

Player's Guide

Savage Space Bastards v1.05



Campaign Brief

Attention all Space Bastards! Welcome to a campaign set in a far future where a crew of explorers, thieves, bounty hunters, con-artists, mercenaries, spies, junkies, and deadbeats work together to man a starbase hideout and plan daring scores on the fringes of a human starfaring empire. It will feel like Traveller with a less “hard science” and a more “Star Wars” or “Warhammer 40K” technology vibe. Each episode in the campaign will follow a loose formula starting with planning and executing an initial job. This first encounter will lean on flashback scenes and cut directly to the most interesting moments of the action. That could be anytime that the plan goes sideways such as an ambush, bluffing their way through security, or dealing with complications of their success. Once the opening job is complete, a period of downtime will be followed by player-directed free play that will follow a traditional “sandbox” format.

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.

2) 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.

3) 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.

4) 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.

5) 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

6) 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%

7) 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.

8) 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.

9) 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.

10) 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

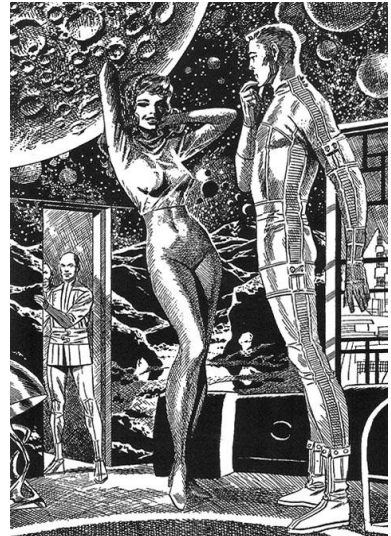
A character's background informs their profession or field of expertise before they came to become an adventurer. At character generation PCs may add one free skill point from the list below related to the character's chosen background.

- 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. It can stand in for a Medicine check, in a pinch at -2.

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.

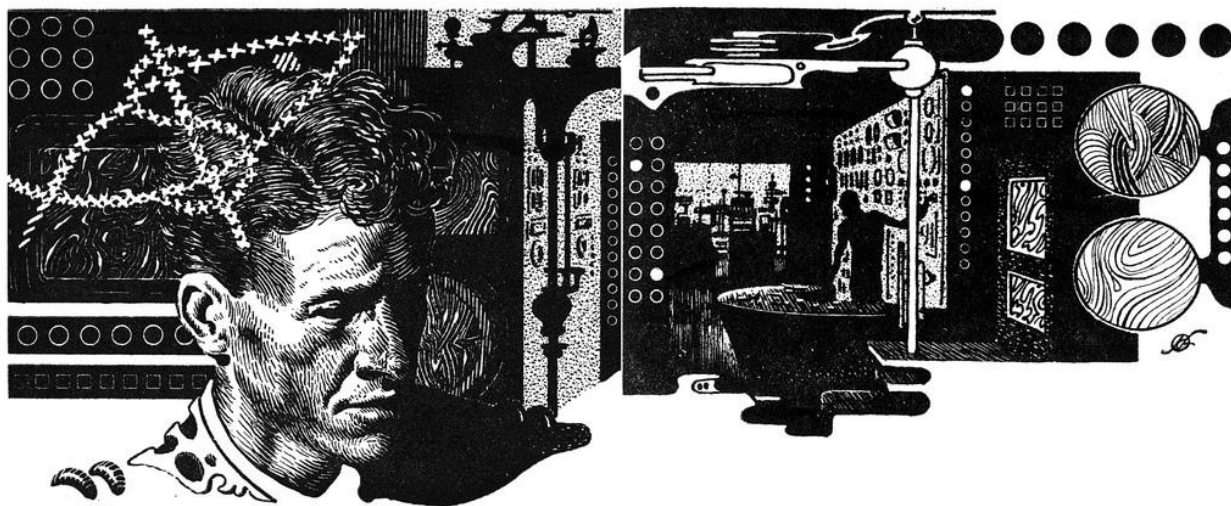
Knowledge (Social Sciences)

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 Poverty edges/hindrances are different in this campaign. All PCs start each session gaining one credit before the opening score. PCs with the Poverty hindrance 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+, Knowledge (Astronautics) 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 are experts on gravity wells and FTL travel. Whenever a Navigator is plotting a course add +2 to their 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 at 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 starting 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 Dependent (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 at a young age. That was many years ago and now you own your own starting starship of your choice. This freedom comes at a price as you must take care of the ship out of your own pocket. You gain the Poverty (Minor) hindrance. This does not count against your hindrance limit.

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 and Rivals

Choose one contact and one rival from the list below. Feel free to make contacts and rivals for yourself if you prefer.

- **Ada Blue**, a famous performer. Darling of the sector, her holovids are well known. Perhaps her tours can be good covers to get into blockaded areas?
- **Alor**, a keen-eared barkeep on Thrantor Prime. A good source of jobs, and a good source of drinks. What do you bring him from your travels?
- **Arlok**, an Krangor Universal operative. This once-assassin is now a high-ranking member of The Extractors.
- **Chipp**, an android tracker. Is he an android with a particular adaptation for tracking people, or someone that hunts down rogue androids?
- **Chitani**, a reclusive info broker based in Redwind. Who do they work for when not speaking with the crew? What type of info do they broker most commonly?
- **Garin**, a Fleet Invincible weapons engineer. Has a conscience that doesn't let him do everything the fleet demands of him. Possibly helped you acquire your ship?
- **Geronimo**, a tugboat captain. How often do you pass each other in the black? When did they fetch you back to safety?
- **Kafka**, the dockmaster of Santiago. Was he the one that helped you get your ship?
- **Jezri**, a fixer. Whatever you need, Jezri has info, gear, jobs, friends, ... and enemies. Did Jezri help you get your ship or license?
- **Lido-Wan**, an ancient Space Hippies mystic. Perhaps a guide into dangerous ruins that can be used to hide?
- **Reikka**, a diplomat. Which faction do they represent? How did you make friends with someone from high society?
- **Stacey Walters**, ace reporter. Has all sorts of hot leads, but what does she ask for in return?
- **Tiko Lux**, a hotshot pilot. The best, but kicked out of the star navy. Perhaps a getaway driver for you?
- **Tyura**, a legendary assassin. How did you earn her loyalty? What is her beef with the UGH star navy?
- **Yishi**, a weapons dealer. Bounties and targets are often armed, and Yishi helps even the field. Does he also tune your ship?

Campaign Economy

The game economy is simplified, and uses gold poker chips that represent “credits.” Credits are characters’ in-game wealth. Each credit has the value of approximately \$10,000 in present-day value, so a single credit could be used to purchase a small but reliable car or hire a basic henchman for a game session.

Credits are carried over from game to game. Credits may be won in-game by selling off loot during downtime or finishing missions for factions. Credits may be spent on items from a menu of equipment in the gear book, on ship repairs or items from the starship book, or in game to hire henchmen. Anything under one credit may be purchased for free as long as the character has at least a single credit. Credits may be used to pay down heat as well through bribes and graft.

Characters start the game with one credit. This amount may be modified by financial edges Poverty, Rich, and Very Rich.

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.

Replacement Characters

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

