The System

The system will be Savage Worlds with players encouraged to make up their own species, and the long extinct nation that species once founded, using +4 as their power point budget. In addition, I have a set of non mechanical "Backgrounds" that you can choose, to get you started in how you relate to the commune and setting. The ship, **The Vanguard** is the homebase. There are active crew and inactive crew for players not available.

Creating a Character

To begin character creation, choose a Background, Ancestry, and choose an edge for free, one edge is arcane background. You get 12 points for skills with skills over your attribute costing double

Hindrances

Hindrances are flaws, drawbacks, or dark secrets drawn from a character's backstory. You can take up to 4 points of Hindrances.

A Major Hindrance is worth 2 points, and a Minor is worth 1. A hero could thus take two Major Hindrances, four Minor, or any combination that adds up to 4 points. (You can take more Hindrances if you want but the maximum benefit is 4 points!)

Taking Hindrances not only helps you define and roleplay your hero, but also gives you additional points you can use to start with additional attribute or skill points, Edges, or even money for gear.

For 2 points you can:

- Raise an attribute one die type, or
- Choose an Edge

For 1 point you can:

- Gain another skill point, or
- Gain additional starting funds equal to twice your setting's starting amount.

Hindrances can be found in the Savage World Cor Rulebook and the Savage Worlds Science Fiction Companion.

Traits

Attributes

Every character starts with a d4 in each of five attributes: **Agility**, **Smarts**, **Spirit**, **Strength**, and **Vigor** (discussed in more detail on page 29 of the core rulebook).

You then have 5 points to increase your attributes. Raising a d4 to a d6, for example,costs 1 point. You're free to spend these points however you like, except that no attribute may ever be raised above a d12.

Skills

Skills are learned abilities such as firing weapons, hand-to-hand combat, scientific knowledge, professional aptitudes, and so on.

Skills in Savage Worlds are very broad to keep the action simple and straightforward.

The Shooting skill, for example, covers all types of guns, bows, rocket launchers, and other ranged weapons.

Core Skills:

Five skills are marked with a red star ★ in the list that begins on page 29:

★Athletics, **★Common Knowledge**, **★Notice**, **★Persuasion**, and **★Stealth**. These are "innate" abilities most adult adventurers have. All of them begin with d4 before the 12 additional points are applied.

Ship Skills

Additionally, for this campaign everyone knows the basics of a ship skill, marked with a red triangle and may choose ONE of them to start with a d4 for free. **▲Repair, ▲Electronics, ▲Hacking, ▲Organizing, or ▲Pilot**

Commune Skills

They also know the basics of a Commune skill and may choose ONE of them to start with a d4 for free: **△Thievery, △Survival, △Riding, or △Drive, △Science at d4**

Unless a racial ability (page 18), Edge, or Hindrance says otherwise, your character starts with a d4 in each of these five core skills.

Buying Skills: After core skills are assigned, you have 12 additional points to raise core skills or buy and raise new skills as you see fit.

Each die type costs 1 point (starting at d4) as long as the skill is equal to or less than the attribute it's linked to (listed beside the skill in parentheses, in the list starting on page 58). If you exceed the linked attribute, the cost becomes 2 points per die type.

Skill Maximums: Skills may not be increased above d12 during character creation unless the character's race starts with the skill at d6. If the skill starts with a d6, increase her maximum to d12 + 1. Celestials (page 21) start with a d6 in Faith, for example, which means their Faith skill may be increased to d12 + 1.

Edges

Edges are in the book. Consider the arcane backgrounds from the scifi guide.

You may not take the generic arcane backgrounds.

Skill List

This game uses a modified skill list from the baseline Savage Worlds. Text from SWADE Core Rulebook is reprinted for convenience. Unless otherwise stated, they work as described. A skill that is lower than the linked attribute is cheaper to increase than a skill that is at or above it.

- **Academics** (**Smarts**) - Academics reflects knowledge of the liberal arts, social sciences, literature, history, archaeology, and similar fields. If an explorer wants to remember when the Mandate ended or cite a line from the hit WW2 historical drama of old Earth, Lincoln's Armada where vampire hunter Abraham Lincoln fought Jetpack Nazis and their dinosaur armies, this is the skill to have.
- ★**Athletics** (**Agility**) - Athletics combines an individual's coordin ation with learned skills such as climbing, jumping, balancing, biking, wrestling, skiing, swimming, throwing, or catching. Characters who rely on physical power more than coordination can take the Brute Edge (SWADE Core page 38) to link this skill to Strength instead of Agility.
- ★**Common Knowledge** (**Smarts**) - Characters roll Common Knowledge to know people, places, and things of their world, including etiquette, geography, culture, popular technology, contacts, and customs.
- **Dimensional Lore** (**Smarts**) – This skill deals both with the Occult knowledge and esoterica related to **The Shroud** and **The Indigo** but also stranger phenomenon, such as the Astral Rifts or the origins of strange creatures such as the Infernal Host, Secret Societies, or The Unbidden.
- △**Driving** (**Agility**) - Driving allows a hero to control any powered ground vehicle which are common planetside. This includes cars, dune buggys, motorcycles, tanks, mecha, and the like. You too can be forklift certified!
- ▲**Electronics** (**Smarts**) **-** Electronics allows a hero to use complex or specialized devices such as the control panels on industrial machines or the **sensor systems** found on spaceships in futuristic settings. An Electronics roll is use to plot courses for ships over long distances. Post-tech consumer or electronic device don't require Electronics — Common Knowledge suffices if a roll is required at all. Fixing any type of broken electronic device **uses the Repair skill**
- **Gambling** (**Smarts**) Gambling is common in the casinos and backrooms of the Eta Sekreto, the barracks of most armies, or the flight decks of scifi

spaceships. **It is frowned upon in the commune and per a vote, there are no casinos and kudos are not transferable without working but it does happen some. Red the cowgirl retired starship captain loves Texas hold 'em.**

> To simulate an hour of gambling without having to roll for every single toss of the dice or hand of cards, have everyone agree on the stakes, such as $10, 10 gold coins, etc.
>
> Everyone in the game then makes a **Gambling** (**Smarts**) roll. The lowest total pays the highest total the difference times the stake. The next lowest pays the second highest the difference times the stake, and so on. If there's an odd man left in the middle, he breaks even.
>
> Alternatively we, the players can just play actual texas hold 'em with play money but then you can't use your character's skill.
>
> **Cheating**: A character who cheats adds +2 to his roll. The GM may raise or lower this modifier depending on the particulars of the game or the method of cheating. Ifa cheater rolls a Critical Failure, however, he's caught. The consequences depend onthe circumstances and who noticed, but are usually unpleasant! If we're playing the actual game, then you just do the thing your character is doing, like stacking the deck openly and the GM will act like the NPCs don't see it.

- **Fighting** (**Agility**) **-** Fighting covers all hand-to-hand (melee) attacks, whether it's with fists, axes, laser swords, or martial arts. See SWADE core page 91.
- ▲**Hacking** (**Smarts**) - Hacking is the skill used to create programs and "hack" into secured systems. Use of this skill always requires a computer or interface of some sort. Most tasks are a simple Hacking roll. The amount of time it takes is determined by the GM, from a single action to hours, days, or even months depending on the complexity of the project. Success means the attempt works as desired and a raise halves the time required.

> Failure usually just means the hacker must try again, while a Critical Failure may mean the system locks the user out, issues an alarm, or enacts another countermeasure of some sort.

- **Healing** (**Smarts**) - Healing has multiple uses, from treating Wounds to diagnosing diseases and analyzingcertain kinds of forensic evidence.

> See SWADE Core Rule book page 96 for rules on mending and treating Wounds, and page 128 for treatmentof disease or poison.

Forensics: Healing can also be used to analyze evidence that relates to anatomicaltrauma, including cause and time of death,angle of attack, and similar matters. Success provides basic information and a raise increases the details uncovered.

- **Intimidation** (**Spirit**) Intimidation is the art of frightening an opponent so that he backs down, reveals information, or flees.

Intimidation is an opposed roll resisted by the opponent's Spirit. In combat, this is a Test (see page 108). Out of combat, a successful roll means the foe backs down for the most part, reveals some information, or slinks away when the opportunity presents itself. A raise might mean he backs down for the remainder of the scene, spills all the beans, or runs away as fast as he can.

In or out of combat, a Critical Failure means the target is immune to this character's Intimidation attempts for the remainder of this encounter!

Networking: Intimidation can also be used as a "macro" skill to simulate several hours of working the streets. See Networking on page 133 to see how to crack some heads for favors or information.

- ★**Notice** (**Smarts**) - Notice is a hero's general awareness and alertness. It's used to sense sights, sounds, tastes, and smells, spot clues, detect ambushes, spot hidden weapons on a foe, or tell if a rival is lying, frightened, happy, etc.

Success conveys basic information — the character hears movement in the forest, smells distant smoke, or senses someone isn't being completely truthful.

A raise grants more detail, such as the direction of a sound or odor or what topic a person is avoiding or lying about.

- △**Organizing** (**Smarts**) – This includes "Battle" which is an individual's command of strategy and military tactics but also is the broad skill that covers Command, either coordinating the ship in a crisis or managing an organization over time.
- **Performance** (**Spirit**) - A good entertainer can lift the spirits, rally a crowd to action, or simply earn a few Brilla or Kudos from the locals. Specifics depend on the situation, setting, and how well the character is known in the area.

Performance covers singing, acting, playing an instrument, or similar tasks that require an audience to appreciate.

Deception: Performance can be used instead of **Persuasion** if the character is attempting to deceive, bluff, or disguise herself and the GM agrees it makes sense in the context of the situation.

- ★**Persuasion** (**Spirit**) - Persuasion is the ability to convince others to do what you want through reason, cajoling, deception, rewards, or other friendly means.

  Persuasion isn't mind control. It can change someone's attitude but not their goals. A bandit may let you keep a sentimental piece of jewelry with a good Persuasion roll but still takes all your other goods.

  When used to Support allies (page 106) it's an unopposed roll. If the target is resistant, it's an opposed roll vs. the target's Spirit. The GM should modify the roll as she sees fit based on roleplaying, any pertinent Edges or Hindrances that affect the conversation, and the circumstances important way. A Critical Failure also reduces the target's attitude two levels.

  Only one roll should generally be allowed per interaction unless new information is revealed, a substantial reward is offered, etc.

  Networking: Characters can also use Persuasion as a "macro skill," simulating a few hours or an evening's time hobnobbing and socializing to gain favors or information.

  See Networking on SWADE core rulebook page 133.: Characters can also use Persuasion as a "macro skill," simulating a few hours or an evening's time hobnobbing and socializing to gain favors or information.

Reaction Level

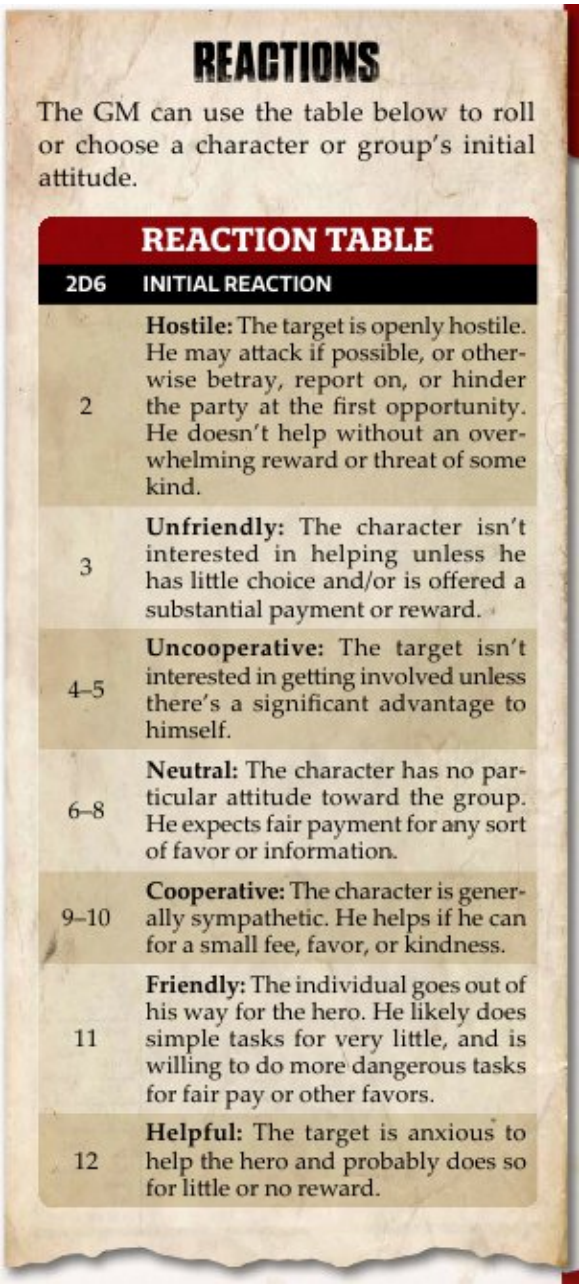
Reaction Level: How much a person is willing to cooperate depends largely on their attitude toward whoever's talking to them.

The Game Master can decide how nonplayer characters feel based on the setting, or roll on the Reaction Table (see sidebar) if she has no preconceived notions.

Success improves the target's attitude one level and a raise improves it two. Further increases aren't generally possible in the same encounter—it takes individuals a little time to adjust their biases.

Failure means the target won't change his mind this scene or until the situation changes in some

Only one roll should generally be allowed per interaction unless new information is revealed, a substantial reward is offered, etc



REACTIONS

The GM can use the table below to roll or choose a character or group's initial attitude.

REACTION TABLE

2D6	INITIAL REACTION
2	**Hostile:** The target is openly hostile. He may attack if possible, or otherwise betray, report on, or hinder the party at the first opportunity. He doesn't help without an overwhelming reward or threat of some kind.
3	**Unfriendly:** The character isn't interested in helping unless he has little choice and/or is offered a substantial payment or reward.
4–5	**Uncooperative:** The target isn't interested in getting involved unless there's a significant advantage to himself.
6–8	**Neutral:** The character has no particular attitude toward the group. He expects fair payment for any sort of favor or information.
9–10	**Cooperative:** The character is generally sympathetic. He helps if he can for a small fee, favor, or kindness.
11	**Friendly:** The individual goes out of his way for the hero. He likely does simple tasks for very little, and is willing to do more dangerous tasks for fair pay or other favors.
12	**Helpful:** The target is anxious to help the hero and probably does so for little or no reward.

- ▲**Piloting** (**Agility**) - Piloting allows a character to maneuver airplanes, helicopters, jet packs, or spaceships.

A being with the innate ability to fly (he has wings, for example) uses Athletics instead.

- **Repair** (**Smarts**) - Repair is the ability to take apart and/or fix mechanical gadgets, vehicles, weapons, and simple electrical devices. It also covers the use of demolitions and explosives.

How long a Repair roll takes is up to the GM and the complexity of the task. Fixing a Wound on a compact car in a post-apocalyptic setting might take an hour. Fixing a Wound on the same car in the present day might takefour hours if the character wants it painted,polished, etc. Success means the item is functional. A raise on the Repair roll halves the time required.

Tools: Characters suffer a minor penalty (−1 to −2) to their roll if they don't have access to basic tools, or a major penalty (−3 to −4) if the device requires specialized equipment.

Electronics: Repair can be used to repair electronic devices, but is limited by the hero's Electronics skill. Use whichever skill is lowest.

- **Research** (**Smarts**) -A character skilled in Research knows how to make good use of libraries, the ember frequencies, curator databases, or other written sources of information.
- △**Riding**(**Agility**) -Riding allows a hero to mount, control, and ride any beast or beast-drawn vehicle common to his setting. Local worlds have their own beasts of burden from the Chocobo of Akashia to the Hellions of Taarna
- △**Science**(**Smarts**) - Those with this skill have studied various hard sciences such as biology, xenobiology, chemistry, geology, engineering, or any other "hard" science. A successful Science roll reveals basic information about a topic, and a raise grants more details.
- **Shooting** (Agility) - Shooting covers all attempts to hit a target with a ranged weapon such as a bow, pistol, or rocket launcher (thrown weapons use Athletics, page 29)
- ★**Stealth** (**Agility**) - Stealth is the ability to hide and move quietly.A simple success on a Stealth roll means thecharacter avoids detection if enemies aren't particularly alert. If the character fails the roll, the enemy realizes something is amiss and begins actively searching for whatever roused them.

  Once foes are alerted and active, Stealth is opposed by Notice (a group roll if there are many foes, see page 89).

  The GM should apply any circumstantial penalties to **Notice** rolls for darkness, cover,noise, distractions, and any difference in the target's Scale (just like when attacking, see Scale on SWADE Core page106). Sneaking through dry leaves might subtract 2 from the Stealth roll,for example, while spotting someone in the dark uses the Illumination penalty listed on SWADE Core page 102 (−4). Don't apply the same modifier to both rolls, however. If Stealth is at −2 for the leaves, don't give Notice a +2 for them as well.

  Sneak Attack: Sneaking up close enough to make a melee attack always requires an opposed Stealth roll versus the target's **Notice**, whether the guard is

actively looking for trouble or not. If successful, the victim is Vulnerable (SWADE Core page 100) to the attacker, but only until the attacker's turn ends. With a raise, the attacker has The Drop (page 100) instead.

Movement: In combat, characters roll Stealth each turn as a free action at the end of their move or any action the GM thinks mightdraw attention.

Out of combat, the distance moved depends entirely on the situation. The GM might want a roll every minute if the group is sneaking around the perimeter of a defensive position,or every few miles if they're trying to quietly walk the path through a dark forest without alerting the creatures that live there.

- △**Survival** (**Smarts**) - Survival allows a character to find food, water, or shelter in hostile environments. It can also be used to navigate wilderness environments, figure out which plants are good to eat and which aren't, and so on.

A successful Survival roll provides enough food and water for one person for one day; or five people with a raise.

More detailed information on Hunger and Thirst can be found under Hazards on SWADE Core page 125.

Tracking: **Survival** can also be used to detect and follow tracks. Each roll generally covers following the tracks for one mile, but the GM should adjust this as needed for specific circumstances.

The Game Master should assign a bonus or penalty based on the target, environment, and time. Tracking a large group that recently passed through a snow-covered area might grant a bonus of +4, while following a single person over rocks and streams after more than a day incurs a −4 penalty.

- **Taunt** (**Smarts**) - Taunt attacks a person's pride through ridicule, cruel jests, or oneupmanship. Taunt is an opposed roll resisted by the opponent's Smarts. In combat, this is a Test (see SWADE Core page 108).

Out of combat, success means the defender backs down, slinks away, or starts a fight. A raise might leave the victim cowed for the remainder of the scene, or make her storm out of the area fuming or even in tears, or attack her tormentor recklessly (perhaps with a Wild Attack on the first round of combat).

A Critical Failure means the target is immune to this character's Taunts for the remainder of the encounter.

- **Thievery** (**Agility**) - Lockpicking, safecracking, picking pockets, sleight of hand, setting and disabling traps and similar acts of misdirection, sabotage, subterfuge, and manipulation are called **Thievery**. If used to pick a lock, crack a safe, disable atrap, or perform a simple unopposed action,success opens or disables the device, and araise does it in less time, without tripping alarms, or whatever else the GM feels is appropriate.

  Sleight of hand, hiding or planting an item,or picking a pocket require a simple success.If foes are actively watching the character,Thievery is opposed by **Notice**.

  The Game Master should assign penalties for particularly difficult circumstances. Picking a heavy padlock might have a −4 penalty, while hiding a revolver in bulky winter clothing might grant a +1 bonus.

  Failure typically means the character is spotted or it takes too much time (after which the character can try again). A Critical Failure typically sets off the trap, alerts the victim, or jams the device so that it must be opened or interacted with in a different way.

  Limited: Using Thievery on an electronic device, such as a keypad, is limited by the thief's **Electronics** skill. Use the lowest of the two skills.

Arcane Background Skills

- **Faith** (**Spirit**)
- **Focus** (**Spirit**)
- **Psionics** (**Smarts**)
- **Spellcasting** (**Smarts**)
- **Weird Science** (**Smarts**)

Removed Skills

- **Boating** (**Agility**) – Too situational, now covered by drive,
- **Battle** (**Smarts**) – Renamed Organizing (Smarts)
- **Language** (**Smarts**) – There are simply too many to count to bother listing them all. The default language is Mandate Esperanto and the ship has access to a translation database. It is not as powerful as the one on Star Trek as it depends on database software from data collected in the past. Where this is relevant to the story, the players simply roleplay through communicating with someone they cannot possibly have any common language with or they can use psionics if they have access to them.
- **Occult** (**Smarts**) – Renamed Dimensional Lore

Player Backgrounds

You could be from a **Stormtossed** from **Port Lazarus**, **Breakwater** the capital of the **Stormtossed Commune**.

You could be a **Wayfairer**, a wandering soul who heard about this commune on the edge of the frontier and hitchhiked there.

You could be a **Spacer kid**, a child who grew up on a deep space exploration vessel or military ship.

You could be a **Gilded Cage Exile,** having grown up middle class or better on the worlds still connected to the still active gateways that form "civilized space" carved up by megacorp, like Minamar Specialized Industries, Harmonium, Eta Sekreto, La Elektita, or The Builders of Providence. The Megacorps call these systems **The Prosperity Axis**

You could be a **Cult Survivor** who fled the influence of **The Temple of the Intersection** or **La Elektita**, two cults. The first being a primarily non-human cult led by a reptilian demagogue named Harper Gorn who worship the letter "t." The second is a high control group where elites dress in 17th century macaroni fashion while keeping pledges on a neverending treadmill of auditing courses and buying slaves to alter their inner essence to be able to join them.

You could be an **Escaped Slave** fleeing the factions from so called civilized space who traffic sophonts such as **La Elektita, Minamar Specialized Industries,** or **Eta Sekreto** attracted to the beacon of liberty **Breakwater** represents.

Custom Setting Rules

- Conviction (SWADE Core p136)
- Combat Zones rather than inches
    - Modifies Edges/Ancestry Features related to movement and range
        - Things that make you faster let you ignore multiaction penalties from moving two zones
        - Things that make you slower double the penalty or prevent double moving.running
- HEAVY METAL- Calculating the damage of Heavy Weapons, their Armor Piercing value, and targets with high Armor can be a little daunting in the middle of dogfights, mech duels, and hover tank battles. To simplify that process we've given all the weapons and vehicles in this book a "Class." When an attack successfully hits a target, simply compare the weapon's Class to the target's Class and consult the table below to see the effects.

HEAVY METAL	
Damage	Wounds
Weapon Class is two or more levels below Vehicle Class	No Effect
Weapon Class is one level below Vehicle Class	0*
Weapon Class is equal to Vehicle Class d3*	D3*
Each level Weapon Class is above Vehicle Class	+1 Wound*
*Note: The operator must make a maneuvering roll or go Out of Control (see page 95). Raise: A raise on the attack roll increases the number of Wounds caused by +1. This can take a 0 result to 1 unless the base result is "No Effect."	

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

Warheads work differently when using heavy metal rules. See page 93 of the SFC.

Salvage and Trade

SFC p87

Downtime p79

Zones

Savage Worlds natively relies heavily on precise inch-measurements for Pace, Ranges, and Blast Templates. The Chase rules actually cover the concept. Deal cards on each zone with complications on a club.

Movement and Pace

Instead of a Pace of 6. These are the rules.

- Standard Move: A character can move anywhere within their current zone, or move into one adjacent zone as a free action.
- Running: If a character chooses to Run (inflicting the standard -2 multi-action penalty to other traits), they roll their running die. On a success (usually treating a 4+ as a success for this abstraction, or just automatically granting it depending on how fast you want the game), they can move into a second adjacent zone.
- Speed Edges: Edges like *Fleet-Footed* could grant a free re-roll on the running die, or simply grant an automatic extra zone of movement when running.

Weapons and Ranges

- Melee: Must be in the same zone.
- Short Range (Standard shooting): The target is 1 zone away (adjacent). No penalty.
- Medium Range: The target is 2 zones away. Inflicts the standard -2 penalty.
- Long Range: The target is 3 zones away. Inflicts a -4 penalty.

Blast Templates

- Small Burst Template: Affects a specific target and 1d4 other targets in the same zone.
- Medium Burst Template: Affects a specific target and 1d6 other targets in the same zone.
- Large Burst Template: Affects everyone in the target zone.

Defining "Engaged"

For the Defend maneuver or gang-up bonuses. If two models are physically touching within a zone, they are "Engaged." Moving away from an engaged enemy still triggers a free attack, even if you are just moving to another piece of cover within that exact same zone.

Player Species

Broad Guidelines

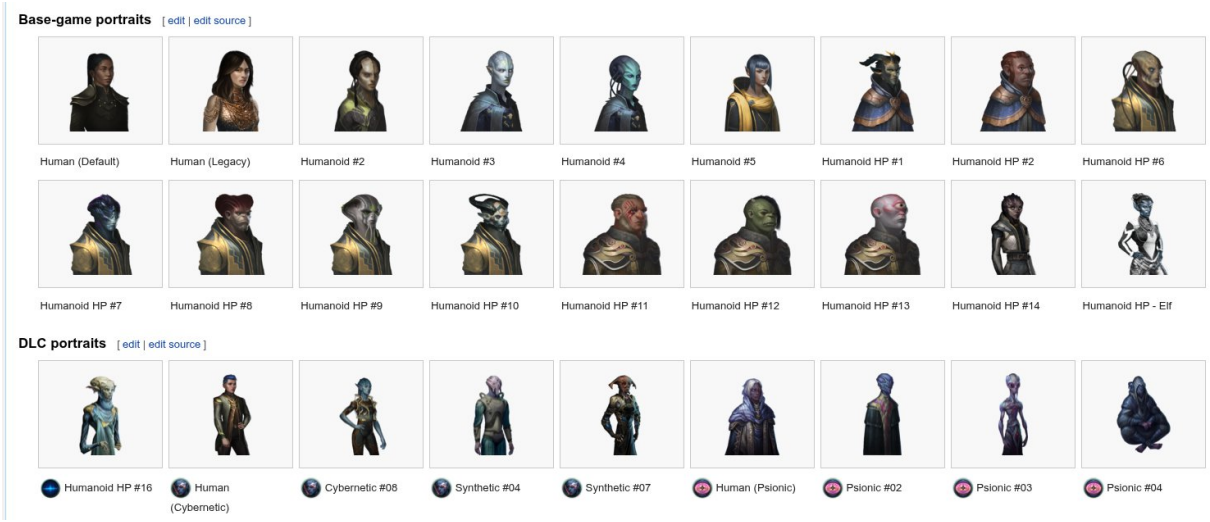
For creating a character's species, you have a total of +4 build points however, attributes should not be part of the character's species. The purpose is to prevent pigeon holes by having some species be good at one thing and bad at another thing as that means there would be no scientists of the high strength species and no athletes of the "brainiac" species. If you want a "proud warrior race guy" spend your regular building points on that. Look instead for "game changing" changes.

DNA

No all species use DNA as we know it. Some lithoids, toxoids, thermophiles and energy beings, and other use something entirely foreign to our current understanding of biology. Among conventional organics, some species use D-DNA (like humans) or L-DNA which are chiral mirror images of each other. When designing a species, think about this biology. To cut down on book keeping, in this setting Post-tech supplements can adapt food for mirror image biology. The UNE also developed wide xenocompatibility technology to allow cross species parenting if they have the same kind of DNA but in general half species are

Human and Near Human

The Human form is particularly common in the galaxy among sophonts due to convergent evolution or possible precursor seeding. Not all sophonts who evolved to this form had ancestors from Earth but nevertheless they look similar to humans, at least on the outside that from a game mechanics standpoint, they are the same. Of these, some of them remained "true kin" – unmodified by various government or corporate or religious programs to exceed the limits of nature through trans sophont technologies and some had governments that chose to ascend their populations. The same species might have lived across many empires and societies through migration pacts, becoming refugees, being trafficked by pirates.



Screenshot taken from the Stellaris Wiki

Human and Near Human True Kin

The term "true kin" refers to members of species that are not modified by trans sophont technology or descendants of those who were. They are the baseline.

- **Abilities (+4 Points):** +1 free Edge, and one chosen Attribute starts at a d6.
- **Arcane Backgrounds:** May take any Arcane Background.

Ascension

During the golden age and into the century of crisis, many communities of sophonts sought to enhance themselves beyond the baseline.

Android Upload (Transsophont Synthetic)

"Would you transplant your mind into a robot body?" That is what these folks, or their ancestors did, not always voluntarily. Unlike true synthetics, who were manufactured from the beginning to be synthetic, these folks were organic and fully converted, abandoning the limitations of the flesh entirely. This particular choice was considered extreme and as it severs the connection with The Shroud, many spiritualist societies condemn the practice and look on the uploaded with horror as abominations and their former selves as a mass suicide event.

- **Arcane Restriction**: Cannot learn any Arcane Background other than Archeotech.
- **Robot (+6): Don't breathe, immune to disease, poison, and vacuum. Cannot heal naturally; ignores the Golden Hour. (See SF Companion p. 129 for Robot Mods).**
- **Vulnerable to Electricity and EMP (-2)** The race suffers a –8 penalty to resist electricity. If the being suffers an attack based on that form, the penalty acts as a bonus to damage.
- **Interface (+2): A synthetic can link directly to electronic devices, adding +2 to Electronics and Hacking rolls when using a device they're able to connect to.**
- **Vulnerable to Hacking (-1): if incapacitated, the character can be given the programmed major hindrance by an enemy**
- **Dependency: Recharge (-2)** Androids must recharge from an electric grid for an hour out of every 24 or a single battery back. Without the required contact, an android becomes Fatigued each day until Incapacitated. Each hour spent recovering with the appropriate substance restores a level of Fatigue.
- **Mods (1):** The species has three robotic Mod slots (see page 132), plus or minus their Size. Each installed Mod must still be purchased normally.

Psionically Gifted

Some human and near human communities underwent augementation to connect themselves to The Shroud. The Shroud is an immaterial realm of pure psionic energy outside of the physical universe. All sentient species are linked in some way to The Shroud. However, not all members of these communities became specialists in The Shroud. Many became accountants or engineers but still cannot fully escape the echos of The Shroud. Those who wish to probe deeper and specialize take arcane backgrounds which come easier to them. Some evokers of the shroud come from communities where the immaterial realm is categorized as magic or felt within as connections to faith and the gods. Whether psionically gifted embrace it or not, the shroud takes its toll.

- **Abilities: Danger Sense (+1): +2 to Notice rolls.**
- **Telepathy (+1):** Communicate with any sapient life form within 12 squares**.**
- **Sleep Reduction (+2):** This being never sleeps.
- **Darkvision (+1):** The species can see in the dark a short distance, ignoring all Illumination penalties and up to 2 points of penalties from invisibility or similar powers within 10" (20 yards).
- **Arcane Rules:** Enables all Arcane Backgrounds other than Gifted. May *not* take Arcane Resistance, Doubting Thomas, or Arcane Background (Gifted). May not install cybernetics
- **Frail:(-1)** The creature is less durable than most. Reduce its Toughness by 1.

Genetic Augment

Some organic societies leaned into biology and life sciences and enhanced themselves beyond normal limits. There are theoretically infinite variations with some choosing to become something greater. Many but not all choose the path of the primal shifter, leaning in to their gifts, adapting by growing wings or shapeshifting into xenofauna but that is a skill requiring investment and training and is represented by an edge

- You are still human or near human in form, or close to it
- Instead of choosing an edge and a bonus attribute at d6, choose four points worth of biological themed species traits with no negative traits permitted to offset.
- This is an exception to the guideline about bonus attributes since your parents and siblings might not have the same set of species traits and therefore your species is not pigeonholed.

Unstable Genetic Augment

Some parents, hoping their children have an improved station select their children for riskier and more unstable genetic augments.

- You are still human or near human in form, or close to it
- (+4) Instead of choosing an edge and a bonus attribute at d6, choose six points worth of biological themed species traits with no negative traits permitted to offset.
- This is an exception to the guideline about bonus attributes since your parents and siblings might not have the same set of species traits and therefore your species is not pigeonholed. (no point value)
- (-2) You must take a personality or biological major hindrance or species trait.
- You can exceed a d12 in an attribute with your bonus points, if you do so, you have d12+2, d+4 etc as your maximum.
- You have a shortened lifespan, down to 50. (no mechanical effect or point value)
- Your parents make very poor decisions but they were doing their best okay.

Cybernetics Ascended

For many, the severing of themselves from organic bodies and the pleasures of the flesh was too great of a change but bundling machines into their organic form from birth was a comfortable middle ground. It still cuts them off from The Shroud and fully embracing the primal organic self.

Arcane Restriction: May not take Arcane Backgrounds other than Archeotech (Weird Science) based Arcane backgrounds.

Cyborg (+4): Grants a +4 to Strain Limit and 20k credits worth of installed implants.

Healing Restrictions (-1): No natural healing. A healer heals them using the lower of their Healing or Repair skill.

Strain Limit: Calculated using the lower of Spirit or Vigor (plus the +4 bonus above).

Interface (+2): A cyborg can link directly to electronic devices, adding +2 to Electronics and Hacking rolls when using a device they're able to connect to.

Vulnerable to Electricity and EMP (-1) The race suffers a –4 penalty to resist a particular environmental effect, such as heat, cold, etc. If the being suffers an attack based on that form, the penalty acts as a bonus to damage.

Reskinable Savage Worlds and Savage Worlds Sci-Fi Companion

The Savage Worlds and Savage Worlds Science Fiction Companion have an abundance of species. However the default assumption in those book is that the species are built with +2 points. For this game, the assumption is +4 so if you want to use one of those species, give yourself +2 worth of species traits.

One guideline however is that species should not have a rigid die increase to one ability in particular or a die type decrease as that is boring and pigeonholes the species. They can have an unbound attribute die as a species perk, as genetic augments have.

For the species name and background, that can be up to you to fill in but remember, **"No one individual is good or bad because of what species they are or what nation state they were born in."**

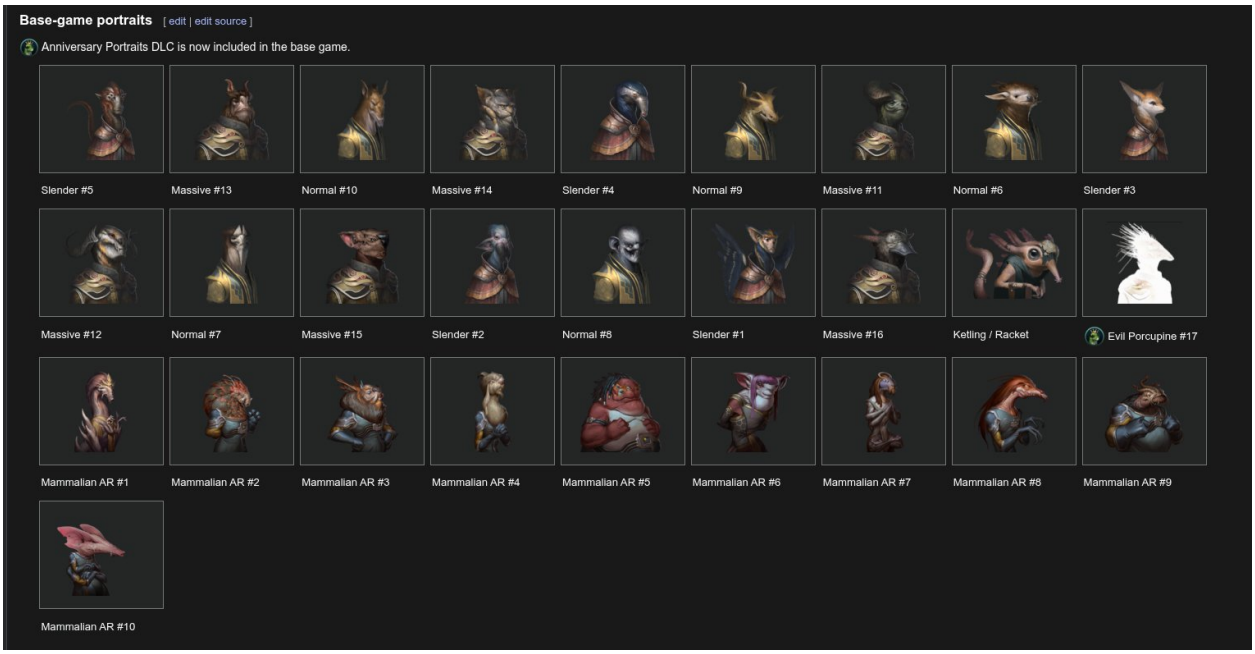
List of Sci-fi Companion Species

(Add +2 points of character traits or one edge)

- Centaux (SFC p11)
- Draken (SFC p11)
- Elementals (SFC p12)
- Florans (SFC p12)
- Gelatinoids (SFC p13)
- Gen Miners (SFC p13)
- Gen Troopers (SFC p14)
- Insectoids (SFC p14)
- Mimics (SFC p15)llllll
- Oracles (SFC p15)
- Quadroids (SFC pl16)
- Rascals (SFC p16)
- Riders (SFC p17)
- Voidlings (SFC p19)
- Yetis (SFC p20)

Weird Aliens (Custom Builds):

Build the species with +4 points of positive changes and up to -2 points of Hindrances. The other guideline is that species must not have bonus attributes such as increased die type. That's boring. Also don't forget it implies the whole species is nothing but one job. If you want to be a proud warrior race guy spend you 5 points on that. Lastly, not being able to take certain other character options, arcane backgrounds, or frameworks is not a hindrance or worth any points. If you pick this species, you weren't going to pick those character options anyway. Players must describe their homeworld, species name, and species culture.



Screenshot taken from the Stellaris wiki

True Synthetic (Robot Version)

"Would you upload your mind into a robot body?" This isn't that. These sophonts began as robots. They were created for some purpose by sapient beings or by a machine intelligence



Source: Stellaris wiki

Arcane Restriction: Cannot learn any Arcane Background other than Archeotech.

Robot (+6): Don't breathe, immune to disease, poison, and vacuum. Cannot heal naturally; ignores the Golden Hour. (See SF Companion p. 129 for Robot Mods).

Vulnerable to Electricity and EMP (-2) The race suffers a –8 penalty to resist electricity. If the being suffers an attack based on that form, the penalty acts as a bonus to damage.

Interface (+2): A synthetic can link directly to electronic devices, adding +2 to Electronics and Hacking rolls when using a device they're able to connect to.

Dependency: Recharge (-2) Androids must recharge from an electric grid for an hour out of every week or a single battery back in the field. Without the required contact, an android becomes Fatigued each day until Incapacitated. Each hour spent recovering with the appropriate substance restores a level of Fatigue.

Mods (+1): The species has three robotic Mod slots (see page 132), plus or minus their size. Each installed Mod must still be purchased normally**.**

Outsider (-1): Outsiders subtract 2 from Persuasionrolls made to influence those who aren't her own kind. Many fear machine intelligences as unpredictable and dangerous

True Synthetic (Lifelike)

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

Can't Heal (-1): Synths can't make natural healing rolls, but can be Healed normally.

Immune To Disease And Poison (+2): A synth's quasibiological system is immune to toxins and pathogens.

Spacer (+1): The synth doesn't breathe (though it appears to so it seems more lifelike) and ignores the effects of decompression and background radiation.

Interface(+2): A synthetic can link directly to electronic devices, adding +2 to Electronics and Hacking rolls when using a device they're able to connect to.



Source: Stellaris Wiki

Established Species

In this campaign along with the previous one under *Stars Without* Number I invited players to invent their own species. In addition I named dropped some species from the official Stellaris lore but at the end of the day Stellaris is a toolbox, like Dungeons and Dragons. They are you.

These are species already created by myself or the players over the course of the game and building lore. It is also worth keeping in mind a core tenet of species and nation states: **"No one is good or bad because of what species they are or what nation state they were born in."** Some nation states have ugly or noble histories. None of those nation states are around any more.

The Isilfar



Image Source: Stellaris Wiki

Mechanically, the Isilfar are near humans. They are identical to humans and choose to be either True Kin or Ascended. The Blue Nebula Covenant, the federation established by the Isilfar was conceived by my partner Alexandria for her player character. Their physiology is somewhat different.

Outwardly, they appear similar to human but more skinny and with pointed ears. In addition both mother and father carry their children during gestation, beginning with the mother who transfers the child to the father's body. During the Pioneer and golden age, the Isilfar were fast friends with the UNE and the people's migrated between each other's borders. The Isilfar scientists delved into learning about **The Shroud**. As the Isilfar delved into such secrets many of the Isilfar accepted a program of awakening their psionic potential, but not all did, many live in other star nations or steadfastly stayed the way they were.

As the UNE lost its soul after the destruction of Earth and came under the dictatorship of Saul Metzger, the Isilfar eventally led an uprising but they were overwhelmed. Through their mystics, they received contact from a god of the deep dark place of immense power. **The End of Cycles** promised to grant the Isilfar and those who took the mark great cosmic power, far beyond the abilities anyone throughout the Milky Way had ever known.

The Tzynn



Source: Stellaris Wiki

The Tzynn are a reptilian species covered in scales but otherwise mechanically function as "near human."

During the Pioneer centuries The Tzynn Empire was an early rival for the United Nations of Earth as their slaver guilds functioned as roving barbaric despoilers. That empire is long extinct as what wasn't destroyed by the Rigelian Khanate were destroyed in the time of crisis from their persistent insistence of refusing access to their borders to maintain the power of the slaver guilds.

During the current century it was a Tzynn named Harper Gorn who founded the interstellar religion and some would argue high control group, The Temple of the Intersection after her pilgrimage to Akashia.

The Lokk



In 2350, late in the Pioneer era, on the 2:00 side of the galaxy, that the Lokken Machinists made a breakthrough. Disregarding warnings from the Curator Order, the Machinists opened up the L-Gate and discovered, the hard way, why they had been sealed in the first place. The Grey Tempest, a hive mine of nanomachines dedicated towards turning all available matter into more nanites flooded through the gate and annihilated the entire empire. The tore through the entire quadrant, pausing only when an error caused by inadequate numerical address space for more networked nanites paused their advance.

The polity was wiped out and the Lokk species became refugees and built a nomad fleet. The Lokk are a reptilian species that mechanically use the near human template

The Blorg



In real life, The Blorg began as a meme while Stellaris was still in development. The Stellaris forums became enamored with he possibility of as xenophile empire that was nevertheless repugnant. The Blog Commonality were known as the fanatic befrienders. In this game they are a fungoid species with whip like arms.

No Vital Organs (1): These species have hidden, extremely tough, or redundant vital organs. Called Shots do no extra damage against them.

Bloodless (1): Members of the species automatically stabilize whenever they would Bleed Out without needing to roll. Rending weapons (see page 46) deal no extra damage to them.

Hardy (2): A second Shaken result in combat does not cause a Wound.

Tentacles (2): The being has tentacles that add +2 to grappling rolls.

Repugnant (-1): The species has an odor, appearance, or set of habits that disgusts beings of most other cultures. Reactions (see Savage Worlds) are always either Unfriendly or rolled on 1d6 instead of 2d6 if determined randomly. A roll of 1 is treated as Hostile, plus the unfortunate being becomes physically ill.

Ugly (-1): Subtracts 1 from persuasion rolls, even with other Blorg.

Ratchet



Ratchets are a raccoon or possum like mamalian species that was first encountered by the UNE as a nomadic merchant society.

Diminutive (+2): Most rascals stand around 16" tall. This makes them Size −3 (Very Small). They subtract 3 from their Toughness and have a maximum Strength of d6. See Diminutive on page 7 for more information.

Darkvision (+1) The species can see in the dark a short distance, ignoring all Illumination

penalties and up to 2 points of penalties from invisibility or similar powers within 10"

Environmental Resistance (+1) While in a spaceborne artificial environment, Ratchets gain a +4 bonus to resisting associated life support failures such as low air (but not vaccuum, cold, heat, or radiation. Damage is reduced by 4.

Olinbar

The Olinbar are the founding species of Minimar Specialized Industries, much as humans founded the UNE and Harmonium though not every Olinbar is loyal or content with being a slaving colonizer or is on board with the great work of their society's bourgois

Source: Stellaris Wiki, Placeholder Image



Eye Ray (+2) – Olinbar can project beams of lightning as a limited action by making a Notice roll. A critical failure on the attack causes fatigue. Range 10/20/40

One Eye (-2) – This species has one eye and subtracts one from any trait role dependent on vision and more than 5" (10 yards) distant, (except for the eye beam or with laser weapons or other weapons unaffected by gravity.)

Environmental Resistance (+2) (tomb worlds) - +4 to resist radiation and poison, including poison/unbreathable air (but not hard vaccuum.) Damage from such sources are reduced by 4.

Attractive (+2) – The Olinbar have a soothing voice that adds +1 to Performance and Persuasion rolls if the regardless of gender or species, provided they are organic humanoid or close to it.

Kitali

The Kitali are a humanoid feline species. The culture the species originated are nomadic traders. The originaterd in the Blue Nebula and were part of the federation the Isilfar created.

They have spots running down their body and cat like ears along with a cat like tail and digitigrade locomotion.



Mechaincs: Near Human

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A Note on "The Far"

The Galaxy has an abundance of very strange creatures with an abundance of thought patterns, sensory approaches, and ways of being. Some of these are near human and there are those that are a bit further away from human that can also be player characters.. But some species are simply too weird or too big to be suitable as individual player characters even as they exist in the universe.

Some species have variations on a gestalt consciousness: one mind shared by many bodies with the ability to manage multiple host forms. Among the different types of gestalts are mutualistic intelligences, such as Potato, the friendly native fungus creature of Breakwater. Mutualistic Intelligences are gestalts that are not people's but sentient biomes, sometimes called a "genius loci." Still others hiveminds are devouring swarms, assimilators, or even sentient bacteria or contageous thoughtforms or gas giant inhabitants. While these exist in the galaxy as delightful heroes and villains, they are not suited to be playable characters though an individual could be a liberated drone from a gestalt.

Biokineticist (work in progress)

Biokinecticists use the power of the shroud and medical science to heal

Secondary Role

Spacers should work as a team. Everyone on the ship has their role on the ship and on the ground. Per the skill section, players gain some skills automatically at a d4. The rule is reprinted here.

Core Skills:

Five skills are marked with a red star ★ in the list that begins on page 29:

★Athletics, **★Common Knowledge**, **★Notice**, **★Persuasion**, and **★Stealth**. These are "innate" abilities most adult adventurers have. All of them begin with d4 before the 12 additional points are applied.

Ship Skills

Additionally, for this campaign everyone knows the basics of a ship skill, marked with a red triangle and may choose ONE of them to start with a d4 for free. **▲Repair, ▲Electronics, ▲Hacking, ▲Organizing, or ▲Pilot**

Commune Skills

They also know the basics of a Commune skill and may choose ONE of them to start with a d4 for free: **△Thievery, △Survival, △Riding, or △Drive, △Science at d4**

This is a hint to encourage players to take these skills to ensure the role on the ship is covered. There is no "Pilot" Iconic framework but someone on the ship, irrespective of role should be able to pilot, another should be able to use electronics to navigate and reallocate power, another should be able to manage the engine room, and another should be able to treat injured crew. "Organizing" is used where "Battle" would be to organize fleets, assign tasks during a crisis, but also to manage organizations.

Finally, characters should ensure they have some way of doing violence such as an arcane skill with an attack power or Athletics, Fighting, or Shooting

Gear

Gear is marked as **Primitive Tech**, **Post-tech**, which is the default baseline of the campaign, **Pre-tech**, and **Archaeotech**, which often overlaps with Weird Science based arcane backgrounds.

In the core book primitive melee weapons are given prices but such items should be trivial to aqcuire, even with a post tech baseline. PCs can have primitive melee weapons up to what they can carry at no cost. Primitive mundane items such as rope and fire extinguishers should be easily acquired as well, it is simply a question of if the character can carry it in their load out.

For other gear the currency is called "brilla afero" and prices in the book are listen in brilla afero (β) except for the the identified exceptions.

For the sake of simplicity, the iterms are copied from the core book and science fiction companion with modification for the setting noted . Items that are unchanged are in gray.

See the gearlist file

Archaeotech Cyphers

See the Numera book and convert the stat benefits on the fly

Starships

Space Travel

Regarding the structure of the wider Galaxy and not just this sector. During the century of crisis, the Gateway Network was badly damaged but not completely destroyed and there are still gateways that connect to all the other gateways. So the new Monaco system is a important hub locally. Of the gateway worlds dominated by the Megacorps, they occupy only 1% of the original gateway systems. The others are presently disabled, inaccessible, or unreached by the Megacorp's power projection

For something similar look at Mass effect. You have the mass relay network. But not every system has a mass relay. The way people travel as they go to gateways and then from the gateway they travel using Mass effect drives to other systems in the region.

My Galaxy is a little bit different in that instead of "warp drive" there are natural hyperlanes between systems but also the gateway Network and the old L gate network. There are also hyperlane relays which simplify the process of traveling across the natural hyperlanes by allowing a ship to enter any hyperlane connected to the system from the hyperlane relay, provided that there are hyperlane relays in both systems, instead of having to trek from one side of the system to the other side of the system at sublight speed. I have yet to draw the sector map though. The system breakwater is in is a natural chokepoint into the Isilfar frontier To clarify where the hyperlane breach points are. You don't have to go as far as the Oort cloud of a star system. Only about as far out as Uranus is, depending on the system. Why Uranus? It's for the same reason that in the expanse, that's where the ring gate is. That reason is "who the fuck knows, it's made up sci fi tech". The safe breach points don't orbit relative to the biggest star in the system but do track with its stellar neighbors.

Sublight engines are Alcubierre drives that take weeks (from a planetary view point) to get to the safe breach point but considerably less time from the point of view of the ship.

Pretech jump drives and archaeotech shroud drives can beach and bypass the natural hyperlane network entirely but people are still wary of reawakening the unbidden as true or not that was blamed on the then new jump drives.

All drives can emergency jump but might wind up somewhere they don't want to be like interstellar space.Breakwater does not have a functioning hyperlane relay.

There is a way to circumvent the bottleneck by flying in a circle around the outer edge of the system or just violating the stormtossed commune sovereignty and going straight

through the middle of the system. And the corpos have done this but this is inconvenient for various reasons. They don't have a good staging area in the system.

There is a secondary gate network called the **L-Gate Network**, always tied to blackhole systems. The Tyznn Empire unlocking this at the end of the pioneer centuries nearly ended in disaster when an ancient sealed away nanite swarm called **The Gray Tempest** but it was dealt with. The L-gates all lead back to a strange extragalactic star cluster of unclear connection to the Milky Way where no settlements have survived for long. Even as The Gray Tempest was defeated. There still remains distrust of the **L-Gates** and **The L-Cluster** but I am sure it is nothing.

In Game:

Relativity is hard. Also none of these technologies exist in real life. So for the sake of everyone's sanity the time dilation is computed thusly. For every 1 day the crew experiences on the ship, 4 days pass in the wider galaxy.

Each star system is broken into orbital bands with the outermost bands having two zones. In the case of binary star systems like The Lantern and Siren, there could be more bands/zones. A standard transit, from one band to another takes 2 days of ship time or 8 days of planet time.

G.R.I.D.S. (Gravimetric, Radiometric, and Infrared Detection Suite) and Tackle

Many ships travel at relativistic speeds. They need to be in range of a hyperlane to jump safely but can take riskier ftl jumps that send them to somewhere in interstellar space and they have to navigate back at extremely fast but slower than light speeds. fleets that emergency jump have to try to find each other and rendevous at a star system or hyperlane. In the actual Stellaris, this is not really explained, but if they emergency jump they are missing in action for some number of months, potentially years.

The on ship time dilation is even more significant while travelling at interstellar speed.

Anyway, because of the ability to open up hyper lanes away from hyper lanes, this can also be exploited in combat where military vessels can use their ftl engines in a secondary purpose to disrupt the sub-light engines and "tackle" ships. They can create a zone of hyperspace interference and slow them down to engagement speed where guns and lidar can actually track them.

We can say that the relativistic but sub-light engines are alcubiare drives that can warp space, but only slower than light. Warping it backwards allows tackling

When two Alcubierre bubbles violently collapse against each other, the shedding of that built-up spacetime energy would create a massive burst of Hawking radiation or a

brilliant flash of Cherenkov radiation. It makes the start of a space battle highly visible to passive sensors across the system.

Ship Classes

Post-Tech Ships are often scavenged and assembled from wrecks and salvage or immitations of what came before. For corporate ships, there is the beginings of original design, smooth corners, aesthetics, and even a little luxury.

Stormtossed vessels are often fused from multiple ships and then refitted to look natural and symmetrical where possible. The Stormtossed name for these classes are inspired by art works where multiple divergent things come together. The Stormtossed often paint their ships Aqua, Cream, with Magenta highlights.

Broadly there are manufactured several ship scale classes.

- Fighters
- Scout, Merchant, and Logistic Vessels

For the Stormtossed, these are called "Mosaic class" and the first vessel to enter the Spinward hyperlane to the Crimson Oracle was the Vanguard, a Mosiac class. The size and armaments can't compete with larger ships but they are able to defend themselves from space fauna, patrol fighters, and escape if need be.

Logistics shuttles also resupply science and military vessels and evacuate families from such ships when they engage in risky maneuvers.

- Deep Space Explorers (Science Ships)

The STSC Vojo du Laika is one such vessel. Science Vessels are Collabs. Science vessels are larger than most military ships and have crews of family members who go out in the dark for years and years at a time. Bax and Nightshade grew up together as spacer kid on one such vessel.

- Construction Ships and Drill Ships

Even larger than science ships, these vessels build infrastructure. They are often uncrewed with drill ships going into the long dark of interstellar space spending decades building new hyperlanes for patrons that might not exist by the time its work is done. It is not unheard of for systems in the present to still receive a drill ships from the Mandate era or before and have a new hyperlane to show for it. This is why drill ships are virtually never crewed.

- Corvettes and Frigates

These are the first ships on the list that are dedicated military vessels. Like with Science ships they may be out on missions for many years at a time and play host to families of crews, some of which are born underway. Corvettes and Frigates are large enough to have a contingent of docked logistics vessels to carry away the families during risky engagements. Corvettes measure around 70 meters and have a livable space of about one football field per deck.

Stormtossed Corvettes are called "Choruses." The Stormtossed have a fleet of Corvettes called the Nightwitches.

- Defense Platforms

Defense platforms manage squadrons of local fighters within a system along with a parent Starbase

- Destroyers

Destroyers are substantially larger vessels than Corvettes and often carry artillery and advanced suppression. They often lead patrols of Corvettes.

Stormtossed Destroyers are called "Confluence" class.

- Cruisers

Cruisers often but do not always have extensive shuttlebays for fighter squadrons. They often may have heavy artillery on their spinal mounts and form the back line in fleet engagement tactics.

The Stormtossed presently only have one cruiser but its class is called a Crucible. The ship is the STSC Spartacus

- Battleships

Battleships are rare but not unheard of in the Corporate era.

While the Stormtossed do not have a Battleship, other pirate communes across the galaxy within the Ember Frequencies are often called "Galleons"

- Starbases and Shipyards

Starbases range in size from simple outposts that relay communications to massive star citadels. Starports large enough to host shipyards or dock larger vessels may be equipped with FTL inhibition technology that coordinate communication bouys and relays throughout the sector and can control the ability of hostile fleets from leaving the system through a hyperlane if they have not established a beachhead through that hyperlane.

Below this point, all are fully pre-tech, none are known to be in service and require multiplanetary pre-tech logistics

- Titans – Admiralty flagships with megascale spinal mounts
- Colossus (planet busters)
- Juggernauts (mobile mega starfleets and shipyards

Some alien empires opt to grow their ships and thus have slightly different ship classes based on the maturity of the cultivated vessel.

GM Only Section

SWADE Statblocks for NPCs