

Gearbook

Savage Space Bastards v1.03

This document details all the gear, weapons, armor, and cyberware available to player characters of Savage Space Bastards. A description of equipment categories is below.

Notes on Ammunition and Power

Since the weight of a significant supply of ammo or power has been included in the encumbrance value of guns and powered melee weapons, we will not track ammunition use. Instead, if a natural “1” is rolled on the shooting or fighting die, you have run out of ammunition, power, or jammed the gun and must spend a full turn to clear it or replace the power source.

If the Wild Die scores a hit, the hit happens before the weapon runs out. A natural 1 on the shooting or fighting die may not be re-rolled for any reason. On a critical failure (both wild die and shooting die get a 1), the weapon has failed in some way and the character may not use it again for that particular battle.

Many melee weapons are powered, and may run out of power or fail on the roll of a 1 on the fighting or shooting die just as a shooting weapon might. These weapons have the note of “powered.”

Notes on Credits

Tracking every little piece of equipment and every penny spent by the characters is not necessary. The basic unit of currency is the Credit. One Credit represents a relatively substantial amount of money, and is the smallest unit of currency players track. We assume that the characters can afford basic meals, cheap lodgings, etc, as long as they are not completely broke. Use the list below to determine general prices.



Things worth one credit

- A light weapon
- A substantial bribe
- An opulent night out, including food, entertainment, and lodging
- A few weeks rent in a middle-range apartment
- An XP at the end of the session (up to five)

Gear Attributes

AP: This is the armor piercing value. This is the amount of armor value ignored by the melee weapon. In this version of Savage Worlds, only melee weapons have armor piercing.

Armor: This is the amount of Armor provided by the equipment, which is added to the wearer's Toughness when the covered location is hit in combat. A character who wears multiple layers of armor only gains the highest bonus—they do not stack. Note that unless an attacker states otherwise, hits are always directed at the victim's torso. By wearing a helmet, a PC can prevent called shots from ignoring their armor and causing additional damage to them.

Cost: This is the cost of the item in credits. Equipment with a value of <1 may be purchased "for free" by any PC that has at least one credit available since they are considered to be relatively inexpensive.

Damage: Damage is listed in terms of dice. Projectile weapons have fixed damage (such as 2d6). Melee weapons have damage based on the wielder's Strength die plus another die, as listed under individual weapon entries. A dagger, for instance, inflicts Str+1d4 damage.

Min Str: Minimum strength. A character whose Strength is lower than the minimum strength of a melee weapon can use the weapon, but there are penalties. First, the weapon die can't be higher than his Strength die. So if a scrawny kid (d4 Str) picks up a long sword (d8), he rolls 2d4 damage, not d4+d8. A brawny hero with Str d10 rolls d10+d8 when using the same long sword. Second, if the Strength die isn't at least equal to the weapon die, the attacker doesn't get any of the weapon's inherent bonuses, such as +1 Parry or Reach. He still retains any penalties, however (like -1 Parry). If a weapon has a damage listed as Str+d8+2, for instance, then the minimum Strength the wielder must have is a d8. A character may wield a weapon one die higher than their current strength with no penalty if he uses two hands to do so.

For a missile weapon, any character may use the weapon as long as a turn is taken to anchor the weapon or set it up before firing. A character who tries to fire such a weapon without doing so takes a -4 penalty to shooting and must make a vigor check or be shaken.

Parry +/-: The weapon adds/penalizes the character's Parry score when used.

Powered: Many melee weapons are powered, and may run out of power or fail on the roll of a 1 on the fighting or shooting die just as a shooting weapon might. These weapons have the note of "powered."

Range: This lists the weapon's Short, Medium, and Long range. Ranges are listed in inches so that you can use a ruler to move, shoot, and fight on the table-top with miniatures. Each inch is equal to 2 yards in the real world, so that 5" is really 10 yards, or 30 feet. Weapon ranges are "effective" ranges for the table-top. If you need to know the real world range of a weapon (for battles that don't take place on the table-top, for instance), multiply each range bracket by 2.5. A tank round with a Long range of 300, for example

ROF: Rate of fire. This is the maximum number of attacks that may be taken by this weapon per action. Unless a weapon says otherwise, the user can fire up to the weapon's Rate of Fire (rather than its full Rate of Fire). If a single shot is taken, it uses a single round of ammunition and does not incur any recoil penalties. Two or more shots with such weapons always incurs the -2 autofire penalty.

Weight: The weight of the gear in question. Characters can typically carry 5x their strength rating in gear without taking a penalty.

Notes: Weapons and equipment have some notes that may include any of the following shortcut nomenclatures.

SA: The weapon fires semi automatically and can take advantage of the double-tap rules. This adds +1 to the shooting and damage rolls. Rather than rolling twice, add +1 to the Shooting and damage rolls.

3RB: The weapon can fire 3 rounds with one pull of the trigger. This adds +2 to the Shooting and damage rolls.

Auto: The weapon can fire automatically, allowing for the automatic fire rules on page 70 of the SWD.

Snapfire: Certain weapons, such as sniper rifles, are very inaccurate if fired "from the hip" rather than using their excellent sights or scopes. If the character moves in the action he fires, he suffers a -2 penalty.

Gear Descriptions

This section holds information on the various types of gear, followed by tables giving a brief comparison of each.

Weapon Types

Vibro weapons are powered to vibrate at a frequency that is able to cut through conventional armor. They must be powered to do so. Molecular blades are honed to an absurd razor-sharp edge to cut through armor. Chain weapons are loud and heavy, using sets of spinning molecular blades to cut through defenses. Powered weapons are typically built into powered armor. Plasma weapons are unstable monstrosities which have a chance to explode and be destroyed on the roll of a '1' on the fighting or shooting die. Energy weapons are unique alien devices that are the gold standard for melee weapons.

Conventional Weapons: Axe, Sword, Knife, Brass Knuckles

These regular unpowered weapons are the most basic of necessities. They will usually be used either by low technology folks or as holdout or improvised weapons by PCs.

Chain Weapons: Chain Axe, Chain Sword, Chain Bayonet

These powered weapons are made up of spinning monomolecular blades. They are loud, heavy, and prone to failure. However, their armor piercing is nearly as good as that of powered melee weapons at a fraction of the cost. On the roll of a 1 on the fighting die (regardless of the wild die) these weapons will fail and be useless until combat ends and the malfunction can be resolved. These weapons are available at Colonial Tech level settlements.

Vibro Weapons: Vibro Axe, Vibro Sword, Vibro Knife

These powered weapons are made up of a nearly indestructible ceramic blade vibrating at a hypersonic speed to help pierce heavy armor. They are heavier than conventional weapons, but have a greater armor piercing capability than monomolecular blades. These weapons are available at Colonial Tech level settlements.

Monomolecular Weapons: Molecular Axe, Molecular Sword, Molecular Rapier, Molecular Knife

These unpowered weapons are made with blades with an edge as thin as a single molecule, allowing it to pierce heavy armor. They are lighter than conventional weapons, and never fail since they are unpowered. These weapons are available at Star Age Tech level settlements.

Plasma Weapons: Plasma Axe, Plasma Sword

These unstable weapons have a blade that is an arc of superheated plasma in an electromagnetic jar. While it doesn't have any armor piercing capabilities, they are capable of tremendous damage. Unfortunately, there is a trade-off in terms of safety because these weapons can malfunction and explode causing damage in an area including the wielder. These weapons are available at Star Age Tech level settlements.

Power Weapons: Power Axe, Power Sword

When these weapons' power field is activated, usually by operating a control located on the hilt, the blade is sheathed in a lethal corona of disruptive energy. This energy field allows the blade to carve through flesh, bone and most forms of armor, making them highly effective close combat weapons. These weapons are available at Star Age Tech level settlements.

Stun Weapons: Stun Baton, Stun Glove

Stun weapons are meant to incapacitate rather than damage the target. In addition to a small amount of damage, these weapons force a Vigor check or the target is shaken. Any wounds received by these weapons, either by the damage or being shaken twice is considered to be non-lethal. These weapons are available at Colonial Tech level settlements.

Energy Weapons: Energy Pike, Energy Sword

Unlike their unstable plasma counterparts, these energy weapons are very stable and focused mainly on penetrating armor rather than causing damage. These weapons are very rare and are leftovers from a bygone age. These weapons are only found at Advanced Tech level ruins.

Flame Weapons: Hand Flamer, Flamethrower, Flame Cannon

These area of effect weapons are used to incinerate groups of unprotected targets. It ignores unsealed armor against those who are unable to dodge out of the weapon's attack, but the range of this weapon is small. These weapons also set flammable items on fire that are caught within the cone template. These weapons are available at Colonial Tech level settlements.

Plasma Weapons: Plasma Pistol, Plasma Rifle

These weapons fire a bubble of superheated plasma at the target. They are unstable, and on a malfunction can explode harming the wielder of these weapons. These weapons are available at Star Tech level settlements.

Bolt Weapons: Bolt Pistol, Bolt Gun, Bolt Rifle, Bolt Cannon

These weapons are the far-future versions of our current firearms. They fire bullets or pellets that tear through the target doing damage. These weapons are available at Colonial Tech level settlements.

Flechette Weapons: Flechette Pistol, Flechette Rifle, Railgun

These weapons use electromagnetic force to launch needles or blades at the target. This ammunition can be used to great effect against unarmored targets or deliver a chemical payload. They are also helpful in stealth situations since their sound and muzzle flashes are suppressed. These weapons are available at Colonial Tech level settlements.

Laser Weapons: Laser Pistol, Laser Rifle, Auto Laser

These weapons project photonic energy to burn their targets. They are the gold standard for weapons for their precision and power. These weapons are available at Star Tech level settlements.



Melee Weapons

Please understand that the description of a weapon as a “sword” and “axe” is a stand-in for “one-handed” or “two-handed” weapons. The actual form of the weapon may vary considerably. It just applies to how the weapon is wielded.

Many melee weapons are powered, and may run out of power or fail on the roll of a 1 on the fighting die just as a shooting weapon might. These weapons have the note of “powered.”

| Type | Damage | Weight | Cost | AP | Min Str | Notes |
|------------------|----------|--------|------|----|---------|--|
| Axe | STR+1d10 | 10 | <1 | 0 | 10 | Parry -1 |
| Brass Knuckles | STR+1d4 | 1 | <1 | 0 | 4 | A hero wielding brass knuckles are considered an unarmed attacker |
| Chain Axe | STR+1d10 | 18 | 1 | 8 | 10 | Parry -2; Two Hands; Fails on a 1 on the fighting die |
| Chain Bayonet | STR+1d4 | 8 | 1 | 8 | 4 | Fails on a 1 on the fighting die |
| Chain Sword | STR+1d8 | 12 | 1 | 8 | 8 | Parry -1; Fails on a 1 on the fighting die |
| Combat Knife | STR+1d4 | 1 | <1 | 0 | 4 | |
| Energy Pike | STR+1d6 | 1 | NO | 14 | 4 | Parry +1; Concealable since it retracts into a 6” tube |
| Energy Sword | STR+1d8 | 1 | NO | 14 | 4 | Concealable since it retracts into a 6” hilt. |
| Molecular Axe | STR+1d8 | 6 | 1 | 3 | 8 | Parry -1 |
| Molecular Knife | STR+1d4 | 1 | 1 | 3 | 4 | |
| Molecular Rapier | STR+1d4 | 2 | 1 | 3 | 4 | Parry +1 |
| Molecular Sword | STR+1d6 | 4 | 1 | 3 | 6 | |
| Plasma Axe | STR+2d10 | 10 | 3 | 0 | 10 | Parry -1; Explodes on a 1 on the fighting die doing 2d8 damage in a small burst template destroying the weapon |
| Plasma Sword | STR+2d8 | 8 | 3 | 0 | 8 | Explodes on a 1 on the fighting die doing 2d6 damage in a small burst template destroying the weapon |
| Powered Axe | STR+d10 | 10 | NO | 10 | 10 | Parry -1; Powered |
| Powered Sabre | STR+d6 | 6 | NO | 10 | 6 | Parry +1; Powered |
| Powered Sword | STR+d8 | 8 | NO | 10 | 8 | Powered |
| Stun Baton | STR+1d6 | 2 | 1 | 4 | 4 | In addition to regular damage, all hits require Vigor or Shaken; Powered |

| | | | | | | |
|-------------|----------|----|----|---|----|--|
| Stun Glove | STR+1d4 | 1 | 1 | 4 | 4 | In addition to regular damage, all hits require Vigor or Shaken; Powered |
| Sword | STR+1d8 | 8 | <1 | 0 | 8 | |
| Vibro Axe | STR+1d10 | 12 | 1 | 6 | 10 | Parry -1; Powered |
| Vibro Sword | STR+1d8 | 10 | 1 | 6 | 8 | Powered |
| Vibro Knife | STR+1d4 | 2 | 1 | 6 | 8 | Powered |

Close Combat Weapons

These ranged weapons may be used in melee combat, but must hit the target's parry rather than the usual target number of 4.

| Type | Range | Damage | RoF | Cost | Weight | Notes |
|-------------------|----------|-----------------|-----|------|--------|--|
| Flechette Pistol | 12/24/48 | 2d6 + poison | 1 | 1 | 5 | SA; knockout poison |
| Hand Flamer | Cone | 2d4+fire | 1 | 1 | 8 | Ignores unsealed armor; See SWD p.51 |
| Heavy Bolt Pistol | 15/30/60 | 2d8 | 1 | <1 | 8 | SA |
| Laser Pistol | 15/30/60 | 3d6 | 1 | 2 | 4 | SA |
| Light Bolt Pistol | 12/24/48 | 2d6 | 1 | <1 | 3 | Concealable |
| Plasma Pistol | 12/24/48 | 3d8 | 1 | 3 | 8 | Snapfire Penalty; Explodes on a 1 on the shooting die doing 2d8 damage in a small burst template destroying the weapon |

Ranged Weapons

These ranged weapons are all wielded with two hands.

| Type | Range | Damage | RoF | Cost | Weight | Notes |
|-----------------|-----------|----------------|-----|------|--------|---|
| Bolt Rifle | 24/48/96 | 2d8+1 | 3 | <1 | 10 | Auto, 3RB |
| Bolt Gun | 12/24/48 | 1-3d6 | 1 | <1 | 10 | Shotgun - See SWD p50; |
| Flame Thrower | Cone | 2d6+fire | 1 | 1 | 8 | Ignores unsealed armor; See SWD p.51 |
| Flechette Rifle | 15/30/60 | 2d6 +poison | 3 | 2 | 8 | Auto, 3RB; knockout poison |
| Laser Rifle | 24/48/96 | 3d6 | 3 | 3 | 8 | Auto, 3RB; |
| Sniper Rifle | 30/60/120 | 2d8+2 | 1 | <1 | 10 | Snapfire Penalty; No penalty for called shot if the user takes a round to aim |

Heavy Weapons

Heavy weapons require two hands to fire. There is a strength requirement to fire them from a standing position. They may be fired by anyone once the weapon has been emplaced or mounted on a heavy weapon platform.

| Type | Range | Damage | RoF | Cost | Min Str | Weight | Notes |
|------------------|-----------|------------|-----|------|---------|--------|--|
| Flame Cannon | Cone | 2d8+fire | 1 | 2 | D6 | 50 | Ignores unsealed armor; Hits all targets in a cone template; See SWD p.51, Snapfire Penalty |
| Bolt Cannon | 24/48/96 | 2d8+2 | 5 | 2 | D8 | 20 | Auto, Snapfire Penalty |
| Grenade Launcher | 12/24/48 | As Grenade | 1 | 1 | D6 | 10 | Grenades cost 1 for every 12 grenades purchased; Grenades weight an additional 1 each as well |
| Auto Laser | 24/48/96 | 3d6 | 5 | 3 | D6 | 15 | Auto, Snapfire Penalty |
| Railgun | 30/60/120 | 2d10+2 | 1 | 1 | D8 | 11 | Snapfire Penalty; No penalty for called shot if the user takes a round to aim |
| Rocket Launcher | 24/48/96 | 4d6+2 | 1 | 4 | D8 | 30 | May not move and fire; Small burst template; Defenders who make an Agility roll equal to or greater than the attacker's shooting total move out of the way and are unaffected. |
| Plasma Rifle | 12/24/48 | 4d8 | 1 | 3 | D8 | 15 | Explodes on a 1 on the shooting die doing 3d8 damage in a small burst template, Snapfire Penalty |

Grenades

Following Grenade Types can be used as hand grenades or can be fired from a Grenade Launcher. All grenades weigh 1 each. A box of six grenades of any assortment costs 1 credit.

- Fragmentation: Medium Burst, 2d6 damage
- Concussion: Medium Burst, 1d6 damage, roll Vigor or be shaken
- Armor-Piercing, Small Burst, AP 5, 2d6 damage
- Sonic: Medium Burst, 2d6 damage, requires atmosphere to function, useless against sealed armor (space suits, Hard Armor, Power Suits), ignores other personal armor
- EM Pulse: Medium Burst, 4d6 damage, but only against robots and vehicles with electronic components, no damage against other targets. Automatically destroys small electronic devices
- Smoke: issues obscuring smoke, round 1 Small Burst, round 2 medium burst, round 3 large burst, round 4 dissipates

Personal Armor

| Type | Armor | Weight | Cost | Notes |
|----------------------|-------|--------|------|---|
| Leather Jacket | +1 | 2 | <1 | Torso, arms |
| Kevlar Vest | +2 | 8 | <1 | Torso |
| Kevlar Helmet | +2 | 4 | <1 | Head |
| Flak Jacket | +4 | 12 | 1 | Torso |
| Flak Helmet | +4 | 6 | <1 | Head |
| Riot Shield | -- | 5 | 1 | +1 parry, +2 armor vs. ranged |
| Battle Vest | +6 | 10 | 1 | Covers torso |
| Battle Helmet | +6 | 5 | 1 | Covers head |
| Battle Suit | +6 | 25 | 3 | Covers whole body, sealed |
| Hard Vest | +8 | 15 | 3 | Covers torso |
| Hard Helmet | +8 | 5 | 2 | Covers head |
| Hard Armor | +8 | 25 | 5 | Covers whole body, sealed |
| Vacuum Suit | +4 | 15 | <1 | Covers whole body, sealed; -1 to Agility-based skill rolls when wearing this suit |
| Advanced Flight Suit | +4 | 5 | 2 | Whole body, sealed |
| Powered Mining | +6 | 0 | 5 | Whole body, sealed, see note |
| Powered Scout | +10 | 0 | NO | Whole body, sealed, see note |
| Powered Battle | +12 | 0 | NO | Whole Body, Sealed, see note |
| Powered Assault | +14 | 0 | NO | Whole Body, Sealed, see note |



Space Suits: The following armors can be used as space suits to operate in outer space or similar environments: Vacuum Suit, Powered Mining Armor, Powered Scout Armor, Powered Battle Armor, Powered Assault Armor, and Advanced Flight. They include an oxygen and refuse recycling system and positional adjustment jets. Due to its great resilience it can even be used under water. On a wound these suits may rupture causing asphyxiation sets in immediately. All of these armors as well as Hard Armor are sealed against chemical and biological attacks also.

Powered Armor: Power armor comes in four basic types—mining, scout, battle, and assault. All types protect the entire body, have audio sensors on the ears, and visual sensors feeding back to a screen inside the helmet. They are hermetically sealed, providing air from oxygen tanks concealed in the rear, and they are powered by long-life batteries, each lasting 72-hours. Recharging and recapturing air is done from a special recharging unit that takes 6 hours to do so. Every suit contains a comm-unit able to reach a ship in orbit above the wearer. The weight of the armor is negligible to the wearer, as the servos allow him easy movement. However, it is still heavy which does become important when moving over weak surfaces, such as ice or wooden floorboards.

Powered armor also powers any energy weapons, removing the reload requirement if the shooting or fighting die comes up as a natural 1. Powered weapons still fail on a roll of a 1 on both the wild and the fighting or shooting die.

Mining Suit: This suit is built for civilian activity, and as such it doesn't have the reinforced armor of the military cousins. However, it does provide a cheap and available alternative. This suit includes a mount for a mining tool, which may be used to instead mount a single heavy weapon.

Scout Suit: These suits may be built for stealth and reconnaissance and have some extra features to lend themselves toward that end.

Battle Suit: Many of these suits were built for knights to be able to engage one another in hand-to-hand combat in order to crack the armor of the other.

Assault Suit: Assault suits are designed for hard fighting under the most intense combat conditions. Use of this suit will subtract 2 from the user's pace. In return, this suit includes a mount for a single heavy weapon.



Equipment

All Environs Lamp (Cost: <1, Weight: 1)

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 (Cost: <1, Weight: 1)

This mask 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 (Cost: 1, Weight: 3)

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 (Cost: 1, Weight: 5)

This bag contains nanofiber rope, hooks, hammer, climbing spikes and everything else up to eight climbers needs.

Effect: +2 modifier to athletic rolls when climbing and parties may make group climbing checks in a skill challenge

Cuffs, Polymer (Cost: 1 for 10 cuffs, Weight: 0)

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 (Cost: 1, Weight: 0)

This quantum chip offers the data storage and the encryption/decryption calculating power of a small bionic brain. 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 (Cost:1, Weight:1)

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.

Field Kit (Cost:1, Weight: 40)

Within this trunk is everything you need to set up a base camp. Tent, sleeping bags and a light source for eight 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 (Cost:1, Weight 1)

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 (Cost: 1 / 3 doses, Weight 0)

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 the next 3D6 rounds. The wounds remain and you can still be incapacitated by suffering too many.

Hypo, Immunization (Cost: 1 / 12 doses, Weight 0)

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 (Cost: 1, Weight:5)

This sealed pack contains the amount of food for one week of meals. 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 (Cost: 1, Weight: 3)

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 (Cost 1, Weight: 3)

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 (Cost: 1, Weight: 3)

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

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

Respirator Sheath (Cost:1, Weight: 5)

This hood can be easily inflated and then acts as an emergency vac suit, enclosing the user completely and sealing them from the environment. An air supply is attached that lasts up to 1 hour. Any Dexterity-based skills while in this full-body bubble are at -2. Any successful attacks break the sheath, and obviously the user can't attack with any sort of weapon from within their own sheath.

Effect: Emergency protection from the void of space.

Rope Winch, Personal (Cost 1, Weight:6)

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 a 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.

Wrist Computer (Cost: Variable, Weight: 0)

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.

There are varying qualities and designs out there. The basic version only has a minimal set of functions and is available for under a credit. 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 program's subject.

- Base Version functions: Data Storage, Communication, Language translation at d6, Credit Storage, Identification (Cost: <1)
- Advanced version functions: As base. In addition +1 modifier on common knowledge rolls while connected to the net. This wrist computer has four spaces for programs (Cost: 1 credit)
- High End version functions: As advanced. In addition, it can store up to eight levels of wrist computer programs.

Wrist Computer Programs (Cost: 1 / level of the program)

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: Investigation, Knowledge (specific skill), Medicine, Repair, Security, 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. An advanced wrist computer has four 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 up to a d8.
- Level 3 counts as d8 in a skill and can roll cooperatively with users that have the same skill.



Cyberware

Cybernetics are not uncommon in the universe of Savage Space Bastards, but they are often accompanied by a small amount of body horror and psychosis thrown in. Characters may adopt cyberware as they wish, but the more a character leans on cybernetics the less human they become.

Mental Trauma

Before the initial scene of the game the character must make a Spirit roll on the table below, subtracting the current transhumanity points total of all installed cyberware. The result of the trauma lasts throughout the game session.

| Spirit Roll - Transhumanity | Trauma |
|-----------------------------|--|
| 4+ | No trauma |
| 2-3 | The hero's mind is overloaded by signals from his cyberware. He suffers a -1 penalty to all trait rolls. |
| 0-1 | The hero suffers a -2 penalty to all trait rolls. |
| <0 | The character has become psychotic. If he rolls a 1 for any trait roll, regardless of Wild Die, he immediately begins attacking the closest character (ally or foe) in a homicidal rage. Treat the character as being Berserk. |



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Adrenal Surge

Transhumanity Points: 1

Cost: 3 credits

Effect: The character's adrenal gland has been surgically augmented. He receives +2 to recover from being Shaken. This stacks with the Combat Reflexes Edge.

Attribute Boost

Transhumanity Points: 2

Cost: 6 credits

Effect: One of the character's attributes has been augmented with cyberware. Each attribute may only ever be increased by one die step.

Face Changer

Transhumanity Points: 3

Cost: 2 credits

Effect: The muscles and bones in the characters face and throat have been replaced with a synthetic substance which can alter shape through electrical stimuli. The character may alter his facial features. This cyberware may also alter voice patterns, eye color, and hair pattern or color. However, it does not alter body shape or mass.

Each change takes 5 minutes and requires a Smarts roll. The character may raise or lower his Charisma (if he wishes) by 1 point per success and raise. The new face remains for up to your Vigor die type in hours (e.g. D6 = six hours). Altering the facial features to those of a specific person requires a raise on the Smarts roll.

Fast Healing

Transhumanity Points: 1

Cost: 1 credit

Effect: Simple nanobots have been introduced into the character's body. All natural healing rolls are made at +2. This stacks with the Fast Healer Edge.

Leg Enhancement

Transhumanity Points: 1

Cost: 3 credits

Effect: The character gains +2 Pace and increases his jumping distances by 3”.

Nanobot Autodoc

Transhumanity Points: 1

Cost: 2 credits

Effect: A small computer linked to the character’s nervous system automatically releases nanobots if the hero is wounded. The nanobots have a Healing skill of d8. Healing takes 10 minutes as per usual.

Pistol Implant

Transhumanity Points: 1

Cost: 3 credits

Effect: A laser pistol has been installed in the character’s arm and wrist. Because of the weapon’s subdermal placement, it cannot be detected unless the character is given a very thorough search. It can not be picked up via a metal detector, but higher technology scanners can detect the presence of the weapon with careful inspection.

Second Brain

Transhumanity Points: 3

Cost: 8 credits

Effect: A second brain, in the form of a small computer, has been placed in the character’s skull. The character’s Wild Die for Smarts and Smarts-linked skill rolls increases to a d8.

Skill Chip

Transhumanity Points: 1

Cost: 3 credits

Effect: The character has a skill boost chip inserted into his brain, giving him a +1 die bonus to a single skill to a maximum of d12+1 or a new skill at d4. The character must decide which skill is boosted or added when the implant is taken. He may increase these skills as normal. If for any reason the implant is removed, the character loses the bonus. If he elected to take a skill at d4 and has spent experience points increasing it, he loses one die but not the entire skill.

Subdermal Armor

Transhumanity Points: 4

Cost: 4 credits

Effect: Armor plates have been placed under the character's skin. Each time this is taken, the character gains +1 Toughness. This cybernetic enhancement is visible beneath the skin giving the character a rather angular appearance.

Thermal Vision

Transhumanity Points: 1

Cost: 2 credits

Effect: The character halves all penalties for bad lighting (round down) when attacking living targets. The bonus may also apply to targeting vehicles and robots if they produce a large heat signature.