You have an intolerance of other races. As a Minor Hindrance you suffer a -2 Charisma modifier when dealing with other races, or to initial reactions if your intolerance is known by others. The penalty is -4 as a Major Hindrance.





## Professional Edges

### Bounty Hunter

**Requirements:** Seasoned, Smarts d6, Tracking d6+Streetwise d6+

Bounty Hunters gain a +2 to all Tracking, Streetwise, and Knowledge rolls relating to their current target. You can only have one target at a time. The bonus lasts until the target is found or captured. Due to your reputation you receive +1 on Intimidation rolls.



### Diplomat

**Requirements:** Seasoned, Smarts d6+, Notice d6+, Persuasion d8+

The Diplomat is there stop conflict or better yet prevent it from breaking out. You receive +2 to Persuasion rolls and +2 on Notice rolls to determine if someone you are talking to is worried, lying, hiding something etc. NPCs react better to you so you receive +1 on reaction table rolls.

### Hacker

**Requirements:** Novice, Smarts d8+, Investigation d6+, Security d8+

A hacker receives +2 to all Investigation rolls when using a computer and +2 on Security rolls when hacking a computer.

### Navigator

**Requirements:** Seasoned, Smarts d6+, Knowledge (Astrogation) d8+

The Navigator knows most of the galaxy's nav maps by memory. She has visited many star systems and is an expert on gravity wells and FTL travel. Whenever a Navigator is plotting a course add +2 to her Knowledge (*Astrogation*) roll. If she uses the skill differently the bonus is +1. Because a Navigator knows the void very well she always saves an additional d6 of travel time (*See FTL Rules*).

### Scavenger

**Requirements:** Novice, Smarts d6+, Repair d6+

A Scavenger travels the vastness of Space on the lookout for forgotten and ruined installations and wrecked starship hulls they can strip of any valuable items and materials. You receive a +2 bonus on Common Knowledge rolls to figure out what an unknown device is used for and how it is used or the value of a find. You also add a +1 to any Repair rolls.

### Scoundrel

**Requirements:** Novice, Gambling d8+, Security d6+, Persuasion d6+

A scoundrel lives just outside of the boundaries of the law but usually gets out of trouble with a quick tongue. And if that does not work, shooting is always an option. You receive +2 to Charisma and +1 to Gambling, Stealth, Security and Smarts trick rolls.

### Shipwright

**Requirements:** Novice, Knowledge (Astronautics) d6+, Repair d6+

Shipwrights have talent for getting the best from their ships and are always trying to improve them. Whenever a shipwright levels up he may roll Knowledge (Astronautics) at a -2 to gain a level up for his ship too. A ship may only benefit from one shipwright at a time. This Edge is only available when the Spaceships as Characters rules are used.

### Smuggler

**Requirements:** Seasoned, Piloting d6+, Persuasion d6+

You get the cargo to wherever it needs to be. Whether it's legal or illegal doesn't really matter. Customs agents are your enemy but you are used to dealing with them. You receive +2 to Persuasion rolls when speaking to law enforcement officials and +2 on Piloting when you try to stay undetected while flying your ship.

### Space Explorer

**Requirements:** Novice, Smarts d8+, one of Knowledge (Life-, Material-, Planetary-, or Social Sciences) d8+

A Space Explorer can be encountered anywhere in the universe, researching and looking for ways to apply their knowledge in new and interesting ways. They always look on the horizon and wonder what is beyond it. A Space Explorer gains +2 on one of the listed knowledge skills of his choosing. As veteran travelers they also receive a +2 on any Survival rolls or Vigor rolls to resist fatigue damage while working in the field.

## Background Edges

### Captain

**Requirements:** Novice, Knowledge (Administration) d6+

After a long time in an organization you are finally the captain of a starship. The ship does not belong to you but to your organization. The good thing is you have command of a spaceship and do not need to care about repairs, maintenance or fuel as the organization takes care of everything. The bad side is you automatically gain the Organization Dependant (Major) hindrance. this does not count against your hindrance limit.

### Freelancer

**Requirements:** Novice, Piloting d6+

You were always an independent kind of person. Strict organization was not for you and because of your restlessness you began to travel space as at a young age. That was many years ago and now you own your own ship. This freedom comes at a price as you must take care of the ship and the crew out of your own pocket. You gain the Poverty (Minor) hindrance. This does not count against your hindrance limit. You should read the Maintenance and Trade Credits sections.

### Neural Wiring

**Requirements:** Novice

This Edge represents the basic processor that has to be implanted to get any form of advanced cybertech installed, linked and working. This is not available to everyone and can not be simply bought as the methods required to implant the central processor are a well guarded secret. After taking the Edge you gain a new secondary trait: Cyber Limit. This is equal to half your Spirit die and represent the limit of installable cyberware.

### Spaceborn

**Requirements:** Novice, Agility d6+

You were born in space and spent your childhood on spaceships. Firm ground under your feet was a rare occurrence. You are very adapted to living in space and do not receive the -2 modifier to physical actions when in Zero-G as described in the rules chapter.

## Weird Edges

### Cyber Tolerance

**Requirements:** Novice, Spirit d6+

For some reason you are much more resilient to Cyberware than the average person. You gain 2 cyber limit.



## Edges and Hindrances Summary Tables.

Hindrance Summary Table		
Hindrance	Type	Effects
Cyber Intolerance	Minor	Loose 2 Spirit Points for cyberware installation
Debt	Minor / Major	The Character owes someone a lot of money
Organization Dependent	Minor / Major	Dependent on an organization
Space Sickness	Minor / Major	Shaken when entering Zero-G, -2 as long as in Zero-G
Xenophobe	Minor / Major	-2 Charisma when dealing with other Races -4 as Major

Edge Summary Table		
Edge	Requirement	Effects
Bounty Hunter	S, Sm d6+, Tracking d6+ Streetwise d6+	+2 to all Tracking, Streetwise, and Knowledge rolls relating to their current bounty, +1 Intimidation
Captain	Novice	Receive ship without cost but gain "Organization dependent" (Major) hindrance.
Cyber Tolerance	N, Sp d6+	Regain 2 Spirit Points
Diplomat	S, Sm d6+, Notice d6+, Persuasion d8+	+2 on persuasion rolls and +2 on notice rolls to read people, +1 on reaction table rolls
Freelancer	Novice	Receive ship without cost but need to pay crew, maintenance and repairs
Hacker	N, Sm d8+, Investigation d6+, Security d8+	+2 to all Investigation rolls when using and +2 on security rolls when hacking a computer
Navigator	N, Sm d6+, Kn. (Astrogation) d8+	+2 on Astrogation for FTL Travel, else +1. Saves d6 traveltime
Neural Wiring	N, Sp d6+, Vi d6+	Allows the installation of cyberware
Scavenger	N, Sm d6+, Repair d6+	+2 on Common Knowledge rolls to identify or value a find. +1 to any repair rolls
Scoundrel	N, Sm d6+, Gambling d8,+Security d6+, Persuasion d6+	+2 to charisma and +1 to Gambling, Stealth and Security rolls
Shipwright	N, Knowledge (Astronautics) d6+, Repair d6+	Can advance the ship. Details see description.
Smuggler	S, Piloting d6+, Persuasion d6+	+2 to persuasion rolls when speaking to Law Enforcement officials, +2 on piloting when trying to stay undetected.
Space Explorer	N, Sm d8+, Knowledge at d8+	+2 on chosen Knowledge skill. +2 to survival and vigor checks while "in the field"
Spaceborn	N, Ag d6+	No penalty to physical actions in Zero-G.

# Equipment

This chapter has all the tools of the trade you need except weapons and armor which have their own chapter. The mundane items in SWD can still be obtained on more low tech worlds. Many of the items have some game effect, so read the descriptions carefully.

## Equipment Descriptions

### All Environs Lamp

Can be used as a lantern or a classic flashlight depending on configuration. This high tech device works even underwater or in space! The power supply lasts more than a month and can be powered with a manually operated dynamo in case of emergency.

Effect: Provides light. Switching mode from lantern to torchlight or reverse takes one action. Lantern mode illuminates a large burst template area. Torchlight mode uses a cone template. Everything within the template is clearly visible. 4 inches around the templates are at -2 for visibility. Anything further away is at the usual -4 for total darkness

### Breather Mask

This masks protects you from any noxious or toxic fumes. It not only filters toxins, chemicals, spores or other harmful materials but also scrubs any smell out of the air.

Effect: You do not have to make Vigor checks to resist the effects caused by airborne materials. However you do not smell anything either. Does not contain an air supply.

### Camouflage Poncho

This poncho not only protects you from the weather but it also contains photosensitive cells that change the camouflage pattern depending on your surroundings.

Effect: +1 bonus on stealth rolls.

### Climbing Gear

This bag contains nanofiber rope, hooks, hammer, climbing spikes and everything else a climber needs. With this you can climb every mountain! (Protective gear is not included)

Effect: +1 modifier to athletic rolls when climbing

### Cuffs, Polymer

The polymer of these cuffs absorbs any energy used against them to tighten and harden even further. The more you fight them the harder it is to get free.

Effect: Strength of 10. For each failed escape attempt (Use the Grapple rules) the cuffs Strength raises by 1.

### Data Stick

This quantum chip offers 100 Terrabytes of storage and the encryption/decryption calculating power of a small bionic brain. And it is not much bigger than a human thumb. Mostly known as a credstick that serves as payment on main worlds. Due to the storage space and computing power the encryption on these chips is thought to be unbreakable.

Effects: Secure Storage

### E-Noculars

Enhanced Binoculars have distance and wind measuring graphs, night-vision, heat-vision, 100x zoom. You can take pictures and record video with them too. A great tool for every hunter, spy or reporter out there.

Effect: +2 modifier on vision related Notice rolls.

Equipment Table		
Type	Cost	Weight
All Environs Lamp	30	1
Breather Mask	50	2
Camouflage Poncho	550	4
Climbing Gear	40	3
Cuffs, Polymer	75	2
Data Stick	25	-
E-Noculars	500	1
Extreme Climate Suit	500	3
Field Kit	1000	20
Hand Scanner	300	4
Hypo, Adrenal	100	-
Hypo, Immunization	60	-
Nutrition Pack	5	1
Uni Tools, Medical	350	5
Uni Tools, Repair	250	5
Uni Tools, Security	500	5
Respirator Hood	350	3
Rope Winch, Personal	65	2
Space Suit	1000	15
Utility Belt	100	2
Water Pack	4	4
Wrist Computer, Base	35	1
Wrist Computer, Advanced	100	1
Wrist Computer, High end Grade I	250	2
Wrist Computer, High end Grade II	500	2
Wrist Computer, High end Grade III	1000	2
Wrist Computer, High end Grade IV	1500	2
Wrist Computer Program Level 1	100	-
Wrist Computer Program Level 2	500	-
Wrist Computer Program Level 3	1000	-

## Equipment

### Extreme Climate Suit

This high tech suit has several isolation layers, cooling / heating tubes, a water recycler and a built in breather. It is primarily in use by settlers on partially terraformed planets. The suits power supply lasts one week.

Effect: +2 to all heat/cold based fatigue rolls. Provides water. It can not be combined with any armor other than Wrist Deflectors.

### Field Kit

Within this trunk is everything you need to set up a base camp. Tent, sleeping bags and a light source for four included. It also has a water recycler and rations for one week.

Effect: Gives a +2 modifier to Survival rolls to resist fatigue from exposure or hunger.

### Hand Scanner

A hand scanner is interfaced with a wrist computer and adds analytical capabilities to it. The scanner can analyze air, water and dirt contents, energy residues, weather patterns as well as plants and animals. It does have UV / IR Scanners, a movement detector and even an x-ray built in. It also stores data so it can be analyzed in a lab later.

Effect: Access to the built in devices. Where appropriate adds +1 bonus to skill rolls.

### Hypo, Adrenal

Injecting this hypo will allow you to ignore any pain caused by wounds. However it does not heal, it simply dampens the pain for a period of time.

Effect: You ignore all wound penalties for d8 rounds. The wounds remain and you can still be incapacitated by suffering too many.

### Hypo, Immunization

This broad band antibiotic, vaccine and disinfectant attempts to push your immune system into overdrive. Short term it greatly increases the users resistance to infection and disease.

Effect: The hypo gives you an immediate Vigor roll at +2 to resist disease or infection.

### Nutrition pack

This sealed pack contains the amount of food of one meal. It is made of proteins, vitamins and minerals. The packs are available in a large variety of flavors. They contain everything to keep you fed and healthy. As the name suggests they are not a true alternative to a real meal.

Effect: Keeps you healthy and fed, but not happy.

### Uni Tools, Medical

This kit contains everything you need to take care of a variety of wounds or diseases.

Effect: When using this kit while healing you do not incur a -2 penalty for missing tools.

### Uni Tools, Repair

This compact package is about the size of a first aid kit but contains everything you need to repair, manipulate or modify electronic systems or mechanical devices.

Effect: When using this kit the user does not incur a -2 penalty for missing tools.

### Uni Tools, Security

Need to hack or reprogram a security system? This kit will let you. Permit required!

Effect: When using this kit you do not incur a -2 penalty for missing tools. Illegal!

### Respirator Hood

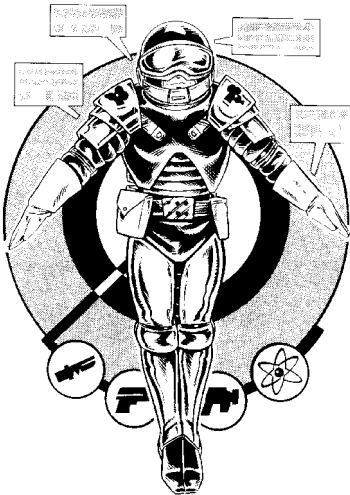
This hood can be easily inflated and than acts as a helmet, enclosing the head completely and sealing it from the environment. An air supply is attached that lasts up to 6 hours. It will not withstand space vacuum but diving to a depth of up to 100m is not a problem if you can withstand the pressure.

Effect: Air supply. Only covers head.

### Rope Winch, Personal

This box contains a high strength nanofibre rope on a powered winch and a gas powered pistol. The pistol can be used to fire a grappling hook or wall spike. The included winch is strong enough to pull two adult humans without gear and the pack can be mounted on a utility belt

Effect: If the Gas Pistol is used as weapon: dam 1d10, range 5/10/20, ROF 1, ammo 1, AP10. To lodge the grappling hook or wall spike in a fixed position so it can safely be used requires a raise on the shooting roll. If successful no roll is required to climb.



### Space Suit

Some times it is necessary to undertake a space walk for repair or research. As you know space is an unforgiving place, but these reinforced polymer suits will keep you alive out there. Includes an oxygen and refuse recycling system and positional adjustment jets. Due to its great resilience it can even be used under water. Armored versions available on order.

Effect: The suit can keep you alive for d6+1 days in space. On a wound the suit ruptures and Asphyxiation sets in immediately.

### Utility Belt

These belts have hooks to attach equipment to and enough satchels and small bags to stow several fist sized items as well as a weapon holster. There is room to attach one type of kit.

Effect: Can carry one of the following: medical, repair or security uni tool, personal rope winch. Additionally you can store up to 4 magazines or powercells and 2 Grenades. Items carried on a utility belt can be drawn as a free action. Weapons still require the Quick Draw edge.

### Water Pack

A Water Pack contains up to 4 L of water. Once empty it can be folded together and fits in any pocket.

Effect: Water to drink. Weights 8 full and 0 when empty.

### Wrist Computer

Wrist computers are commonplace in the Main worlds and a normal sight even on the Borderworlds. You can store data on them, you can game on them, communicate through them via voice, chat and picture, translate languages with them, use them as an electronic purse or a replacement for identification cards and more. The most basic version is issued to every Main world citizen at the age of 10. There are varying qualities and designs out there. The basic version only has a minimal set of functions. The advanced version can assist a user during research if connected to the net. Dedicated knowledge and skill chips that can be installed and used offline are only available for the high end versions of wrist computers. These dedicated programs can assist in very specialized tasks or even grant you a basic understanding of the programs subject.

- ◆ Base Version functions: Data Storage,Gaming,Communication, Language translation at d6, Credit Storage, Identification
- ◆ Advanced version functions: As base. In addition +1 modifier on common knowledge rolls while connected to the net.
- ◆ High End Grade I functions: As advanced. In addition can store up to 1 level of programs.
- ◆ High End Grade II functions: As advanced. In addition can store up to 2 levels of programs
- ◆ High End Grade III functions: As advanced. In addition can store up to 4 levels of programs
- ◆ High End Grade IV functions: As advanced. In addition can store up to 5 levels of programs

### Wrist Computer Programs

A wide variety of skill programs is available. Some legal, some not. Programs on a Wrist Computer do not use a wild die. The available programs are: Gambling (*illegal*), Investigation , Knowledge (*specific skill*), Medicine, Repair, Security (*illegal*), Starship Operations, Survival, Tracking and Languages. Each program uses up space as indicated by its level. How the space is used is up to you. A grade III computer has 4 spaces for programs. This can be four at level 1 or two at level 1 and one at level 2 or two at level 2 or one level 3 and a level 1

- ◆ Level 1 counts as d4 in a skill
- ◆ Level 2 counts as d6 in a skill and can roll cooperatively with users that have the same skill at d8 max.
- ◆ Level 3 counts as d8 in a skill and can roll cooperatively with users that have the same skill at d8 minimum.

# Armor

Space is a Dangerous place and there are people that are going to want to hurt you. Better wear some protection.

## Armor Table

Armor					
Type	Armor	Cover	Weight	Cost	Notes
Weave Duster	1	A, L, T	2	100	See desc.
Padded Armor	2	A, L, T	8	300	See desc.
Guard Armor	4	A, L, T, H	10	1000	See desc.
Combat Helmet	3	H	3	100	See desc.
Infantry Armor	6	A, L, T, H	15	Mil	See desc.
Infantry Armor, Heavy	8	A, L, T, H	20	Mil	See desc.
Personal Shield Generator	special	A, L, T, H	4	Mil	See desc.
A PSG generates a Toughness 10 Barrier. If overpowered it collapses and restores at wearers next action card,					
Wrist Deflector	2	A, L, T	1	150	+1 Parry,
Acts as a medium shield. Only protects against attacks from the side it is equipped on. Armor rating only against shots.					

## Armor Descriptions

The cover entry for armors is read as follows: A = Arms, L = Legs, T = Torso. H = Head

### Weave Duster

These coats contain a thin layer of armorweave. Protection is almost negligible and is not meant to protect from weapons but rough work environments. They come in many colors but brown seems to be the sector favorite this year.

### Padded Armor

This armor type comes in a lot of different shapes and sizes. The most common variants are armored spacesuits or security officer uniforms. They offer minimal protection but are cheap, available everywhere and do not hinder movement.

### Guard Armor

Guard Armors see heavy use by police forces , private security and mercenaries. They offer all around protection without hampering the wearers movement.

### Combat Helmet

This helmet is standard police or military issue. It protects the user's head without impeding vision.

Effect: Has a 50% chance to protect the wearer on a hit to the head. Can be worn with any armor that does not already include a head covering. Wearing it during social encounters incurs a -2 modifier on any social rolls.

### Infantry Armor

This military armor is usually not available to the public. Each one is wired to the individual wearing it. They consist of a combination of padded areas and hard shell pieces that can protect the wearer from a multitude of different damage types. The helmets usually come with a full sensor and communications pack. However movement in them is lightly restricted

Effect: +1 on Notice rolls while wearing the helmet. -1 on Agility skill-checks, Tricks and running dice movement.

### Infantry Armor, Heavy

These military armors are not available to the public and is only worn by Shocktroopers. Each one is wired to the individual wearing it. They consist mainly of hard shell pieces that protect the wearer from many different damage types. The helmets usually come with a full sensor, communications and targeting assistance pack.

Effect: +1 on Notice and Shooting rolls while wearing the helmet. -2 on agility skill-checks, Tricks and running dice movement.

### Personal Shield Generator

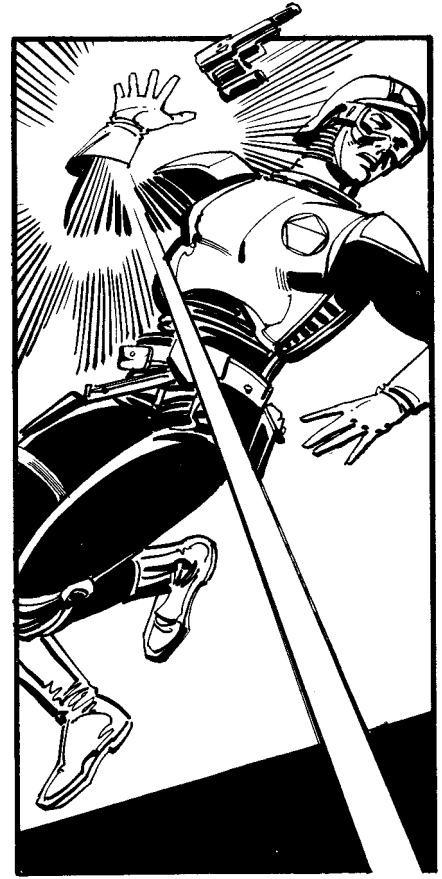
This new development utilizes alien tech. They are heavily restricted and only small quantities are sporadically available on the black market. They are full body suits that have a built in power supply and shield emitters. So far they can not be combined with classic armors of any kind.

Effect: It provides a Toughness 10 barrier around you that has to be overpowered before any damage can reach and hurt you. When the barrier takes more damage than its toughness, the overflowing damage reaches you like a normal attack and the shield collapses. It comes back up on your next action card. Can not be combined with any mundane armor.

### Wrist Deflector

These shields consist of wrist mounted pouch that contains a web like construction that can be inflated with a simple flick of the wrist and deflated as easily. This web is polarized and can withstand even energy blades and laser fire. Melee specialists or police forces use these regularly.

Effect: Counts as a medium shield when deployed. +2 armor against shooting attacks from the side it is equipped on. +1 bonus to Parry.





# Weapons

In this Chapter you will find all the weapons you need. Choose wisely!

## Ranged Weapons Table

Ranged Weapons								
Type	Range	Damage	RoF	Price	Weight	Shots	Min Str	Notes
Laser Pistol	12/48/48	1-3d6	1	300	5	25	-	Semi-Auto
Laser Rifle	24/48/96	1-3d6	3	450	10	30	-	Auto, 3RB
Laser Cannon	30/60/120	1-3d6	5	650	15	50	d6	Auto, Bipod, Snapfire
Laser damage can be increased by using more shots. 1 shot=1d6, 2 shots=2d6, max 3 shots=3d6								
Blaster Pistol	12/24/48	2d6	1	250	4	15	-	Semi-Auto
Heavy Blaster Pistol	12/24/48	2d8	1	350	8	10	d6	Semi-Auto
Blaster Carbine	12/24/48	2d6+1	3	400	9	25	-	Auto, 3RB
Blaster Repeater Rifle	24/48/96	2d8+1	1	450	10	20	d6	AP2 Semi-Auto
Blaster Hunting Rifle	40/80/120	2d10	1	500	11	10	-	AP4, Scope, Snapfire
Blaster Autorifle	30/60/90	2d8+1	3	600	12	50	d8	AP1, Auto, 3RB, Bipod, Snapfire
Blaster weapons can be set to stun, causing only nonlethal damage.								
Pellet Pistol	10/20/30	1-3d6	1	200	10	10	-	Semi-Auto
Pellet Rifle	10/20/30	1-3d6+2	1	400	15	15	d6	
Pellet Autorifle	10/20/30	1-3d6	3	800	20	20	d8	Auto, 3RB, Snapfire
Pellet guns cause damage dependent on distance. 3d at close, 2d at medium, 1d at long range.								
Disintegrator Pistol	5/10/20	2d10+1	1	Mil	8	6	-	AP10, HW,
Disintegrator Rifle	12/24/48	2d10+2	1	Mil	16	12	d8	AP10, HW, Snapfire,
Disintegrators breach ship hulls. Illegal and not usually available for purchase!								
Special Weapons								
Type	Range	Damage	RoF	Price	Weight	Shots	Min Str	Notes
EMP Cannon	Cone Template	2d8	1	1000	12	10	d6	EMP, Snapfire
EMP weapons cause damage to androids, machines, and implant wearers ignoring any armor. Anyone else suffers half, non-lethal damage.								
Wrist-thrower	Cone Template	special	1	Mil	8	2	-	Ignores Armor and Shields. See desc.
Wrist throwers are attached to the lower arm of the wearer. You can not reload them in the field as special tools are required.								
Grenades								
Type	Range	Damage	RoF	Price	Weight	Burst	Min Str	Notes
Grenade	05/10/20	3d6	-	125	1	MBT	-	Grenade
Detonator Grenade	05/10/20	3d10	-	Mil	2	LBT	-	AP10, HW, Grenade
Stun Grenade	05/10/20	special	-	100	1	SBT	-	Stun, Grenade
Ammunition								
Ammo	Weight	Price			Notes			
Laser Battery	2	50			Recharges all Laser weapons back to full			
Blaster Pack	2	25			Reloads 25 shots in all blaster types			
Pellet Drum	02/04/06	15 (10) / 25 (15) / 40 (20)			Number in ( ) amount of shots in the drum			
Disintegrator Mag	1	Mil						
EMP Powercell	5	50						
Wrist-thrower Tanks	4	Mil						

## Ranged Weapons Descriptions

### Lasers

A laser weapon uses specially cut industrial crystals to focus a high powered beam of light into a deadly laser beam. You can adjust the weapons power consumption rate to control the weapons output. Alliance manufactured space ships all have coated walls that absorb laser fire. Personal shields can absorb the damage but only specially coated armor provides any protection.

Effect: You can choose to use 1-3 shots to cause 1-3d6 damage as a free action.

### Blasters

Blaster weapons utilize a miniature graviton generator to produce a highly concentrated beam of gravitational energy. The beam generates a sound in the lower frequency band that can cause nausea in addition to pain in the victims. This side effect can actually be used to stun enemies instead of killing them outright. The weapon is safe to fire inside spaceships as the hulls can absorb the force of the blast. Personal shields can deflect the gravitational hit and even padded armors protect the wearer from blaster fire. Blaster weapons are the most commonly used weapon in the setting.

Effect: You can change between the stun and kill setting as an action.

### Pellet Guns

Pellet guns use pressurized gas to fire capsules filled with small ceramic balls. Due to the force of the launch the capsule is shredded with a loud boom as soon as it leaves the weapon and releases the pellets into a small cloud. Originally these weapons were built to be safely fired in spaceships before ablative coating was widely available. As such pellets can't breach any kind of hard armor. On the other hand Shields are absolutely useless against them.

Effect: Pellets breach shields, damage decreases the further away a target is. Hard armor negates absorbs all damage.

### Disintegrators

Disintegrators create a beam that disrupts the connections within atoms. This enables them to penetrate even the hardest material and cause horrific wounds. A critical hit could vaporize a whole person. Due to their inherent dangers these weapons are banned in the cluster and shunned by all species. Being caught with one is a sure way of getting into trouble with the local authorities, no matter where you are. Ship hulls can be penetrated by the beam, please do not fire in space!

Effect: Disintegrators have a high damage and AP value. One round charge-up required. A weapon of this type will be confiscated and destroyed on detection. The carrier will be apprehended by the local authorities as a terrorist. If incapacitated by a disintegrator roll incapacity as normal but at an additional -1 modifier. These weapons are meant for true Villains and not Heroes. They are so rare and expensive they will never be found in the hands of an extra.

### EMP Cannons

EMP weapons are designed to take out electronics quickly. This includes androids, soldiers with implants and starship controls. They charge up and unleash an EMP burst in a cone area in front of the weapon. Be careful where you aim or you might knock out an entire starship!

Effect: EMP weapons primarily cause damage to electrical circuits. Androids and implant wearers take normal damage. no armor. Anyone else suffers half, non-lethal damage due to an overload of the nervous system.

### Wrist-throwers

These throwers are mounted on your lower arm. The ammunition is held in small tanks at the side of the throwing tube. They can be filled with a variety of liquids. The most common types are: flaming, corrosive and poisonous. All have in common that they simply ignore armor or shields. The effect varies by ammunition type.

Effect: All ammunition types use the Flamethrower rules for shooting and dodging from the SWD p. 51

Flaming: Damage 2d10, can set the target aflame as described in SWD p. 88

Corrosive: Damage 2d8, uses corrosion from the Acid trapping SWD p. 106

Poisonous: See SWD p. 89

Webbing: As Entangle power SWD p. 113 using shooting instead of any arcane skill.

### Grenades

There are a lot of different types of grenades in the universe, but this small selection should keep you covered!

Effect: See Grenades p. 51 SWD

Stun: These are made to stun and not kill your opponent. They deal nonlethal damage and instead of real wounds cause only fatigue levels.

## Melee Weapons Table

Melee Weapons				
Type	Damage	Weight	Price	Notes
Energy Bayonet	Str + d4 +2	1	450	AP5, changes ranged weapons melee stats: Str+d4, Parry +1, Reach 1, 2 hands, Energy
Energy Knife	Str + d6 +2	2	500	AP5, Energy
Energy Sword	Str + d8 +2	5	750	AP5, Energy
<b>Energy Blades cannot be parried except by other energy weapons.</b>				
Vibro Blades	Damage +1	+1	+50	AP+2, Vibro
<b>Vibro Blades is a template that can be applied to any bladed melee weapon. See notes.</b>				
Shockstick	Str+d4+1	2	200	Stun
<b>Deals nonlethal damage and instead of real wounds only causes fatigue levels.</b>				

## Melee Weapons Descriptions

### General melee weapon notes

All Medieval and Modern and Futuristic melee weapons from the Savage Worlds Deluxe core book are also available. If you want to use the Laser Sword instead of the energy variants above choose one to use.

### Energy Blades

These specialized melee weapons use different focus crystals to create independent charged particle beams that connect in a predefined distance of the hilt and neutralize each other out. They come in various shapes and sizes, from a two-hander to a tiny dagger. The small iterations are relatively common and mass produced while full sized swords or other forms are very rare to come by. You will have to get one personally crafted if you are looking for more exotic variants.

Effect: These weapons can only be parried by their own kind. They simply cut through vibro or other weapons

### Vibroblades

As the name suggests these weapons are not actually sharp but dangerous because of their fast vibrations that lets them cut through most materials. However they require batteries to run. Many melee weapons can be upgraded to be a Vibro Weapon.

Usable Weapons are: Dagger, Great Sword, Katana, Long Sword, Rapier, Short Sword, Axe, Battle Axe, Great Axe, Halberd, Pike, Spear

Effect: If you roll snake-eyes on the fighting roll, the battery dies and the weapon loses all vibro bonuses for the rest of the adventure.

### Shocksticks

These crowd control weapons are usually used by law enforcement as non deadly conflict solvers. Anyone hit by a stick will probably collapse twitching uncontrollably.

Effect: They are made to stun and not kill your opponent. Deals nonlethal damage and instead of real wounds causes fatigue levels.

## Cyberware

The normally available cyberware consists of simple replacements for lost bodyparts. Meeting someone with a cyberleg, -arm or -eye is not unusual on the fringe. On a main world they are so sophisticated they are indistinguishable from a natural bodypart and can only be detected with a scan.

### Replacement Cyberware

These replacements have no special functionality and do not grant any bonuses to the wearer. This cyberware does not have any negative side effects either. The only difference is that they have their own toughness rating and will be destroyed if suffering too much damage.

If you receive a wound on a cybernetic limb the limb is disabled. You do not gain a wound but suffer the consequences of a missing bodypart. See hindrances in SWD p.28 and following Hard of hearing (Major), Blind, One Eye, One Arm, One Leg. The pieces can be repaired with a successful Repair roll.

Replacement Cyberware			
Type	Thoughtness	Price	Notes
Cyberarm	10	750	-
Cyberear	5	250	-
Cybereye	5	500	-
Cyberleg	10	500	-

### Restricted Cyberware

This type of cyberware is only available on main worlds and heavily restricted. Usually only government operatives have access to this kind of hardware. But there are some shady resources for them too.

To be able to use any of these you need the [Neural Wire Edge](#) (p.8). There are limits to how much cyberware you can install. half your Spirit die. This represents a new Stat “Cyber Limit”. Each piece of advanced cyberware costs a certain number of Spirit Points. If you go over that limit your nerves burn out and you become catatonic.

### Restricted Cyberware Table

Restricted Cyberware				
Type	Thoughtness	Price	Cyber Points	Notes
Adrenaline Booster	-	3500	4	“Quickness” power, internal
CyberBlade	-	750	2	Retractable Vibroknife, internal
Cyberlimb armor	-	500	1	Cyberlimb gains +2 AR, internal
Enhanced Arm	14(2)	1250	1	Never Unarmed, can Parry,
Enhanced Ear	7	1500	2	+2 to notice when hearing
Enhanced Eye	7	2000	2	Low Light Vision
Enhanced Leg	14(2)	1000	1	With two legs you gain the effect of the “Fleet Footed” edge
Healing Nanites	-	5000	4	Healing Roll at d6 when incapacitated, internal
Muscle Lace	-	1500	4	Strength Wild Die d8, internal
Strengthened Skin	-	1250	2	+1 Toughness, internal
Subdermal Armor	-	1500	3	Whole body has armor rating 2, internal
Targeting Assistant	-	1250	3	d8 wild die on Shooting and Throwing, internal
Toxin Filter	-	1000	2	+2 Vigor against poison and disease, internal
<b>Note: Internal cyberware can not be aimed at or damaged by any attack</b>				

### Restricted Cyberware Descriptions

#### Adrenaline Booster

This injector is installed beneath the skin. It releases highly concentrated artificial adrenaline into the bloodstream once activated. After activation you benefit from the Quickness power for 3 rounds. To activate you must succeed at a Spirit roll. On a 1 on the trait die the system must recharge and can not be used again during the encounter. Since this is an internal system it can not be damaged by attacks.

### CyberBlade

Installed in the forearm this concealed weapon can be extended and retracted at will. If retracted it is almost undetectable and requires a scan of the bodypart to be found. It counts as a Vibroknife (See p.17). Because it is powered by your body it does not require batteries to run and will never lose its vibro status.

### Cyberlimb armor

This is actually an add on to an existing advanced cyberlimb. It consists of ceramic armor plates that are mounted on the limb in question. Hiding this upgrade is impossible. You add 2 to advanced Cyberlimb armor.

### Enhanced Arm

These enhanced cyber replacements can normally only be found with military specialists. They come with installed armor. Due to their resilience they can resist almost everything. Additionally you are never considered an unarmed defender when having at least one of these arms installed. You can parry with them too.

### Enhanced Ear

These ears are a true upgrade above the normal replacement versions. It allows you to hear in a much higher and lower spectrum than a normal human ear. You can even filter out or enhance certain sounds. You gain a +2 bonus on notice rolls when hearing is involved.

### Enhanced Eye

Want to see in the dark? With these enhanced eyes you can. They are able to amplify even the faintest light to make it seem just like daylight. Due to their automatic light level adjustment you will never be dazzled by light either! You suffer no penalties for bad lighting conditions except when in total darkness. You are also immune to any effect that would blind you normally except the destruction of your eyes.

### Enhanced Leg

With these legs you will rarely tire out. They give a certain push and strength to your movement while being really sturdy. Enhanced Replacements have Armor and 1 wound of their own that is tracked independently from the character. When you have a pair of legs installed you gain the effect of the "Fleet-footed" Edge.

### Healing Nanites

This amazing implant consists of a container of nanites that are programmed to close wounds, repair bones and even restart your heart. You roll a Healing check at d6 when you take a wound that would incapacitate you. On a success you remain conscious and can continue acting as normal. On a raise you not only stay in play, you even heal a wound! Failure means you are incapacitated normally, snake-eyes has no further effect. In addition natural healing occurs every day instead of 5 days and you always count as being under medical attention.

### Muscle Lace

Your muscles are covered in a synthetic weave that increases their activity and resilience. Your wild die for all Strength related rolls increases to d8.

### Strengthened Skin

The skin all over your body is injected with a solution that hardens it to unnatural levels and makes it feel rubbery. Your toughness increases by 1.

### Subdermal Armor

Armor plating is implanted directly under your skin. It is uncomfortable but well hidden when you wear clothes. Your body receives 2 points of armor.

### Targeting Assistant

A small computer is installed behind your eyes that projects a targeting reticule directly on your iris where you currently aim your gun at. You gain d8 wild die on Shooting and Throwing rolls.

### Toxin Filter

Several filters and cleaning systems are installed in your nose, lung, stomach and kidney. You gain +2 on vigor rolls to resist the effects of poison, disease or drugs.

## Space Ships as Characters

This section enables the creation of spacecraft with character, whether a beat-up old tug on her last legs, a sleek interceptor or a wiley smuggler's ship. Such ships have unique strengths and weaknesses, hindrances and edges. Although the text talks about ship „creation“, these rules are more in line with simulating the feel of a used ship with its associated quirks. Due to the small number ranges used in Savage Worlds this system has its limits and is primarily designed to create ships for the players party. So it is balanced against the typical transports or military corvettes. It is possible to design fighters and shuttles using this system, but this is not optimal. Capital ships are not included at all. This system is not meant to be a scientific ship building method and should not be used for every ship in your game. But the most important ones, like the one your players fly, their nemesis or their allies might end up a lot more interesting than your average ship of the line.

### Space Ship Creation Summary

#### 1) A Ship gains one free Edge

#### 2) Traits

- ◆ Your ship starts with d4 in each attribute and has 5 points with which to raise them. Raising an attribute one die type costs 1 point
- ◆ You have 6 points for skills. Raising a die type in a skill costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level
- ◆ Note the derived Statistics from the tables below.

#### 3) Edges & Hindrances

You gain additional points for taking up to one Major Hindrance (2 points) and two Minor Hindrances (1 point each).

- ◆ For 2 points you can:
  - Gain another attribute point, or
  - Choose an Edge
- ◆ For 1 point you can:
  - Gain another skill point
  - Raise starting funds by 100%

#### 4) Starting Funds: 350K to buy equipment and weapons

#### 5) Calculate Value

Calculate all costs together to determine the overall Value of your ship. It shows what your ship is worth should you ever decide to sell it. Depending on the GM this is also the price you have to pay if you need to buy it first.

- ◆ If you want to buy a used ship roll a d12 on the hindrance table and add that hindrance to your ship in addition to the ones you have already picked. If the ship had the hindrance as minor it is now major. If it already has that hindrance at major or it does not have a minor/major Option the GM gets to pick one. This hindrance does not count toward the hindrance limit. On the plus side the price is halved! This is only used if you do not get the ship through an edge.

#### 6) Ships are Wildcards and receive 3 bennies

### Space Ship Advancement

Advancement represents the little tweaks and tunings the crew make to the ship in their spare time or simply their growing familiarity with the ship. Ships do not advance as a normal player characters do. They only get one advance every 10 XP instead of 5 but gather them just like a character does. The advances are limited because a ship is a machine and not as adaptable as a living being. If your setting features living ships you can easily change this back to normal advancement limits. Alternatively you can choose that a ship does not gain any XP but is leveled by one of the characters with the Shipwright edge instead. When the ship gets an Advance it can:

- ◆ Gain a new Edge.
- ◆ Increase a skill that is equal to or greater than its linked attribute by one die type.
- ◆ Increase two skills that are lower than their linked attributes by one die type each.
- ◆ Buy a new skill at d4.
- ◆ Increase one attribute by a die type.
- ◆ Size is fixed on creation and will not change if Strength is increased. The number of slots can increase and represent better manufacturing technology, smart reconfiguration etc. It can never increase more than **one** step in a ships lifetime.

If you decide you want to raise an attribute or skill you have to pay the difference between your current die type value and the next die type value. If you use the Trade Credits and Odd Jobs rules the cost is already included in the monthly maintenance and job payments.

Skills	Attribute
Shooting	Agility
Piloting	Agility
Stealth	Agility
Notice	Smarts
Repair	Smarts
Ship Ops	Smarts
Knowledge (Astrogation)	Smarts
Intimidation	Spirit
Persuasion	Spirit

## Space Ship Attributes

Attributes represent the overall strengths and weaknesses of your ship. Each ship is different. Once chosen attributes are unlikely to be raised during game as it is expensive. Every ship starts with d4 in all attributes. All Attributes have similar values to character stats. This means that you can not compare a ship one to one to another vehicle or a player character. They may also appear weak at first glance. However since all space ships should use that same scale it balances out. This way you can easily relate to the numbers and can make calls based on your knowledge of playing a normal character.

### Agility

This attribute represents the reaction time, maneuvering capabilities in combat and amount of jumps a ship can perform before it needs to refuel. Usually smaller ships have higher Agility, but with technological advances in propulsion and gravitational manipulation this not necessary true any longer. Jumps are dependent on a lot of different factors, but generally the more powerful the engine the more jumps it can carry out. Jumps can represent distance or amount of jumps depending on your preference. Top speed (TS) represents movement in "Space Units", each one inch at the table.

Agility	Acc/TS	Jumps	Climb	Value	Notes
d4	2 / 6	4	-1	100K	
d6	3 / 8	6	0	150K	
d8	4 / 9	8	1	225K	
d10	6 / 12	10	2	325K	
d12	7 / 14	12	3	450K	
<b>Represents reaction time and maneuverability in combat</b>					

### Smarts

How good the installed computers and sensors are is represented by the ships Smarts score. It does not necessarily mean that the computers are more advanced, it might just be that the positronic brain of the ship has learned a few tricks. The better the overall systems are the less human input is needed. To simulate this the crew number from the Strength score needs to be multiplied by the Crew Factor rounded down to determine the final number of crew members needed to use all functions of a ship to its best capabilities. See Strength.

Smarts	Crew Factor	Value	Notes
d4	X1.5	100k	
d6	X1.25	200k	
d8	X1	400k	
d10	X0.75	800k	
d12	X0.5	1,500k	
<b>Represents the ships computer systems Intelligence and Sensors. The smarter the ship the less crew it needs</b>			

### Spirit

Some say that every Ship has a soul. That you can talk to your ship and if you just listen what it has to say it will help you. If you love your ship and care for it it will never let you down and keep you flying. Others claim that with all these high end computer systems installed the ships create their own ghost in the machine and develop a mind of their own. Whatever the case, no pilot will deny the attachment they have to a ship and many pilots will have a story to tell where a ship came through even though everyone thought it was already all over.

Spirit	Value	Notes
d4	50k	
d6	75k	
d8	125k	
d10	200k	
d12	300k	
<b>Represents redundancy systems or the ghost in the machine. Will it hold when it is most needed?</b>		

### Strength

The stronger the ship the bigger it is. It has more slots but also needs more crew to be operated properly. Size is abstract and all ships created here count as large in creature size terms. Capital ships or small fighters are not covered by these rules. Slots are calculated as Str x5. Additionally the Strength score is used to determine the damage of weapons that depend on reactor core power.

Calculate the final number of required crew by multiplying the Crew number from Strength with the Crew Factor from the Smarts score rounding down. Minimum crew is 1. If a ship has less crew then needed all rolls made by the crew suffer a penalty. If the ship is between the required number of crewman and half staffed the penalty is -1, if fewer than half of the required crew are available the penalty is -2!

Strength	Size	Table Size	Slots	Crew	Value	Notes
d4	Transport	1" x 1"	20	1	150k	
d6	Small Freighter	2" x 2"	30	4	300k	
d8	Medium Freighter	3" x 3"	40	10	600k	Can carry Transports
d10	Large Freighter	4" x 4"	50	15	1.500k	Can carry Transports
d12	Frigate/Corvette	5" x 5"	60	25	3.500k	Can carry Transports or small freighters
<b>Strength determines the base size of the ship, the amount of slots and minimum crew</b>						

### Vigor

Resilience and toughness of a ship are not simply a matter of thicker plating. It is also important to keep your ship well maintained and in good repair. Some ships have malfunctions all the time, others are a breeze to repair thanks to redundant systems and easily accessible machines. Toughness is the same as for characters but a ship always counts as having heavy armor. Wounds are the same as for a PC. A ship never suffers Fatigue. The Repair mod is very important as it is factored in on all repair rolls done by the crew.

Vigor	Toughness	Wounds	Repair Mod	Value	Notes
d4	4	1	-1	75k	Heavy Armor
d6	5	2	0	125k	Heavy Armor
d8	6	3	+1	225k	Heavy Armor
d10	7	4	+2	500k	Heavy Armor
d12	8	5	+3	1.250k	Heavy Armor
<b>Vigor represents the repair and maintenance status as well as resistance to damage</b>					

### Space Ship Skills

In general the ships skills represent the abilities of the ships computer to do a job, the appearance or installed systems. These systems need to be paid for just like abilities. Basic functionality is already represented by the attributes which contain everything needed to fly. A ship does not need to have a single skill to be functional. However skills represent a specialization of the ship. During play usually the equivalent skill of a player character is used instead of the ships own. However, a ship gives a bonus to the characters dice roll depending on the ships skill rank. See the table on the right.

Skill die	Dice Mod	Value
d4	+0	10k
d6	+1	20k
d8	+1	40k
d10	+2	80k
d12	+2	160k

#### Shooting (Agility)

The shooting skill represents the targeting computer of the ship. When a player is present their skill is used. If no player is available to man the weapons the ships skill is used instead.

#### Piloting (Agility)

If the player switches on the autopilot this skill is used.

#### Stealth (Agility)

This represents the ability of the ship to stay undetected. If a player character wants to hide his ship he will roll piloting while the ship will assist with stealth. If there is no pilot the stealth skill of the ship is used to determine whether an observer detects it. This skill represents not only a computer program but also energy emissions, stealth coating, hull form etc.

#### Notice (Smarts)

This skill stand for the installed scanning devices, radars and other detectors. If the player is on board his skill is used. The ship can assist as usual. If no player is present the ship uses this skill to automatically detect danger.



**Repair (Smarts)**

Repair represents the automated repair systems, installed repair bots or redundancy systems of a ship. If no engineer is on hand the ship will attempt to repair itself with this skill.

**Ship Ops (Smarts)**

The ship AI is able to anticipate where shields are needed and can control it's main systems.

**Knowledge : Astragation (Smarts)**

If the player plots the course he uses his own skill to determine the correct path. The ship can assist. If the player switches on Autopilot the ships skill is used instead.

**Intimidation (Spirit)**

This skill represents the general appearance of the ship and how threatening it looks to attackers. The ship can assist the player to dissuade pirates from attacking because of some martial painting on it for example. If no player is present this skill is used to determine whether a robber decides to break into the ship or a merchant vessel flees.

**Persuasion (Spirit)**

This skill represents the general appearance of the ship and how inviting it looks to passers by. If no player is present it is used to convince a military patrol she is not worthy inspecting because of the clean and respectable exterior for example, or to determine if someone passing by sees the ship and decides it is perfect for the job they have to offer.

**Space Ship Edges and Hindrances**

Ah the uniqueness of your ship! Each and every ship has a history. Some good some bad. Some had owners that cared about her, some were neglected. Edges and Hindrances are the way to differentiate ships even further. They are the small things that make a ship unique. For example the regularly failing hyperdrive of the Millenium Falcon or the surprising sturdiness of the Serenity. Edges can not be bought, but are simply part of the ship. Note that requirements relate to ship stats not player stats. Edges are permanent, no matter how banged up the ship gets, Edges will not change. Hindrances are similar. If the ship has corrupted navmaps it does not matter how often you reinstall the navigational software or replace the astromech. Somehow the problem always creeps up again. If a ship gets too damaged in a fight it can gain permanent new Hindrances. As the ship does not play itself, players that play up the ships hindrances are eligible for a bennie the same way they would be if it was their own hindrance.

**Space Ship Hindrance Table**

Hindrance Summary		
Hindrance	Type	Effect
Brittle Armor	Major	-1 Toughness
Common ship	Major	The ship type is pretty common. In opposed rolls enemies receive +1
Corrupt Navmaps	Minor	+d6 space travel time
Defunct Scanner	Minor	50%chance on hit that scanners die, -2 to shooting anything further away than 5
Failing Subsystems	Major	-2 Repair, Roll of 1 causes Malfunction
Faulty Drive	Minor	-1 Acc/ -2 TS
Fuel Drinker	Minor	-1 Jump
Old Pot	Major	-1 to Vigor and Agility, +2 skillpoints
Quirk	Minor	Something minor does not work correctly
Ugly Ship	Minor	-1 on intimidation or persuasion rolls
Unlucky Ship	Major	Loose one bennie
Wanted	Minor/Major	The ship is wanted by someone

## Space Ship Hindrance Descriptions

### Brittle Armor (Major)

The Ship has been banged up one time to many. The armor is shoddy. -1 Toughness

### Common Ship (Major)

This type of ship is known very well all across the galaxy as there are so many of her. Enemies receive a +1 on trait rolls against the ship

### Corrupt Navmaps (Minor)

The navmap memory of the ship has been garbled. Whatever you try , navigation is always off by a small amount. +d6 space travel time

### Defunct Scanner (Minor)

The scanners have seen better days, the wiring seems to be a bit fickle. On every hit there is a 50% chance that the sensors will stop working and all Shooting rolls at anything further away than 5” receives a -2 penalty.

### Failing Subsystems (Major)

What do you mean the hyperdrive isn't working? We just fixed it! -2 repair rating. While using any system a roll of snakey causes the system to malfunction until it is repaired in addition to any other critical fail results.

### Faulty Drive (Minor)

Something got dislodged in the drive. The Ship seems to be slower then it should be. -1 Acc/ -2 TS.

### Fuel Drinker (Minor)

OK, someone must have wired the reactor wrong, it burns fuel very inefficiently. -1 Jump

### Old Pot (Major)

This is a really old model. But it has character! The ship loses a die type each in Vigor and Agility but receives 2 extra skill points.

### Quirk (Minor)

The turbolift door is stuck again and the nav computer always has to be hit with a fist before working! Something is always dysfunctional.

### Ugly Ship (Minor)

This design was bad even when the ship was originally built. -1 on persuasion or intimidation rolls.

### Unlucky Ship (Major)

Somehow you seem to be shot at, have more near crashes and are inspected more often then should be the case. Remove a ship Bennie.

### Wanted (Minor/Major)

This ship was either stolen or someone really wants to own it. The ship is wanted for some reason. (See edge of same name in SWD)

## Space Ship Edge table

Edge Summary		
Edge	Requirement	Effects
Advanced Auto-repair System	S, Sm10	+1 to repair rolls, ½ repair time with raise
Afterburner	N, Ag6	Gain Agility dice as bonus to Acceleration and one bonus step Climb for d6 rounds
Armorplating	S	Thoughness +1
Capital ship destroyer	N, St8	+1d8 damage when shooting at large freighters or Frigates.
Caring Crew	N, Sp6	Crew can use bennies on ship rolls
Combat Circuitry	S, Ag8	+2 to recover from Shaken
Famous Weapon	N, Shooting d10	+1 shooting with a specific weapon
Fuel Efficient	N, Vg8	+1 Jump
Improved firing Line	S	Can use Bennies on damage rolls
Improved Sensor Array	N, Sm8	+1 to notice checks
Lucky ship	N	Gain 1 Bennie
Maneuver Jets	N, Ag6	+1 to piloting rolls for maneuvers
Improved Maneuver Jets	Maneuver Jets	+2 to piloting rolls for maneuvers
Prototype Astrograph	N, Sm6	+2 on Knowledge Astrography rolls
Proximity Alert	N	Notice at -2 to detect surprise attackers /danger
Trusty old ship	V, Sp8	Can give Bennies to crew.
Well Built	N	Ships Slots are calculated as Str x8 instead of Str x5

## Space Ship Edge Descriptions

### Advanced Auto-repair System

**Requirements:** Seasoned, Smarts d10+

Small repair bots and self healing computer routines enable the ship repair itself. +1 on the ships repair rolls, ½ repair time with a raise.

### Afterburner

**Requirements:** Novice, Agility d6+

The Engine is modified to prove an incredible short term boost to speed. Gain agility dice as bonus to Acceleration and one bonus step Climb. To use the dice and climb bonus the ship must declare that it runs, just like a character does.

### Armorplating

**Requirements:** Seasoned

Additional armor plating is welded on your ship resulting in +1 Toughness.

### Capital Ship Destroyer

**Requirements:** Novice, Strength d8+

The Guns and Targeting mechanism of the ship are tuned to attack larger ships. +1D10 Damage when attacking Large and bigger ships.

### Caring Crew

**Requirements:** Novice, Spirit d6+

The Crew truly cares and loves it's ship. They will work hard to keep her flying. The crew can use their own bennies on the ships rolls.

### Combat Circuitry

**Requirements:** Seasoned, Agility d8+

The wiring of the ship is enhanced for combat and far less prone to fail. +2 on rolls to recover from shaken.

### Famous Weapon

**Requirements:** Novice, Shooting d10+

A specific ship weapon is well known in all of space for its ability to destroy enemy Spacecraft. Gain +1 shooting with a specific weapon

Fuel Efficient

**Requirements:** Novice, Vigor d8+

Either the drive itself or the core are modified or so well worn in that it uses a lot less fuel for FTL travel. +1 Jump

Improved Firing Line

**Requirements:** Seasoned

The efficiency of the weapon systems has been increased to better output levels. The ship can use bennies on damage rolls

Improved Sensor Array

**Requirements:** Novice, Smarts d8+

The sensors have adapted through repeated use and can efficiently detect patterns in the surroundings. Ship receives +1 on Notice checks.

Lucky Ship

**Requirements:** Novice

The ship is famous for getting out of scraps every other ship would have been vaporized in. It gains an extra bennie

Maneuver Jets / Improved Maneuver jets

**Requirements:** Novice, Agility d6+

The ship is much easier to handle and can move in ways not normal for its design. Ship gains +1 / +2 on piloting rolls for maneuvers.

Prototype Astrograph

**Requirements:** Novice, Smarts d6+

The astrograph has been heavily modified from his original design. Effect: +2 on Astrogation rolls.

Proximity Alert

**Requirements:** Novice

The ship's scanners are very finely tuned. The ship can roll Notice at -2 to detect surprise attacks or imminent danger

Trusty Old Ship

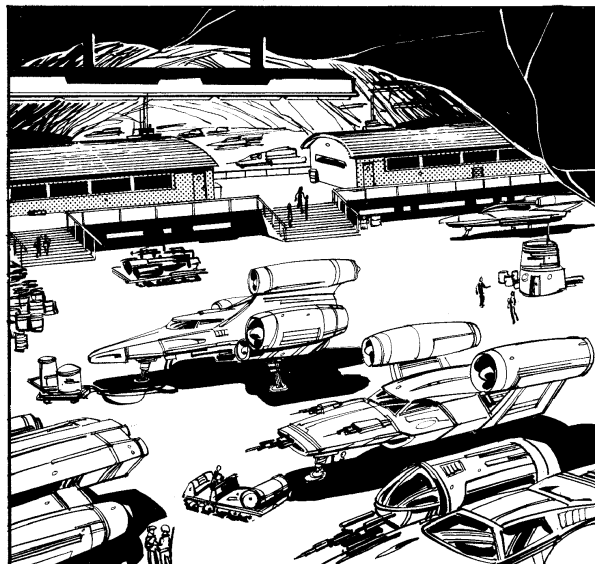
**Requirements:** Veteran, Spirit d8+

The crew trusts the ship to carry them through anything and keep on flying. Ship can give bennies to players.

Well Built

**Requirements:** Novice, Vigour d6+

The ship is very well built and has more slots than an average ship of the same size. Slots are calculated as Str x8 instead of Str x5



## Space Ship Equipment

The ships equipment and modifications have to be paid for by the crew. Each piece uses a certain number of slots from those available. Remember that every ship already has the basic equipment like drives or sensor arrays installed. Everything else you install is in top of that. If you install nothing from these lists the ship is still fully functional

Many entries state “Cost per size.”. This means the cost is multiplied by the cost factor of the ship.

Strength of Ship	Cost Factor
d4	x1
d6	x2
d8	x3
d10	x4
d12	x5

## Space Ship Equipment Table

Equipment Summary			
Type	Value	Slots	Notes
Anti Missile Emitter	25K	2	-1 to enemy shooting rolls to get a missile lock. Cost per size.
Armor	20K	2	+2 Armor. Cost per size.
Atmospheric Design	25K	5/7/10/12/15	Ship can enter the Atmosphere at half speed. Slots used are per size category. Cost per size.
- A-T-Landing Gear	30K	2/4/6/8/10	The ship can land on soft ground and even water. Requires Atmospheric Design.
Barrier Shield	Mil	5	A T 10 Barrier. If overpowered collapses and restores at pilots next action card, Cost per size.
Cloaking Device	Mil	2	-1 cumulative penalty on enemy detect rolls per 2 slots. Maximum -4. Cost per size.
Cryo Systems	10K	2	Enables the transportation of cryo tubes. - Needs Storage Unit
Deflector Screen	30K	3	-1 penalty on enemy shooting rolls to hit the ship. Cost per size.
ECM	Mil	5	When engaged will disrupt enemy sensors, -2 to all enemy attack rolls Cost per size.
Emergency Capsule	5K	1	Each capsule carries 1/4/5/10/20 people per size category. Cost per size.
Guest Quarters	10K	3	Provides comfortable accommodations for 4 passengers
Livestock Storage	15K	2	Enables Transport of livestock. - Needs Storage Unit
Magnetic Grapppler	20K	5/8/10/13/15	Allows the grappling of another ship. Cost per size. Special
Ships	As Ship	5 (small) 10 (Medium)	-
Soldiers	50K	5	8 soldiers per module. Includes quarters, armories etc.
Stabilizer	75K	2	+1 on Piloting rolls Cost per size.
Storage Unit	25K	One third	Enables the transportation of goods. Cost per size.
Teleporter	Mil	5	Can transport 5 humanoids or 5 tons of cargo over a distance of 500 km
Tuned Engine	15K	2	+1 Top Speed per space. Cost per size. Max +4

## Space Ship Equipment Descriptions

### Anti Missile Emitter

Missile countermeasure that sends out disruptive signals that make it very hard for enemies to lock on to you.

Effect: Requires a successful Ship Ops roll to engage. Enemies suffer a -1 penalty on their shooting rolls with missiles when successful, -2 on a raise. On a failure the block is insufficient. If the operator draws a club as his action card the emitter is ineffective and needs to be reactivated in the following turn. On a 1 on the skill die the system malfunctions for the rest of the encounter.

### Armor

Additional armor plates to increase the ships protection against attack

Effect: +2 Armor per installment. Price must be multiplied by cost factor.

### Atmospheric Design

Your ship can enter the atmosphere of planets and can actually land on the surface. Ships that are only build for space would burn up when entering the atmosphere.

Effect: Ship can safely enter planet atmosphere and land on ground. Acc and TS is halved during atmospheric flight.

### A-T-LandingGear

This is an upgrade for ships that can enter the atmosphere of planets. The All-Terrain-Landing Gear consists of repulsor cussions that replace the standard landing gear.

Effect: The ship can safely land on soft ground or even water.

### Barrier Shield

The latest military development is rumored to consist of Barrier shields that erect invisible walls that protect the ship from any attacks.

Effect: Requires a Ship Ops roll at -2 to go up. On success It provides a Toughness 10 barrier around your ship that has to be overcome before the ship can be damaged. On a raise it is T 15. When the barrier takes more damage then its toughness the overflowing damage reaches you like a normal attack and the shield collapses. On subsequent actions a successful Ship Ops roll brings the shield back online. Each breakdown makes it harder to pull up the shield again. You suffer a cumulative -1 penalty for each breakdown on subsequent rolls during this encounter. On a failure the shield does not raise and you can try again next turn. On a 1 on the Ship Ops die the shield malfunctions and collapses for the rest of the encounter.

### Cloaking Device

This high tech military device is barely more than a whisper. But there are Spacers that claim that there are invisible ships out there, capturing and killing smugglers and rebels.

Effect: Requires successful Ship Ops roll to engage. When activated the ship is invisible to sensors and sentient eyes, but can not attack or enter FTL.-4 on enemy Notice rolls to detect the ship. Once detected the cloak is ineffective against the detector for the rest of the encounter.

### Cryo Systems

If you want to transport frozen food or people in cryostasis you need cryo storage space in your ship, otherwise they will just melt.

### Deflector Screen

As the name suggests a deflector shield generates a gravitational field that can deflect enemy attacks. As such only shots in specific angles can penetrate the shield and harm the ship.

Effect: Deploying the Deflector requires a Ship Ops roll at -1. When successful enemies suffer -1 to their shooting rolls to hit you. On a raise -2. If the operator draws a club as his action card the screen collapses. It can be redeployed during the next turn. On a 1 on the skill die the deflector suffers a breakdown and can not be used for this encounter

### ECM

Electronic Countermeasures can cripple enemy sensors so your ship is almost impossible to track and hit.

Effect: Requires a successful Ship Ops roll at -2 to initiate. On a success a selected enemy suffers -2 to any shooting rolls against you, on a raise -4. If the operator draws a club as his action card the emitter is ineffective and needs to be reactivated on the following turn. On a failure enemy is not scrambled and can attack normally. On a 1 on the skill die the ECM malfunctions and can not be used again during this encounter.

### Emergency Capsule

When things go back this is your way out. An emergency capsule is able to enter atmosphere and land you safely on a nearby planet or support life in space for a week.

Effect: Gets you out safely if your ship explodes.

### Guest Quarters

Sometimes you need to transport passengers. Instead of simply placing them in a bunk offer them guest quarters that are a bit more comfortable. Required if you want to transport passengers. Has room to comfortably, but not luxuriously, house four guests including sleeping and eating accommodations.

### Livestock Storage

Transporting living cattle to frontier worlds can be a lucrative venue. However living animals can't be stored like crates. You need this module to be able to hold and feed living creatures. Required if you want to transport livestock.

Effect: Enables the transportation of animals in the cargo hold.

### Magnetic Grappler

This tool is usually used in salvaging operations to tow wrecks. But it can be misused for more sinister purposes

Effect: A Magnetic Grappler only has a very short range of 1 Inch (Melee range during a chase). Instead of shooting the grappler uses Ship Ops. To successfully grapple an enemy ship you must succeed on a Ship Ops roll opposed by the targets Piloting roll. On a success you have grappled the ship. If it is a smaller size category you have disabled and grappled It successfully. If the targeted ship is the same size category the Ship Ops roll is at -2. If it is a larger size category your roll is at - 4 and the victim will free itself on a club on the operators initiative card until you have successfully boarded or otherwise fully disabled it.

## Space Ships as Characters

### Ships

Your Space ship is large enough to have a hangar for smaller ships. This modification includes the ship itself, the hangar and all necessary facilities to maintain and repair it as well as hosting the crew.

Effect: Your Ship transports another ship.

### Soldiers

If you are going to get into trouble on ground a squad of soldiers is not a bad thing to have on your side. This module includes the soldiers, their barracks, an armory and a med-bay. It does not cover the ongoing salary for the soldiers.

Effect: Ship gains 8 Soldiers

### Stabilizer

Your spaceships is very easy to control and follows your every direction.

Effect: +1 on Piloting rolls.

### Storage Unit

The Ship has a cargo hold that can be used undertake transport missions. Without this upgrade no transport of goods is possible.

Effect: Takes 1/3 of total slots rounded down and the ship now has a cargo hold.

### Teleporter

The marvel of science makes it possible to actually beam people through space!

Effect: On a successful Ship Ops roll at -1 you can teleport a living being or object. You suffer an additional -1 for every 2 additional persons to teleport. If you do not have a clear line of sight or scan of the target area you suffer an additional -2 on your roll. On a failure the transported hit some obstacle and are immediately returned to where they came from and are shaken. On a 1 on your skill die the teleported are returned to where they came from, are shaken and harmed. Each suffers 2d6 damage.

### Tuned Engine

The engine is tuned and tweaked heavily to get out the most possible speed and maneuverability.

Effect: Raises TS by 1 per slot. Max +4



## Space Ship Weapons

There are generally two different types of weapon: energy and ballistic. The main difference is that ballistic weapons have a fixed amount of damage due to the use of ammunition while energy weapons can vary in damage depending on the size of the ship they are installed in. A bigger ship has a bigger reactor and can divert more energy into damage. A ship can carry many different weapons depending on its size. To install a new weapon you must be landed or docked.

### Weapon Properties

- ◆ **Fixed:** The weapon has a fixed 90° firing arc and can be operated by the pilot.
- ◆ **Turret:** The weapon has a 360° firing arc and must be operated by a gunner.
- ◆ **Beam weapons:** Because they are powered by the ships reactor they do not use any ammo.
- ◆ **Ballistic weapons:** Classic ammunition based weaponry.

## Space Ship Weapons Table

Energy Beam Weapons							
Type	Range	Damage	ROF	Slots	Value	Notes	
Blaster Cannon	30/60/120	Str + d4 + 1	1	7	30k	AP2 Semi Auto, Fixed, HW	
Blaster Turret	24/48/96	Str + d4	3	3	50k	Auto, 3RB, Turret, HW	
Laser Cannon	20/40/80	Str + d6+1	1	10	75k	AP4 Semi Auto, Fixed, HW	
Laser Turret	15/30/60	Str + d6	4	5	100k	AP2, Auto, 3RB, Turret, HW	
Mining Laser	12/24/48	Str + d10 +2	1	10	250k	Ap 10, Inherent -2 to hit, Fixed, HW	
Phaser Cannon	24/48/96	Str + d8 +1	2	12	150k	AP2, Auto, Fixed, HW	
Phaser Turret	20/40/80	Str + d8	2	10	100k	AP2, Auto, 3RB, Turret, HW	
Ships can only power one beam weapon with damage dice equal to their full strength die. Ships may double the number of weapons powered by lowering the damage dice a step. A ship with Strength d10 could power 2 x d8, 4 x d6 or 8 x d4 weapons instead. Damage dice equals min str required to equip the weapon.							
Special							
EMP Emitter	30/60/120	3 x Str	1	5	225K	Stun damage, Turret, HW	
Ballistic Weapons							
Type	Range	Damage	ROF	Shots	Slots	Cost	Notes
Auto Cannon	30/60/120	2d6+1	3	15	10	100k	AP1, Auto, fixed, HW
Auto Turret	24/48/96	2d6	3	30	6	50k	AP1, Auto, Turret, HW
Mass Driver	50/100/200	2d10	1	10	15	75k	AP2 Semi-Auto, Fixed, HW
Missile Battery, Heavy	20/40/80	3d6+2	1	5	15	500K	MBT, Snapfire, HW
Missile Battery, Light	24/48/96	3d6	1	10	10	250K	MBT, Snapfire, HW
Missile Launcher, Heavy	24/48/96	2d10	1	8	6	75K	AP5, HW
Missile Launcher, Light	30/60/90	2d8	1	12	4	50K	AP5, HW
Torpedo Launcher	20/40/80	2d12	1	4	8	100k	AP10, Snapfire, HW
Ammunition							
Type	Price	Notes					
Light Missile	500	Price per Missile					
Heavy Missile	750	Price per Missile					
Auto Ammo Block	1500	Refills one Auto Weapon					
Mass Driver Capsule	2000	Refills one Massdriver					
Torpedo	1250	Price per Torpedo					
Each weapon's slots already includes space for a full magazine. Spare ammo takes half the slots of the base weapon per reload.							



## Space Ship Weapon Descriptions

### Blaster Weapons

Blaster weapons use similar technology as the hand held version, just on a much larger scale. They are the cheapest weapons available and every freighter usually has at least one of these to defend itself against pirates.

### Laser Weapons

Laser weapons are a step up from blasters and the most common beam based weapons in use by law enforcement and military.

### Mining Laser

A mining laser is more of a tool than a real weapon. You use it to drill holes in asteroids to get at the precious materials inside. If you are desperate you can use it to fire on enemies. Since the mining laser is not designed for this kind of use it is hard to hit anything. The Laser always incurs a -2 penalty on shooting rolls.

### Phaser Weapons

A relatively new type of weapon that is almost only in use in military warships. They use a wave length modulated laser beam that makes it a lot more likely to penetrate an enemies ship hull.

### EMP Emitter

An EMP Emitter us a special kind of weapon. It is used to disable enemy ships without actually destroying them. An EMP emitter causes only non-lethal damage against the targeted ship.

### Auto Weapons

Auto weapons use gravity acceleration to fling metal-shrapnel at incredibly high speeds towards enemies. The ammunition itself is a simple block of a special alloy from which the shots are shaved off.

### Mass Driver

Mass drivers use a similar technology to Auto weapons. However the ammunition is not as small, it consists of marble sized metal balls made from a very heavy alloy. As such the ammunition comes in a huge capsule that feeds directly into the weapon.

### Missile Batteries

Missile batteries fire huge amounts of missiles into a targeted area. They are used to block the movement of enemies and shower smaller craft in a cloud of missiles they can't avoid. As a missile battery does not lock on to the target itself anti missile emitters or ECM are useless against these weapons

### Missile Launchers

Your standard missile launcher. There are two types of launchers, each type can only fire its own designated missile type.

### Torpedo Launcher

A Torpedo launcher is the bane of every big and heavy armored ship. The biggest problem to hit properly with a torpedo is the amount of time required to get a lock on the target. The Snapfire modifier simulates the time to lock on to the target.

## Space Ship Combat and Repairs

### Ship Initiative

A ship normally acts on the same card as the pilot. If there is no pilot the ship receives an action card herself.

### Spaceship Movement

The tactical movement for spaceships on the table uses the vehicle movement rules from SWD for turning and acceleration. Otherwise they act just like normal characters. They do not have a sprint die, they need the Afterburner edge for that.

### Maneuvers & Tactics

A ship can not perform any tricks, combat maneuvers or tests of will against other ships or pilots. Only special weapon firing modes can be used by the ship as shown on page 26.

### Shaken Ships

Ships can be shaken the same as characters do. If a ship is shaken it can not use any of its own skills or weapons and players do not receive the dice mod provided by the ship's skill ranking to their rolls. Instead the ship counts as an unstable platform and all player actions suffer a -2 as long as the ship remains shaken.

### Space Ship Wounds

A ship has wounds just like a character does. It incurs the same penalties, however these can go up to -5 for ships. If a ship suffers more wounds than it has it is incapacitated. Immediately make a Vigor roll modified by the ships repair mod and wound penalties.

- ◆ If the total is 1 or less then the ship is destroyed. The crew has an amount of rounds equal to the ship's Strength die type to evacuate the ship before it explodes and takes everyone with it.
- ◆ On a failure you roll on the Damage Table. The damage is permanent and can only be removed through repair in space dock and payment to restore the former attribute. Some damage is so grave it can never be properly repaired as stated in the table.
- ◆ On a success the damage is only temporary and will be removed as soon as all wounds are repaired.
- ◆ If you roll a raise the damage is only temporary and will sort itself out in 5 days or if all wounds are repaired.

Damage Table	
2d6	Wound
2	<i>Maimed Ship Markings:</i> Spirit reduced a die type (minimum d4)
3 – 4	<i>Something is broken:</i> A random subsystem has been damaged. Roll a d6
	1 <i>Destroyed Armor Plating:</i> Gain the Brittle Armor Hindrance.
	2 – 3 <i>Fused navmap computer:</i> Gain the Corrupt Navmap Hindrance.
	4 – 5 <i>Shot Fuselage:</i> Gain the Fuel Drinker hindrance
	6 <i>Smashed Core:</i> Gain the Failing Subsystems hindrance
5 – 9	<i>Internal Damage:</i> The ship has been damaged in a vital area inside the ship. Roll 1d6.
	1 – 2 <i>Broken Engine:</i> Agility reduced a die type (minimum d4)
	3 – 4 <i>Battered Armor Plating:</i> Vigor reduced a die type (minimum d4)
	5 – 6 <i>Fractured Structure:</i> Slots reduced a die type (minimum d4). First Storage room is unusable, if the damage is greater than that installed modules become unusable, starting with the biggest slots. Usability of modules is restored when damage is repaired.
10	<i>Wrecked Engine Capacitor;</i> Gain the Faulty Drive hindrance. If ship already as that hindrance agility is reduced a die type (minimum d4)
11 – 12	<i>Cockpit Damage:</i> The area around the cockpit has been damaged. Roll a d6
	1 – 2 <i>Scarred Exterior:</i> the ship now has the Ugly Ship hindrance
	3 – 4 <i>Molten Sensor:</i> The ship has a Defunct Scanners hindrance
	5 – 6 <i>Blasted circuitry:</i> Smarts reduced one die type (minimum d4)

Space Ship Repairs

Damage to the ship can be repaired similar to how a character heals, except there is no golden hour. First an engineer has to roll a repair roll modified by the ships wound level and repair mod. A success repairs one wound and a raise removes 2. Any more raises have no effect. Each repair attempt takes a fixed amount of days depending on ship size: 1/2/3/4/5 days respectively.

If no engineer is available the ship can attempt to repair itself with its repair skill. This takes twice as long and the ship incurs both wound modifiers (the ship wound and the wound penalty to the repair roll).

A failed attempt only wastes the time but does not further harm to the ship and can be retried again the next day without further penalty. Maintenance can not be done as long as wounds exist (see maintenance).

Permanent Damage that resulted in hindrances can not be fixed at all, they are part of the ship now. Permanent damage to die types can be restored with a successful repair roll and a payment of half the difference between the current die type and the original die type cost for spare parts. If you use the trade credit system detailed below repair cost is already included and does not have to be paid separately. These repairs can not be completed in space but need to be completed when docked or landed.

If you want to get repairs done by NPCs the ship is moored for the duration of the repairs and these take twice as long as normal. Cost for the repairs is 1% of ships value per wound and the full difference between current die type and base die type cost.

Example Spaceship

### Savage Space Ship

<b>Name</b> WAYFARER	<b>Agility</b> d 8	<b>Spirit</b> d 6	<b>Acc/Ts</b> 4/9	<b>Wounds</b> -1
<b>Description</b> A LITTLE BANGED BUT NONTHELESS STURDY FASTEST IN THE SECTOR! VALUE: 1.246 K	Piloting d 6 Shooting d 6 Stealth d	Intimidation d Persuasion d	Climb 1 Jumps 8	-2
<b>Crew</b> FACTOR 1.25 x 4 = 5	<b>Smarts</b> d 6 Notice d Repair d 4 Ship Ops d 4	<b>Strength</b> d 6 <b>Vigor</b> d 8	Repair -1 Toughness 8(2)	-3
			XP: 0	<del>-4</del>
<b>Hindrances</b>		<b>Gear</b>		<del>-5</del>
FAILING SUBSYSTEMS (MA) REPAIR -2, SYSTEM FAIL ON SNAKEYE		ARMOR 2 AR+2		INC
CORRUPT NAVMAPS (MI) +DG FTL TRAVEL TIME		ATMOSPHERIC DESIGN 7 CAN ENTER ATMOSPHERE		Free Slots 0/30
QUIRK (MI) LOCKPIT DOOR NEEDS KICK TO OPEN		LIFESTOCK STORAGE 2 ENAPLES TRANSPORT OF LIFESTOCK		
		STORAGE UNIT 10 ENABLES TRANSPORT		
<b>Edges</b>				
LUCKY SHIP +1 BENNIE				
		<b>Weapons</b>		
		LASER TURRET 15/30/60 DG + DG 2 4 - 5 AUTO, 3RB, TURRET, HW		
		MISSILE (LIGHT) 30/60/90 2D8 5 1 12 4 HW		

# Rules

In this chapter are new optional rules that are not mentioned in other areas. Many specific rules are included directly where they are need throughout the book and will not be repeated here.

## Setting Rules From SWD

Appropriate setting rules for a Sci Fi campaign are: Multiple Languages and No Power Points. Depending on your style of play Gritty Damage or High Adventure are also good candidates.

## New Optional Rules

### FTL Travel

There are many different ways in Science Fiction to travel faster than light. The easiest way of handling FTL travel is to have the characters arrive whenever the GM wants them to and not worry about it anymore. If you want a bit more depth you can use the system shown below. It makes FTL travel a bit more random and unpredictable

This assumes that space is fluid and traveling is much less straightforward than moving from point A to point B. In conjunction with the distances you have to travel this makes it a bit more difficult than simply going north and turning east after 20 miles. When traveling from system to system, pilots must make a jump from one system to another. To simplify this process (and due to the lack of maps) players choose a destination based on which type of System they are heading to. There are three major types of Systems: Main, Border and Fringe.

- ◆ **Main Systems** are the fewest and have the best communication and navigation technology. The routes to and from these systems are well known. This makes travel between main systems relatively easy, fast and safe.
- ◆ **Border Systems** are more advanced than frontier Systems, but not as controlled or advanced as the Main Systems. The routes to and from these systems are less traveled and not as equipped with communication and navigation technology to guide you.
- ◆ **Fringe Systems** are often lawless areas on the furthest reaches of space. They are far off the beaten path and hard to reach. Almost all navigation has to be done manually as there is rarely technology in place to assist.

FTL Travel times		
Starting Point	Destination	Trip Length (in days)
Main	Main	5 +d4
Main	Border	6 +d6
Main	Fringe	8 +d8
Border	Main	7 +d8
Border	Border	8 +d10
Border	Fringe	11+d12
Fringe	Main	10 +d10
Fringe	Border	12 +d12
Fringe	Fringe	16 +d12

**Note:** For even more randomness let the die rolls on this table “ace” just like any other die in Savage worlds!

Critical Fail table	
Roll	New Destination
1	Main System
2 – 5	Border System
6	Fringe System

These classifications do not necessarily relate to fixed areas in the galaxy. There can be Fringe class systems in the middle of a cluster of Main systems. It is a description of the systems tech level and how important it is in the economy of the galaxy.

To initiate FTL Travel a successful Knowledge (Astrogation) roll is necessary. This takes one full round where no other action but straight flight is possible and can not be initiated inside a gravity well.

- ◆ On a success a the trip takes the shown amount of days.
- ◆ Subtract -2 days from the travel time for every raise.

**Example:** You travel from a Border to a Main World. First you roll for the trip length and get 12 (7 base + 5 from the d8 roll). The Astrogation roll result is 13. That is a success and two raises. Final Travel Time is calculated as 12 -2 for the first raise and another -2 for the second raise. This results in a final 8 day trip.

- ◆ If the roll fails add one additional modifier dice to the length of the trip but the target is reached.

**Example:** You travel from a Fringe to a Main World. First you roll for the trip length and get 16 (10 base + 6 from the d10 roll). The Astrogation roll result is 3, a failure. Total travel time is 16 +one additional d10

- ◆ On a 1 on the trait die the destination system is chosen randomly and is not the intended target. Travel time is calculated according to the new goal plus one additional modifier dice.
- ◆ On Snake Eyes you calculate journey time as for a critical but on arrival the FTL Drive dies and needs to be repaired. This is a repair roll at -2 and takes d8 days

### Hazard: Asphyxiation

The void of Space is not a place that most sentient beings can survive without some form of pressurized suit and atmosphere generator. If you run out of atmosphere to breath you must make a vigor check every turn. For every failure you receive a level of fatigue. Stopping all activity will give you a +1, on your Vigor roll.

**Recovery:** Once you are in breathable atmosphere again you will recover one level of Fatigue every five minutes of breathing.

**Incapacitation Effects:** You will die in a number of rounds equal to half of your Vigor die. When a doctor reaches you before that time is up you can be revived with a Medicine roll at -4.

### Hull Breaches

One of the greatest dangers any spaceship crew faces is the chance that their ship's hull could be breached and nothing is left between them and the void.. A hole the size of a penny can suck out the atmosphere and even pull people out in to space! There is nothing more terrifying than that.

A hull breach can occur whenever the Ship suffers a wound.

- ◆ Draw a card, if it is a **Club** a hull breach occurs.

There are three classes of breaches: Punctures, Rips, and Holes. Check the Value of the Card to determine the size of the breach.

The GM must decide in which room the damage occurred based on the current situation. Place a burst template based on the size of the breach in the room where it occurred.

Breach Type	
Card Value	Breach Type
Ace, King, Queen, Jack	Puncture
10, 9, 8, 7, 6	Rip
5, 4, 3, 2	Hole

- ◆ **Punctures** use the small burst template.
- ◆ **Rips** use the medium burst template.
- ◆ **Holes** use the large burst template.

As long as the breach is not closed in some way everyone in the same room must succeed in a Strength roll to hold on to something each turn or is pulled towards the center of the breach. A raise allows you to move 1/2 your pace (round down) away from the breach. If you fail this roll you are pulled 1 inch closer to the center of the template.

Once you touch the template you must make a Strength roll at -2 to stay where you are. If you should fail you are pulled 2 inches toward the center of the template. Once you reach the center of the template you are pulled through the hole and thrown into space.

- ◆ If the hole is a *Puncture* or a *Rip*, you are sucked through and killed by being forced out the small hole. The remaining occupants can try to reach safety in initiative order without any penalty or strength roll during this round.
- ◆ If it is a *Hole* you are thrown outside the Spaceship. Unless you are protected by a spacesuit you will begin to asphyxiate. (see Hazard:Asphyxiation rules above).

### Space Ship Refueling

After ships complete the number of jumps as indicated by their agility they need to be refueled. That happens in any space dock or-port and costs the ships jump x 1000 x cost factor in credits. If you use the Trade Credit system detailed below refueling is already included and does not have to be paid separately.

### Space Ship Maintenance

A Ship needs to be maintained or it will stop flying. If you use the Trade Credit system detailed below maintenance is already included and does not have to be paid separately.

Before maintenance can be completed the ship must not have any wounds left, every attempt does automatically result in a failure. The base maintenance cost is 0.5% of the ships value per month. This can be lowered if the ship has an engineer that performs the maintenance himself. Each month the engineer must succeed at a repair roll modified by the ships repair mod. The maintenance itself takes 1/2/3/4/5 days depending on the ships size. A success halves maintenance costs. With a raise he was able to do all maintenance work without additional costs. Simple failure means the maintenance cost must be paid as calculated, a critical failure however doubles the maintenance cost for that month!

If maintenance is not paid on time the ship will suffer. As long as maintenance is outstanding all rolls involving the ship suffer a -1 penalty for every month of missed mainenance. In the third and every following month of neglect all attributes except strength are reduced by one die type. This stops once the engineer succeeds in a Repair roll with a raise. If no engineer is available the accumulated maintenance has to be paid at a starport where the ship is moored for the duration that takes twice as long as normal. A ship can not maintain itself. Each lost die type must be repaired individually and takes a full maintenance cycle.

### Trade Credits and Odd Jobs

This system assumes that maintenance is automatically covered by the crew when doing jobs. It does not use real cash values for maintenance but Trade Credits. These represent vouchers or trade bars that symbolize a larger sum of money without actually being accepted as direct payment in a normal shop. It can be used to determine odd jobs the crew does between adventures or can even be used in conjunction with the full adventure generator.

One Trade Credit is the amount needed to maintain the ship and pay any other bills like refueling or docking fees for one job.

To determine the details of the job one crew member makes a Streetwise roll. You receive +2 on this check if you use the Connections edge.

- ◆ A success allows you to draw one card.
- ◆ On a raise you can draw one additional card (no effect for more raises).
- ◆ Failure means you were not able to find a job
- ◆ Snake eyes means you've asked the wrong people the wrong questions and something bad happens (get arrested, a gang thinks you're muscling in on their turf, etc.), and the GM draws in secret.

The Suit of the drawn card determines the type of job, the face value how lucrative the job is.

TC and Odd Jobs	
♥ - Passengers or Livestock ♦ - Material Goods ♣ - Mercenary Job ♠ - Contraband/Theft	
Ace	4
King	2
Queen	1,5
Jack	1,25
10	1
9	0,9
8	0,8
7	0,7
6	0,6
5	0,5
4	0,4
3	0,3
2	0,2
Jokers symbolize something really special. A Black Joker is a Trap and the Red Joker is some kind of unique payoff.	

Maintenance Mod	
Average TC	Modifier
0,5	-2
1	-1
01.01.25	0
2	+1
4	+2

### Ship Routine Maintenance:

At the end of every month a repair roll is made by the designated engineer modified by the average TC the ship was running at.

Calculate this value by adding up all earned TC of this month and divide it by the number of performed Jobs.

- ◆ On a success every thing is O.K.
- ◆ A raise gives a +1 to next month's roll , there is no effect for additional raises.
- ◆ A failure means the ship will suffer a temporary minor hindrance until the next maintenance.
- ◆ On Snake Eyes the ship will receive a temporary major hindrance until the next maintenance.

### Paying The Crew:

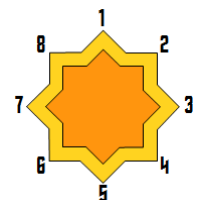
Player Character crewmembers have two options for payment. They can take a standard pay or they can forgo pay in lieu of shares - any profit the ship makes is divided into shares. If you choose standard pay you do not get any bonus on a good run, but you will always be paid the guaranteed wage. If you choose shares, you can make a tidy profit on some runs but may take a hit on others. NPC crew are always paid wages. The captain or owner of the ship is always paid in shares.

- ◆ The standard pay for a Crewmember is always 200 Credits per job.
- ◆ The share value is calculated by applying the TC Value of the job to 200 C. 0.9 TC would mean 180 C and 1.25 TC would mean 250 C.

The crew can decide to forfeit any average TC above 1 before payments are made and instead opt to pay it into the ships TC pool. The accumulated TC in this pool can be used to pay for new ship equipment, weapons or costly repair of the ships wounds. The exchange rate is 1 TC = 10K. This is of course not entirely realistic but an easy way to keep track of the funds required. And no, you can not get a TC paid out.

### Zero-G

All physical actions have a -2 penalty. If you roll a 1 on your trait die, regardless of wild die, you have lost control over your body and begin to tumble in three dimensions. You count as shaken. As you can not control movement roll a d8 each turn and read it as a clock face to determine the direction of your movement. Roll a d6 for distance. Hitting an obstacle bounces you back in the opposite direction. You regain control by unshaking with a -2 modifier. If you have the Spaceborn edge you do not suffer the -2 penalty to physical actions.



# Adventure Generator

This adventure generator can be used to create Space Opera like missions or to flesh out jobs generated by the TC and Odd Jobs Rules. The section contains many different tables that are used to generate the adventure. All you need is a full deck of cards. To create an adventure you simply begin to draw cards and go from table to table. Generally red suits are considered positive and black suits negative, use this to “color” your adventure easily. To spice things up you can draw a card to determine if there are complications for every table. A club or joker represent a complication.

## Odd Job Details

♥ - Passengers or Livestock

Passengers or Livestock	
Face Value	Result
Ace	Passengers
King	Passengers
Queen	Passengers
Jack	Passengers
10	Valuable Breeding Animals
9	Valuable Breeding Animals
8	Valuable Fur or Skin Animals
7	Valuable Fur or Skin Animals
6	Livestock
5	Livestock
4	Livestock
3	Valuable Breeding Livestock
2	Valuable Breeding Livestock
<b>Joker is something extraordinary and unique, red is good black is bad</b>	

Animal or Livestock Type	
Face Value	Result
Ace	Flying Creatures
King	Insects
Queen	Reptiles
Jack	Aquatic Creatures
10	Cattle
9	Cattle
8	Cattle
7	Cattle
6	Cattle
5	Cattle
4	Cattle
3	Cattle
2	Cattle
<b>Suit color red is harmless and black is dangerous. A Joker means the creature is very strange, rare and unusual</b>	

Passenger Details								
Number of passengers: ♥ - 1 ♦ - 2 ♣ - 3 ♠ 4 Joker - Secret								
Face Value	Age	Skin Color	Hair Color	Clothing	Occupation	Travelreason	Trait Red suit	Trait Black Suit
Ace	Ancient	Beige	Bald	Business	Academic	Aid	Absent Minded	Amoral
King	100+	Black	Black	Casual	Celebrity	Exploration	Amorous	Annoyed
Queen	80+	Blue	Blue	Extravagant	Colonist	Holiday	Calm	Calculating
Jack	60+	Dark Brown	Copper	Fashionable	Creative	Investigation	Clever	Creepy
10	50+	Green	Dark Blonde	Formal	Criminal	Just Married	Compassionate	Demanding
9	40+	Grey	Dark Brown	Laborer	Doctor	Assassination	Friendly	Jealous
8	30+	Ivory	Grey	Party	Entrepreneur	Meet	Humble	Know-it-all
7	30+	Light Brown	Light Blonde	Plain	Government	Protection	Intellectual	Prankster
6	20+	Olive	Light Brown	Rags	Heir	Secret	Kind	Rude
5	20+	Pale	Red	Too Big	Investigative	Talk	Naive	Shady
4	20+	Peach	Salt & Pepper	Too small	Military	Chase	Shy	Slothful
3	Teen	Purple	Weird	Unfashionable	Student	Trade	Tired	Smelly
2	Child	Red	White	Uniform	Technician	Work	Virtuous	Violent
<b>On a Joker Choose something and make it extravagant or over the top. If you draw a joker for number of passengers assume that something is off. For example one passenger books the trip and he smuggles another on board.</b>								

♦ - Material Goods

Material Goods Details				
Face Value	♥	♦	♣	♠
Ace	Alcohol	Adhesives	Android Parts	Agricultural Equipment
King	Blood&Tissue Samples	Common Drugs	Androids	Children Toys
Queen	Cryo Tube (Occupied)	Corrosive Substances	Building Parts	Clothing
Jack	Dead Body	Flammable Liquids	Computer Parts	Educational Software
10	Fresh Food	Fuel	Computers	Furniture
9	Frozen Food	Industrial gems	Machine Parts	Medical Equipment
8	Organs	Industrial Ore	Machines	Plants
7	Medical Supplies	Industrial Robots	Uni Tools	Seeds
6	Prescription Drugs	Inert Chemicals	Ship Weapon Parts	Soil
5	Protein Food	Machine Lubricants	Starship Parts	Sporting Equipment
4	Cyberware	Rocks	Terraformer Parts	Survival Equipment
3	Smelling Herbs	Scientific Samples	Vehicle Parts	Tools
2	Vaccines	Toxic Gases	Weapon Parts	Water

**Joker means something special. Red is good and Black is bad. You can draw another card to determine details.**

♣ - Mercenary Job

Mercenary job Details									
Do what?					To what or whom?				
Face Value	♥	♦	♣	♠	Face Value	♥	♦	♣	♠
Ace	Assist	Discover	Assassinate	Control	Ace	Treasure	Woman	Bounty Hunter	Disaster
King	Retrieve	Foil	Combat	Hunt	King	Starship	Criminal	Soldiers	Politician
Queen	Negotiate with	Watch	Strike	Infiltrate	Queen	Scientist	Police	Item	Ally
Jack	Disguise	Safeguard	Obliterate	Seize	Jack	Rebel	Technician	Villain	Invention
10	Guide	Deliver	Assault	Attack	10	Princess	Enemy	Merchant	Warrior
9	Liberate	Investigate	Blow Up	Repel	9	Primitives	Monster	Information	Discovery
8	Escort	Support	Destroy	Conceal	8	Murderer	Journalist	Fringer	Rival
7	Move	Encounter	Fight	Chase	7	Hacker	Spy	Creature	Weapon
6	Protect	Reveal	Kill	Ally	6	Energy	Diplomat	Technology	Scoundrel
5	Save	Shield	Battle	Locate	5	Computer	Smuggler	Man	Main Worlder
4	Meet	Find	Avenge	Build	4	Agent	Friend	Outcast	Broker
3	Guard	Activate	Defeat	Oppose	3	Anomaly	Secret	Businessman	Captain
2	Observe	Manipulate	Take	Convince	2	Android	Robot	Base	Mercenary

**Joker means something special. Red is good and Black is bad. You can draw another card to determine details.**



♣ - Contraband/Theft

Contraband or Theft				
	Contraband		Theft	
Face Value	♥	♦	♣	♠
Ace	Common Drugs	Fashion (Fake)	Cattle	Industrial Ore
King	Android	Seeds	Medical Supplies	Protein Food
Queen	Statues	Weapon parts	Prescription Drugs	Cryo Tube
Jack	Medical Supplies	Military Robot	Fresh Food	Exhibit
10	Heavy Body Armor	Illegal Drugs	Cyberware	Fashion
9	Experimental Drugs	Industrial ore	Art	Money
8	Organs	Weapons	Scientific Samples	Precious Gems
7	Military Robot	Art	Statues	Water
6	Money (fake)	Agricultural Equipment	Android	Experimental Drugs
5	Bootlegs	Cattle	Illegal Drugs	Military Robot
4	Industrial gems	Computers	Computers	Seeds
3	Prescription Drugs	Restricted Drugs	Spaceship Parts	Collectables
2	Scientific Samples	Cyberware	Weapons	Agricultural Equipment

**Joker means something special. Red is good and Black is bad. Draw another card to determine details.**

Joker - Special

The Joker as always represents something Special. Either pick and choose as you like or simply generate a mission as normal, but try to make everything bigger, stranger or funnier. Just go nuts! As usual treat a red Joker as good and the black Joker as bad.

Location

Everything has to take place somewhere. First determine how many areas the characters will visit during the job. Afterward determine the type of locations and then in what kind of system the Job takes place. You can draw a new location distance for every location if you want to but do not need to do so. The less travel is involved the less time the job takes. The location types relate to FTL Travel rules distances.

Location				
Face Value	♥	♦	♣	♠
Ace	Asteroid	Moon	Factory	Frontier Town
King	Jungle	Asteroid Field	City	Arctic
Queen	Mansion	Military Base	Mine	Office Building
Jack	In Orbit	War zone	Corporate HQ	Bar
10	Outpost	Pirate Hideout	Bank	Star-port
9	Fortress	Space Station	Market	Quarantined zone
8	Junkyard	Underground	Underwater	Urban Sprawl
7	New World	Void	Museum	Colony
6	Wasteland	Space Wreck	Wilderness	Science lab
5	Skyscraper	Ocean	Ruins	Government Building
4	Hospital	Train	Transit Station	Lawless area
3	Farmland	Fleet	Casino	Prison
2	Primitive Camp	Nightclub	Island	Desert

**Joker means something special. Red is good and Black is bad. Draw another card to determine location.**

Number of Locations	
Suit	Number
♥	2
♦	3
♣	4
♠	5
Joker	Special

Job Location Distance	
Card Value	Location
Ace, King, Queen, Jack	Main System
10, 9, 8, 7, 6	Border System
5, 4, 3, 2	Fringe System
Joker	Special

## Complications and Obstacles

Nothing is ever easy and this table proves it! If you want your players to encounter some complications draw a card and find out what or who is happening to them. Mercenary Jobs, Contraband and Theft always encounter complications. Transport missions can contain them.

Complications and Obstacles				
Face Value	♥	♦	♣	♠
Ace	Betrayal	Spatial Anomaly	Trap	Communication
King	Battle	Politics	Abduction	Change
Queen	Travel	Military	Capture	Corporation
Jack	Information	Malfunction	Disaster	False Information
10	Monster	Government	Press	Law
9	Legal Trouble	Criminals	Barriers	Lies
8	Security	Theft	Mistaken Identity	Riot
7	Lack of trust	Enemy	Insanity	Drugs
6	Crash	Exploration	Innocents	Manipulation
5	Bureaucracy	Scientific issue	Double Cross	Loss
4	Trick	Invasion	Diplomacy	Disease
3	Robot	Environment	Money	Conspiracy
2	Attention	Mistake	Lost	Time

**Joker: Draw 2 cards. If the Joker is red one complication or obstacle helps the players with the other one. If the joker is black combine both against the players.**

## Opposition

What good is an adventure without some conflict? Throw your players against one of these adversaries. There does not need to be a fight though, there can be many ways to deal with them. These can be linked to the above complications and obstacles but do not need to be. Decide for your self in which location these will be encountered. You do not have to draw one opposition for every location. At most draw half the number of locations as opposition or it will get too confusing and complicated. You can have only one kind of opposition in every area of the adventure if you want. Mercenary and Theft Missions always encounter opposition, all other missions can contain opposition if you want to .

Opposition				
Face Value	♥	♦	♣	♠
Ace	Monster	Military	Agency	Mercenary
King	Fringer	Government Employee	Pirates	Ruler
Queen	Scoundrel	Organization	Soldiers	Terrorists
Jack	Gang	Police	Security	Corporation
10	Rebel	Merchant	Former Ally	Enemy
9	Android	Thief	Villain	Specialist
8	Enemy	Scientist	Thug	Veteran
7	Stranger	Ship Captain	Madman	Beast
6	Outlaw	Agent	Alien	Smuggler
5	Doctor	Bounty Hunter	Friend	Unknown
4	Employer	Cult	Criminal	Lunatics
3	Celebrity	Creature	Horror	Merchant
2	Environment	Professional	Robot	Law Enforcement

**Joker: Draw 2 cards. If the Joker is red one Opposition helps the players with the other one. If the joker is black combine both against the players.**

## Example Adventure

To start we first draw for the mission type on TC and Odd jobs table.

- ◆ *Type of Job?* 10 of Clubs – **Mercenary Job**

That is always exciting. What are the characters supposed to do? We look at the Mercenary Job Detail table.

- ◆ *Do what?* 9 of Hearts – **Liberate**
- ◆ *To what or whom?* 3 of Spades – **Item**

Sounds like the characters need to free an Item. I decide they have the task of returning the item from someone who has it “wrongfully” in his possession. I can’t think of an item so I will just go ahead and draw a card on the Material Goods Table for inspiration.

- ◆ *Ace of Spades* – **Agricultural Equipment**

So someone has stolen equipment and we need to get it back. Already sounds interesting. Agricultural equipment can not be simply put in a bag, it will require some means of transportation and heavy lifting to move. Let us see where the characters are going to go.

- ◆ *Number of Locations?* 6 of Hearts – *they are going to visit* **2 Locations.**
- ◆
- ◆ *Where?* 9 of Clubs - *The job takes place on a* **Border System.**

The locations we are going to visit are:

- ◆ *Location 1:* 4 of Diamonds – **Train**
- ◆ *Location 2:* Queen of Hearts – **Mansion**

As this is a Mercenary Job I will draw for complications.

- ◆ *Complications and Obstacles:* 8 of Hearts – **Security**

As Opposition the players will face:

- ◆ *Opposition:* 6 of Spades – **Smuggler**

As a Smuggler is a single person I will draw on the Passenger Table for some more details. However I will skip Occupation and Travel-reason as that is not relevant for this NPC

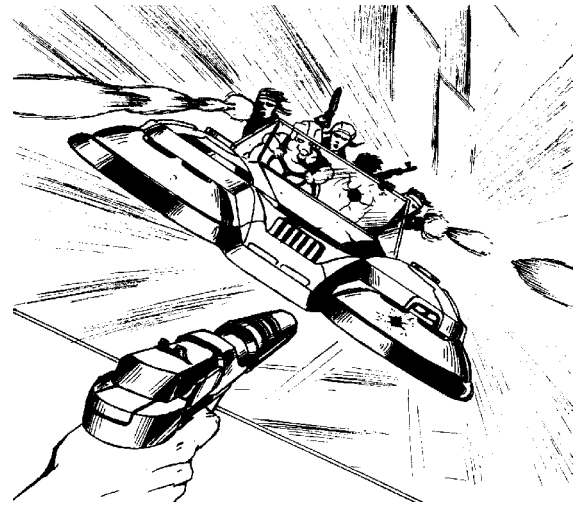
- ◆ 7 of Clubs: **30+**
- ◆ 7 of Hearts: **Light Brown Skin**
- ◆ 5 of Clubs: **Red hair**
- ◆ King of Diamonds: **Casual Clothes**
- ◆ Ace of Clubs *for his Trait:* **Amoral.**

I could also draw this for the employer or any other NPC the characters meet on their mission. I already have an idea how this will all go down:

On a Border planet there is a rich landowner (in the Mansion) that wants to be voted governor. His biggest opponent is the local Chief of Police. He does everything in his power to upend the Chief. When he gets wind of the fact that a smuggler is transporting stolen agricultural equipment on a train through his land he decides to make the Chief look like a fool by getting the equipment back to their rightful owners himself. To do that he hires the PCs. They must enter the train, secure the equipment and bring it back to the Mansion. They are not allowed to kill anyone as that would be bad publicity and the police and security will not be informed about this plan as the employer does not trust them.

When they board the train, Security get’s in the way of the characters. Depending on how the characters deal with them this could result in a fight but does not need to. When they leave the train with the goods they are followed by the smuggler and his partners. They were warned by the corrupt chief of police that someone will get the equipment back. The smuggler has been paid by the Chief to take it back and stop the ones responsible for interfering. They attack the PCs just when they arrive at the mansion. The characters have to fight for the goods, protect their employer and minimize collateral damage to the mansion. As the enemy is a smuggler and no mercenary they may be able to talk their way out or bribe him. When they are victorious the characters deliver the equipment and get paid.

Sounds like a plan!



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