Player’s Guide

Savage Space Bastards

# Campaign Brief

Welcome, Space Bastards!

# Character Creation

Character creation for this campaign follows the standard Savage Worlds Deluxe rulebook (SWD) with the following changes. Details on each of these choices can be found below.

## Creation Summary

1. **Choose a Race**

The two pre-approved races include human and android as in the SWD. Players who want to take a different alien race must consult with the GM first.

1. **Choose an Origin**

Depending on the PC’s origin, the PC gets an extra point in a particular trait, or a particular edge. PCs also choose a background and a rival associated with their origin.

1. **Choose a Background**

Depending on the background, the PC has a choice of skills and starting equipment they may get for free. PCs also choose a contact and a rival associated with their background.

1. **Choose a Vice**

Choose a vice appropriate to your PC. Your PC’s vice is used to win XP by spending credits on it. PCs also choose a contact and a rival associated with their vice.

1. **Traits**

You start with d4 in each attribute and have five (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

1. **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%

1. **Add Seasoning**

All characters start play at the “Seasoned” level with 20XP, so they have four advances to spend in addition to any extra traits, edges, equipment or skills gained by origin and background steps.

1. **Choose Gear**

All player characters may choose from a menu of starting equipment from the equipment book. New characters start with three credits to spend on other equipment as well, modified appropriately by the Rich, Very Rich, and Poor edges and hindrances.

1. **Choose Name, Look, and Alias**

Choose your character’s name, write a sentence about what they look like in general as a first impression, and what others might call them as an alias.

1. **Choose Contacts and Rivals**

Choose one contact and one rival each from the list related to the choice you made earlier for your origin, background, and vice.

## Race

The Savage Space Bastards campaign leans into a human-centric universe. However, there is no “earth” so it is not necessarily our own universe. I’ve left the origin of mankind purposely vague. Technology has progressed enough that humanity has made their own subrace, though. That’s how android is a variant race that is available for play.

Players may choose to be an alien race, but they will be perhaps the only one of their kind (for whatever reason) and must take the Outsider hindrance in addition to those listed with the race with no offsetting benefit. Aliens are rare outside their homeworlds, and often not welcomed by the universe in general.

## Origin

A player character’s origin identifies what kind of young life they had. Depending on the origin chosen, the PC may choose to take a free trait advancement or a free edge at character creation. These edges may be taken even if the PC doesn’t meet their requirements at character creation.

* Spaceborn
  + Take the Nerves of Steel edge or a Vigor trait advance.
* Miner
  + Take the Brawny edge or a Strength trait advance.
* Hive Worlder
  + Take the Two-Fisted edge or an Agility trait advance.
* Settler
  + Take the Command edge or a Spirit advance.
* Core Worlder
  + Take Jack of all Trades edge or a Smarts advance

## Background

A character’s background informs their profession or field of expertise before they came to become an adventurer. At character generation PCs may add one free skill point from the list below related to the character’s chosen background.

* Academic
  + Choose from one of any Knowledge skill or Medicine
* Labor
  + Choose from the Athletics, Repair, or Fighting skills
* Law
  + Choose from Investigation, Intimidation, or Tracking skills
* Trade
  + Choose from Persuasion, Ship Ops, or Knowledge (Astrogation) skills
* Military
  + Choose from Knowledge (Administration), Shooting, or Piloting skills
* Underworld
  + Choose from Security, Stealth, or Streetwise skills

## Vice

Each PC must choose a vice. These vices may or may not be reflected by the hindrances that the PC might have. Characters’ vices will provide a mechanic for winning XP for their trouble, as well as a source of motivation for our Space Bastards.

* Faith
* Gambling
* Luxury
* Obligation
* Pleasure
* Stupor
* Weird

## Skill Changes

Most skills remain unchanged from SWD. The following changes have been made to

better fit this setting.

### Unavailable Skills

These skills are unavailable in the Savage Space Bastards campaign:

* 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.
* Gambling is no longer a skill, since it is now a potential vice and can’t be used to win money.
* Boating and Driving have been removed and combined into the Piloting skill
* The Throwing skill is removed and is replaced by Athletics

### New Skills

**Athletics (Strength)**

This skill covers Swimming, Climbing, Throwing, 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! Basically, any challenge that has to do with computerized systems will use this skill.

**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

The Savage Space Bastards campaign adds these skills to those available in the SWD.

**Knowledge (Astrogation)**

Astrogation is the knowledge of FTL travel through Space. It is required to plot the quickest and 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 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 science 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.

## Full Skill Listing

This is a full listing of all the skills available in this campaign.

| **Agility** | Fighting | **Smarts** | Notice |
| --- | --- | --- | --- |
| **Agility** | Piloting | **Smarts** | Repair |
| **Agility** | Riding | **Smarts** | Streetwise |
| **Agility** | Shooting | **Smarts** | Survival |
| **Agility** | Stealth | **Smarts** | Taunt |
| **Agility** | Athletics | **Smarts** | Tracking |
| **Smarts** | Security | **Smarts** | Weird Science (Arcane) |
| **Smarts** | Investigation | **Spirit** | Intimidation |
| **Smarts** | Knowledge | **Spirit** | Persuasion |
| **Smarts** | Medicine | **Spirit** | Psionics (Arcane) |

## Edges and Hindrances

This section is a description of what edges and hindrances are available in the Savage Space Bastards campaign.

* The following Hindrances are not available: Doubting Thomas
* The following Edges are not available: Champion, Holy/Unholy Warrior, Rapid Recharge. Soul Drain, and Wizard
* There are only two Arcane Backgrounds available: Psionics (based on Spirit not Smarts) and Weird Science
* The Rich and Very Rich, and Poor edge/hindrances are different in this campaign. All PCs start each session gaining one credit before the opening score. Poor PCs get no credits to start the session, rich PCs start with two credits, and very rich PCs start each session with three.

### Hindrances

**Debt (Minor / Major)**  
You owe a huge debt to someone who intends to collect, one way or the other. 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.  
  
**Faction Membership (Minor/Major)**  
You are a member of or dependent on the support of a specific faction. While that might have some positive effects it has also many bad ones. You are required to dedicate time to the faction and carry out the 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 faction. Not completing these tasks can lead to serious consequences. When you are majorly dependent on your faction 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.

### 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 to 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.

**Mechanic**

Requirements: Novice, Smarts d8+, Repair d8+, at least two other technology based Knowledge skills at d6+

The mechanic adds +2 to his Repair rolls. With a raise, he halves the time normally required to fix something. This means that if a particular Repair job already states that a raise repairs it in half the time; a Mechanic could finish the job in one-quarter the time with a raise.

**Navigator**  
Requirements: Seasoned, Smarts d6+, Knowledge (Astrogation) d8+  
The Navigator knows most of the galaxy's nav maps by memory. They have 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 they use the skill differently the bonus is +1.   
  
**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, 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 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.

**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 a faction you are finally the captain of a starship. You start the game with a starship of your choice. However, the ship does not belong to you but to your faction. You still need to care for your ship and carry out upgrades, repairs, maintenance or fuel. 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.  
  
**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.

**Space Marine**

Requirements: Novice

You’ve spent time in the Space Marines, and you’ve managed to muster out with a suit of scout powered armor keyed to your DNA and one powered weapon of your choice.

## Contacts

Choose one contact from the lists below that matches with your origin, background, and vice. Feel free to make contacts for yourself if you prefer.

* Origin
* Background
* Vice

## Rivals

Choose one rival from the lists below that matches with your origin, background, and vice. Feel free to make contacts for yourself if you prefer.

* Origin
* Background
* Vice

# Gaining Experience

Each credit spent on a vice gives one XP to the character with a limit of up to five XP a PC can gain by spending on vice per session. There is no limit to the amount of credit that can be spent on ship upgrades.

# Replacement Characters

When a character dies or is retired, a new hero begins play with one less advance than the last.