



BETA

HIGH-SPACE

CHARACTER ANALYSES

HIGH
SPACE

PATRICK TAYLOR



Dedication

Created and written by Patrick Taylor

Edited by Ray Duell

Cartography and maps by Joe Sweeney

Layout and design by Kascha Sweeney & Patrick Taylor

Interior art by:

Joe Pykett (sangheil17.deviantart.com)

Sandro Rybak (qikalain.deviantart.com)

***DEDICATION BY PATRICK TAYLOR: TO EVERYONE WHO SUPPORTED
ME OVER THE YEARS, FAMILY, FRIENDS, AND COLLEAGUES. A SPECIAL
MENTION TO MY FELLOW STORYWEAVERS WHO HELPED ELEVATE
HIGH-SPACE TO NEW HORIZONS!***

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Contents

| | |
|--|-----------|
| <i>The way the future was meant to be</i> | 4 |
| <i>Characters</i> | 8 |
| <i>Character Creation at a Glance</i> | 9 |
| <i>Character Creation</i> | 13 |
| <i>Cultural Edges</i> | 15 |
| <i>Background Edges</i> | 17 |
| <i>High-Space Skills</i> | 21 |
| <i>New Hindrances</i> | 27 |
| <i>Savage World Edges</i> | 28 |
| <i>Synthetics</i> | 32 |
| <i>Glanding & Drugs</i> | 34 |
| <i>Maintaining your Equilibrium</i> | 37 |
| <i>Technology</i> | 40 |
| <i>Future Tech</i> | 41 |
| <i>Computers</i> | 42 |
| <i>Arms & Armor</i> | 47 |
| <i>Equipment</i> | 51 |
| <i>Vehicles</i> | 52 |
| <i>Core Vehicle Rules</i> | 53 |
| <i>Transonic (XS+) vehicles</i> | 55 |
| <i>The Lantern</i> | 62 |

The way the future was meant to be

Welcome to High-Space — a fast, furious, fun, futuristic game, with world-spanning and mind-expanding combat and exploration using the Savage Worlds rules.

Hi-tech weaponry, vehicles, and sentient computers — just some of the things that are at the heart of futuristic games, and High-Space makes it easy for Players and GM's (aka Game-Masters, Marshals, StoryWeavers, etc.) to bring it all to life.

In High-Space, technology is not a new way of doing things — it is described in terms of how it interacts with characters. Computers are integrated into the game in a way that makes them easy to relate to and utilize. Powered-armor and Augmentic technologies are not a new set of rules that side-track you from normal character development, rather they are enhanced options that fit in with everything else that is... Savage!



Dice

High-Space uses all 6 standard dice utilized in the Savage Worlds rules: 4-sided, 6-sided, 8-sided, 10-sided, and 12-sided dice. These are available from any good gaming store - both the online and bricks-and-mortar variety.

Like most games that use the Savage Worlds rules, the different dice are abbreviated as d4, d6, d8, d10, and d12. Where you see instructions to make a roll described as '3d8,' that means to roll three eight-sided dice and add up the total. Conversely, where you see something asking you to roll 'd6+d8' that means to roll one six-sided die and one eight-sided die and total the results obtained.

Cards

Just like the Savage Worlds rules we use a standard deck of playing cards with the Jokers left in to determine combat Initiative. You can also purchase the beautiful, specially designed 'Action & Adventure Decks' from Pinnacle Entertainment Group.

The Lantern in the sandbox

What you are reading right now is a set of rules. The games they let you play are fast, fun, and furious, but you will need a setting to play them in. A 'sandbox' if you like that terminology.

High-Space offers you that sandbox in a self-contained setting called 'The Lantern.' – an island nebula of high technology, political and tactical maneuvering, philosophies and religion, all set against a background of vanished ancient civilizations and cataclysmic events, contained in a setting that acts like one giant pressure-cooker!

However, you and your friends might come up with your own ideas for a setting, taking inspiration of movies or literature.

Alternatively, you might decide to buy a setting that has already been detailed and is just ready for you to drop in and start playing. In this regard there are numerous options, including titles released under the Savage Worlds license.

As with any rules there is a bias in High-Space for the kind of game they are best suited to – High-Space covers a gamut of genres from Augmetic-tech, to space opera, to gritty sci-fi thriller. Even science-fantasy is readily accessible when the arcane Edges in the Savage Worlds core rules are included! Ultimately the technology is part of the flavor of the game, and the focus is on the characters and savage action!

Inspiration!

Inspiration for High-Space came from some of the following sources:

- Iain M. Banks the author (his Culture series in particular)
- Larry Niven, Arthur C Clarke, David Brin, and many other great authors
- The Star Wars movies, comics, etc.
- Starship Troopers book, movie, and television series
- The Serenity movie and television series by Josh Whedon
- Infinity war-game by Corvus Belli
- Alien franchise of books and movies
- Orson Scott Card the author (especially his Ender series)
- Halo series of console games
- Jodorowsky's Metabarons graphic novels
- The Star Trek movies and television series
- The New Space Opera and New Space Opera 2 anthologies edited by Dozois and Strahan.
- ...and many more!

Miniatures and maps

It is entirely up to each gaming group to decide if it wants to use miniatures and maps as aides to help set the mood and visualize the action.

If you choose to use miniatures almost anything can and will do, although you could invest in some of quality white-metal or plastic sci-fi lines from numerous manufacturers.

A reasonably handy scale for human sized figures are the 25mm and 28mm figures common to a lot of table top and war-games. The same scale can be applied to miniatures representing grav-cars, hover tanks, aerospace fighters, or whatever else comes along during a game.

A good choice for a map is a standard hexagonal 'battle-map', preferably one that can be wiped clean – but don't forget to also buy 'non-permanent/whiteboard' markers for this! More complex and realistic terrain can be laid down using colored print-outs typically available on DriveThruRPG, or even fully modeled terrain.

Acquisition levels

As is the principle in the Savage Worlds rules, just because you may have the currency (dollars, kublars, whatever!) to buy the latest whiz-bang gadget, it doesn't mean you can automatically use it or even acquire it. Almost everything your character may own or want to own will be a finite resource, equally sought after by others. Even more so in our Lantern campaign setting!

In High-Space, technological capabilities are described in stepping-scales, and the ability to acquire such items and sometimes access the Edges that allow you to use them is determined by a character's Rank, which is based on their accumulated Experience.

A Novice character has a much lower chance of obtaining the latest super-computer, or full-spectrum-warfare power armor.

Rank based on character experience within your game can be assumed to mean anything that reflects a character's status and capabilities.



You might take it to mean that the ‘powers that be’ use Rank to arbitrarily assign equipment to characters, such as happens in the military. It might be a representation of the political clout of the characters, or of their ability to build their own equipment, or even steal it!

The important point to note is that although a character may own a piece of equipment, they do so by virtue of some agency – be it the rule of law, politics, debts, favors, or acquired technical knowledge and manufacturing capability.

Should the situation arise where characters already possess or newly acquire a piece of technology that has requirements greater than those they can normally meet, then vested interests will deem that equipment fair-game in terms of acquiring it for themselves by whatever means they represent. This goes more so for groups that characters belong to than it does for opposing interests out to steal their equipment – after all it’s easier to demand that someone hand something over to you than it is to steal or take it.

This is not to say that equipment should be snatched off characters without any recourse. Instead, characters who try to hang onto hardware that is clearly ‘above their station’ will find they have to defend their acquisition more effectively and forcefully. Far from being a problem, this provides for some great adventure hooks, and hanging onto such elite goodies becomes a motivation for all the characters involved.

Rank and Acquisition

| Experience | Rank of each individual | Individual Acquisition Points |
|------------|-------------------------|-------------------------------|
| 0-19 | Novice | 1 |
| 20-39 | Seasoned | 2 |
| 40-59 | Veteran | 3 |
| 60-79 | Heroic | 4 |
| 80+ | Legendary | 5 |



Characters



Character Creation at a Glance

Once you have an idea about the kind of game you will be playing, players should come up with an idea as the type of character they would like to create. Are they Heroic? Cowardly? Analytical? Empathic? Convivial? Distanced?

With the seed of this idea in mind, the next thing to decide is the background of the character, and the 'role' they play in the game world. Are they professional, amateur, trained, unskilled, or lucky? How did they grow up? Were they outcasts or did they live within society, and if so what role and status did they hold? Where are they now and how did they get there?

Once you have come up with a concept for your character then the next step is to explore the details. Characters for High-Space follow the core Savage Worlds character-creation process, with the following changes:

Step 1 - Race

Although humans are the most common species in most sci-fi settings, theirs is not the only race. These rules could tell you why humanoids are probably ubiquitous across the universe – the ability for complex life to form only on earth like planets, leading to carbon based life forms and energy systems, with up-right, forward looking, hunter-species being dominant – but that just wouldn't be Savage! If you want to play an alien, one that fits into the world of the game, and the GM agrees with your choice then go ahead.

Aliens are very similar to humans in terms of the rules, differing only in a few racial minimum/maximum and having a unique Edge or two. See the Alien races section for more details. Of course, while you are considering playing an alien, you may also wish to consider whether you'd like to play a Synthetic (Robot, Android, Bioroid) or even a Computer!

Write down your Race, your racial trait starting die-types, and your Racial Edges.



Step 2 - Culture

Next you select one Cultural Edge that best describes the cultural background of your character, and provides the basic Skills associated with that culture in the world of the game. If the option exists to select a Language of your choice it can be anything that fits with the world and the character.

Select your Cultural Edge, as long as you meet the requirements, and write down the benefits you gain.

Step 3 - Attributes

Your character starts with a d4 in each of the five attributes: Agility, Smarts, Spirit, Strength, and Vigor. Your character now has 5 points to distribute amongst these. Raising an Attribute by one die-type costs one point. You may not raise an attribute above d12

- Agility is your character's speed and dexterity.
- Smarts is a measure of general knowledge, current awareness, and intelligence.
- Spirit represents your character's inner strength and spiritual awareness.
- Strength is a measure of physical prowess and raw strength.
- Vigor represents your character's physical resilience and level of health

Starting with d4 in each Attribute, unless modified by Race or Culture, make 5 die-type increases amongst your Attributes.

Secondary Statistics

As per the Savage Worlds core rules, characters have secondary statistics that are derived from their Traits, and sometimes altered by their hindrances and Edges. The secondary statistics are:

Pace

A measure of how fast your character moves in a Round. Humans have a Pace of 6 and an additional 1d6 if they run. Each point of Pace is equal to 1" on the table top, or 2 yards on the human scale.

Parry

Parry is a character's innate self-defense ability. It is the target number (aka 'TN') required on a Fighting roll to hit that character in hand-to-hand combat. Parry is equal to 2 plus ½ your character's Fighting die-type (round down), plus any bonuses for shields, effect-fields, and specific weapons.

Charisma

Charisma is a measure of your character's personality, attractiveness, how personable they are, and their general good looks. All characters have a Charisma of 0 unless modified by an Edge or Hindrance. Charisma is added to Persuasion, Streetwise, Taunt, and in any relevant social situation, and is used by the GM to determine the initial reaction of other people towards the character.

Toughness

Toughness is your character's ability to withstand physical damage. Any damage incurred from a weapon or accident that exceeds Toughness causes harm to the character.

Toughness is calculated at 2 plus ½ your character's Vigor die-type (round down). Armor is added to this when resisting weapons based damage, usually the torso armor unless the damage occurs to another specific location such as from a 'called-shot.'

Equilibrium

Equilibrium is a new secondary statistic (die-type) in addition to those from the Savage Worlds core rules. Equilibrium is your character's ability to deal with all the weird, alien, and in-human aspects of the futuristic world they live in.

The starting Equilibrium for a Novice character is d4 and it increases one die-type per Rank. Most non-Wildcards have an Equilibrium of d4 under normal circumstances. The maximum Equilibrium die-type a character can have is d12. As long as a character maintains Equilibrium there are no ill effects. However, when an Equilibrium roll fails the following apply:

- Penalties to a character's Charisma modifier.
- Penalties for all rolls made in stressful situations.
- Lowered resistance to soft-energy weapons and to drugs.

For further information on this key game mechanic see the section on Maintaining your Equilibrium.

Traits higher than d12

See the Savage Worlds core rules for details on how to handle and round down Traits that are higher than d12

Step 4 - Background

What your character did before they joined the game is important.

Pick a Background Edge to represent your character's training and vocation. Some of these have Cultural requirements that must be met before they can be selected. Background Edges help starting characters to perform the Skills necessary to get by in the world of future.

Write down your Background Edge - if you meet the requirements - and write down the Benefits you gain.

Step 5 - Skills

A 'Novice' starting character has **12** (twelve) points with which to buy Skills, above and beyond those acquired as part of their Culture. All the Skills in the Savage Worlds core rules are available in High-Space, unless your game group decides that particular ones aren't available. For example, if you wish your character to be able to control and manipulate Computers then you will need to look at buying the Programming Skill.

Raising a Skill one die type costs 1 point if the current die type is no higher than the Attribute to which the Skill is linked. However, the cost increases to 2 points for one die type when raising a Skill above its linked Attribute.

The **12** points to spend on Skills in this step are spent after both Cultural and Background Edges are chosen. Thus, it may be the case that some Skills are already known to some degree, in which case they can be increased at this step.

Note that when purchasing a Knowledge or Language skill, the specialized area of Knowledge or Language also needs to be recorded.

Spend up to 12 points on Skills, and note any specializations or Languages.

Step 6 - Hindrances

No one survives in High-Space without being influenced by their surroundings. How their environment marks a person helps to shape their character and personality.

You can choose one Major Hindrance and up to two Minor Hindrances for a starting character. A Major Hindrance is worth 2 points, and a Minor Hindrance is worth 1 point, and these points can be used to buy extra Skills and Edges in Step 5, if the character can meet their requirements.

All the Hindrances in the Savage Worlds core rules are available in High-Space, as well as those in the section on New Hindrances, unless your group has decided that they do not belong in the game world.

Buy the Hindrances you want and note the number of Edges they allow you to purchase. Make sure you meet all Racial Edge requirements.

Step 7 - Edges

The points a character gains from buying Hindrances can be spent to acquire Edges. For example, if you wish your character to have access to Computers you will need to look at buying the Hacker Edges.

All the Edges in the Savage Worlds core rules are available in High-Space, unless your group has decided that they do not belong in the game world, as well as those in the section on New Edges.

For 2 points you can:

- Gain one Edge
- Raise an Attribute one die-type

For 1 point you can:

- Gain one Skill point (see Step 4)

Buy the Edges you can afford, and make sure you meet all Racial Edge Requirements.



Character Creation

Alien Races

Although the bulk of characters in sci-fi games are human, mainly because it is easier for human players to relate to human characters, there is still scope for players to play 'other' types of characters.

Aside from Synthetics and Computers (detailed in their own sections further on) there are also several basic Alien 'types' that can be tweaked to represent just about any near-humanoid Alien species. And if that isn't enough, you might want to play an Alien-Synthetic, an Alien-Computer, or even an Alien-Starship!

The Racial Edges and Hindrances listed below must be bought if indicated – they represent the key elements that distinguish that alien species from humans.

Water Alien type

Whether it lives in the water or not, this alien can also breathe air – albeit with some difficulty - and usually has ready access to water-breathing apparatus for life on land. This is represented by a Hindrance, such as Anemia from the core rules, or even something more severe at the GM's discretion? Water Aliens are similar and usually friendly to Elemental Alien (water) types.

- Starting Agility d6
- Racial Edge: Water Breather
- Racial Hindrance: Anemia (when not able to breathe it's natural environment)

Alien Edge - Aquatic:

The alien cannot drown in the liquid of its native environment (water, or otherwise); always moves at full Pace while swimming; starting Swimming d6.



Flying Alien type

Flying aliens are a common sci-fi theme – they can be bat like, bird like, or even floating creatures. Their Strength is reduced to represent the fragility of their bodies in order to be light enough to fly.

- Starting Agility d6
- Racial Edge: Flyer
- Racial Hindrance: Weak (Strength requires two points per step to raise during character generation)

Alien Edge - Flyer:

The alien can fly with a Pace of 6, and can even fly an extra 1d6" as if running. It costs 2" of Pace to gain 1" of height.

Bestial Alien type

One of the most interesting alien types, they can range from barely thinking monsters to noble savages! Bestials are usually equipped with natural weapons, but often subject to a low-tech background.

- Starting Strength d6
- Racial Edge: Natural Weapons
- Racial Hindrance: Low-tech

Alien Edge - Natural Weapons:

This alien is always considered to be 'armed' with a natural weapon that matches the die-type of either its Strength or Agility (choose at character creation), and this is added to its Strength die-type when calculating damage.

Psychic Alien type

Although 'psychic' Edges in general are not common to all sci-fi games, sometimes it is common for the aliens to be the masters of such abilities.

- Racial Edges: Arcane Background (Psionics), and Mentalist from the core rules
- Racial Hindrance: Weak (Strength requires two points per step to raise during character generation)

Elemental Alien type

The rarest of all aliens, this type borders on the mystical and is always difficult for others to comprehend. It is not a 'magical' being, although it may seem so to those who do not understand it's nature. Elementals of water/air are similar and usually friendly to Water/Flyer Alien types. The nature of an Elemental is literally 'set in stone', and they tend towards stubbornness.

- Starting Spirit d6
- Racial Edge: Elemental (various)
- Racial Hindrance: Stubborn

Alien Edge - Elemental (various):

The alien continuously and automatically manifests the Elemental Protection Edge from the core rules, with no need to make rolls or spend power points, and can move through that element at their normal Pace. The element in question is chosen during character creation.

Cultural Edges

Cultural Edges are free and every character has one. They provide access to the basic abilities common to all people living within a specific spectrum of society.

The Cultural Edge a character has learned is determined by the cultural group that had the biggest impact on their upbringing and the formulation of their personality through all stages of development. It will not necessarily be the social group they were surrounded by as they grew up - although for most people these are one-and-the-same.

Aspiring

Requirements: Part of the bulk of the society that the character lives in, and striving for improvement of their situation through success within the system.

Benefits: Knowledge (*specify*) d4, Language (*specify*) d4, Medicine d4

Aristocrat

Requirements: Lucky enough to be born into a life of inherited luxury and privilege. Often this includes improved genetic filtering and the elimination of any existing congenital defects. Characters with this Cultural Edge should not start the game with Hindrances that include physical disabilities or impairment.

Benefits: +1 die-type to one Trait under d12, Language (*specify*) d4

Beyonder

Requirements: Born and raised on the fringe of normal society, and sometimes on the fringe of known world(s).

Benefits: Knowledge (*specify*) d4, Language (*specify*) d4, Survival d4





Militant

Requirements: Born and raised within the military or a military-family, and trained from birth to serve in the armed forces. Usually specialized in one aspect of the military – land, air, sea, or space operations.

Benefits: Fighting d4, Language (*specify*) d4, Shooting d4

Technocrat

Requirements: Either politically or technically gifted or able to rise above the masses by virtue of a superior access to or understanding of technology.

Benefits: Investigation d4, Language (*specify*) d4, Programming d4

Theocrat

Requirements: Usually not born into, but at least educated by a powerful segment of society that derives power from a moral and/or philosophical superiority that is admired by society.

Benefits: Knowledge (*specify*) d4, Language (*specify*) d4, Persuasion d4

Underworld

Requirements: Born and raised in a depressed section of society where the only chance of advancement is through criminal activity.

Benefits: Fighting d4, Language (*specify*) d4, Streetwise d4

Background Edges

Background Edges describe what a character was doing before they entered the game. In some cases the Benefits may indicate that the background provided a character with an 'other Skill.' In this case the player is allowed to select one die in a Skill of their choice that fits in with the world of the game. Any time that a word is shown in *italics* it indicates that there is the possibility of the player choosing an appropriate option. Where Background Edges specify a Requirement, this must be purchased as part of character creation.

Purchasing a Background Edge is mandatory and free, and must be done during character creation.

Bounty Hunter

Requirements: Strength d8

Benefits: +2 to Fighting and Tracking rolls

From the overcrowded hives of a future megalopolis, to frozen ice worlds on the fringe of humanity, there are more places than ever for criminals to hide, and more need than ever for people to hunt them down and bring them to the law. Few people really like bounty hunters, but most people will admit, if only to themselves, that there are times when they could really use one.



Colonist

Requirements: Beyond, Vigor d8

Benefits: +2 to Knowledge (Navigation), Notice, and Survival rolls

The hard and often dangerous work of colonizing a new world and stamping the mark of civilisation onto a planet is only for the tough and hardy. Colonists are not just engineers, farmers or ranchers; they also need to be pioneers. Some colonists live moving from planet to planet as contractors, while others work for a slice of land to be able to settle down and start a dynasty.

Criminal

Requirements: None

Benefits: +2 to Security and Stealth rolls

No matter how utopian the future, there will always be those with either the need, or a preference for opting out. This may make them criminals automatically, it could be a political statement, or just an economic necessity. Regardless of how they arrived in the situation, being a criminal is neither easy nor glamorous, and this lifestyle is often unnaturally short. Improvements in technology always seem to be focused against you, and while anyone can join the ranks of the criminals, leaving is another matter...

Entrepreneur

Requirements: Spirit d8, Smarts d6

Benefits: +2 Charisma

While others are distracted by the functions of advanced technology, entrepreneurs focus right on the bottom line – how can it be used to turn a profit? By ignoring the details and trying to include people around them in ‘the big picture,’ entrepreneurs often drive events around them as they try to get ahead. They don’t want to haggle over the price of a drink, but they do have plans for buying a moon!

Explorer

Requirements: Smarts d8

Benefits: +2 to Piloting (*Starships*), Knowledge (AstroNavigation), and Survival rolls

Explorers combine aspects of pilots and colonists. They need to be able to move around the game, and at the same time they are expected to take risks and get their hands dirty to verify their finds. Explorers typically operate in the void of space, but are equally sought after in the depths of oceans, planets, and gas giants. Being an explorer means being smart, independent, and willing to take the risks from which others shy away.

Merchant

Requirements: Smarts d6, Spirit d6

Benefits: +2 to Knowledge (*business-specify*), Persuasion, and Streetwise rolls

Everyone needs the bare necessities, and wants a little luxury, and merchants know where those markets are and how to supply them. Because of the vast differences between systems, and even planets within systems, there is a huge selection of opportunities for profit. Merchants differ from Entrepreneurs in that the former are more practical, driven by tactics rather than strategy, and are often better at dealing with people than plans.

Peace Officer

Requirements: Agility d6, Strength d8

Benefits: +2 to Fighting and Investigation rolls

The ability for a colony or a culture to survive and prosper in a sometimes disparate, sometimes over-crowded environment requires a firm hand to police and enforce the rules and regulations. Because it is all too easy to slip back into chaos, peace officers often err on the side of being overzealous in their duties, even going so far as to make themselves less-loved than the criminal element they seek to control. Peace officers are usually tasked with policing fixed jurisdictions, and outside of being transferred to another area it is not a mobile long-term career choice.

Philosopher

Requirements: Smarts d6, Spirit d6

Benefits: +2 to Notice, Philosophy, and Knowledge (*specify*) rolls

The ability to influence the multitudes, as well as other influencers, makes philosophy a potent force for change. Whether it's the ability to reach out through mass-media, or sway a pivotal individual, although rarely driving the action, philosophers can be highly influential. Because they follow a calling more than a job description, philosophers come from diverse backgrounds and bring different skills to their vocation, yet all are typically skilled at reading and understanding people.

Physician

Requirements: Smarts d8

Benefits: +2 to Medicine and Investigation rolls

While an obvious choice for a support role, Physicians also make great investigators because they are used to making observations and deductions. Typically a physician will have very good general training, and will also specialize in an area of knowledge that interests them. In sci-fi settings, the role of a physician covers all the areas of medicine typical to the setting – Retroviral DNA treatment, augmentics, glanding, and radiation illness to mention a few. Areas of specialization that do not fall into the normal scope of medical training might include alien medicine, illegal treatments, and type-specific experimentation.

Pilot

Requirements: Agility d6, Vigor d6

Benefits: +2 to Notice and Pilot (*craft-specify*) rolls

Pilots fulfill a distinct niche in sci-fi games. As the operators of transportation they impact on the story by being able to influence the scope of the game, and they provide opportunities for escaping danger or confront enemies in space itself.

Qualified

Requirements: Smarts d8

Benefits: +2 to Knowledge (*specific*), Notice, and Repair rolls

Qualified is a general catch-all term for people employed or technical, design, or service work requiring levels of training and knowledge that can't be picked up through incidental exposure to the profession in question. Qualified are good all-rounders, but also specialized in a particular field, and with good information gathering skills. Rarely the movers and shakers in a sci-fi setting, they do make good protagonists and advocates for others to build upon.

Scientist

Requirements: Smarts d10

Benefits: +2 to Investigation, Knowledge (*general-specify*), and Knowledge (*obscure-specify*) rolls

Scientists specialize in whatever general or obscure areas of knowledge take their interest.

The advantage of understanding a general area of knowledge is that you are widely useful. The advantage of focusing on an obscure field of expertise is that you are indispensable. Most scientists can cover both bases. The intellectual demands on a scientist are great but the rewards are evident, although often it is not the scientist themselves that is as important as the things that they discover. A scientist who publishes widely is highly respected but little sought after, while a scientist who hoards their knowledge is unknown, but often sought after with extreme prejudice.

Soldier

Requirements: Strength d6, Vigor d6

Benefits: +2 to Shooting and Survival (*specify*) rolls

It is rare that in a setting that spans planets, systems, and even galaxies there is not a war going on somewhere. Eventually the rule of law can get stretched to the limit in even the most peaceful of cultures, which can lead to an escalation in violence and broader conflicts. Soldiers often play a support role in zero-conflict environments, but veteran soldiers learn to become proactive at preventing conflicts as well as ending them. As such they can be agents for change, albeit often with less influence than philosophers and entrepreneurs.

High-Space Skills

Below are Skills available in High-Space, some taken from the Savage Worlds rules with an explanation as to how they apply in a futuristic setting, and some unique to High-Space. Skills are not as generic as they are in the Savage Worlds rules – for example, you need to specify the craft for which you learn the Piloting Skill. The same applies to Boating and Driving. However, Shooting and Fighting remain generic in that they apply to all firearms and melee combat weaponry.

Boating (Sail, Power, Submarine, Carrier) (Agility)

Characters with this skill can handle one type of the many boats common to the setting, power boats and particularly yachts being typical pleasure-craft of the future. They know how to perform the skills of ship-based crew, and how to sail and/or drive a boat. It is important to note, that most boats in sci-fi settings have at least a rudimentary ability to go from point A to Point B, and this Skill is only used to over-ride the boat when manual control is required. If a character does not have the Skill to handle a specific type of boat they can use a different boating Skill at -2.

Climbing (Strength)

Little changed for use in the future, people have been climbing in and out of trees since recorded history, and they still do. Climbing in the future includes knowledge of how to use sophisticated climbing equipment and how to climb in urban environments. Characters about to ascend a difficult surface must make a Climbing roll every 10' on the table top (20 yards). Characters engaged in combat while climbing can ascend at half their Strength per round if using ropes or hand/footholds. See the

Falling rules should a character suffer a mishap. The skill roll is modified by the following conditions:

Climbing Modifiers

| Situation | Modifier |
|------------------------------|-------------|
| No climbing equipment | -2 |
| Basic climbing equipment | No modifier |
| Qualified climbing equipment | +4 |
| Scarce or thin handholds | -2 |
| Wet or slippery surface | -2 |
| Rough or uneven surfaces | +2 |

Driving (Motorbike, Car, Truck - Ground, Hover, Walker) (Agility)

Driving allows your character to drive one of the many combinations of vehicles common to the setting – for example Hover-Cars, Ground-Bikes, even Walker-Trucks! Rules for driving are included in the Savage Worlds core rules. It is important to note, that most vehicles in sci-fi settings have at least a rudimentary ability to go from point A to Point B, and this Skill is only used to over-ride the vehicle when manual control is required. If a character does not have the Skill to drive a specific type of vehicle they can use a different driving Skill at -2.

Fighting (Agility)

Fighting covers all hand-to-hand (melee) attacks regardless of weapon type. The Target Number (TN) to hit an opponent is their Parry score, unless they have declared their previous action as a Full Defense, in which case the TN becomes their own Fighting roll.

Fighting encompasses the use of weapons from hand-fashioned shivs to vibro-knives and power-swords.

Gambling (Smarts)

Gambling is a popular past-time in the future, a common excuse for meeting to exchange information, and even place competitive bets on the outcomes of dangerous and sometimes illegal actions. The gambling skill can be used to estimate the known odds of a bet, but not to cheat at games like poker (that requires the Sleight of Hand skill). Gambling rolls often start out representing several 'rounds' or 'hands' of a game, until the stakes become significant, in which case a Gambling roll may be required for each play. In the future the stakes can be astronomical – but the important thing to remember is that memorable gambling is not about the money.

Never the cash

For a really good 'savage' story the gambling stakes need to be more significant than just cash. People rarely gamble for money, not even gambling addicts; they may gamble for the rush of winning, the feeling of power, or the thrill of beating others, but ultimately the stakes involved are more human than just cash alone. Space ships, mercenary contracts, leaked information, illegal technology, the rights to a planet, and the old staple of gambling-for-your-life are common propositions to make the game more interesting.

Intimidation (Spirit)

The art of coercing information or action from an unwilling person has not changed much in High-Space. This is an opposed roll between the character's Intimidation skill die-type and his target's Spirit die-type.

Investigation (Smarts)

A character skilled in Investigation knows how to identify patterns in information, whether trawling databases and information networks, or even scanning or reading old fashioned paper records or 'flimsies.' Obtaining information by talking to people and evaluating their statements uses Streetwise instead.

Knowledge (Specify) (Smarts)

Knowledge spans a specific area of expertise. Examples of Knowledge skills in High-Space include: Astronavigation, Nano-medicine, Spaceship tactics, Law, Journalism, Politics, Navigation, and History. Knowledge in the future is specialized and generic areas are discouraged.

Language (Specify) (Smarts)

Language determines the ability the speaker has in communicating in that specific language (see following).

Languages

In most sci-fi settings there is a common tongue that is the most commonly spoken language of humanity, being a mixture of several other ancestor languages. GMs and players are encouraged to decide the details of this language to suit their own game and their tastes.

A character is considered fluent in a Language when they have a d6 for that Language, a native speaker when they have a d8, a virtuoso when they have a d10 or above, and an authority on the language when they have a d12.

Medicine (Smarts)

Medicine (also known as Healing in the Savage World core rules) is one of the most often used Skills in High-Space. It includes advanced nano treatment, viral alteration, and augmentic surgery. Characters with the low-tech Hindrance will definitely have reduced Medicine rolls, unless they rely on alternatives such as in a futuristic/magic setting. Medicine cannot be used to remove the effects of Hindrances that effect a character's health or wellbeing.

Notice (Smarts)

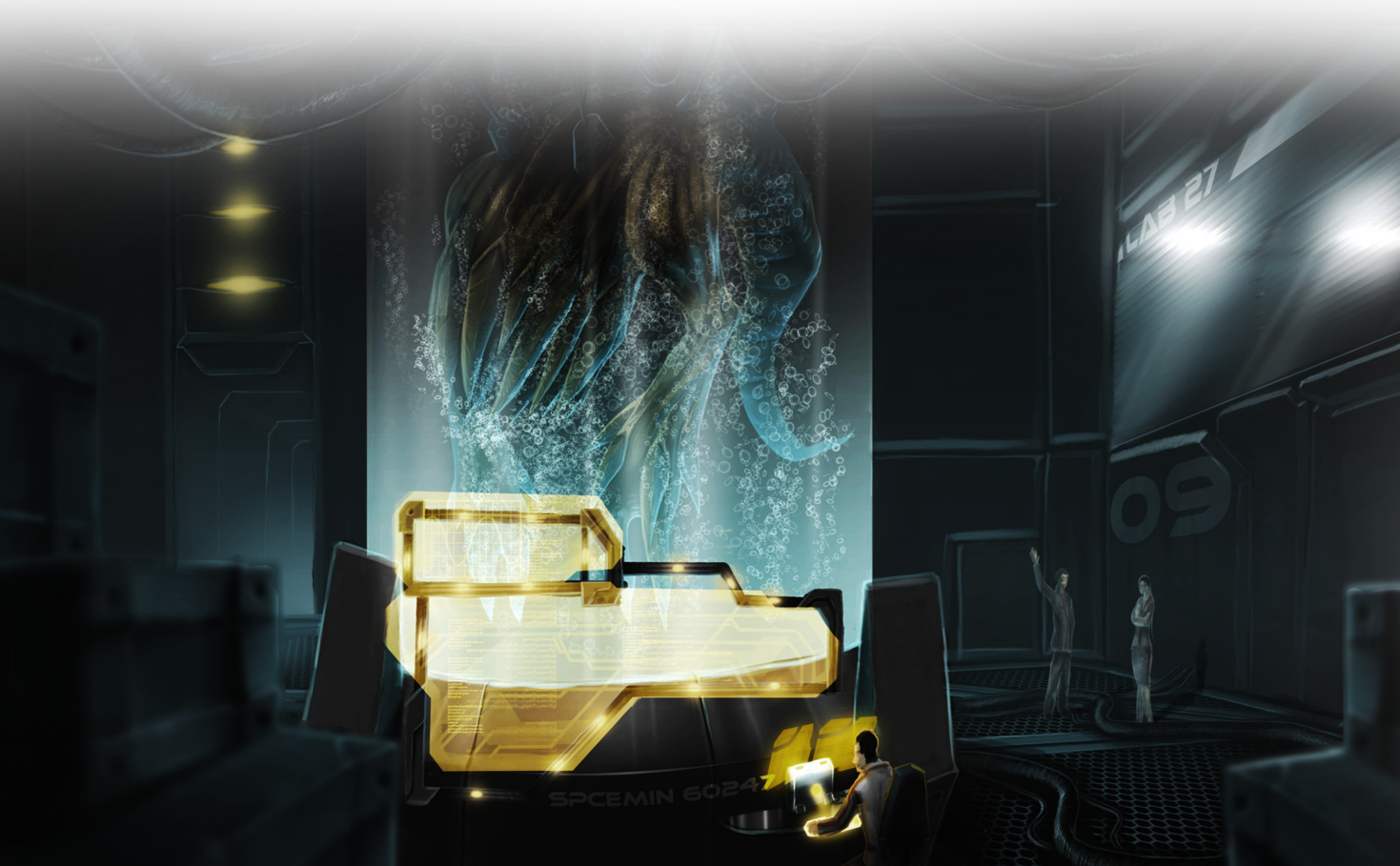
Notice is a character's alertness and ability to search for items or clues (but not information searches; that comes under Investigation). Notice includes rolls using normal and enhanced senses, detecting ambushes, spotting implanted weapons, and even scrutinizing other characters to determine if they're lying, frightened, angry, or infatuated.

Persuasion (Spirit)

Persuasion is the ability to convince others to do what you want them to do. Persuasion rolls are made against a Target Number defined by the listener's Spirit die-type. Non-player characters start at one of five different attitudes: Hostile, Uncooperative, Neutral, Friendly, or Helpful. A successful Persuasion roll improves the NPC's attitude one step, or two with a raise. Failure decreases that attitude by a step, or two if a 1 is rolled on the Persuasion die (regardless of the Wild Die). Persuasion is always modified by a character's Charisma.

Philosophy (Spirit)

Philosophy is the ability to argue ideas and concepts properly. It is different from Persuasion. In a Persuasion test the character is testing themselves against their opponent to influence that opponent—while in philosophical arguments they test themselves against an opponent to appeal to a third-party audience. Philosophy rolls are made against a Target



Number defined by the opponent's Smarts die-type. Philosophy is not subject to negative Charisma modifiers, but the maximum die-type that can be rolled is limited to the maximum die-type of the character in the Knowledge they are arguing.

Piloting (Personal, Aero, Starships) (Agility)

Depending on the specialty purchased, Piloting (specify) covers one type of flying craft in the spectrum of aircraft or spacecraft normally available in the world of the game.

'Personal' flyers are jetpacks and the like.

The 'Aero' specialty includes all aerofighters, thermal gliders, jets and helicopters, subsonic or transonic (able to move Mach 1 or faster).

'Starships' includes space fighters, capital ships, trade ships and cruise ships.

The skill is used when the piloting is done either by remote link or hands-on control. It is important to note that most flyers in sci-fi settings have at least a rudimentary ability to go from point A to Point B, and this Skill is only used to over-ride the vehicle when manual control is required. Unlike Boating and Driving, only the specific Skill type is required for each type of flyer.

Psychiatry (Spirit)

Treatment of the body is the realm of Medicine, but treatment of the mind is the realm of Psychiatry. Characters with this skill are able to diagnose and treat mental disorders. With a successful roll they can also gain a +2 bonus to assist or perform Notice rolls to scrutinize a person. On a difficult (-4) roll they can help

a person to balance their Equilibrium for the duration of a scene.

Programming (Smarts)

Computers are usually so integrated in life in the future that there is no concept of 'using' them, but the need to program or alter them still exists. See the section on Computers, as well as the Programming related Edges in the section on New Edges.

'Hex'

Note that all Programming in High-Space is done using the language/system called Hex, so called because some of the odd character sets it uses give it the appearance of an arcane script!

Repair (Smarts)

Repair is the complex practice of fixing sophisticated gadgets, vehicles, weapons, computers, armor, and just about anything else in the world of the game. Repairs are not automatically long lasting, and the skill does not cover the fabrication or manufacturing of an item. Characters suffer a -2 penalty if they don't have access to the appropriate tools.

Riding (Agility)

Riding is the ability to ride animals as steeds. It is a common luxury sport of the future, and still very much gambled upon where it is permitted. Riding allows you to mount, control, and ride any beast common to the world of your game. Note that the Fighting or Shooting die-type of a character is limited by the maximum of their Riding die-type when mounted.



Security (Smarts)

Security involves by-passing everything from sophisticated pheromone-locks, to electronic keypads, or just complex lock-and-tumblers and electronic sensor, whichever is relevant to the world of the game.

Shooting (Agility)

Shooting covers all attempts to hit a target with a ranged weapon, regardless of the technology level of the weapon. The basic Target Number to hit is 4 as per the Savage Worlds core rules, though there are a number of important modifiers such as range that frequently come into play.

Spacewise (Smarts)

Spacewise is the accumulation of common operational knowledge and experience to keep a person alive in the dangers of zero-gravity, vacuum, and high radiation. It does not substitute for Survival, but it does give a character the

knowledge to understand what is happening to them or their ship in space. It is also used to move around in zero-gravity.

Stealth (Agility)

Sneaking around has advanced to the point where it includes the knowledge of how to negate and avoid motion detectors, infrared, x-ray, and micro-sonar sensors. It includes the ability to both move silently and to hide. The Savage Worlds core rules contain rules for using Stealth, which are expanded upon here.

The Last Step: Note that using Stealth to approach to within melee distance of a foe requires an opposed Stealth roll versus the target's Notice, whether the target is active or inactive, additional to any other roll to reach that distance.

The following table provides standard modifiers to Stealth checks in High-Space:

Modifiers to stealth

| Situation | Modifier |
|------------------------|----------|
| Crawling | +2 |
| Running | -2 |
| Dim light | +1 |
| Darkness | +2 |
| Pitch black | +4 |
| Light cover | +1 |
| Medium cover | +2 |
| Heavy cover | +4 |
| Vacuum | +2 |
| Steam and vapor clouds | +2 |

Streetwise (Smarts)

Streetwise is the knowledge and experience required to operate in urban and criminal environments. It includes the ability to grill a person for information and scrutinize their responses, looking for signs of stress or deception, and is always modified by Charisma.

Survival (Terrestrial/ Space) (Smarts)

Survival (specify) allows a character to find food, water, or shelter in hostile environments. The player must note the specialty, although it can be purchased for more than one specialty. Characters make one roll per day. A successful roll finds sustenance for one person; a raise finds food and water for up to five adults. Those who benefit from the roll do not have to make Fatigue rolls for the day for food, water, or shelter (see the Savage Worlds core rules).

Swimming (Agility)

Swimming is a popular leisure sport in the future. A roll can determine if a character floats or sinks in water, or any other material that provides buoyancy, such as the dense, inner-layers of gas giants. Under normal conditions a character's swimming Pace is equal to half their Swimming die-type.

Taunt (Smarts)

Taunting is a potent weapon when opponents can be tricked into instigating the wrong sorts of action by attacking their pride. This is an opposed roll against the target's Smarts. See Test of Wills in the core rules for the effects of a successful Taunt. Some futuristic societies strongly regulate violent behavior and in these societies taunting becomes an effective method for dealing with enemies.

Throwing (Agility)

Regardless of the level of technology involved, the ability to throw things is a common and useful skill. Throwing works just like the Shooting skill, and uses all the same modifiers.

Tracking (Smarts)

Tracking allows following the tracks of one or more individuals in any type of terrain, and is commonly used by bounty hunters when their quarry goes to ground 'off the net.' It covers following specific trails and determining the direction and composition of a trail and those who made it.

New Hindrances

As well as providing points that can be spent on starting Edges, Hindrances are a great way of adding character and some background to a character. The Hindrances listed below are available, as well as all those in the Savage Worlds core rules.

Hindrances sometimes have a cost involved other than the effect of the Hindrance itself.

Cryo-psychosis (Minor)

Requirements: Not available to Computers.

Cost: None

The character has previously used a Cyro-sleep facility and it has not worked out well – they arrived after weeks of nightmares and bad dreams and will avoid the experience again at all costs. If forced into cryo-sleep they will be at -1 for all actions for one week upon revival, and angry with whoever put them under!

Implant-rejection (Minor)

Requirements: Not available to Synthetics or Computers.

Cost: None

The character has an over-active immune system which reacts to any foreign technology inserted into their body. This results in them being unable to accept any implants. They can still use technology, as long as it is not attached to an implant or augmentic.

Retrovirus (Major)

Requirements: Not available to Computers.

Cost: None

Over the course of their life the character has been accidentally or deliberately exposed to a retro-virus and it has permanently altered their DNA composition. Whatever the ultimate nature of the retro-virus, its effects makes it difficult for the character to pass biometric scans by way of a -2 modifier on all such tests to confirm their identity, and they suffer -2 to Medicine rolls for any treatment requiring a blood transfusion or organ transplant.

Low-tech (Major)

Requirements: Not available to Computers.

Cost: None

While on the surface, being exposed to a lower degree of technology may sound like it would mean that character had been less affected by new and radical technology, it has also precluded them from all the modern benefits and treatments to help improve the human condition. Characters with this Hindrance suffer a -2 on Programming and Computer related rolls, and are more prone to testing their Equilibrium when they encounter 'super-tech'.



Savage World Edges

The following Edges from the Savage Worlds rules are available:

Ace(specify), Acrobat, Alertness, Ambidextrous, Arcane Background (Psionics), Arcane Resistance, Attractive, Very Attractive, Beast Bond, Beast Master, Berserk, Block, Improved Block, Brawny, Champion, Charismatic, Combat Reflexes, Command, Common Bond, Connections, Danger Sense, Dead Shot, Dodge, Improved Dodge, Fast Healer, Fervor, First Strike, Imp. First Strike, Fleet-Footed, Florentine, Followers, Frenzy, Imp. Frenzy, Gadgeteer, Giant Killer, Hard to Kill, Harder to Kill, Healer, Hold the Line!, Inspire, Investigator, Jack-of-all-Trades, Level Headed, Imp. Level Headed, Luck, Great Luck, Marksman, McGyver, Notice, Mentalist, Mighty Blow, Mr. Fix It, Natural Leader, Nerves of Steel, Imp. Nerves of Steel, New Power, No Mercy, Power Points, Power Surge, Qualified, Expert, Master, Quick, Quick Draw, Rapid Recharge, Imp. Rapid Recharge, Rock and Roll!, Scholar, Sidekick, Soul Drain, Steady Hands, Sweep, Imp. Sweep, Strong Willed, Thief, Lockpick, Tough as Nails, Imp. Tough as Nails, Trademark Weapon, Imp. Tr. Weapon, Two-Fisted, Weapon Master, Master of Arms, Woodsman.

The following Edges from the Savage Worlds rules not are available:

Arcane Background (other), Holy/Unholy Warrior, Noble, Rich, Filthy-Rich, Wizard.

New Edges

The majority of High-Space character Edges revolve around the ability to utilize technology above and beyond the norm.

Most people in the world of the game can use technology to achieve amazing things - but a select few go down the route of mastering that same technology and being able to achieve the seemingly miraculous with it.

The trappings associated with each Edge should be obviously sci-fi in nature, and this also applies to Edges from the core rules. For example, 'Attractive' could be based on an exotic biosculpt job, while 'Quick' may be the result of advanced medical treatments, or an implanted combat-computer.

In addition to these Edges, players interested in alternatives should also see the sections on Synthetics, Glanding, and Computers for more Edges.

Well-Balanced

Requirements: Seasoned or above

Cost: None

After acquiring this Edge the character gains a bonus of +1 to all Equilibrium rolls. The GM may rule that downtime is required to reflect healing, meditation, or self-introspection before the bonus takes effect, and the GM has the final say on whether or not this has happened.

Synergy

Requirements: Novice

Cost: Equilibrium -1

Synergy is a state of harmony with technology achieved through rigorous meditation training and surgical treatment of the frontal lobes of the brain. When using Synergy, a person becomes un-empathetic towards those around them. Synergy grants the user an additional +1 to all rolls that use directly interfaced computers, vehicles, equipment and weapons.

Submersion

Requirements: Veteran, Synergy

Cost: Equilibrium -1

Submersion is a state of attuning one's self with technology that is so advanced that the personality is all but removed during the time of submersion, and such individuals become borderline sociopathic. The state is achieved through intensive training, brainwashing, and surgical alteration of the brain's cerebral cortex. Submersion grants the user an additional +1 on top of Synergy to all rolls that use directly interfaced computers, vehicles, equipment, and weapons.

Hacker

Requirement: Novice, Programming d8

Cost: Charisma -1

Not only is the character a proficient programmer, but they 'possess' the rudimentary instincts for hacking and obtaining control of computer systems by subversion. Characters add +2 to attempts to override or directly damage computers and systems.



Elite-Hacker

Requirement: Veteran, Hacker, Programming d10

Cost: Charisma -1

The character can combine their programming expertise with a cultivated ruthless approach to the hacking and control of computers and systems. Characters add +2 to attempts to override or directly damage computers and systems in addition to the bonus for Hacking.

Computer Implant

Requirement: Seasoned

Cost: Equilibrium -1

The character is implanted with a portable Micro computer (see the Computers section) that is only detectable on a very-difficult (-4) Search roll. The Equilibrium cost recovers slowly over d4 months if the implant is removed.

Tech Implant

Requirement: Seasoned

Cost: Equilibrium -1

The character is implanted with an item of technology beyond glands and other medical implants. Such implants are typically weapons, armor, or bits of personal equipment. The item is restricted in Weight equal to half the Vigor die-type of the character. If the character wishes the implant to be discreet then it is only detectable by a normal Search roll. The Equilibrium cost recovers slowly over d4 months if the implant is removed.

Super-Tech Implant

Requirement: Veteran

Cost: Equilibrium -2

The character is implanted with an item of advanced technology beyond what can normally be implanted. A super-tech item typically grants the user a +2 bonus with regards to whatever the function of the device is – the GM has the final say on what these bonuses are. The item is restricted in Weight equal to 2 plus half the Vigor die-type of the character. If the character wishes the implant to be discreet it is only detectable by a difficult (-2) Search roll. The Equilibrium cost recovers slowly over d4 months if the implant is removed.

Sec-comm's

Requirement: Seasoned, Programming d8

Cost: None

The programmer's use of secure communications is ingrained in them, and they are able to use connected computer systems as gateways for communicating in a safe and securely encrypted manner. With this Edge, Programming checks to decode the files of a protected computer accrue a +2 bonus. Similarly, checks to decrypt files or break systems belonging to someone with this Edge incur a -2 penalty.

Wealthy

Requirement: Novice

Cost: None

This Edge increases the equivalent Rank of the character with regards to acquiring new equipment, vehicles, and spaceships, making it effectively 1 Rank higher. However, it does not help the character to retain such items, in that it does not deter people from trying to take those acquisitions off them. Even a wealthy character can be considered a rich upstart!

Super-Wealthy

Requirement: Veteran, Wealthy

Cost: None

This Edge is the same as Wealthy, except that the increase in effective Rank for acquisitions is +2 instead of +1.

Accessing Arcane Edges

Magic and miracles do not usually exist in a typical sci-fi setting, but the final call on whether these are allowed in your game should be decided by your gaming group. If magic is allowed it could simply be a form of 'supertech' that is not understood and simply works like magic, or it could be the real, spirit-fuelled deal!

Mentalist powers are more common than magic, but any Arcane Edges should probably be treated as radically secret and prone to scare and alarm anyone who witnesses it, probably imposing an Equilibrium test the first time.



Synthetics



Not every man, woman, and child in the future is human. Bioroids. Androids. Synthetics. Replicants. Robots. All of these qualify as 'synthetic' or 'artificial' people. They are usually wrapped in a synthetic skin that is an amalgam of living and non-living tissue almost identical to human skin. They are so 'life-like' that Synthetics are even subject to normal Charisma and Equilibrium rules.

In game terms, Synthetics are identical to normal characters except that they replace their Smarts Trait with the Computer Trait, and they receive the Positronic core Edge free of charge. Synthetics can purchase other Edges normally only available to Computers, but they must buy them with experience points. They can also purchase Synthetic Edges and Hindrances, Glanding Edges, and other Edges from the rules.

Because they are computers, the 'brain' of a Synthetic can be overridden – although their Computer is usually isolated to prevent this. The flavor of the world of the game dictates the degree to which a Synthetic can isolate their computer-brain. For instance, they may be required to make themselves accessible and traceable at any time, or they may be allowed complete autonomy. The degree of their autonomy usually reflects the legal and political status of both Synthetics and self-aware computers in their society. At worst, Synthetics are considered dangerous or illegal, and even hunted or used for 'sport.'

The similarities between Synthetics and normal characters are many – they are programmed to experience pain and other physical sensations, their biological systems require oxygen and nutrients (although this does not need to be food and water), they need to remove wastes, and they can contract human diseases that would effect

their remaining organs. They heal at the same rate as humans. Their bodies can be repaired with Medicine, their Computer components by Repair, and they are affected by Psychiatry and drugs/hormones that effect human behavior.

Androids, Robots, and Cyborgs

Mechanical and metal constructs such as robots and androids (aka droids) use the same rules as Synthetics, except that they must take the Metal body Hindrance. Because cyborgs are a mix of metal and flesh, whether they are mostly human, mostly synthetic, or a full synthetic with a metal body is a matter of which material constitutes their make-up to the greatest degree. The player should indicate to the GM the classification of any cyborg character they create and the GM will have the final say.

Synthetic Hindrances

There are some specific Hindrances available only to Synthetics. Like the other High-Space Hindrances, there may also be a cost involved beside the general effect of the Hindrance.

Heavy (Minor)

Requirements: None

Cost: None

Although designed in normal human proportions, the character is constructed of components that are heavy enough to make a substantial difference between their apparent and actual weight. The character cannot swim, and weighs three times as much as a normal human of the same size.

Inhumane (Minor)

Requirements: Spirit maximum d8

Cost: Charisma -1

Despite the character looking identical to a normal human, their personality is closer to that of an iceberg, or a cold-blooded reptile! The character suffers a penalty to their Charisma, and has a tendency to want to analyze everything, and often 'dissect' it when the opportunity arises. This hindrance could be a flaw in the programming of the synthetic, the result of damage (although not psychological trauma, that is a different Hindrance), or the deliberate programming common to combat units.

Unreal body (Major)

Requirements: see below

Cost: Equilibrium -1

The character's body is completely inorganic – in physical form, clearly a machine/android/robot instead of a living being. The trappings for this Hindrance range from a smooth chromed finish, to industrial metal plating, to something as extreme as transparent diamond scales. The character cannot heal, and Wounds can only be fixed using the Repair skill. The character is no longer able to gland or perform any function that requires biological components.

Synthetic Edges

Painless

Requirements: None

Cost: Equilibrium -1

The character can elect to turn-off their sensory inputs. The most practical application is that they

become immune to physical pain/sensory confusion, and as a result suffer no penalties for Wounds. Any other sense can also be turned on and off at will.

Blood-sucker

Requirements: None

Cost: Equilibrium -1

The ability to heal Wounds by ingesting and converting large amounts of blood is arguably a Hindrance as much as it is an Edge. After drinking the equivalent of 1 Wound worth of blood from a warm-blooded animal with iron-based blood, the character can convert this over the course of d4 Rounds into enough material to restore 1 Wound of its own. At the GMs discretion this may be the only way that this Synthetic character can heal, other than through techno-surgery.

Hyperflexibility

Requirements: None

Cost: Equilibrium -1

The character was designed with a greater range of mobility than normal. Limbs can bend at unnatural angles without suffering permanent damage, although this Edge provides no defense against the pain of physical torture. This Edge grants a +2 bonus to Fighting and Climbing rolls, and is fun at parties!

Mechanical strength

Requirements: None

Cost: Charisma -1

The character was constructed with superior materials and drive motors that allow them to exert greater physical strength. Increase the die-type of their Strength Trait by one. The Charisma penalty they suffer is a result of frequently underestimating their own strength.

Glanding & Drugs

The key to control of the human body is control of the hormones and enzymes that it can produce or metabolize. Glands are organs, such as the liver, the thyroid, and the pituitary gland, that secrete hormones that regulate bodily functions.

The act of artificially generating and delivering a hormone is known as 'glanding.' The type of hormones legally available may vary between systems, as well as between countries and organizations. Some governments may ban the use of artificial hormones in sport, others may ban the implantation of the artificial organs that generate hormones, while yet other governments may have no restrictions. New glands can be implanted, and existing glands altered or removed by virtue of advanced Medicine. The game mechanics for this is to represent these changes and enhancements as Edges.

Only a single artificial hormone can be glanded at any one time, and because it takes a toll on the body the enhanced gland does not produce such hormones all the time – only when specifically triggered by the implanted host.

Glanding Edges

Gland Implant

Requirements: None

Cost: None

A gland implant is computer managed stimulator/pump that delivers hormones into the body, from a vat grow organ cloned from the users own cells. The Computer trait for the system is only a d4, but the only connection it has is to the users language center in their brain. A key word is used to trigger the production of each hormone produced by the gland; it can be spoken or simply triggered with a thought.

Serotonin-A

Requirements: Gland Implant

Cost: None

Serotonin-A controls the mood of the character. It can be used to resist the effect of any social Skill or manipulation based on Persuasion or Taunt by providing a +4 modifier to resistance tests.

Serotonin-B

Requirements: Gland Implant

Cost: None

Concentrated Serotonin-B can efficiently put a person to sleep. A character glanding 'Sara' must make a Vigor roll or fall into a gentle sleep. They can be roused from the sleep as per normal, but must continue making Vigor rolls, one each hour for d4 hours, or fall back to sleep. Good for people with cryo-phobia. As well as being glanded, Serotonin-B is often delivered by injection to subjects that need to be kept compliant or sedated.

Platelets

Requirements: Gland Implant

Cost: None

Platelets are delivered by the blood stream to wounds, where they stop bleeding which allows the healing process to start. Characters glanding Platelets at the time of receiving treatment via the Medicine skill add +4 to that Skill roll.

Enkephalin

Requirements: Gland Implant

Cost: Equilibrium -1

Enkephalin (en-cef-a-lin) stops pain by blocking the pain receptors. It can turn a bullet wound into the mildest pin-prick. Characters glanding Enkephalin ignore all Wound penalties while glanding. If delivered by an injector, the sting of the needle will not even be felt after the injection.

Histamine

Requirements: Gland Implant

Cost: None

Histamine can be released into the body that is attached to proteins that attract toxins and poisons. The binding proteins allow the Histamine to nullify the poison/toxin. Characters glanding Histamine gain +4 to resist poisons/toxins encountered while glanding, and tend to have really healthy looking skin!

Cortisol (aka 'Cort')

Requirements: Gland Implant

Cost: None

Cortisol has revolutionized the military of the future. The way it suppresses nervous reaction makes it great for combat. Characters glanding Cortisol improve all negative modifiers for Shooting rolls in actual combat by +2 points (except for Range penalties). They also gain a +2 bonus on combat-based Equilibrium rolls.

Prolactin

Requirements: Gland Implant

Cost: Equilibrium -1

Prolactin stimulates the pleasure center of the brain. It does not block pain; rather it creates a feeling of well-being. The practical applications are somewhat limited but it is an extremely popular recreational hormone with a high frequency of psychological dependency, hence the Equilibrium penalty. Characters glanding Prolactin gain a +4 bonus to Equilibrium rolls and will enjoy whatever they are doing.

Orexin A/B

Requirements: Gland Implant

Cost: Equilibrium -1

Characters glanding Orexin feel energetic and wakeful and gain a +1 bonus to all Agility and Strength based Skills. They are also unbearable peppy while doing so! This hormone has a tendency to be over-used and can lead to a dependency.

Dopamine

Requirements: Gland Implant

Cost: None

Dopamine can stabilize the heart rate and induce a physical state akin to calmness, and it is often deliberately administered during surgery or the treatment of injuries or wounds.

Characters glanding Dopamine gain a +2 bonus to Driving and Piloting rolls and Equilibrium rolls at the time of glanding. They will also act calmly in any situation, so calm that their attack rolls are reduced by -2 for the first round of any combat they start while glanded.

Gland-injector

Requirements: None

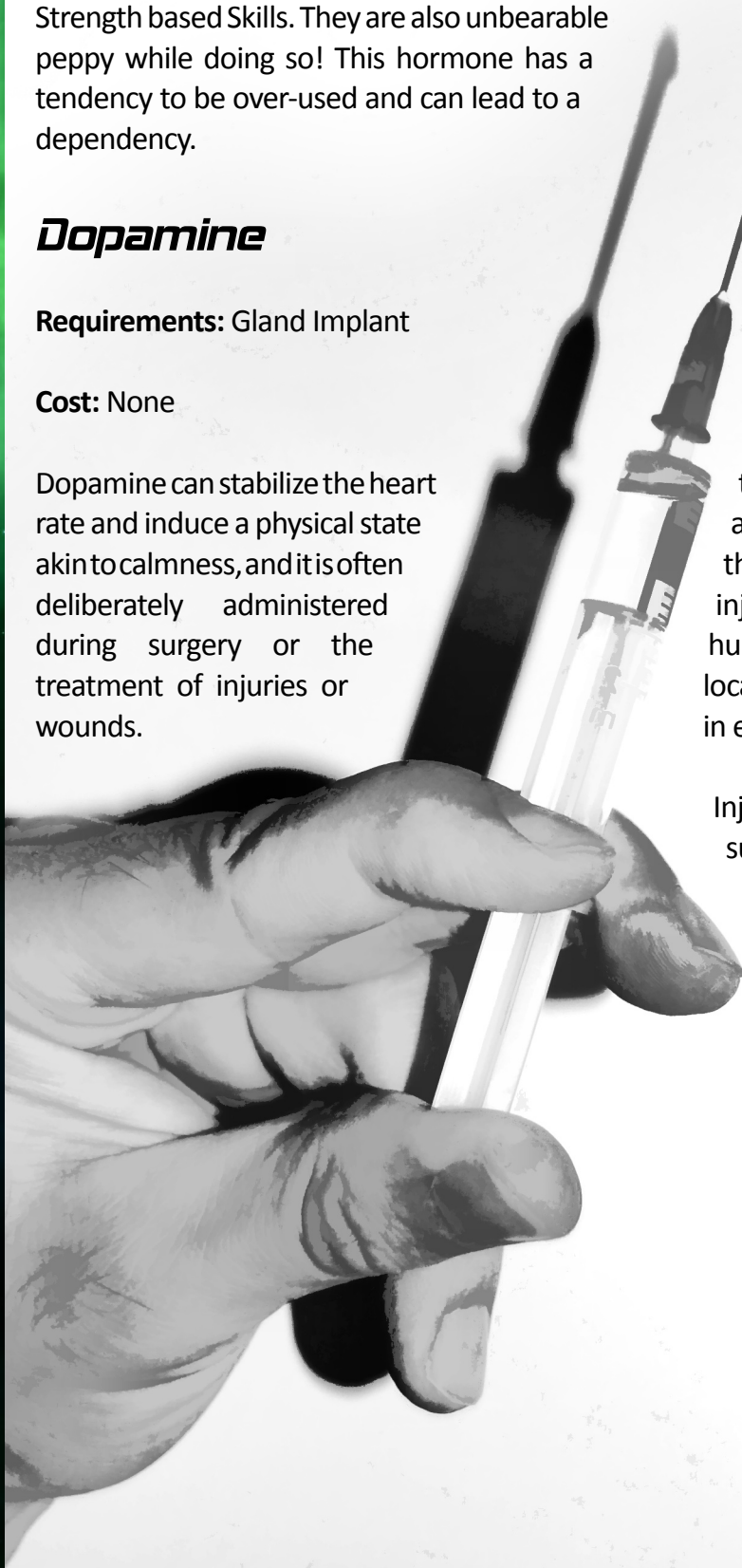
Cost: Equilibrium -1

The gland-injector allows the character who is glanding to collect a glanded hormone from their body and inject it into the body of another.

They require close skin-to-skin contact with the target of the action. Because glands are located in quick-to-release locations throughout the body, the usual mechanism for injecting is via surgical needles implanted in the human canine-teeth. Sometimes the injector is located in the fingertips and on rarer occasions in even more exotic locations.

Injected delivery of a hormone requires a successful Stealth roll.

For the injection to be performed unnoticed it requires instead either an opposed Stealth Notice roll (no modifiers), or an extremely distracted target.



Maintaining your Equilibrium

It's not easy keeping a grip on reality in the face of cryo-sleep time dilation, on-demand hormones, bionic implants, and incomprehensible alien species. In a universe of almost infinite possibilities 'Equilibrium' is not just a buzz-word, it is a widely recognized metric for assessing the human mental condition. However, the terminology used is qualitative, applying terms such as 'sub-optimal,' or more encouragingly 'supra-stratum', or at worst 'non-existent.' It is the goal of everyone from politicians, to philosophers, to psychiatrists to ensure that people maintain a positive and healthy Equilibrium. The effects of drugs and other artificial control agents can also boost or lower the results of Equilibrium rolls.

Flipping out!

There are a variety of stimuli that can impact on a character and cause them to question their beliefs.

Close Encounters

Any first face-to-face contact by a Character with a sentient, self-aware alien species will require an Equilibrium test. If the encounter is also a first-contact (the species has never been recorded before) then the Character will require a raise in order to hold onto their Equilibrium. Really horrific alien species may also impose penalties on the roll, while exceptionally humanoid or mammalian species may actually give a bonus to the roll. This Equilibrium test will have to be made on every such contact with that alien species until the Character can learn to maintain their balance.

Technology overload

As characters acquire the various computer, hacking and tech related New Edges they may receive penalties to Equilibrium rolls as stated in the description of that Edge. Additionally, any roll of snake-eyes when testing Programming under stressful conditions will impose an Equilibrium roll.

Energy weapons

When resisting the effects of soft-energy weapons an Equilibrium roll is required. A failed Equilibrium roll against soft-energy weapons is enough to put a character unconscious for as many rounds as they fail the roll.

Psychotropics

Most recreational drugs of the future are actually designed to trigger a temporary loss of Equilibrium. Upon taking such a drug a character should roll a die-type that reflects the strength of the drug (GM's choice) and make an Equilibrium roll with a penalty equal to the points of the first roll. Lost Equilibrium will be restored after d4 hours, or immediately upon taking the correct de-toxification agent.

The vastness of space

Upon realizing that they have reached uncharted space, a character must make an Equilibrium roll. Unearthly discoveries such as new planet types, uncharted black holes, and even the discover of ancient ruins for the first time can modify this roll.

Supertech

Regardless of the level of technology in the world of the game, in sci-fi there is always room to go one step further.

When a character first encounters a new form of technology (not just a new individual item) that is so beyond their comprehension that it seems more like 'magic' than science, they must make an Equilibrium roll. The more obscure and unearthly the technology, the higher the penalties on the test. Characters with the Low tech Hindrance are more susceptible to this type of disorientation than others, and this is usually represented by an extra penalty on their roll.

Combat

Any time a character is 'ambushed' they must make an Equilibrium roll. Special weapons can also impose Equilibrium tests.



Testing Equilibrium

Whenever a character encounters an unnerving stimulus, such as one of the above that threatens their view of reality, then they must roll a die (plus any Wild die) that reflects their Rank:

Equilibrium Rank-dice

| | |
|-----------|-----|
| Novice | d4 |
| Seasoned | d6 |
| Veteran | d8 |
| Heroic | d10 |
| Legendary | d12 |

The TN is 4 as for a normal roll, and if they fail the roll then the character 'loses their balance.' They become Shaken, incurring a -2 penalty on all rolls for the duration of the encounter, or until the negative stimulus is removed or negated. The player should also roleplay their unbalanced state. An Equilibrium penalty also stacks with a character's Charisma modifier in social situations.

If the roll succeeds then the character is Shaken, and although the reaction is observable there are no serious changes in their behavior beyond this. Shaken lasts until the character passes a Spirit roll as per the core rules.

If the roll succeeds with a Raise then there is no penalty and no impact on their behavior. A normal, well-adjusted person will have no Equilibrium penalties.

A person with Edges such advanced tech implants will incur penalties to their roll, as described by that Edge.

Typically, a published adventure will let the GM know when to ask for Equilibrium rolls, otherwise the GM should use their own judgment.

Some of the shocks a character might encounter may be so powerful that they will impose their own negative on the Equilibrium roll, and the effect of shocks from different factors inducing a loss of Equilibrium will stack while in effect.

Restoring the balance

There are various Edges that can add bonuses to Equilibrium rolls, and there are even drugs that can temporarily grant Equilibrium bonuses. If all else fails, radical surgery can sometimes remove implants and glands that might be causing problems.



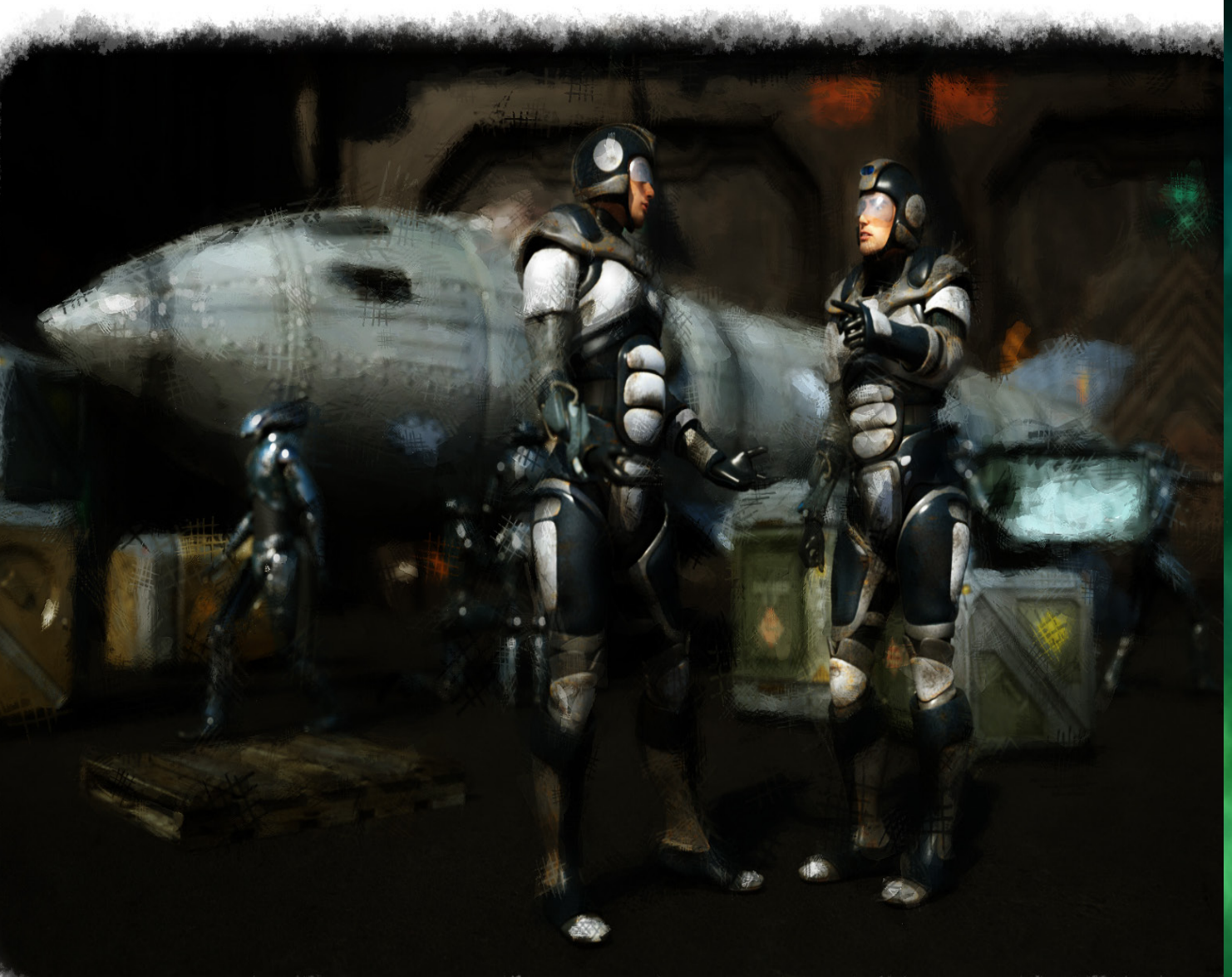
Technology



Future Tech

In the world of the future the invisible use of technology has become the standard by which civilizations are measured. In High-Space, there are no Edges such as 'Technology (Military)' because anyone who can shoot a gun already understands the technology involved and it is second-nature to them. The only distinction in technologies is the degree of sophistication of a system, as measured by the Acquisition level of the item.

Whether the technology of the world of the game is computer-based, bioware, or light-based-field technology is a matter of prose. It is not important to game play with respect to the mechanics used, although the trappings and side-effects will be different. However, some technology may be so specific that it acquires Hindrances that reflect the fact that it has a singular way of being used, or that it only works for a defined racial/species type, but that is the exception rather than the rule.



Computers

In High-Space there is no longer any concept of a 'computer user' or even a 'computer operator' for that matter – computers and software have developed to the point where using them is no longer an obvious factor. Conversely, a person may use a 'program' running on a computer, even be an expert in it, but that does not mean they know anything about software or how a computer works.

For example, consider a contemporary graphics manipulation program. The developers who wrote the code for that program are not world-renowned artists, and those world-renowned artists who use the software understand nothing about how the software was written or how the computer shuffles the electrons around in its CPU. Everyone in the future uses computers, but there are no 'computer users.' However, there are 'programmers' and 'hackers,' and in High-Space they are the experts on software. They do not 'operate computers.' They write code that performs computer operations.

There are 3 distinct types of computers:

- Microcomputers ('micros')
- Minicomputers ('minis')
- Mainframes ('mains')

The names are not an indication of the size of the computer – they are terms used to describe the complexity in the innards of the beast – their capacity to compute. Microcomputers have one or more CPU cores, but usually no more than a dozen, and each one is capable of independent processing and handing off and receiving work from the others.

Minicomputers are a leap ahead of microcomputers. They are basically the same components but the extra investment in their construction links the CPU cores in ways that allow spontaneous concurrent operations across as many cores as are required to perform a function quickly and efficiently.

Mainframes are a totally different beast altogether. Although built from the same components as other computer types, the CPU cores are linked in a fundamentally different way. While micros and minis are about adding more cores and linking them together better, in a mainframe all the CPU cores are effectively a single core, capable of dividing up and managing its own work.

Because of the different levels of complexity it is typical that programmers start learning on micros, progress to minis and then mainframes, because the way of writing programs is different for each, and progressively more complex. What has changed in High-Space is the ability of programmers to develop code faster. Additionally, that code is written in languages that can adapt the very code itself to suit the circumstances in which it is working. For example, a running program doing graphics manipulation can identify when it comes under threat and can adjust itself. It may start encrypting its data and instructions, and start firewalling or monitoring commands looking for anything suspicious. This may impede its normal operation (graphic design) but it is a necessary thing to do at the time, and as soon as the threat is gone the program will re-optimize itself.

This has led to the situation where programmers interact with the programs written by themselves and others, in a real-time fashion. Programming is hacking. Hacking is programming. The terms are synonymous and used interchangeably.

When anyone in the future uses the word 'computer' they are not actually referring to the hardware (although it logically follows that somewhere deep in the background there is a machine running some code). In common terms what they are really talking about is the 'program that runs the computer.'

Ignore the rules!

The computer rules represented here would be equally at home in a cyberpunk setting as in an Asimov-style setting, but probably out of place in a game based on the Star Wars setting. The group should decide the extent to which computers play a role in the day-to-day of the game world and how much they look after things in the background, requiring no intervention.

One approach is to retain the rules but skip over them unless needed if none of the characters are programmers – this keeps them out of the way but leaves them accessible if new players to the game are interested.

Computer Traits and Skills

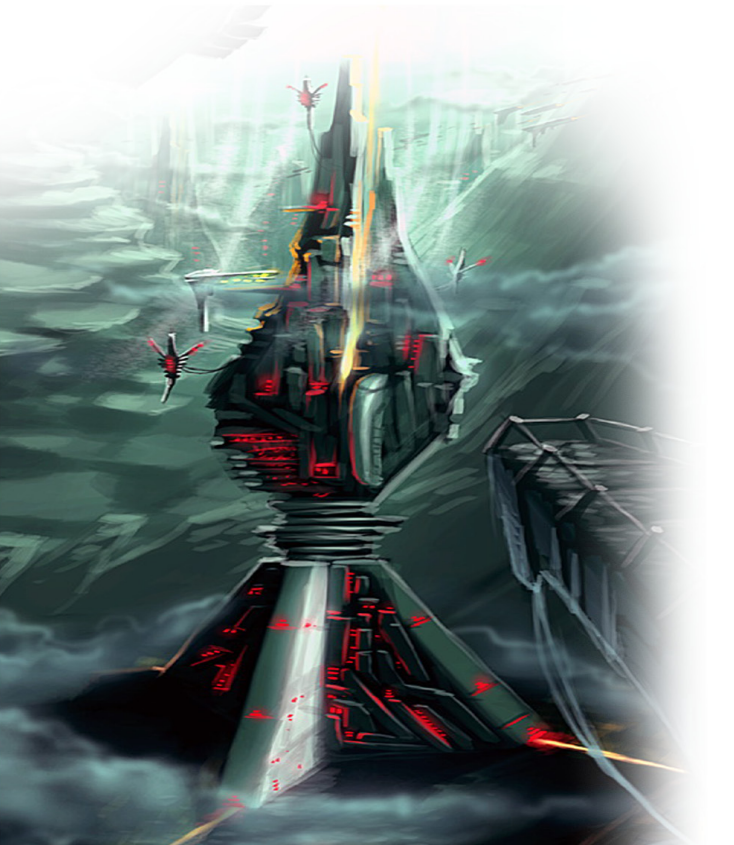
The material construction of a computer limits the capacity of the software that runs on it. Computers have a single Trait, and matching Skill that is used as a default. Both the Trait and Skill are simply called 'Computer,' and both have a die-type from d4 to d12. This value will tend to be lower on cheaper, poorly made, or out of date computers, and higher on more modern and better constructed computers, although the die-type maximums will always apply.

In terms of size there are only 2 distinctions – portable or placed. Even the extremely powerful computers of the future are miniscule by today's standards. The main limitation in their design is in cooling and power distribution. Generally speaking, portable computers are toned down in capacity to handle their poorer cooling and power systems.

Portable systems can be carried around, sometimes strapped to an arm or leg, on a belt or in a carry bag. Fixed computers usually have a larger-than-required chassis, and are connected to fixed power and cooling conduits. Portable computers are usually more expensive than fixed computers of the same capacity.

Computer die-type maximum

| Capacity | 'Portable' | 'Fixed' |
|----------|------------|---------|
| Micro | d6 | d8 |
| Mini | d8 | d10 |
| Main | d10 | d12 |



Encryption and security

It should be assumed that all data files and communications in High-Space are encrypted and intelligible only to the people for whom they are intended. Attempts to crack this encryption require a normal Programming success for static files, or a raise for live data communications. However, if the programmer has authorization/control of the computer data in question, or the Sec-comms Edge, the GM should assign a modifier to their roll.

Failure to decode the details of a file or into crack the communications of a computer will send a warning to the controller of that system if possible, and the computer will often try to send such emergency messages via unexpected routes if their normal gateway is blocked. On a roll of 'snake-eyes' the file owner/communicator will pick up the attack and be immediately alerted.

Systems

A computer, or any other program, cannot really accomplish anything on its own. It needs inputs to make decisions or to receive data, and outputs to affect the world around it and to provide data. These are called 'systems.' When a computer acts on its own, or a person uses a computer to do something, or a programmer changes running code, the end result will be apparent on the relevant system.

For example, a computer looking after the security of a home has motion detectors, voice stress analyzers, biometric readers (inputs), as well as alarms, high-voltage deterrents, and self-defense guns (outputs). The nuts and bolts of it is unimportant, and all together this would be called a 'home security system.' Each system can only operate once per round, although a computer can operate as many systems as it is connected to, their main virtue being that they can do many operations in parallel.

Control

The most important factor when using a computer to manipulate a system is to be in control of it, which is achieved by controlling the computer. When a computer or a programmer wishes to affect the systems of another computer they must roll higher than the value of the Computer die-type of the target computer. An aggressor computer operating under orders would use its own Computer Skill to do this, and a programmer would use their Programming Skill. If successful the aggressor gains as much control of that system as the target computer had, until they relinquish control or it is taken from them. Once control of a computer has been established the controller can either direct the computer to manipulate one of its systems using the computer's own Computer Skill, or manipulate that system themselves using their own Programming Skill.

Overrides

If a programmer or a foreign computer has control of a computer that comes under attack, then they can elect whether or not to direct the attacking inputs to their manual control (rather than let the host computer deal with them by itself). This is called a manual-override.

In this case, the target number for the attacker becomes the computer die-type of the programmer's Skill, or the Computer die-type of the controlling computer. Similar to the way Parry is used, the controller can also use an action to make a Programming/Computer roll which becomes the new target number and which can never be lower than the automatic target number. This lasts until the controller's next action and must be repeated if the controller wishes to maintain the override. Obviously this only works if the controller can do this before the incoming attack.

Direct damage

Instead of taking control of a computer, an aggressor can alternatively attempt to damage it and permanently reduce its Computer Skill.

The aggressor must declare this as their intent before they act, and they must succeed against the target number with a Raise. If they can achieve this they permanently reduce the Computer Skill by one point. The Computer Trait is unaffected, and given time, parts, and a successful Repair roll the Skill can be restored back up to the value of the Trait.

Computer Edges

Computers have Edges that are factored into the cost of their production. Where a Rank is stipulated as a 'Requirement' in the Edge, this indicates the Rank of the owner of the system (including the rank of the computer if it is actually a player character) for purposes of acquisition and retention (see the section on Acquisition).

Remote

Requirement: Veteran, Computer d10

Remote provides the computer with the ability to move independently, in the sense that it is 'remote' from connection to any other system except wireless systems – no power cords, data cables, no input cables, etc. Their main sensory input is via an array of optical cameras, microphones and extendable manipulators.

Computers usually have several options as to how they can move about. Typically this may

means that the computer can fly on tiny jets or fans, roll on tracks or wheels, or walk around on legs. More exotic options also exist, and wings and tentacles are not uncommon.

The power source of a Remote is designed for the operational lifetime of the material chassis, typically some kind of quantum device. However, remotes tend to run a little 'hot' and attempts to spot them using modern technology/scanners have a +2 bonus.

Because of their independent nature, computers with the Remote Edge suffer a -1 penalty when attempting to affect other computers and systems.

Positronic core

Requirement: Seasoned, Computer d10

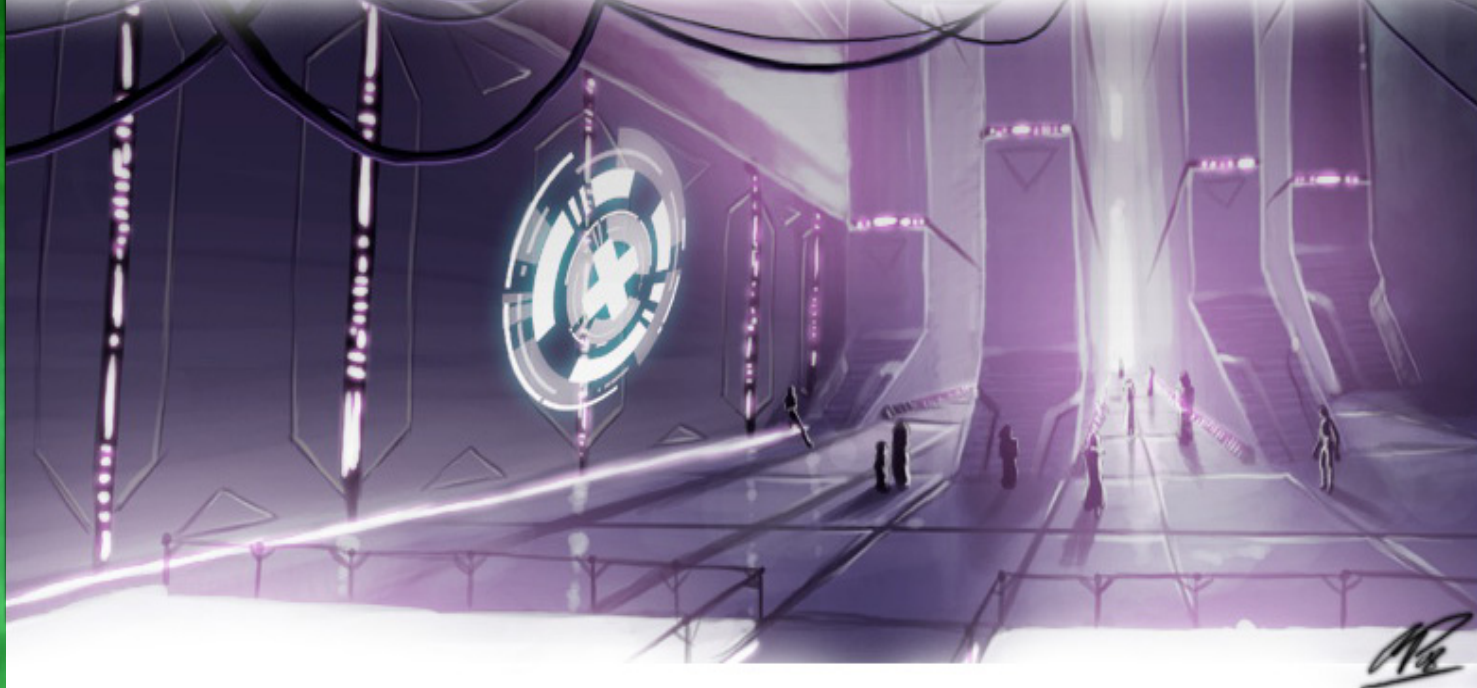
Most computers can store information and carry out self-optimization, but only those with a Positronic core can actually 'learn' in the human sense of the word.

At the end of each session Players may choose to allocate a maximum of 1 Experience Point from their character towards any computer-system with a Positronic core that their group used or interacted with.

A side-effect of this learning is that the computer will start to develop an apparent 'personality' – the personality will be most affected by those it learns the most from.

However, whether the new personality is aligned with or is inimical to the person it learnt the most from seems to be completely random.

Note that Positronic computer cores lose their accumulated experience when they are transplanted into new computers.



Expert systems (Skill)

Requirement: Computer d8

The computer is fitted with databases of knowledge and specific algorithms that enable it to operate one designated system with a +2 bonus. This bonus is not included if the system is over-ridden by a manual operator.

Security suite

Requirement: Computer d8

Any external attack to override or directly damage a computer must first overcome the Security Suite. Part of the Security suite is a delay mechanism that delays execution of the override/damage by 1 round, allowing the operator to intervene to respond before it occurs – including shutting down the computer.

A successful Security roll (or equivalent) can overcome the Security Suite on that round for the Programming action it is combined with (and thus both actions will have the -2 extra action penalty apply). A raise is required to also overcome the delay mechanism and have the damaging action go off that round.

Arms & Armor

What about big guns?

Advanced combat equipment is a staple of futuristic genres, and ranges from sophisticated x-ray guided multi-warhead micro missiles, to improbable reality bending weapons that work more like special-effects machines. Smaller weapons are popular too, not just big guns. Most small weapons have a 'Notice' modifier which is a modifier to spot them, when they are either concealed or disguised.

Shock weapons

Any successful hit by a shock weapon will automatically set the target's state to Shaken. Damage that normally results in a Shaken roll has no extra effect.

Plasma melee weapons

Assuming that a defender is parrying with a Plasma weapon and elects to use Defend or Full Defense, if the attacker then fails by 4 or less points then the attacking weapon is automatically destroyed unless it is also a Plasma or Effect-field weapon.

For example, if an attacker is fighting an opponent who is using Defend with a TN of 7, then a result of 6, 5, 4, or 3 will see the parrying plasma weapon destroy the attacking non-Plasma/non-Effect weapon.

Effect-field melee weapons

These are hefty melee weapons with internal 'effect field' generators – they setup energy fields with edges sharper than a sub-atomic particle, but are susceptible to field-generators. Against normal armor they have an AP of 4, but against field-generators they have an AP of 0. Because of their heft and weight, effect-field weapons are typically such items as shields, axes, maces, mauls, polearms, or even a heavy-cestus – requiring a significant amount of space to house the advanced generators that create the effect-field. An effect-field weapon will never be destroyed if it fails to hit a defender who is Defending with a Plasma weapon.



High-tech rounds (HTR)

With the exception of energy weapons, futuristic weapons are just better ways of propelling a hunk of metal at a person. The end result is usually the same because there is only so much damage a body can take. If a bullet travels so fast that goes straight through muscle, bone, and exits on the other side it is actually less effective when compared to a slower round that expends its full energy inside a body.

The most useful advances in modern firearms are in terms of their weight, magazine size, accuracy, and penetration of armor. Because of the millennia of research and development that backs firearms (gun-powder based or otherwise) they remain the most prolific of all terrestrial weapons systems.

Hard-Energy (HNRG) weapons

Hard energy weapons take advantage of the 'particle' properties of light, directing energized atomic and sub-atomic particles at a target in an effort to 'ablate' any armor and rupture the person beneath it.

In effect, HNRG weapons are akin to high-tech (HTR) firearms, except that they are more accurate but have a lesser range in atmosphere. In non-atmospheric conditions their ranges should be doubled.

Soft-Energy (SNRG) weapons

Soft energy weapons focus energy at a target in spectrums that typically ignore hard cover short of a bunker! The drawback is that this energy is prone to pass right through a human, alien, computer, or Synthetic without doing much damage.

The accuracy of SNRG weapons can be greatly disturbed by electro-magnetic fields, and thus they are rarely used in environments where the enemy has access to wearable and vehicular 'field-generators.'

A major benefit of soft-energy weapons is that the frequency of the energy they emit can be tuned to interfere with organic central nervous systems, inducing pain or a knock-out effect with little actual damage. A target hit by a soft-energy weapon, even if taking no damage after Toughness and Armor, is still forced to make an Equilibrium roll, with their normal modifiers and this regardless of whether or not they take a Wound. It requires a strong sense of self to handle having the energy patterns in your brain scrambled!

Shield-generators

A shield-generator establishes an invisible electromagnetic field that is not strong enough to deflect even the smallest bullet or solid particle weapon, but it will cause a soft-energy weapon to deviate off course – typically directing the attack into the ground or dispersing it in 360-degrees. Field technology is too heavy to be used in balanced melee weapons and is most commonly found in the form of backpacks and carried items.

Body armor

The best cut-and-puncture resistant armor is made from polymer chains of one variation or another, usually sewn over impact-stiffening polymer-foam cells. While good against projectile and particle weapons, this offers no defense against soft-energy weapons.

Notes for page 50:

**Effective weight when worn. Armor typically weighs more when carried than when worn.*

***Add +1 to all Agility, Strength, and Vigor Trait and related Skill rolls and to Pace, for each 'mark' of power-assistance, up to a maximum of +3 for 'Odin' level armor.*

High-Space Ranged Weapons

| Type | Range | Damage | RoF | Cost / Acquisition | Weight | Shots | Penetration | Notes |
|------------------|-----------|--------|-----|--------------------|--------|-------|-------------|----------------------------|
| Splinter pistol | 10/20/40 | 2d6 | 1 | 200 / Novice | 2 | 30 | AP 2 | HTR, Semi-Auto |
| Assault gun | 12/24/48 | 2d6+1 | 3 | 1000 / Veteran | 5 | 200 | AP 2 | HTR, Auto, 3RB |
| High-power Rifle | 25/50/100 | 2d8+1 | 2 | 500 / Seasoned | 7 | 50 | AP 2 | HTR, Snapfire, Heavy wpn. |
| Handcannon | 12/24/48 | 2d8+1 | 1 | 500 / Seasoned | 3 | 6 | AP 2 | HTR, Heavy wpn. |
| Las-pistol | 12/24/48 | 2d6+1 | 2 | 200 / Novice | 2 | 50 | AP 0 | HNRG, Semi-Auto |
| Las-gun | 12/24/48 | 2d6+2 | 1 | 500 / Seasoned | 4 | 400 | AP 0 | HNRG, 3RB |
| Particle-gun | 24/48/96 | 2d12+2 | 1 | 500 / Seasoned | 6 | 1 | AP 0 | HNRG, Snapfire, Heavy wpn. |
| Neutron-gun | 12/24/48 | 2d10+1 | 1 | 1000 / Veteran | 2 | 10 | AP 0 | HNRG |
| Airburner | 12/24/48 | 2d4 | 1 | 200 / Novice | 3 | 5 | AP 4 | SNRG, HE (sml) |
| Xcannon | 12/24/48 | 2d4 | 1 | 1000 / Veteran | 6 | 20 | AP 6 | SNRG, HE (sml) |
| HERF-gun | 24/48/96 | 2d6 | 1 | 500 / Veteran | 9 | 1 | AP 12 | SNRG, HE (lrg), Heavy wpn |
| Neutrino-rifle | 12/24/48 | 2d6-1 | 1 | 500 / Seasoned | 8 | 6 | AP 8 | SNRG, HE (med), Heavy wpn. |

High-Space Melee Weapons

| Type | Reach | Damage | Cost / Acquisition | Weight | Penetration | Notes |
|---------------|-------|----------|--------------------|--------|-------------|---|
| Shiv | 0 | Str+d4 | 0 / Novice | 1 | AP 1 | Notice -4 |
| Combat knife | 0 | Str+d4+2 | 5 / Novice | 1 | AP 1 | Notice -2 |
| Chainsaw'd | 0 | Str+d10 | 100 / Novice | 5 | AP 4 | |
| Shockstaff | 1 | Str+d4 | 250 / Novice | 4 | AP 1 | Shock |
| Electrogloves | 0 | Str | 200 | 1 | AP 0 | Notice -2, Shock, Touch attack, Unarmed |
| Plasma Sword | 0 | Str+d8+2 | 800 / Seasoned | 3 | AP 3 | Plasma |
| Field-Axe | 0 | Str+d10 | 1000 / Veteran | 20 | AP 4* | *Field, +1 Parry -1, 2 hands |
| Shockspear | 1 | Str+d6 | 300 / Novice | 4 | AP 2 | Shock |
| Mono-whip | 2 | Str+d6 | 500 / Seasoned | 1 | AP 4 | Notice -4, Unarmed |

High-Space Armour

| Type | Armor | Weight* | Cost | Notes |
|---------------------------------------|-------|-----------------|--------------------|---|
| Flightsuit | +1 | 5 | 200 / Novice | Integral temperature and radiation shielding, and 20 minutes air supply. Can be worn under other armours. -1 to all Agility based Skills while wearing. |
| Akrylar flightsuit | +2 | 10 | 200 / Novice | Peace-force grade protection |
| Clamshell | +4 | 20 | 500 / Seasoned | Typical military grade protection. Akrylar and diamond-fiber composite |
| 'Aesir' mark-1 power-assisted armor** | +4 | 5 | 2,000 / Veteran | Non-standard mil-spec protection. Integral power source, needs charging monthly. Heavy armor. |
| 'Zanir' mark-2 power-assisted armor** | +6 | 5 | 5,000 / Heroic | Non-standard mil-spec protection. Integral power source, needs charging weekly. Heavy armor. |
| 'Odin' mark-3 power-assisted armor** | +8 | 5 | 10,000 / Legendary | Non-standard mil-spec protection. Integral power source, needs charging daily. Heavy armor. |
| Personal-shield | +4 | 1 | 500 / Seasoned | AP versus soft-energy weapons only |
| Vehicular-shield | +8 | In vehicle (50) | 5,000 / Seasoned | AP versus soft-energy weapons only |
| Emplaced-shield | +16 | Emplaced (100) | 10,000 / Veteran | AP versus soft-energy weapons only |



Equipment

The basic equipment lists for 'mundane' and 'special' equipment in the Savage Worlds core rules work just as well in High-Space. Simply assume that everything is upgraded to match the level of technology in the game world. A 'flashlight' is still a flashlight, although it may be nuclear powered and work on multiple spectrums. Clothing is just as relevant and important, although the materials will be advanced, possibly even self-cleaning.

Food is as important as ever, and animals are useful on many planets and available in a wider selection. The computer rules have changed, and availability is based on the rank of the character rather than the money at their disposal at any particular time. Below is an additional list of items typical to sci-fi worlds, but because High-Space allows the imagination to run wild, remain open to letting your players get hold of any equipment they can think of – chances are it exists somewhere!

High-Space Equipment

| Item | Weight | Cost | Notes |
|-----------------|--------|-----------------|--|
| Jetsuit | 5 | 2000 / Veteran | Allows wearer to fly at a speeds of XS+ 5 as if a Transonic vehicle. |
| Jetboots | 2 | 1000 / Seasoned | Allows wearer to fly at running pace as if walking. |
| Anti-grav belt | 4 | 500 / Novice | Belt worn device allows wearer to rise/fall at crawling pace. |
| Plasmacutter | 2 | 500 / Seasoned | A pony-bottle sized cutter that can cut through one foot of steel per round up to several centimeters thick. |
| Chameleon suit | 1 | 200 / Novice | Adaptive camouflage adds +2 to Stealth rolls when worn on outer layer. AP +1. Can be worn under other armors without Stealth bonus. |
| Ghost suit | 1 | 2000 / Veteran | Predictive adaptive camouflage adds +4 Stealth to rolls when worn on outer layer. AP +2 (+5 AP v. SNRG). Can be worn under other armors without Stealth bonus. |
| Whisperer | 1 | 500 / Seasoned | Waveform cancelling static generator adds +2 to Stealth rolls. |
| Medkit | 6 | 200 / Novice | Intelligent medikit allows user to perform a single Medicine roll using their Smarts die-type. Must be replaced afterward. |
| Fusion canister | 2 | 200 / Novice | A back-pack power source capable of powering a typical household or a light/medium vehicle for a few months |
| Fusion backpack | 10 | 1000 / Veteran | A back-pack power source capable of powering a small/medium building or a heavy vehicle for a few months |
| Optovisor | 1 | 500 / Seasoned | A broad-spectrum visor allowing normal vision even in pitch-black lighting |
| Microvisor | 1 | 1000 / Veteran | A broad-spectrum visor with the ability to cut through cover under normal lighting, reducing all penalties for cover by 2. |
| Multivisor | 1 | 2000 / Heroic | A combination Opto/Microvisor in one unit |
| Magclamp | 2 | 200 / Novice | A magnetic clamp with a Strength of d12 |
| Scanner | 1 | 200 / Novice | Hand held scanner adds +2 to Search rolls |

Vehicles



Core Vehicle Rules

The technology on which a vehicle operates is not as important as the style/feeling that technology portrays in the game. 'Hover' vehicles imply energy and perhaps erratic movement. 'Floaters' imply a state of sublime technological grace. 'Multi-tracked' vehicles suggest a utilitarian feel with gritty realism. The major implication of the type of propulsion is whether the vehicle is 'earth-bound' and falls into the category of the ground cars in the core rules, or whether it is an advanced system that falls into the category of the High-Space vehicle rules (see the section on Transonic combat and chases).

Acquiring vehicles

Like other items of equipment, armor, and arms, while the ability to acquire an item may be influenced by the amount of currency on a character's cred-stick, the ability to hold onto a significant items such as a vehicle is a matter of Rank – see the section on Acquisition. Specific ranks are typically associated with specific vehicle makes and their respective civilian/military/experimental types.

Where a vehicle is designated as 'SS' that means it typically manages only Subsonic speeds. A vehicle marked as 'XS+' can manage Transonic and faster speeds.

By default civilian vehicles are considered to be unarmed, while military vehicles are armed. Arming a civilian vehicle increases the rank required for acquisition purposes.

Vehicle Acquisition by Rank

Novice Rank Vehicles

- Civilian ground car (SS)
- Civilian hover/floater car (SS/XS+)
- Civilian personal flyer (XS+)
- Personal civilian watercraft (SS)

Seasoned Rank Vehicles

- Civilian industrial vehicle (SS)
- Civilian heavy transport (SS/XS+)
- Civilian submarine craft (SS)
- Small military unit (SS/XS+)

Veteran Rank Vehicles

- Civilian aero-transport (XS+)
- Medium offensive military unit (XS+)
- Military construction vehicle (SS)

Heroic Rank Vehicles

- Experimental aircraft (XS+)
- Large offensive military unit (XS+)

Legendary Rank Vehicles

- Experimental military unit (XS+)

Subsonic (SS) vehicles

For combat and chases that involve subsonic vehicles, the Savage Worlds core rules are used. The GM should keep in mind that even the fastest XS+ aeros will be limited to SS speeds while in obstacle filled or human/animal populated areas. Travel and safety laws

will also apply, as well as common sense in not moving so fast that you can't turn quickly enough to make a corner to avoid crashing!

The basics for vehicles and vehicular combat are described in the Savage Worlds core rules, however, because these rules are better suited to ancient or contemporary 'terrestrial' combat, High-Space provides a newer, faster way of fighting!



Transonic (XS+) vehicles

Its all abstract

Transonic combat in High-Space is abstracted, not just the Chase scenes. This makes good sense in settings where 'cars' typically perform more like jet fighters than chariots. Initiative and speeds are just as important as before, but velocity (facing and direction) and weapon arcs are abstracted.

In play-testing the Transonic rules we worked out fairly quickly that maps did not add a lot to the action, and if anything they slowed it down, although they do add some clarity for complicated multi-vehicle scenes.

Initiative

XS+ vehicles move on the Initiative of their driver/pilot, as per the core rules. However, the initiative for all XS+ vehicles (and starships) is always resolved *before* the initiative for normal/SS vehicles due to the sheer speed with which they operate.

Speed and Range-increment

The Speed and Range-increment of a vehicle will fall within one of the following brackets, although specific vehicles may add/subtract individual modifiers to this. For example, an 'improved' military jet may have Speed = Militarized Aero + 2.

The 'Mach' value of the vehicle is used for its movement in Kilometers each chase/combat round. Kilometers are also used to record range-increments between objects in a scene.

The following are additional alterations from the core rules, specifically for adapting existing vehicles for High-Space, and also for highlighting the differences in the flavor and mechanics of these new vehicle rules.

Speed/Range increments

| Vehicle | Speed / Range inc. | |
|-------------------|--------------------|-----------------|
| Steed/Ground car | As per core rules | Subsonic |
| Hover/floater car | Mach 1/1 | Transonic |
| Civilian Aero | Mach 5/5 | Supersonic |
| Spaceship* | Mach 10/10 | Hypersonic |
| Militarised Aero | Mach 25/25 | High-Hypersonic |

**Spaceships, specifically in the High-Space rules for Starships, are capable of travelling at relativistic speeds but only when in the void of space. Their main limitation when travelling within atmosphere is the piloting reaction time and the super-heating of the air being pushed in front of them which can vaporize them! They are also not as streamlined or well-constructed for atmospheric flight as purpose-built Aeros.*

Unlimited fuel

Fuel is rarely a problem in the fusion-driven future. Additionally, advanced solar power and other technologies can continuously recharge a laser weapon or an electric engine.

Improved handling

Although vehicles still have to make handling rolls when travelling at Transonic speeds, the rolls have a +2 bonus.

Go anywhere!

Usually the 'Difficult Terrain' rules are ignored – or replaced for XS+ ground vehicles (cliffs and open water become difficult terrain, instead of just uneven ground and slippery roads).

Starships

Although the basic rules for Capital ships could be used, the full spaceship rules in the High-Space Fleet Manual are a much better choice for running a space combat.

Common sense!

There are some maneuvers that just don't make sense at Transonic speeds, such as 'close quarters' and jumping between moving vehicles – at such velocities even a speed difference of 1% means a 100km per hour relative speed difference!

Vehicle Capabilities

All XS+ vehicles have the following capabilities; otherwise they are similar to SS speed vehicles in the Savage Worlds rules of the same size and function.

XS+ Maneuver

Specialized jets and thrusters are required to maneuver craft at XS+ speeds. For most vehicles this value is 0. Badly designed or constructed vehicles may incur a -2 penalty, while those of superior design or construction may grant a +2 bonus to maneuvers and stunts.

Firing Arc

Whether the vehicle is studded with fixed guns, or sports a turreted aiming system, a better firing arc helps the crew to gain the required attack angle. Again the typical value is 0, with penalties or bonuses based on design within a +/-2 range.

Weapon load

Transonic vehicle weapons all have 3 descriptors:

Weapon range

The range in kilometers for which the weapon is effective. For Direct weapons this is usually equal to the Rank required to acquisition the vehicle, in kilometers. For example a Novice is Rank 1 so the range of the weapons they can acquire is 1km.

For Indirect weapons the range is usually three times the Rank required to acquire the vehicle. For example, the weapons on a vehicle that a Seasoned character could acquire would have a range of: 2 (Seasoned) x 3 (multiplier) = 6km.

Weapon load

How many shots the weapon holds before needing to be reloaded, which usually involves landing or docking. This is usually equal to the Acquisition Rank for Indirect weapons, and 10 times this for Direct weapons.

Firing type

Direct or Indirect firing. Indirect weapons can hit hidden targets as long as the attacker or an ally has a current attack angle on the target. Direct fire weapons must have a direct line of sight to the target.

Changing weapon ranges & Acquisition

If a civilian vehicle is outfitted with weapons the acquisition rank is increased by one. If a vehicle has customized weaponry the direct weapon rank can be increased by +1 kilometer by dropping the indirect weapon range by one multiplier, and vice versa.

Setup

The first thing the GM must do is to describe a clear outline of the environment for the chase/ combat area. The benefit of using abstract rules is that this description could be quite simple – at most it needs to be able to state ranges to other vehicles, major obstacles, and major navigational markers (cities, shorelines, mountains, etc.).

The size of the chase/combat is important and it should cover an area at least 250km radius from each participant to allow for high-speed maneuvering. However, the most important thing is that the description of the area contains the critical elements of the combat/ chase – the starting point, the destination, targets, safe zones, political borders, etc. Drawing this as a map may be useful to all involved, but the chase/combat does not actually take place on the map.

For every participant in the chase/combat you should note their approximate position and their starting XS+ speed in terms of Mach values, which will typically be half of their maximum speed for vehicles 'on patrol.' Bear in mind speed restrictions will usually apply over inhabited areas and this is not only because of the sonic shockwaves such vehicles generate. Given sufficient altitude this speed limit can be ignored, but such vehicles may well be operating with zero cover while doing so.

If all the characters are in large vehicles you should have them decide on their crew positions – not just the driver/co-driver, but gunners, engineers, navigators, etc. Particularly every crew member that operates a vehicle weapon needs to be noted.

Ranging

Now we have determined the scope of the fight, we assign 'Ranges-increments' in kilometers. Remember that unique models of vehicles can have specific Speed/Range-increment modifiers that affect this value.

Dice should be used to track the range increments between important participants. In matters of dispute, the GM's estimations trump the range-increment markers or any map. Percentile (100%) dice are useful for this given that some ranges can be quite large.

Actions

During the pilot's or crew's turn to act they may make one, but usually more actions – with the standard -2 penalty to all rolls for two actions, and -4 penalty to all rolls for three actions, etc.

For all of these actions the Skills of the characters involved play the largest role, modified by the capabilities of the vehicle.

Moving

By declaring a move on a pilot's action the vehicle moves as many kilometers as its Mach speed value in the desired direction. The character doing the move action must be a pilot or co-pilot but can be a different character in the vehicle from those doing any other action. The vehicle can only make one move per round.

The vehicle cannot turn while moving, but it can start moving in any direction regardless of it's previous direction.

Angle for attack

During its turn a pilot/co-pilot can attempt to bring their vehicle's weapons to bear on the enemy. The TN for this is based on the relative vector of the attacking vehicle, modified by its firing arc. Angling must be done in the same turn that any attack is attempted, and a successful attack angle is held only for that round, and will be lost at the end of the round regardless of whether or not the vehicle attacked.

Note that a successful attack angle can be shared amongst allied vehicles for Indirect weapons, assuming secure and clear communications, for as long as it is held. The character doing the angling action must be a pilot or co-pilot, but they can be a different character in the vehicle from those doing any other actions.

If the target's engines have been disabled and/or it is not moving, the attacker will gain an attack angle unless they roll snake-eyes, which indicates a failure.

Target Numbers for Angling

| Vector | TN |
|--|----|
| Attacker is moving towards the defender (head-on) | 4 |
| Attacking is moving between 45 and 135-degrees of the defender (side-on) | 8 |
| Attacker is moving greater than 135-degrees away from the attacker (rear-facing) | 6 |

Attacking

In the same round that a vehicle attempts to gain an attack angle on a target it will likely also attempt to fire its weapons. However, attacks can only be made if the attack angle is successfully gained. If an attack is attempted but the attack angle is not gained, the attack will automatically fail, and it still imposes a multiple action penalties to all die rolls that round performed by the same crew member. Attacks can be performed by the pilot, co-pilot, and gunners. For an attack to be successful the target must be in range, and the TN is 4 as per usual. Each weapon-load on the vehicle requires its own to-hit roll, and each roll is an attack action.

Defensive fire

When targeted by an indirect weapon, the targeted vehicle may react by firing one or more direct weapons. Either a pilot or a gunner can attempt defensive firing if they have a held action. A hit by defensive fire automatically destroys the incoming indirect weapon. The weapon declared as being held for defensive firing mode cannot be used to attack that Round. If it is used to attack first it also cannot be used for defensive firing.

Stunts

There are several stunts that can be performed to gain an advantage in Transonic combat. Stunts are designed for specific effects and a vehicle can perform only one stunt each round. Stunts can be performed at the same time as other non-stunt actions, and usually by a pilot, co-pilot or even a navigator. The GM should encourage the development of additional Stunts by the characters - or even have an NPC show the players a few new ones!

Hide engine signature

By selecting a defensive position relative to any attackers, the vehicle can make it harder for attackers to gain an attack angle on them. On a successful Piloting check, all attackers will suffer a -2 penalty to gain an attack angle until the vehicle's next turn. Increase the penalty to -4 with a raise.

Angle for deflection

By angling the vehicle to take a hit, it can sustain one successful attack against it until its next action without having to roll on the Vehicle Destruction Table. This requires a Piloting check, and the number of hits is increased +1 attack for each raise. This action can be performed by the pilot, co-pilot, or navigator.

Nape-of-earth

Flying at very low Nap-of-earth (NOE) altitudes - or extremely close to structures - is one way of avoiding detection. The character performing this maneuver sets their own TN for their Piloting check, which reflects how low they will risk flying. If successful, this TN also becomes the TN for any attacks against the vehicle until its next action. If the roll fails the vehicle must roll on the Vehicle Destruction Table. This action can be performed by the pilot, co-pilot, or navigator.

Using social skills

Just like Starship combat (see the High-Space Fleet Manual), if there are open communication channels with other vehicles, then it is possible to make Taunt and Intimidation rolls against their occupants.

Obstacles

Only extremely large obstacles, such as mountains affect Transonic chases/combat. Such obstacles are fairly easy to move behind if within range of a vehicle and the vehicle declares a move to do so. Obstacles block direct weapon fire, but not indirect weapon fire.

Damage

If a vehicle is hit while travelling at Transonic speeds it will invariably be destroyed. A vehicle travelling at such speeds that has taken a single hit must roll on the Transonic Vehicle Destruction Table.

Each hit is the equivalent of 1 Breach using the High-Space Fleet Manual. Only starships are constructed with the integrity to sustain more than a single Breach. A starship class vehicle that has taken more hits than it can endure must roll on the Ship Destruction Table in the Fleet Manual.

Additionally, any vehicle hit by a direct or indirect weapon from a vehicle travelling at XS+ speeds must also roll on the table.

Unless specifically stated, all High-Space SS and XS+ vehicles possess auto-ejection systems that will automatically trigger unless first destroyed. The type of ejection system deployed is usually an ejection seat with a drogue chute and integrated micro-jets that ignite before impact. The systems usually carry enough air to survive a decent from near-orbit as well as a landing in water with enough time to exit the system.

Vehicular Armor and SS speeds

In instances where XS+ vehicles are attacked while at SS speeds, their vehicular armor should be considered to be the same as that of comparable SS counterparts, if not clearly specified otherwise.



Transonic Vehicle Destruction Table

| Roll | Result | Description |
|------|----------------|---|
| 1 | Disabled | Vehicle intact but systems failing. All future actions except bailing out will suffer a -2 penalty. This penalty is cumulative with others. Distress beacons activated. |
| 2 | Crippled | Vehicle intact but systems dead. All future actions except bailing out will suffer a -2 penalty. This penalty is cumulative with others. Distress beacons activated. |
| 3 | Devastated | Vehicle falling apart and starts crashing. Distress beacons activated. Repair roll required to trigger the ejection system. |
| 4 | Splintered | Vehicle falls apart at high speed and all within are exposed to 1d6 damage per Mach speed of the vehicle. Distress beacons activate. Repair roll required to trigger the ejection system. |
| 5 | Disintegration | Vehicle falls apart at high speed and all within are exposed to 1d6 damage per Mach speed of the vehicle. Distress beacons fail. Repair roll with -4 penalty required to trigger the ejection system. |
| 6+ | Destruct | The vehicle's fuel and payload ignite and explode along with any anti-capture devices. All of the vehicles occupants are vaporized. |

Sample Transonic Vehicles

Sturmian 'zephyr' class Aero (Seasoned)

- Militarized Aero +0 (XS+, Mach 25)
- XS+ Man: +2 Firing Arc: +0
- 15mm HTR cannon (2km, 10 shots, Direct)
- 'Divine' Mark-7 Floater

Armed high-performance civilian floater (Seasoned)

- Civilian floater +2 (XS+, Mach 3)
- XS+ Man: +1 Firing Arc: +0
- 10mm HTR cannon (2km, 5 shots, Direct)

St.Cloud BL-484 Heavy Lifter (Veteran)

- Civilian Aero -1 (Mach 4)
- XS+ Man: +0 Firing Arc: n/a
- Unarmed

The Lantern

Islands in the clouds...

The character-based rules contained in this book are intended for play in the Lantern, a pressure-cooker of a setting that forms the third part of the High-Space rules.

Every rule, edge, and hindrance in this book can be used in the Lantern, as can the starship rules covered in the High-Space Fleet Manual.

The Lantern's is an island-nebula on the fringe of Human-space. Though cut off from the bulk of the galaxy, FTL travel has opened up the Lantern to exploration, as it did for previous civilizations that rose and fell throughout history.

The Lantern had been reluctant to give up it's secrets, but now those very secrets are set to change humanity forever. Will human-kind endure, or be relegated to the sands of history like the species that came before it?

Your actions might just tip the balance, one way or the other. Choose wisely.

