Science Fiction Bestiary Toolkit

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Sci-Fi Bestiary Toolkit

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Greetings foolish Earthlings! Smilin' Jack, supreme ruler of the universe, brings to your puny world a frightening array of advanced science.

What you have in your trembling hands is the first in a new series of Toolkits designed primarily for the GM. each book covers one important aspect of a genre. In case you missed it on the cover, this book details sci-fi aliens, monsters, and characters.

What's a toolkit do? Let me tell you what it doesn't do—it doesn't give you another rulebook.

Sure, it's got rules in, but they're optional with a capital "O." The aim of these toolkits is to make your life easier as a gm by giving you tools—remember that word, kiddies—to making your own setting as unique and exciting as anything my slaves produce.

they explore every aspect of a setting, and i mean every aspect. from designing a cool world to populating it with interesting cultures, from designing new weapons to cool artifacts, like power armor and starships.

A lot of what's in these toolkits is advice rather than gospel. you get to pick and choose the bits you want for your setting and discard the rest. and if you don't like what jack has to say, change it!

We've giving you the tools to make kick-ass settings—if your game falls flat after reading this, then it's your own fault for not following my advice!

Now, go make Jack proud before I destroy your world!

Introduction

Whether you've created your own Savage Setting, converted one, or you're using a published Great White Games product, the one thing every setting needs is antagonists. This product is designed to be a one-stop shop for all your sci-fi monster needs. This bestiary aims to provide something for everyone.

The first chapter, Populating Worlds, gives guidelines for creating your own alien beasts, as well as a quick creature generator for when you need something in a hurry. Although designed to produce mundane beasts, the alien equivalents of bears and lions, the addition of an unusual Special Ability can turn even the most boring creature into something truly weird and memorable.

There is also a quick system allowing you to create a myriad of alien races with just a few die rolls. If you setting has a wide range of races, you don't need to create them all in advance. When you need an alien, just take a moment to roll a few d20s.

The Strange Beasts chapter gives over 70 examples of "mundane" alien beasts, which can be used straight off the page in a variety of sci-fi genres. They range from small herbivores to truly immense carnivores.

Where as the Strange Beasts are "typical" animals, the Weird Alien section covers more fantastic creatures common to certain sub-genres, such as energy beings, psionic creatures, and uplifted animals.

In the Hazards chapter are numerous example hazards you can throw at your group, whether they are in space or exploring an alien world. From earthquakes to deadly hyperspace gravity wells, there's plenty of dangers to make the characters wish they'd stayed home.

The Robots section gives sample standard robots usable in a wide range of settings. Several robots were presented in the *Sci-fi Gear Toolkit*, and have been reproduced here for completeness.

The Archetype section contains stock Extras and Wild Cards. From assassins to cyberspace explorers and starship pilots to power-armor wearing starmarines, there's a range of common sci-fi stereotypes ready at your fingertips. Add an alien race template and a Hindrance or two, assign a personality, and you can turn even the simplest Extra into a fully developed character ready to aid or hinder the heroes.

What creatures you use from this volume is one of personal choice. Sci-fi is a large genre, covering everything from B-movie style games with ray guns and rocket ships, like the forthcoming *Slipstream* setting to settings where characters can cross the universe in millisecond. Take what you need and modify the rest.

Populating Worlds

There are three ways to populate your sci-fi universe with beasts. First, steal them from Savage Settings. Second, use the conversion guide in *Savage Worlds* to convert them from other systems. Third, build your own. This section takes a brief look at the latter.

Quick Beasts

Many sci-fi settings involve one or more alien planets, each with a unique ecosystem. Although we've included a selection of pre-generated beasts, there's no limit to what you can create to make a planet an interesting place to explore.

There are already a number of tools available to help making beasts easy—use existing beasts as templates, look through the Special Abilities listing in the rulebook, or check out powers attributed to mythological beasts and give them a sci-fi twist. For instance, you could use the dragon template for a swamp–dwelling creature that ignites methane stored in a special gland to produce a gout of flame..

There's no need to sweat buckets when you're creating a new beast—chances are your group is either going to kill it or run away, depending on its strength. Here's a quick system for making beasts in just a few minutes—all you need to do is think of a name and description.

This system produces mundane beasts, the alien equivalents of lions and cows. If you want to create a weird beast, just add a suitable Special Ability. Some settings may use Special Abilities not listed here, in which case you simply need to add extra Special Abilities. *Necropolis*, for instance, has both "regular" beasts and undead beasts. To make an undead creature, just add the Undead ability.

Table 1: Environment

These tables are optional. If you want a creature to live in a specific environment, just note any modifiers and move straight to Table 2.

Table 1.1: Gravity

d20	Result
1–4	**Low Gravity:** +2 modifier to Size Table roll. Reduce Toughness by 1 due to light frame (min 2)
5–16	**Normal Gravity:** No modifiers.
17–20	**High Gravity:** –2 modifier to Size Table roll except for Aquatic creatures. Increase Toughness by +1 due to denser build.

Table 1.2: Habitat

d20	Result
1	**Aquatic:** Pace underwater equals Swimming die type. Go to Table 2.
2–3	**Amphibian:** Pace underwater equal half Swimming die type +1. See New Monstrous Abilities (p.7) for dehydration.
4–5	**Arctic:** Cold Resistant (+2 to Vigor rolls to resist the effects of cold); –2 modifier to Size Table roll.
6–9	**Forest/Jungle:** No modifiers.
10–14	**Grasslands:** No modifiers.
15–17	**Desert:** Heat Tolerant (+2 to Vigor rolls to resist the effects of heat); –2 modifier to Size Table roll.
18	**Glider:** See New Monstrous Abilities (p. 8); –4 modifier to Size Table roll.
19–20	**Flyer:** See New Monstrous Abilities (p. 8); –4 modifier to Size Table roll.

Table 2: Size

Roll to determine the creature's size:

d20	Result
1–2	Tiny (Treat as a Swarm).
3–4	Tiny (–2 Size & Toughness)
5–9	Small (–1 Size & Toughness)
10–14	Average (+0 Size & Toughness)
15–16	Average (+1d4 Size & Toughness)
17–18	Large (+3+1d4 Size & Toughness)
19	Huge (+7+1d4 Size & Toughness)
20	Gargantuan* (+10+1d4 Size & Toughness)

Table 3: Type

Roll to determine the creature's type:

d20	Result
1–12	Herbivore
13–16	Omnivore
17–20	Carnivore

Table 4: Traits

As with characters, beasts have attributes and skills. The attributes are the beast's base levels. Since size and strength are generally related, each level of Size also adds or subtracts from Strength, to a minimum of a d4. Roll once for each of the five attributes. Smarts is always animal intelligence.

Once you've done this, roll for each of the beast's skills. Carnivores and omnivores have Fighting, Guts, Intimidation, Notice, and Stealth. Herbivores have Fighting, Guts, and Notice.

Not every skill needs to be used, and conversely you can add skills not commonly found among other members of the same type. For instance, a herbivore may have a method of appearing aggressive to ward off predators, and so have Intimidation skill. Likewise, a carnivorous plant probably has no use for Guts.

Aquatic or Amphibious beasts have Swimming in addition to any other skills. For a climber, add Climbing or the Wall Walker ability.

Modifiers: Herbivore: –2 Smarts and Fighting; Omnivore: no modifiers; Carnivore: +2 Fighting, Guts and Stealth.

d20	Result
1–4	d4
5–12	d6
13–17	d8
18–19	d10
20	d12

Stealing Is Good

There's more than one way to skin a cat, and the same is true of creating new creatures.

One very quick way is simply to use existing stats, say for a lion, with absolutely no modification. Just change the name and the description, and your players will be none the wiser.

A second quick method is to use an existing creature and add a new special ability. For instance, you could add Armor or Wall Walker to a bear's stats. Again, just create an appropriate description.

If you own more than one Savage Setting, steal Special Abilities from creatures in those books. The octopus stats in *50 Fathoms*, for example, provide rules for tentacles. You could create a creature based on the giant worm in the *Savage Worlds* rules and give it a writhing mass of tentacles, which is uses to grab prey and shove into its mouth.

Table 5: Abilities

All animals have Special Abilities in addition to their Size. Roll to determine how many, then roll on the subtable appropriate to the creature's type.

Entries marked with an asterisk (like this *) stack with each other—reroll other duplicate results.

The abilities presented below are fairly typical. If you want your beast to have an ability not listed, then assign it. Depending on your setting, you might have psionic animals, or ones that can duplicate certain powers, such as becoming invisible.

Remember that the guidelines presented here are just to help you get started. The only limit to the specifics of the countless possible alien races is your imagination!

d20	Result
1–6	1
6–13	2
14–17	3
18–19	4
20	5

Table 5.1: Herbivore Abilities

Unless you decide otherwise, herbivores have a base Pace of 6 and a d6 running die.

Their natural weapons inflict Str+1 damage, unless you roll a result on this table that grants them a more potent attack.

d20	Result
1–2	Slow (Pace 4, d4 running die)
3–5	Armor* (+1)
6	Chameleonic (+4 Stealth when stationary))
7–9	Fast (Pace 8, d10 running die)
10	Infravision (Halves penalties for poor lighting against living opponents)
11–12	Low Light Vision (Ignores penalties for dim and dark lighting)
13–14	Horns or Hooves (Str+2 damage)
15–16	Keen Senses (+2 to Notice rolls)
17	Horns or Hooves (Str+3 damage)
18	Timid (–2 to resist Intimidation Tests of Will)
19	Spiked or clubbed tail (Str+2 damage, +1 Reach)
20	Roll on the Omnivore Table, 5.2.

Table 5.2: Omnivore Abilities

Omnivores have natural weapons at Strength+1 damage. Natural weapon rolls on the table below replace this, except Tail, which adds another weapon.

Unless you decide otherwise, omnivores have a base Pace of 6 and a d6 running die.

d20	Result
1–2	Armor* (+1)
3–4	Claws or Bite (Str+2 damage)
5–6	Claws and Bite (Str+2 damage)
7–8	Claws or Bite (Str+3 damage)
9–10	Slow (Pace 4, d4 running die)
11	Tail (Str+1 damage, +1 Reach)
12	Poison (Vigor roll or die in 2d6 minutes; Roll on Table 4.5)
13	Infravision (Halves penalties for poor lighting against living opponents)
14	Low Light Vision (Ignores penalties for dim and dark lighting)
15	Pounce (The beast can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver however)
16	Burrow (As per the Monstrous Ability)
17–18	Fast (Pace of 8; running die d10)
19	Frenzy (May make an additional Fighting attack each action at –2)
20	Roll on the Carnivore Table, 5.3.

Table 5.3: Carnivore Abilities

All carnivores have a natural weapons (typically bite and claws) at Strength+2 damage. Any natural weapon roll on the table below replaces this ability with the exception of tail, which gives them a second type of weapon.

Unless you decide otherwise, carnivores have a base Pace of 8 and a d6 running die.

d20	Result
1	Armor* (+1)
2	Stun (Vigor roll or be Shaken and cannot attempt to recover for 1d6 rounds; Roll on Table 5.4)
3–4	Claws or Bite (Str+4 damage)
5–6	Claws and Bite (Str+3 damage)
7	Tail (Str+1 damage, +1 Reach)
8	Poison (Vigor roll or die in 2d6 minutes; Roll on Table 5.4)
9	Infravision (Halves penalties for poor lighting against living opponents)
10–11	Low Light Vision (ignores penalties for dim and dark lighting)
12	Paralysis (Vigor roll or be paralysed for 2d6 rounds; Roll on Table 5.4)
13	Lure (Treat as the *puppet*. Roll on Table 3 to determine the arcane skill level. The beast has 10 Power Points for this purpose only)
14	Pounce (The beast can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver however)
15	Burrow (As per the Monstrous Ability)
16	Fast (Pace of 10; running die d10)
17	Frenzy (May make an additional Fighting attack each action at –2)
18–19	Improved Frenzy (May make an additional Fighting attack each action at no penalty)
20	Fearless (immune to Fear and Intimidation)

Table 5.4: Potency

Some special abilities vary depending on the creature's ferocity. Poison, for instance, can have a variable potency. Roll on the table below to determine the strength of the creature's Special Ability.

d20	Result
1	Very Weak (Vigor rolls are made at +4)
2–3	Weak (Vigor rolls are made at +2)
4–6	Mild (Vigor rolls are made at +1)
7–14	Average (Vigor rolls have no modifier)
15–17	Strong (Vigor rolls are made at –1)
18–19	Potent (Vigor rolls are made at –2)
20	Lethal (Vigor rolls are made at –4)

Example Creature

After rolling the dice we end up with a forest-dwelling Size +3 herbivore from a normal gravity world. Looking at the *Savage Worlds* Toughness Modifier table, we see the beast is the same size as a small rhino.

Its attribute rolls produce Agility d8, Smarts d6(A), Spirit d4, Strength d12 (d6 + 3 die steps from Size), and Vigor d10. It's quite nimble, has average Strength for a creature this size, and is pretty resilient. Its skills give us Fighting d8, Guts d8, Intimidation d12, Notice d4, and Stealth d6. It has three Special Abilities—Armor (+1), Slow (Pace 4), and Low Light Vision.

Putting this together, we decide the herbivore lives in deep forests, where sunlight at ground level is patchy and weak (Low Light Vision) and where the tightly packed trees have resulted in the beast evolving a slow, lumbering pace (Slow). Its Armor is simply scaly skin.

The herbivore has a very high Intimidation and good Guts, but a low Spirit. We decide the Intimidation is an instinctive action—if the beast is attacked, it makes its scales stand up on end, making it look much bigger and giving the impression of fearsome spikes. This ties in nicely with its Guts and slow Pace—it simply can't outrun a carnivore. Its low spirit, we decide, is actually a slow nervous system—the beast simply takes longer to recover from being Shaken.

Although herbivorous, it has a decent Fighting skill but no special weapons. We decide to give it a Kick attack. Even without a damage modifier, its base Strength allows it pack a mean kick.

New Monstrous Abilities

These abilities have appeared in other *Savage Worlds* books, but are grouped here for completeness.

Dehydration

Certain creatures must immerse themselves in water (salt or fresh, depending on the species) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

Flyer

Flyers have a base Flying Pace of 10 (or higher if you want a faster creature). They do not have any special skill related to flying, in the same way humans do not have a Walking skill. All flyers have an Acceleration and Climb equal to half their Flying Pace. Flyers may "run" as well, using a d6 running die (unless you choose to increase it).

Flyers are usually far less mobile when they're on the ground, however. Ground Pace is normally 2, allowing them to hop or scurry in search of food. Flyers always have a d4 running die when on the ground, and usually only run to gain speed for takeoff.

Gliders

Gliders can glide with a base Pace of 8, descending 1" vertically for every 2" moved horizontally. They also gain a new Agility-based skill, Flying. Roll randomly on Table 4 to determine the glider's Flying skill die type.

A Flying roll during a round in which a creature glides allows it to stay level for that round. A raise allows them to climb 1", but sacrifices 2" of horizontal distance.

Gliders rely on air currents to remain aloft. A complete absence of wind ruins the gliding ability, causing them to drop like stones.

Plant

Only carnivorous plants need be detailed—common plants rarely pose much threat to animals or adventuring groups!

Plants share several common abilities.
• Called shots do no extra damage.
• Bullets, arrows, and other piercing weapons inflict half damage.
• Not subject to Tests of Will.
• Plant Wild Crads never suffer from Wound Modifiers.

Quick Aliens

Included in the main bestiary are generic archetypes, such as bounty hunter, starship crew, and psionicist. These are all created as humans for convenience, making them easy to customize, and because most settings feature a large proportion of humans. Your setting may have a huge number of alien species inhabiting the galaxy, and chances are you don't want to detail every race.

If you need a member of an alien race quickly, just roll two or three times on the Boon Table and once or twice on the Bane Table below. Apply the modifiers to an archetype and you have a fully detailed character in seconds.

Entries providing a bonus can stack (such as +1 Strength)—reroll other duplicates or results which cancel. Record the modifiers and the alien species name, and next time you need to use a member of the same race you'll have all the modifiers on hand.

Although you can use this system to create player character races, it does not always produce balanced results. The *Sci-Fi World Builder Toolkit* looks at creating balanced alien player character races in much more detail.

Boon Table

d20	Result
1	Large (+1 Size, +1 Toughness)
2	Fast Reflexes (Quick Edge)
3	Brainy (+1 die Smarts)
4	Keen Senses (Alertness Edge)
5	Long Limb/s (+1 Reach)
6	Strong (+1 die Strength)
7	Tough Skin (+2 Armor)
8	Aquatic (as Monstrous Ability)
9	Skilled (increase one skill by two steps)
10	Agile (+1 die Agility)
11	Psionic (Arcane Background (Psionics) Edge)
12	Multiple legs (Fleet Footed Edge)
13	Weird Optics (Infravision or Low Light Vision—pick one)
14	Willful (+1 die Spirit)
15	Natural Weapons (one at Str+2 damage)
16	Multiple Arms (Two Fisted Edge)
17	Warlike (+1 Parry)
18	Tough (+1 die Vigor)
19	Bulky (Brawny Edge)
20	Alien Physiology (+2 to Vigor rolls to resist the effects of heat, cold, or radiation—pick one)

Bane Table

Modifiers can reduce traits to a minimum of a d4. Some Hindrances have both a minor and major version)—the GM should decide which version the alien has, either randomly or to fit what has already been rolled.

d20	Result
1	Slow Movement (Lame Hindrance)
2	Weak (–1 Strength die)
3	Barbaric (Bloodthirsty Hindrance)
4	Strange Appearance (Ugly Hindrance)

5	Unusual Code (Code of Honor Hindrance)
6	Thick (–1 Smarts die)
7	Poor Hearing (Hard of Hearing Hindrance)
8	Small (–1 Size, –1 Toughness)
9	Clumsy (–1 Agility die)
10	Unusual Habits (Outsider Hindrance)
11	Racial Pride (Vengeful Hindrance)
12	Poor Physiology (Anemic Hindrance)
13	Peaceloving (Pacifist Hindrance)
14	Sheep (–1 Spirit die)
15	Alien Atmosphere (alien "drowns" in oxygen)
16	Unusual Customs (Vow Hindrance)
17	Limited Contact (Clueless among other races)
18	Poor Eyesight (Bad Eyes Hindrance)
19	Susceptible (–1 Vigor die)
20	Alien Physiology (–2 to Vigor rolls to resist the effects of heat, cold, or radiation)—pick one)

Villains

A villain can be anything from a lowly spacebum trying to mug the characters for loose change to a rogue naval admiral bent on conquering worlds and backed by a huge war fleet. He may be an incidental character in an adventure or lie at the heart of your Plot Points.

You can also use these guidelines for making allies, too—the same basic principles apply (though their motivations differ).

To create a villain you can either pick an archetype and use the guidelines for creating quick alien races, or you can just throw a package together—assign suitable traits, Hindrances, Edges, and Special Abilities as you need them.

Special Abilities? Sure, there's no reason why an alien can't have a Special Ability like Hardy or Poison. Just create a suitable reason for the ability existing.

The important thing to remember with villains is not to build them as regular characters. Heck, you don't even have to worry about meeting Edge requirements if you don't want. *Savage Worlds* is more about telling cool stories than it is about worrying about minor rules.

If you want to give your villain a backstory to help round out his personality and place in the world, then that's fine. Just remember though, he's a villain and the characters will probably be more interested in killing him then hearing about how he was kidnapped by pirates and earned his way up the ranks through hard work and treachery.

Example Alien

Following the principles outlined for creating aliens, we'll make up a quick sample.

The party contact a local pirate captain about some illegal goods. The GM knows the pirate and his crew are going to try and stiff the group and a fight could break out, so he opts to create a quick alien race for the entire crew. If he had more time, the GM could make several races and have the pirates be a mixed and motley crew. For now though, he sticks with a single race.

He wants to create a reasonably balanced race, so he rolls twice on the Boon Table and once on the Bane Table.

The results are Bulky, Long Limbs, and Alien Atmosphere. Instantly, the race begins to take shape and the GM can picture what the pirates will look like (even the sort of ship they might fly). Just these simple roll sis a great kick-start to the imagination.

So what does all this mean in game terms?

Well, the aliens have +1 Toughness, can attack the group at 1", but are wearing spacesuits (or maybe atmosphere suits or the alien equivalent). If the spacesuit helmets are punctured, the aliens begin drowning. This in turn suggests a particular fighting style for the alien pirates. The encounter starts to unfold in th GM's head...

All he needs to do is assign the modifiers to the Pirate Captain and Pirate archetypes, and he's got a crew of ruthless alien pirates ready to use. and the beginnings of an exciting encounter planned.

It's as simple as that!

Alien Beasts

Presented in this chapter are a number of beasts to help you quickly populate your alien worlds. They range from swarms of tiny worms to solitary gargantuan carnivores capable of eating a human-sized creature whole.

Although these beasts have specific names and descriptions, changing them into something new takes only a few moments. Changing one or more traits can turn a relatively harmless creature into a killing machine, and vice versa.

Altering the gravity gives a bonus or penalty to Size and Toughness. Even just changing the name allows you to use the same beast on different worlds without any other work required—the players don't see the stats and will be none the wiser that the Barbed Tongued Lizard and the Martian Devil Weevil are the same creature.

Acid Pitcher

Acid pitchers are carnivorous plants. Unlike most plants, they grow completely underground. As the seed grows, its thick, triangular stem—covered in a waxy skin—pushes upward, clearing a cavity above the roots.

When it reaches the surface, the root dies, leaving the waxy coating to form a pitcher in the ground about 2' deep and 4' across. Filling the pitcher is a powerful digestive enzyme, which looks, and smells, like water.

When an animal drinks from the pitcher, thick fronds lying just beneath the surface burst out and force the animal into the pitcher, where it is dissolved and digested. They locate their prey through sensing ground vibrations, but only to a range of 6 yards (3") from their center.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12, Vigor d6
Skills: Fighting d8, Notice d4
Pace: 0; **Parry:** 6; **Toughness:** 5
Special Abilities:
 • **Grapple:** Acid pitchers have 6 thick fronds, which function as rudimentary, and surprisingly quick, arms. The tentacles function as a whole and can only attack one target per round. On a successful grapple, the tentacles drag the victim into the enzyme, causing 2d6 damage per round. Escape requires an opposed Strength roll.
 • **Hard to Kill:** The heart of the plant lies deep underground. Each of its tentacles can take one wound, but destroying them does no harm to the plant. Once half of the tentacles are destroyed, the plant can no longer grapple effectively and withdraws the fronds into the soil.
 • **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half damage. Not subject to Tests of Will.

Alarm Bird

Alarm birds are small avians with long, stabbing beaks. They are scavengers, but with a difference—they actively lead carnivores to herbivores. Riding high on the wind, they use their keen eyesight to locate herbivores. They then circle the beast, calling out a shrill signal which can carry for many miles, alerting nearby carnivores to the meal. Once the carnivore has done his job, the alarm birds land to claim their reward.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Notice d10

Encounters

Each day the party spends exploring outside of a town, draw card from your action deck. If the card is a face card, an encounter occurs. Roll on the Encounter Table for that area to see exactly what the party has run into. If a Joker comes up, roll twice—the group has run into two things at once. Reshuffle the deck after every encounter.

Think about the encounter a bit before setting it up. A few minutes pause before you hit the heroes with some terrible beast or dire storm can make a "random encounter" a very memorable experience.

If your heroes are crossing the mountains and you roll Carnivore," for example, you might tell them the wildlife has gone quiet, or there's a fresh carcass up ahead. It's up to them whether they want to approach or not. Likewise, a swarm attack in a swamp shouldn't just be a quick roll. Describe the first few pests biting the heroes and causing giant welts. Let them take some action then adjust the encounter accordingly.

Pace: 0; **Parry:** 4; **Toughness:** 3
Special Abilities:
- **Bite:** Str+1.
- **Flying:** Alarm birds have a Flying Pace of 10", with a Climb of 3".
- **Keen Eyesight:** Notice rolls involving sight are made at +2.
- **Size –2:** Alarm birds are similar in size to ravens.
- **Small:** Opponents are at –2 to attack rolls against an alarm bird due to its size.

Arc Beetle

Arc beetles are armored insects with a distinctive yellow and blue striped shell. Protruding from their forehead are two long antennae that crackle with bioelectrical energy. Arc beetle can throw bolts of electricity from these antennae to a range of over 95 yards.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d6, Guts d6, Notice d6, Shooting d8
Pace: 6; **Parry:** 5; **Toughness:** 11(3)

Special Abilities:
- **Armor +3:** Thick shell.
- **Bite:** Str+2.
- **Electricity:** Arc beetles bolts of electricity from their antennae. This works as the *bolt* power, and the beetle has 20 Power Points for this purpose only. It uses Shooting as its arcane skill.
- **Size +2:** Arc beetles are over 8' long.

Avrok

Named after its discoverer, the avrok is an aquatic crocodilian of immense size. Rather than limbs, it has four paddle-like flippers it uses to steer itself, while it propels itself with its powerful tail. Its long snout has two layers of round teeth, serrated on all sides, which curve toward each other to form a deadly snare for prey.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10
Skills: Fighting d8, Guts d8, Notice d6, Stealth d8, Swimming d12
Pace: 0; **Parry:** 6; **Toughness:** 15(2)
Special Abilities:
- **Aquatic:** Pace 12.
- **Armor +2:** Thick hide.
- **Bite:** Str+2
- **Large:** attackers are +2 to attack rolls because of the beast's size.
- **Shake:** if an avrok scores a raise on its attack it has secured a strong grip. On subsequent rounds it proceeds to shake its head violently, allowing its teeth to saw through its prey. This causes 3d6 damage and no attack roll is required. Escaping requires an opposed Strength roll.
- **Size +6:** Avrok's measure 35'.

Barbed Tongued Lizard

Barbed tongues get their name from the sharp bony "teeth" at the end of their long tongue. The barbs deliver a poison which causes immense pain but little physical harm. This is used to stun prey before it can escape.

They have dark red scales, which they can flush with blood to turn bright red to startle potential threats. However, this means they have poor camouflage, and so they rely on speed and their extendable tongue to get close to prey before it can flee.

Attributes: Agility d8, Smarts d6(A), Spirit d4, Strength d12+1, Vigor d6
Skills: Fighting d12, Guts d6, Intimidation d6, Notice d6, Stealth d4
Pace: 10; **Parry:** 8; **Toughness:** 9
Special Abilities:
- **Bite:** Str+2.

- **Fast:** Pace 10; d10 running die instead of a d6.
- **Large:** Attackers are +2 to attack rolls because of their large size.
- **Low Light Vision:** No penalties for Dim and Dark lighting.
- **Size +4:** Barb tongues weigh 2000 pounds.
- **Tongue:** Str+1, +1 Reach. The tongue is tipped with bony barbs, which deliver a pain-causing poison. Anyone Shaken or wounded must make a Vigor roll or be stunned from the pain. Victims count as Shaken and cannot attempt to recover for 1d6 rounds.

Batspider

Bat spiders are a species of flying arachnid. Each spider is about 6" across, with two sets of bat-like wings extending from their back. Batspiders commonly dwell in forests or jungles, swooping down from trees to land on their prey's back. They are often found as solitary hunters, though sometimes as many as a dozen gather together. They never form true swarms.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Notice d8, Stealth d10
Pace: 4; **Parry:** ; **Toughness:** 3
Special Abilities:
- **Backbiter:** If a batspider has Surprise, it flies onto its opponent's back. The victim suffers an additional –2 penalty to attack the beast. Any attacker rolling a 1 on his attack die (regardless of the results of his Wild Die) hits the victim instead of the batspider.
- **Bite:** Str+2.
- **Flying:** Batspiders have a Flying Pace of 8" with a Climb of 2".
- **Poison (+2):** Any creature Shaken or wounded by a bite must make a Vigor roll or suffer the effects of the spider's venom. At the start of each subsequent round, the victim suffers 2d4 damage as the venom dissolves his flesh and muscle. A Healing roll at –2 neutralizes the poison.
- **Size –2:** Batspiders are 6" across.
- **Small:** Attacks are –2 to attack rolls against these creatures do to their small size.

Bleeder Bunny

Imagine a rabbit the size of a small child covered with scaly skin like that of an armadillo. Then enlarge its teeth to the length of an adult human's index finger. That's a bleeder bunny.

Despite their relatively small size, bleeder bunnies can kill much larger prey with a single bite. Their saliva acts as an anticoagulant, preventing the deep wound from clotting. All the bunny has to do is make one bite, then flee to a safe distance and wait for its prey to slowly bleed to death.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d8, Vigor d8
Skills: Fighting d6, Guts d6, Notice d10, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 6(1)
Special Abilities:
- **Armor +1:** Scaly skin.
- **Bite:** Str+2.
- **Bleeder:** A character Shaken or wounded because of a bite attack suffers 1d6 damage at the start of each round. A successful Healing roll stops the bleeding. Multiple wounds cause multiple d6 damage, but they do not stack. Roll the dice together, but treat them as individual 1d6 damages rather than summing them.
- **Pounce:** The bunny can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver however.
- **Size –1:** Bleeder bunnies measure 3' in height.

Bloodfly Swarm

Bloodflies are a constant nuisance on their homeworld. They have an acute sense of smell, and can detect blood up to several miles away. Indeed, bloodflies react only to the smell of blood—uninjured creatures have nothing to fear from them.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d8
Pace: 8; **Parry:** 8; **Toughness:** 5
Special Abilities:
- **Anti-coagulant:** Bloodflies inject an anti-coagulant into wounds to keep them bleeding. All Healing rolls (including natural healing)suffer a –2 penalty.
- **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in a Large Burst Template (victims in completely sealed suits are immune). Bloodflies only attck those who have already been wounded.
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

Bombardier Bird

The wings of a bombardier bird are more akin to those of a bat than a bird, having a thin membrane stretched between its claw and hip. Since any damage would leave the bird unable to fly, and therefore hunt,

they developed unique tactics for killing prey.

Rather than engage in any form of melee combat, they work as a flock, dropping a barrage of stones onto victims, bludgeoning them to death. Only when the prey is dead do the birds land to feast.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d10
Skills: Notice d8, Throwing d10
Pace: 0; **Parry:** 4; **Toughness:** 7
Special Abilities:
- **Bombs:** Bombardiers attack by dropping heavy rocks on their prey. Place a Medium Burst Template over the intended target, and then make a Throwing roll. On a success, the template drifts 1d4″ in a d12 direction (read as a clockface). With a raise there is no drift. On a failure, the drift is 2d8″. Damage to anything caught in the template is 3d6. Bombardiers make only a single attack before flying off to grab more stones, effectively ending the engagement.
- **Dodge:** Ranged attacks against a bombardier swarm are made at –1. They are +1 to Agility rolls to avoid the effects of area effect weapons, when allowed.
- **Flying:** Bombadier birds have a Flying Pace of 12″ and a Climb of 3″.
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally.

Bone Spider

Imagine a spider whose body is the size of your head, and whose legs are over 1′ long. Then cover it in black, segmented, bony armor. Finally, give it an extendible jaw, at the end of which are four sharp fangs between which is a circular mouth filled with teeth capable of cutting through bone. For the final touch, picture it as a flesh eater, willing to attack opponents larger than humans. This is the bone spider, a nightmarish creature from a desolate world.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Guts d10, Intimidation d6, Notice d8, Stealth d10
Pace: 6; **Parry:** 6; **Toughness:** 7(2)
Special Abilities:
- **Armor +2:** Bony shell.
- **Bite:** Str+3, AP1.
- **Fear:** Bone spiders are nightmarish creatures. Anyone seeing one must make a Guts roll.
- **Paralysis:** Anyone bitten by a bone spider must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Size –1:** Bone spiders are the same size as a human head.

Bore Worm Swarm

Bore worms are tiny but deadly creatures. They are nocturnal, and are attracted to body heat. When they contact flesh, they burrow through the skin (which feels like an insect sting to the victim), and begin eating it alive from the inside. Fortunately, for the victim, they only lay their eggs in dead flesh.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Notice d8
Pace: 4; **Parry:** 6; **Toughness:** 5
Special Abilities:
- **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- **Infravision:** Halve penalties for bad lighting against heat-producing targets.
- **Internal Feeding:** A swarm scoring a raise on a Fighting roll means that several dozen of the creatures have burrowed beneath the victim's skin. Victims suffer an automatic wound each day. Removing the bore worms requires complex surgery (Healing roll at –4) or 5 minutes exposure to high levels of radiation (which in itself can be deadly).
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

Bristled Gorer

Bristled gorers are mammalian herbivores, who use their four sharp tusks to dig up roots and tubers. Although predominantly flat, their teeth and jaws and more than capable of crushing thick tubers. They are quadrupedal and are covered in short fur, which stands on end when the creature is startled, and almost doubles its effective size.

The flesh of a gorer is extremely tasty, and native races hunt them. Despite being herbivorous, gorers are aggressive when provoked and their tusks are quite capable of slicing through flesh and bone.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8 , Vigor d8
Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6
Pace: 6; **Parry:** 5; **Toughness:** 6
Treasure: None
Special Abilities:
- **Berserk:** When a gorer is wounded, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2.

It also ignores wound penalties.
- **Gore:** If a gorer can charge at least 6" before attacking, it adds +4 to damage.
- **Tusks:** Str+1.

Chaser

Chasers are four-legged pack carnivores. They have shaggy-haired feline bodies, no tail, and a head more like that of a crocodile than a mammal. They are not equipped for dealing with the large herbivores of their planet in combat, and so evolved another tactic—they simply chase their prey, while making lots of noise, until it drops from exhaustion.

Chasers are clever enough not to get too close to their victims, for this may prompt them to make a last stand—something the chasers do not want.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d6, Vigor d12
Skills: Fighting d6, Guts d4, Notice d8
Pace: 10; **Parry:** 5; **Toughness:** 8
Special Abilities:
- **Bite:** Str+2.
- **Fast:** Chasers roll a d10 for their running die.
- **Harry:** Chasers aim to keep their prey moving at high speed until it drops from exhaustion. Roll a Vigor die for the prey and the chasers every 15 minutes. On a failure, the creature suffers a level of Fatigue. With a critical failure, it suffers two levels. Once the prey is Incapacitated, the chasers move in for the kill.

Croaker

Croakers are small, furry, nocturnal herbivores that feed on grasses and shoots. Their ears are huge in comparison to their bodies, and can swivel through 360 degrees. Croakers communicate by making loud croaking sounds, which can carry for miles. They are extremely timid creatures, and flee to their burrows if disturbed. Once safe, they emit croaking sounds at increased volume, partly to warn other croakers and partly to drive off predators.

Completely harmless to humans, their croaking, however, is loud enough to prevent sleep, even inside vehicles. Making a loud noise scares the croakers into their burrows, but as noted above, they then proceed to make even louder noises.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d6
Skills: Notice d8, Stealth d6
Pace: 6; **Parry:** 2; **Toughness:** 3
Special Abilities:
- **Big Ears:** +2 to Notice rolls based on sound.
- **Croak:** Characters trying to sleep within 1 mile of a croaker must make a Spirit roll (to ignore the sound) or be unable to sleep. If the croakers are within half a mile, the Spirit roll is made at –2.
- **Low Light Vision:** No penalties for Dim or Dark lighting.
- **Size –2:** Croakers are similar in size to rabbits.
- **Small:** Opponents are at –2 to attack rolls against a croaker due to its size.

Crusher

Crushers are similar to Terran crabs, but have a deep blue shell and a single claw, which sprouts from the underside of the armored body. As the name indicates, crushers attack by grasping prey in their claw and crushing it to death. Although they feed primarily on other armored life-forms, they are voracious hunters and attack anything they can fit in their claw.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Guts d6, Notice d6, Stealth d6, Swimming d8
Pace: 8; **Parry:** 6; **Toughness:** 10(3)
Special Abilities:
- **Armor +3:** Crushers have thick shells.
- **Claw:** Str+2.
- **Grapple:** A crusher which succeeds in a grapple maneuver inflicts Str damage on subsequent rounds.
- **Size +1:** These creatures weigh over 300 pounds.

Decapitator

Decapitators are large apes, similar in size to a gorilla, but with extended arms ending in sickle shaped, sharpened bones. They hang from branches by their prehensile feet waiting for prey to pass beneath. When it does, they slash with their scythe-like arms, aiming for the head.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10
Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d6, Stealth d10
Pace: 6; **Parry:** 6; **Toughness:** 9
Special Abilities:
- **Ambush:** If a decapitator Surprises its prey, it also has the Drop. It makes a Called Shot to the head.
- **Scythes:** Str+3.
- **Size +2:** Decapitators weigh over 1000 pounds.

Deep Diver

Deep divers, also known as snatch fish, are large sea creatures looking like a large sturgeon. Although quite capable of swallowing small prey, they also

tackle larger creatures. Rather than try to bite them to death, they use their jaws to get a firm grip, and then dive (or rise) to a depth where the pressure is deadly to their prey.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12
Skills: Fighting d8, Notice d6, Swimming d10.
Pace: 0; **Parry:** 6; **Toughness:** 8
Special Abilities:
- **Aquatic:** Pace 10.
- **Bite:** Str+2.
- **Pressure:** A deep diver that gets a raise on its bite attack grapples its prey and proceeds to dive, descending 10" each round.
Humans are poorly suited to intense pressures, such as those found underwater. For every 10" the fish dives, a character not breathing compressed air suffers an automatic level of Fatigue and starts to drown (see the *Savage Worlds* rules). Compressed air breathers suffer Fatigue for every 50".
- **Pressure Resistant:** Deep divers are immune to the effects of pressure and can change pressure rapidly with no adverse affects.

Denebian Spit Skunk

Denebian skunks are small, bipedal mammals with two short and stubby arms used purely for shoveling insects and grubs into the mouth. Their fur is dark blue, with a broad grey stripe running down the center.

While technically carnivorous, the skunk possesses little physical threat to large creatures. Indeed, the skunk is a rather timid carnivore, and rather than fight it spits a stream of sticky, foul-smelling saliva at foes, then scurries away. The odor of this secretion is so potent, that most sentient creatures—having smelt it once— are content to give the spit skunk a wide berth.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Notice d6, Shooting d6
Pace: 6; **Parry:** 4; **Toughness:** 4
Special Abilities:
- **Bite:** Str+1.
- **Saliva:** Range 2/4/8. Lands in a Small Burst Template as an area effect weapon. Any creature in the template is splattered with the foul-smelling goo and must make a Vigor roll or gain a Fatigue level. The worst of the stench wears off quickly, but until the victim takes a bath he has a –4 penalty to Notice rolls involving smell and has his Charisma lowered by 2 as well. Being on the receiving end of a second dose of the goo has no additional effect.
- **Size –1:** Denebian skunks are the same size at dogs.

Earthquake Beast

Earthquake beasts are enormous, long necked herbivores, similar to the diplodocus, but with six legs and a tail almost half the length of their body. They weigh so much that when they walk, the ground literally shakes.

They are notoriously stupid and shortsighted. Once they make their minds up to go somewhere, they walk through everything in their path—including buildings, vehicles, and creatures too slow to clear out of the way.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+11, Vigor d10
Skills: Fighting d4, Notice d4
Pace: 6; **Parry:** 4; **Toughness:** 21
Special Abilities:
- **Earthquake:** Characters within 36" of a moving earthquake beasts must make an Agility roll each round (a free action) or fall prone. A roll of 1, regardless of the Wild Die, means the character is Shaken as well.
- **Gargantuan:** Attacks are +4 to attacks rolls due to the beast's immense size. Heavy Armor. Stomp damage d12+25, less opponent's Size. This counts as a Heavy Weapon.
- **Hardy:** Not wounded by a second Shaken result.
- **Slow Nervous System:** The earthquake beast's slow nervous system means it barely registers pain and shock. It is +2 to recover from being Shaken and ignores all wound penalties.
- **Size +14:** Earthquake beasts weigh as much as 160 tons.
- **Tail Slap:** An earthquake beast can sweep all opponents in its rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is equal to the beast's Strength–2.

Energy Drainer

Energy drainers have a central, bulbous sac surrounded by a myriad of long tentacles. The sac is filled with hydrogen, which allows the energy drainer to float on he wind currents in the upper atmosphere.

They have no mouth, for they feed on electrical energy. First found on a world wracked by powerful electrical storms, energy drainers have proven to be a potentially deadly creature.

Drawn to the high-energy emissions of a starship's engines, energy drainers can easily be sucked into the intakes during landing maneuvers. Once on board, they latch onto the nearest section of hull and begin feeding.

Attributes: Agility d8, Smarts d4(A), Spirit d10, Strength d8, Vigor d6
Skills: Notice d6, Shooting d6
Pace: 2; **Parry:** 2; **Toughness:** 5
Special Abilities:
  • **Electrical Attack:** Energy drainers can channel their own bioelectric energy into a deadly bolt. Range 4/8/16, Damage 2d6, ROF 1. If draining energy from a power source (such as an engine), they can fire bolts indefinitely. Otherwise, they may only fire as many bolts per day as their Vigor die. Additional bolts can be generated, but this gives the creature an automatic level of Fatigue.
  • **Energy Drain:** Once aboard a starship, the energy drainer feeds on all sources of electricity, including bioelectrical. Everyone on the vessel must make a Vigor roll each day or gain a level of Fatigue. This can lead to death.
  • **Immunity:** Energy drainers are immune to electricity.
  • **Squeeze:** Energy drainers have no bones, and can squeeze through gaps only half an inch wide. This allows them to move through maintenance shafts and wiring ducts with ease.
  • **Wind Borne:** Energy drainers float in the upper atmosphere and are at the mercy of the winds.

Fisher Beetles

Fisher beetles are large flying beetles with four long tentacles instead of legs. They hover silently over woodland areas, using their Infravision to detect the body heat of prey.

Their name comes from their peculiar style of hunting. Rather than simply use their tentacles to grab prey, they dedicate one tentacle to holding a lure, be this a clump of plants or a small animal, and use it to lure the prey much as a fisherman does fish. Once satisfied the target is "hooked," they use their other tentacles to grab it.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+3, Vigor d8
Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Stealth d8
Pace: 4; **Parry:** 6; **Toughness:** 10
Special Abilities:
  • **Bite:** Str+3.
  • **Flying:** Fisher Beetles have a Flying Pace of 12" and a Climb of 3".
  • **Infravision:** Halve darkness penalties against heat-producing targets.
  • **Large:** The beetles's large size gives attackers +2 to hit.
  • **Size +4:** Fishers are 20' across.
  • **Tentacles:** The fisherattacks with its three long tentacles and uses the fourth as a lure. Make only one attack roll but add a +2 gang-up bonus if all the tentacles attack the same target. They have a Reach of 4". On a raise, the target is grappled and, if it does not break free, is drawn in and bitten as the fisher's next action.

Fireflies

Fireflies are nocturnal insects drawn to heat. They are actually herbivores. Plants on their planet actually radiate heat at night to attract the fireflies, who help with pollination. Human body heat is enough to attract swarms of fireflies, who do little but get in the mouth and nose (though this can pose a choking hazard).

Fires, such as those explorers might use to cook food, are a different matter, however. Vast numbers of fireflies are attracted to them and, being dumb insects, head straight into the heat. Unfortunately, fireflies are combustible. A handful produces little more than a bright flash, but a large swarm (such as that presented here) can result in terrific explosions.

Firefly swarms fill a Large Burst Template.
Attributes: Agility d10, Smarts d4(A), Spirit d10, Strength d6, Vigor d10
Skills: Notice d8
Pace: 10; **Parry:** 4; **Toughness:** 7
Special Abilities:
  • **Explosion:** If the swarm enters a fire, it explodes for 3d6 damage to all within a Medium Burst Template.
  • **Inhale:** A swarm buzzing around a character gets up his nose and down his throat. He must make a Vigor roll each round or suffer a level of Fatigue from choking on the insects. This can lead to Death.
  • **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

Flaming Shaketail

Flaming shaketails are armored reptiles who prefer their meat cooked. A special organ in the rear contains two volatile chemicals in separate chambers. When mixed, the chemicals react and combust on contact with air.

In order to mix them, the beast performs a telltale dance, raising its long, skinny tail and vigorously shaking its butt. It then squirts the volatile mixture through a tiny duct located under the tail. As well as squirting fire, shaketails have been known to explode when injured, a result of the gland rupturing and mixing the volatile chemicals.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Guts d6, Intimidation d8, Notice d6
Pace: 8; **Parry:** 4; **Toughness:** 6(1)
Special Abilities:
  • **Armor +1:** Scaly hide.
  • **Bite:** Str+1.
  • **Explosion:** When a shaketail is damaged, there is a chance that its special gland ruptures. Roll a d6 for injury to the torso. On a d6, the chemicals mix and explode, causing 3d6 damage to everything within a Medium Burst Template. The shaketail is automatically killed in the explosion.
  • **Volatile Burst:** Shaketails squirt fire using the Cone Template. Every target within this cone may make an Agility roll at –2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A shaketail may not attack with its bite in the round it breathes fire.

Flesh Ant

Although flesh ants will attack small creatures, they are primarily scavengers, feasting on carcasses (or sleeping characters). Although called ants, the resemblance is superficial save for their pincers, which are powerful enough to shred spacesuits. Fortunately, flesh ants do not hunt in swarms, preferring to live in colonies of around 20 members.
Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d4, Vigor d4
Skills: Fighting d6, Intimidation d6, Notice d8, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 2
Special Abilities:
  • **Bite:** Str+3.
  • **Fearless:** Immune to Fear and Intimidation.
  • **Size –2:** Flesh ants measure 6″ long.
  • **Small:** Attackers must subtract 2 from any attack rolls made against the creature because of its size.

Garman's Folly

Named after their first human victim, Garman's Follies are actually herbivorous in their adult stage. They have a life-span of just a few weeks, and in that time seek to fulfill one overriding instinct—to reproduce.

Resembling a cross between an aardvark and a sheep, Follies appear harmless creatures. Indeed, they never run from predators (including characters), but actually seem friendly, issuing soft snorting sounds as they waddle closer to their unsuspecting victim. They even chew on vegetation to add to the lure. Once within range, a hidden tail strikes out from beneath their woolly coats, stabbing into their victim's flesh with the aid of a sharp, bony spine. Although the spine is relatively harmless, it serves a more deadly purpose.

Contained within the tail are hundreds of microscopic eggs, which are injected into the flesh of the victim on a successful hit (one which causes as least a Shaken result). After one successful attack, the creature dies, its biological duty fulfilled.
Attributes: Agility d6, Smarts d8(A), Spirit d12, Strength d6, Vigor d8
Skills: Fighting d6, Notice d8, Stealth d8
Pace: 8; **Parry:** 5; **Toughness:** 5
Special Abilities:
  • **Fearless:** Immune to Fear and Intimidation.
  • **Infection:** On any hit which causes a Shaken or wound result, the victim must make a Vigor roll or be impregnated with hundreds of eggs. One week after implant, the eggs hatch and begin eating their host from the inside, causing 2d6 damage (armor doesn't help). Damage is taken every day until either the larva break out (takes one week and causes an automatic wound) or all the hatchlings are removed. The latter requires surgery and a successful Healing roll at –4.
  • **Size –1:** Garman's follies are the same size at dogs.
  • **Tail:** Str+1 damage, +1 Reach.

Harpoon Tree

Note: This creature first appeared in *Evernight*, but is ideally suited for a sci-fi setting.

Harpoon trees are intelligent, ambulatory trees with numerous barbed thorns set within their trunks. The thorns are the size of spears, and are attached to the interior of the tree by strong vines. The tree tries to kill its victims with its "harpoons," then drains the nutrients from the corpse.
Attributes: Agility d4, Smarts d10(A), Spirit d6, Strength d12+2, Vigor d12
Skills: Fighting d10, Notice d8, Stealth d6
Pace: 4; **Parry:** 7; **Toughness:** 15(4)
Special Abilities:
  • **Armor (+4):** The harpoon tree has a 6″ thick layer of wood and bark surrounding a core of viscous red blood.
  • **Harpoons:** Though the harpoons seem like ranged attacks, the tree actually uses its Fighting with a Reach of 5. It can attack with 1d6 different spears each round. Subtract one from this roll for each victim it currently has speared.

A victim hit by a harpoon suffers Str+2 damage.. If the attack hits with a raise, the victim is impaled as well. He's instantly pulled toward the tree and smacked against it for an additional 2d4 damage.

The barb is thick and jagged, so the only way to get free without ripping out one's internal organs is to cut it off and pull it through the pointed end. This causes an automatic wound, so a medic should be standing ready.
• **Size +3:** The harpoon tree is nearly 24' feet tall.

Harpooner

Harpooners are large slugs with what looks like a horn growing from the front of their head. The horn is, in fact, a specialized weapon. Connected to the body by a thin but tough length of sinew, the harpooner can build up internal pressure within its head, which it then releases, firing out the horn and trailing sinew.

When it strikes flesh, the barbed horn sticks fast. The harpooner can then use muscles to drag the harpoon, and whatever it has struck, to the harpooner's waiting mouth.

Harpooners crawl into small nooks and crannies when they are young, and remain their for the rest of their lives, growing only as much as the hole allows. If attacked, harpooners withdraw their head back into the hole.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12, Vigor d10
Skills: Fighting d4, Guts d8, Notice d6, Shooting d10
Pace: —; **Parry:** 4; **Toughness:** 9
Special Abilities:
• **Bite:** Str+2.
• **Harpoon:** Range 3/6/12, Damage Str+2. A harpooner can reel in a missed shot at a rate of 3" per round. If the victim suffers a Shaken or wound result, the slug begins to draw the harpoon back to its waiting mouth. This requires an opposed Strength roll. The harpooner drags the victim 2" per success and raise. The connecting sinew has Toughness 8. Severing it requires the attacker to inflict a wound, but this does not affect the harpooner, who grows a new harpoon in 1d6 days.
• **Size +2:** Harpooners can grow to as much as 30'. This specimen is a mere 9' long.

Haze Barnacle

Haze barnacles are molluscs, spending much of their time hunkered down in their thick shell. A series of fine nozzles on the top of the shell produces puffs of purple gas (the creature's exhalations).

When prey nears, the creature puffs out a cloud of deadly poisonous spores. Only when the victims have stopped moving does the barnacle slowly crawl onto them and begin feasting.

Encounter Difficulties

This advice first appeared in 50 Fathoms. *However, it applies to all settings, so we've printed it again.*

You might be wondering about the difficulty of the encounters listed throughout this book. Are they intended for characters of Novice Rank? Seasoned?

The answer is none of the above. The encounters are created to reflect the natural organization of the characters or creatures listed. That means your group had best be warned that this isn't like certain other games that automatically set the challenge level to something they can deal with. Sometimes a dragon needs to be avoided, or clever tactics or hired swords are needed to defeat it.

We do this both because it's more natural, it's more of a challenge, and any system we created would have a difficult time fitting the nature of your characters. If the player characters hire 40 veteran mercenaries, it doesn't make sense that every group of space pirates and hostile aliens suddenly grows exponentially to defeat them. That means that just as in real life, exploring the world with a larger party is much safer. Of course it also means the heroes have to feed the extras and provide them a share of the pay (or treasure) as well. They must also contend with the many mutineers and other troublemakers who are likely to infiltrate their army. There are bad apples in every bunch, as the old saying goes.

All that said, the GM should tweak encounters to fit the nature of his party. If they truly are walking around in a group so large nothing is a threat, feel free to up the difficulty of encounters that make sense—such as packs of carnivores. You'll have a good handle on what your party can handle after a few sessions without the need for some sort of formula. And don't worry if the heroes lose a few extras along the way. Even famous heroes rarely make it to the finale of their adventure with all their loyal men.

As well as being a lethal weapon, the poison also serves as a potent deterrent.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d4, Vigor d10
Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d6
Pace: 2; **Parry:** 5; **Toughness:** 9(2)
Special Abilities:
- **Armor +2:** Shell.
- **High Gravity:** +1 Toughness.
- **Poison (–2):** Small Burst Template. Victims who fail their Vigor roll die in 2d6 minutes. Characters in completely sealed suits are immune.
- **Size –1:** Haze barnacles measure 2' across.
- **Slow:** Barnacles use a d4 running die instead of a d6.

Huggers

Huggers are an unusual alien species which feed off carbon dioxide emissions, such as those found in breathing exhalations. They attack by leaping at the face of their prey, smothering them, and then suffocating them into unconsciousness. They then secrete chemicals which keep the prey unconscious. The victim eventually dies from thirst.

Huggers are spider–like creatures, but with no fangs, eyes, or visible mouth. They prefer to attack at night, when their prey is sleeping.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d10
Pace: 8; **Parry:** 6; **Toughness:** 5
Special Abilities:
- **Size –1:** Huggers are 2' across.
- **Smother:** If a hugger gets a raise on its Fighting roll, it has managed to secure a hold around the victim's face. Treat this as a Grapple, except the victim gains a level of Fatigue each round the grapple is maintained. This can lead to Incapacitation, but never Death. Once Incapacitated, the prey remains that way until the hugger is removed or the victim dies.
- **Unusual Sense:** Huggers can sense carbon dioxide emission with pinpoint accuracy. Treat this as Infravision, with the hugger halving penalties for darkness against living creatures not breathing through any sort of rebreather or enclosed air supply system.

Ice Worm

Native to arctic regions, ice worms are monstrous creatures swathed in dense layer of fat and coated in thick, white fur, with mandibles capable of tearing through vehicle armor. They hunt through

Encounter Tables

Whether or not you wish to create encounter tables depends on the need of your setting. If the heroes are going to spend much of their aboard ships or spacestations, with only minimal visits to planets, you'll be better off introducing alien beasts as scripted parts of adventures rather than creating a random table.

If, on the otherhand, the heroes are going to spend time exploring many worlds, it's best to have a few encounter tables ready.

Rather than you give a set of detailed tables, we provide a blank template. Simply insert a beast of your choosing of the suitable type, and your table is ready.

d20	Result
1–3	Carnivore
4–10	Herbivore
11–12	Omnivore
13–17	Herbivore
18–20	Carnivore

sensing vibrations, and can detect a moving human at 300 yards.

Despite the dangers involved in hunting them, local sentients value them for their meat and fur. Ice worms have been known to attack vehicles, which they can sense from several miles.

Although the stats below represent an adult, creatures as long as 100' feet have been reported in the deep wastes.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+10, Vigor d10
Skills: Fighting d6, Guts d8, Intimidation d10, Notice d10, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 21(4)
Special Abilities:
- **Arctic Dweller:** Vigor rolls to resist the effects of cold are made at +2.
- **Armor +4:** Thick fur and fat.
- **Bite:** Str+3
- **Burrow (20"):** Ice worms can disappear and reappear on the following action anywhere within 20".
- **Gargantuan:** Attackers gain +4 to attack rolls

due to the beast's immense size. Heavy Armor. Slam damage d12+20, less opponent's Size. This counts as a Heavy Weapon.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size +10:** Ice worms are usually well over 50' long and 10' or more in diameter.

Iduna Spit Worm

Discovered in the forests of Iduna, the spit worm is similar to Earth's centipedes. The creature measures 5' in length, covered in brown, soft, flexible chitinous plates, and scuttles about on its 40 clawed legs.

Although it has mandibles, its primary mode of attack is to spit paralyzing venom. In order to do this, the worm rears up on its hind segments and curls itself into an "S" shape. It then uncoils, firing a glob of sticky, green venom, which can reach distances of 24 yards.

Spit worms are tenacious creatures, willing to face down larger predators. Its distinctive rearing "S" shape serves as a warning to predators fancying it as a meal.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d6, Guts d8, Intimidation d8, Notice d8, Shooting d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 6
Special Abilities:
- **Bite:** Str+2.
- **Infravision:** Halve darkness penalties against heat-producing targets.
- **Paralysis (+0):** Range 3/6/12. Anyone not wearing a sealed body suit (such as a spacesuit) struck by the poison must make a Vigor roll or be paralyzed for 2d6 rounds.

Impaler

Impalers are among the top carnivores on their homeworld. They have four muscular legs and a thick tail forming their lower body. From the front of the torso protrudes a thick vertical "neck" which ends in a huge, forward-facing gaping maw filled with rows of razor-sharp triangular teeth.

The neck actually comprises the creatures head and upper body, and holds the stomach, lungs, and heart. Extending from the lower part of the neck are six arms, each tipped with four spear-like claws arranged in a square. Impalers attack by stabbing prey with their claws, then attacking with their fearsome teeth. Despite having six arms, they are quite short in comparison to the beast, and it may only attack one target at a time with them. However, it uses all six independently.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+2, Vigor d10
Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Stealth d4
Pace: 8; **Parry:** 6; **Toughness:** 12(2)
Special Abilities:
- **Armor +2:** Thick, leathery hide.
- **Bite:** Str+3.
- **Claws:** Str+2. Although the impaler attacks with all six of its claws, it makes a single attack roll with a +5 gang-up bonus.
- **Size +3:** Impalers stand over 10' tall.
- **Stab and Grab:** An impaler scoring a raise with its claw attack has impaled its foe. The beast may then attack with its bite, gaining +2 to attack.

Irritant Skunk

Irritant skunks are actually reptile similar to a komodo dragon (only herbivorous). Their name comes from their ability to squirt a caustic liquid from their mouths when threatened, which causes severe irritation and small blisters to erupt.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12, Vigor d10
Skills: Fighting d4, Guts d6, Notice d8, Shooting d8
Pace: 6; **Parry:** 4; **Toughness:** 8
Special Abilities:
- **Bite:** Str+1.
- **Irritant:** Uses a Shooting roll with a range of 2/4/8. Victims not wearing a fully-sealed suit suffer severe skin irritation and suffer –1 to all trait rolls until they douse themselves in at least a gallon of water. The effects of multiple sprays stack.
- **Size +1:** Irritant skunks measure over 8'.

Jester Monkey

Jester monkeys appear very similar to chimpanzees, only their fur is yellow and their craniums are 25% larger. They are omnivorous, but prefer carrion to hunting live prey.

Their name comes from their remarkable gift of mimicry. They are able to quickly learn and copy the mannerisms of sentients, even going so far as to use tools—and weapons. Although clever, jester monkeys do not have the intelligence to actually use the actions it sees beneficially—it simply repeats what it has seen. Thus, if it watches someone drive a vehicle, it can repeat the actions. It has no true understanding of what it is doing, however, and has no concept of safe-driving or applying the brakes to avoid collisions (unless it saw that particular action performed).

They have no ability to mimic sounds, but do produce "monkey noises" that mimic the general tone of words spoken to them.

Despite their comical behavior and lack of interest in attacking humans, they are considered a medium-grade threat and are illegal as pets in many systems.

To date, they have been responsible for over a dozen deaths through accidental discharge of firearms and three deaths from an attempt to drive a main battle grav tank belonging to a starmarine squad. An attempt by a jester monkey to fly a starship was caught just in time and a fatal collision narrowly averted.

Attributes: Agility d8, Smarts d10(A), Spirit d6, Strength d8, Vigor d6
Skills: Climbing d10, Fighting d6, Guts d6, Intimidation d8, Notice d10, Swimming d6, Throwing d8
Pace: 6; **Parry:** 5; **Toughness:** 4
Special Abilities:
- **Bite:** Str+1.
- **Mimicry:** A jester monkey that watches a character use a physical skill can make a Smarts roll. With a raise, it gains an effective d4 in the skill for the next hour. The monkey can only copy actions, however—a monkey with Shooting may fire off a few shots randomly, but it isn't going to switch to full auto and start picking out individual targets.
- **Size –1:** Jester monkeys are the same size as chimpanzees.

Juice Sucker Spider

Juice suckers are giant spiders who haunt dense forests. As well as a venomous bite, they have an extendible proboscis, which they use to suck the juices from prey caught in their webs.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d10
Skills: Climbing d10, Fighting d8, Notice d6, Shooting d8, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 7
Special Abilities:
- **Bite:** Str+1.
- **Poison (–4):** The bite of the spider causes instant paralysis for those who fail their Vigor roll. It lasts for 2d6 minutes.
- **Proboscis:** Any creature webbed is subject to a proboscis attack. It causes Str+2. On a wound result, the proboscis has punctured the skin and the spider begins squirting in a digestive enzyme and sucking out the resultant goo. Victims suffer 2d6 damage per round, and armor provides no protection.
- **Webbing:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at –4.

Lepman's Grazer

Named after the explorer Arno Lepman, who discovered these beasts, Lepman's grazers are extremely large herbivores. Their physiology is strange, in that their head appears to be a wide, flat lump of dense bone with no obvious features.

Covering this are millions of tiny pits, each an olfactory sensor. The eyes, which are small and suited only to close-range work, are located on the underside of the head, along with an elephant-like trunk. Unlike the elephant, however, this is not a grasping appendage but the mouth and neck. While the grazer can only see what it is eating, it can remain alert for predators without having to stop eating. Grazers have to eat at least their own body weight in vegetation each day.

Their bony head is actually a weapon, used in mating rituals, and to butt predators. They have been known to severely damage APCs and other light vehicles, which they mistake as a threat.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+8, Vigor d12
Skills: Fighting d8, Guts d10, Notice d8
Pace: 6; **Parry:** 6; **Toughness:** 18(2)
Treasure: None
Special Abilities:
- **Armor +2/+4:** Thick hide on the torso and legs (+2). Dense bony head (+4).
- **Hardy:** Grazers do not suffer a wound from being Shaken twice.
- **Headbutt:** Str+2. Heavy Weapon. A grazer cannot headbutt anything of Size +2 or smaller.
- **Huge:** Attackers have +4 to attack rolls against these beasts due to their size.
- **Size +8:** Grazers weigh over 25,000 pounds.
- **Trample:** If a grazer takes a run action, it tramples everything in its path. Make a single Fighting roll against all targets. Victims suffer Strength damage. The grazer may only move in a straight line while performing this maneuver.

Lesser Spotted Ironclaw

The "lesser spotted" part of this carnivorous creature's name is actually a joke. Many first-timers to the beast's homeworld believe it means there is a greater spotted ironclaw, or that the beast has few spots. In fact, the name refers to the creature's amazing chameleonic ability. Although furry, it has the ability to alter the color of its fur by flushing it with blood.

While it cannot blend in with every background, it can add dark patches to resemble the mottled vegetation of its forest home.

The latter part of its name does refer to its claws, which while not made of iron, can rip through low-protection body armor with great ease.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12, Vigor d8
Skills: Fighting d8, Guts d10, Notice d8, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 8
Special Abilities:
  • **Bite:** Str+2.
  • **Chameleon:** If the ironclaw is in vegetation and moves half its Pace or less, it gains +4 to Stealth rolls.
  • **Claws:** Str+3, AP 2.
  • **Improved Frenzy:** Ironclaws may make two Fighting attacks each action at no penalty.
  • **Pounce:** Ironclaws often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver however.
  • **Size +2:** Ironclaws can weigh over 500 pounds.

Lobber Monkey

Lobber monkeys are similar to large Terran apes and are omnivorous. Scientists believe they were once scavengers, feeding only on carrion. At some point in their history they apparently began throwing large nuts and stones to drive away predators from their meals. In what appears to be a display of tool use, they now throw missiles at herbivores to bludgeon them to death.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d6, Vigor d6
Skills: Climbing d10, Fighting d4, Guts d6, Notice d6, Throwing d8
Pace: 6; **Parry:** 4; **Toughness:** 5
Special Abilities:
  • **Climbing:** Pace 8. Lobbers add +2 to Climbing rolls due to their prehensile tails and long fingers and toes.
  • **Bite:** Str.
  • **Hurl:** Lobbers hurl hard nuts or stones from the high branches of their homes. These cause Str+2 damage if they are above a victim, or Str if the lobber does not have a significant altitude advantage. Range is 5/10/20.

Logger

Loggers are amphibians and have only begun to explore the landmasses of their high gravity homeworld in the last few hundred thousand years. They resemble long, brown slugs and, when floating in water, look like submerged logs (hence the name).

Although carnivorous, they are not particularly skilled hunters. They spend much of their time drifting near the shore of lakes.

Loggers have primitive eyes and have great difficulty detecting anything over a yards away. They simply lie still and wait for their unsuspecting prey to come to them.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Guts d8, Intimidation d8, Notice d4, Stealth d10, Swimming d4
Pace: 2; **Parry:** 5; **Toughness:** 8
Special Abilities:
  • **Amphibian:** Pace 3 in water.
  • **Bite:** Str+2.
  • **Dehydration:** The creature must immerse itself in water at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.
  • **High Gravity:** +1 Toughness.
  • **Size +1:** Loggers measure 8' in length.
  • **Weakness (Gravity):** Soft bodies do not do well in high gravity. A logger outside of water suffers an automatic level of Fatigue every hour until it either returns to water or dies, crushed to death by the forces of gravity.

Long-Armed Bandit

This strange beast has no discernible legs and moves through its jungle habitat by use of its immensely long arms. On the ground, it moves by dragging itself along.

Its arms resemble tree vines and brightly-colored, flowerlike growths (which are actually fur) on its hand lure herbivores to their doom. Once the prey is killed, the long-armed bandit hauls it up into the canopy, where it is eaten.

The body of the bandit is similar in size to a chimpanzee. The creature has no separate head, having its facial features located in its hairy upper torso.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d10, Vigor d6
Skills: Fighting d12, Guts d8, Intimidation d6, Notice d8, Stealth d6
Pace: 2; **Parry:** 8; **Toughness:** 5
Special Abilities:
  • **Ambush:** If a long-armed bandit succeeds in fooling its prey into thinking its hands are harmless flowers (with an opposed Stealth roll against the potential victim's Notice), it gets the Drop on its opponent.
  • **Claws:** Str+2, +2 Reach.
  • **Swinger:** Pace 6 when swinging.

Mauler

Maulers come from a low gravity world. They resemble large monkeys, but have scaly skin rather than hair. They are highly intelligent, and have been known to spy on humans entering access codes to enter a ship's airlock, and then repeat the code, so gaining entry to the vessel.

Fiercely territorial creatures, once they have found an area with abundant food they are tenacious in driving off other predators and attack with wild abandon.

Although not their overall body strength is low, their jaws are highly developed and are designed to crack open the armor of herbivores native to their homeworld.

Attributes: Agility d8, Smarts d10(A), Spirit d4, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d10, Guts d10, Intimidation d6, Notice d6, Stealth d8
Pace: 6; **Parry:** 7; **Toughness:** 6(2)
Special Abilities:
- **Armor +2:** Thick skin.
- **Bite:** Str+3 AP 2.
- **Frenzy:** May make two Fighting rolls each round at –2 penalty.
- **Low Gravity:** –1 Toughness.

Mucus Frog

Mucus frogs are making the first steps to becoming land creatures. Their large, bloated bodies have lost their main flippers, which have evolved into primitive forearms. They retain a tail, though it is stubby. They have three eyestalks, placed equidistant on the top of their head. Mucus frogs spit a ball of sticky mucus at their prey, which, if it strikes the face, can cause suffocation.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d8
Skills: Fighting d4, Notice d8, Shooting d10, Stealth d6, Swimming d6
Pace: 4; **Parry:** 4; **Toughness:** 6
Special Abilities:
- **Amphibious:** Pace 4 in water.
- **Dehydration:** The creature must immerse itself in water at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.
- **Mucus:** Range 3/6/12. If the frog scores a raise on its Shooting roll, the mucus strikes the target's face and sets hard. Victims suffer a level of Fatigue at the start of each round until they die or the mucus is removed. Removing the mucus requires a Strength roll at –4.

Needlebush

Not all carnivores are animals. Needlebushes are similar in appearance to cacti and their thick, waxy coating is covered in thousands of small holes. When a creature touches the skin, whether brushing up against it or to feast on the plant, it launches poisonous needles from the holes. The plant cannot limit its attack to the area touched, and fires spines in a circular pattern. The needlebush uses its extensive root network to feed on the decomposing flesh.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: None
Pace: 0; **Parry:** 2; **Toughness:** 9(2)
- **Armor +2:** Needlebushes are protected by thick skin.
- **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half damage. Not subject to Tests of Will.
- **Poison (+1):** Anyone Shaken or wounded by the spines must make a Vigor roll or die in 2d6 rounds.
- **Size +1:** Needlebushes are taller than an average human.
- **Thorns:** A needlebush can fire a volley of thorns each round. Center the Large Burst Template on the needlebush. All within the template are hit and suffer 1d6 damage.

Omariss Death Worm

The natives of Omariss III have long insisted the death worm exists, though no specimens have ever been caught, either on camera or in the flesh.

According to reports, the death worm is longer than a human is tall, covered in flexible sand-yellow scales, lives beneath the soft sand of its desert home, and has the ability to kill a grown man at a distance.

Attributes: Agility d6, Smarts d8(A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d8, Guts d10, Intimidation d6, Notice d8, Shooting d6, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 7
Special Abilities:
- **Bite:** Str+2.
- **Burrow:** Death worms can move through sand and soft soil at full Pace. When the death worm senses prey, it bursts through to the surface. When this happens, it makes an opposed Stealth roll versus the target's Notice. If the worm wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the attack as usual.
- **Death Power:** The death worm can focus an internally-generated electrical charge strong enough

to stop a man's heart or fry electrical systems in a vehicle. Range 3/6/12, ROF 1, Damage 2d6. The attack ignores armor and counts as a Heavy Weapon. Vehicular Critical Hits automatically affect electrical systems.
• **Desert Dweller:** .+2 to Vigor rolls to resist the effects of heat.
• **Size +2:** Death worms measure 10' in length and are 1' in diameter.

Orthocone

Orthocones are long, cylindrical sea creatures with tentacles around their mouth. They move through the sea by sucking in water and pushing it out through special orifices, propelling themselves at great speeds.
Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d6
Skills: Fighting d8, Guts d8, Intimidation d6, Notice d8, Stealth d8, Swimming d10
Pace: 0; **Parry:** 6; **Toughness:** 13(2)
Special Abilities:
• **Aquatic:** Pace 10. Can "run" using a d10 running die.
• **Armor +2:** Thick shell.
• **Bite:** Str +2.
• **Large:** Attackers are +2 to attack rolls due to the orthocone's great size.
• **Tentacles:** An orthocone may make up to four attacks each round. On a raise, the creature has grappled the victim. A entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the orthocone does its Strength damage automatically by crushing with its arms and rending with its beak. A victim killed by an orthocone's tentacles is usually ripped in half.
• **Size +6:** Orthocones are 40 feet long.

Paddle-tailed Scorpion

Paddle-tailed scorpions are desert-dwellers. Their arthropoidal body is raised off the hot sand on six spindly legs, which carry them along at high speed. Their tail ends in a large, flat paddle, and is connected to the body by extremely powerful muscles.

Once prey is lured close by the scorpion's feigned injury, the tail unfurls with lightning speed and delivers a powerful, stunning blow. While the victim is stunned, the scorpion hurriedly begins eating while repeatedly slapping its meal.

Despite its small size, the tail is powerful enough to stun even an armored opponent.
Attributes: Agility d12, Smarts d6(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d4, Notice d8, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 4
Special Abilities:
• **Bite and Claws:** Str+1.
• **Desert Dweller:** Vigor rolls to resist the effects of heat are made at +2.
• **Feigned Injury:** Paddle-tails feign injury when they spot potential prey. Approaching creatures must make a Notice roll opposed by the creature's Stealth to spot the feint. If the roll fails, the paddle-tail is +4 to attack and damage on its first attack.
• **Improved Frenzy:** Paddle-tails can make both a tail attack and a bite attack in the same round.
• **Size –2:** Paddle-tails are 2' long.
• **Small:** Attackers must subtract 2 from any attack rolls made against the creature because of its size.
• **Stun:** Creatures Shaken or wounded by a tail attack must make a Vigor roll or be Shaken and cannot attempt to recover for 1d6 rounds.
• **Tail:** Str+2 AP 2.

Pendulum Bird

Pendulum birds are large avians, capable of flight only because of the dense atmosphere and low gravity of their homeworld. Some time during their evolution, their legs fused into a single limb, and their feet into a solid lump of bone. This lack of limbs mean they spend their entire lives in the air, eating and mating on the wing. When attacking, they swoop down on their prey, then lash out with their bony "leg," which is strong enough to smash armor plating and bone. Once the prey is dead, they make a series of dives to snatch at flesh with their sharp beaks.
Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d8
Skills: Fighting d8
Pace: 0; **Parry:** 6; **Toughness:** 6
Special Abilities:
• **Bite:** Str+1.
• **Bony Limb:** Str+3. Any creature struck must make an Agility roll or be knocked prone.
• **Flying:** Pace 12.
• **Low Gravity:** –1 Toughness.
• **Size +1:** Pendulum birds have a wingspan of 30' and a 6' long body.

Pentamouth

Pentamouths have a thick, knobbly, cylindrical body which ends in five long necks, each ending in a large "head" with a tooth-filled mouth. Each "head" contains rudimentary visual organs but no brain—that is found in the central body. Pentamouths are slow-moving, and prefer to lie in low burrows and

wait for prey to pass by. They can sense vibrations within 5 yards.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Stealth d10
Pace: 2; **Parry:** 5; **Toughness:** 8
Special Abilities:
- **Bite:** Str+2, +1 Reach.
- **Burrow:** Pentamouths are not true burrowers, but conceal themselves beneath soft earth or in stony crags.
- **Multiple Limbs:** Each head may make one Fighting roll without occurring a multi-action penalty. However, only two heads may attack a single foe.
- **Size +2:** Pentamouths measure 6' in length, but are 3' in diameter.

Plague Rat

Plague rats are small mammals that feed on excrement and rotting flesh. Although they usually flee from creatures larger than themselves, they are vicious if cornered. Their bite carries a virulent and deadly disease. Contrary to reports, plague rats cannot spread disease by airborne transmission.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d6, Vigor d8
Skills: Climbing d8, Fighting d6, Guts d4, Notice d8, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 5
Special Abilities:
- **Bite:** Str+1.
- **Immunity:** Plague rats are immune to poison and disease.
- **Infection (–4):** A victim Shaken or wounded by a bite attack must make a Vigor roll or be infected with a virulent disease. An hour after infection, the victim collapses with a raging fever and is Incapacitated (as if by Fatigue). The victim may make a natural Healing roll each week. With success, the victim recovers. He recovers to Exhausted immediately, and then to Fatigued the following day. On the next day, he is cured. Failure means the disease continues to rage. With a critical failure, the victim dies.
- **Size –1:** Plague rats are the same size as a dog.

Quadrapus

A quadrapus is vaguely similar in appearance to a four armed octopus. It has a squarish head with an eye on each side, a beak on the underside, and four long tentacles. Unlike the octopus, however, the quadrapus lives on land.

The quadrapus is a floater, rather than a flyer or glider. It drifts in the air currents of its low gravity world, expelling jets of air sucked in through its beak to retain its height. Quadrapuses are not the smartest of hunters, and simply drift along dangling their tentacles along the ground and lunging at anything trying to avoid their grasp.

A quadrapus attacks by either slapping its prey or by grappling with it. Each of the four tentacles may be used in either mode, but attempting both in a single round incurs a multi-action penalty.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d8
Skills: Fighting d6, Guts d8, Intimidation d6, Notice d8, Stealth d6
Pace: 0; **Parry:** 5; **Toughness:** 6
Special Abilities:
- **Low Gravity:** –1 Toughness.
- **Size +1:** These beasts measure 20' long, but their tentacles account for over half this.
- **Slap:** Str+1, +1 Reach. A quadrapus may use its tentacles to slap its prey. It may make up to four attacks each round.
- **Tentacles:** A quadrapus may make up to four attacks each round. On a raise, the creature has grappled the victim. A entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the quadrapus does its Strength damage automatically by crushing with its arms and rending with its beak. A victim killed by an quadrapus' tentacles is usually ripped in half.
- **Wind Borne:** Pace 4; Climb 2.

Sabretooth Bear

Sabretooth bears haunt arctic regions. They share many of the features of polar bears, except for their oversized canines, which are used to pierce the thick blubber of their prey.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12
Skills: Fighting d8, Guts d10, Notice d8, Swimming d6
Pace: 8; **Parry:** 6; **Toughness:** 10
Special Abilities:
- **Arctic Dweller:** Vigor rolls to resist the effects of cold are made at +2.
- **Bite:** Str+4.
- **Bear Hug:** Sabretooth bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the "hug"

They Eat These Things?

These notes appeared first in 50 Fathoms, but apply equally well to all settings.

Most of the natural creatures in this section can be eaten by starving characters. A successful hunting expedition can often net several large beasts.

Hunting for food isn't going to happen in every sci-fi setting, but shipwrecked crews or hardy explorers lost in the jungle need to eat something.

Figure that an experienced hunter (who makes a Survival roll) can gain 1d6 man-days of food for an average-sized creature (no Size bonus). Every point of Size creates an additional 1d6 provisions. A Lepman's grazer (Size +8), for example, provides 9d6 provisions.

The GM should adjust this based on the nature of the creature. Some things, like sentient or poisonous creatures just shouldn't be eaten.

on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+2.
- **Improved Frenzy:** Sabretooths may make two attacks each round at no penalty.
- **Size +2:** These creatures stand up to 8' tall and weigh over 1000 pounds each.

Shock Ray

The shock ray's home planet is swathed in constant cloud, resulting in a near-dark ocean only a few yards below the surface. As a result, the shock ray's eyes have evolved to detect heat rather than light. Shockrays prefer to stun their prey with a powerful electrical discharge before moving in to feed.

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6, Notice d8, Swimming d8
Pace: 0; **Parry:** 6; **Toughness:** 5
Special Abilities:
- **Aquatic:** Pace 8.

- **Bite:** Str+2.
- **Electric Discharge:** As an action, the shock ray can discharge a powerful electric field. Anyone within a Medium Burst Template centered on the ray must make a Vigor roll at –2 or be stunned. Victims are Shaken and cannot attempt to recover for 1d6 rounds.
- **Infravision:** Halves penalties for poor lighting when attacking heat-producing targets.

Shredder

Imagine a T-Rex with bigger teeth and muscular arms tipped with razor-sharp claws and you've got a shredder.

They're not the most skillful hunters, but one bite is usually enough to disable most prey. They rely on pure speed for hunting and are typically solitary creatures.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+6, Vigor d10
Skills: Fighting d6, Guts d6, Intimidation d8, Notice d6, Stealth d6
Pace: 10; **Parry:** 5; **Toughness:** 14
Special Abilities:
- **Bite and Claws:** Str+3.
- **Fleet Footed:** d10 running die instead of a d6.
- **Large:** Attackers are +2 to attack rolls due to its size.
- **Size +7:** Shredders weigh over 6000 pounds.

Spearfish

Spear fish are similar in size to herring but are mottled green in color. Their upper jaw is a long, bony protruberence, which they use to stab prey.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d10
Skills: Notice d6, Swimming d10
Pace: —; **Parry:** 4; **Toughness:** 7
Special Abilities:
- **Aquatic:** Pace 10.
- **Blood Frenzy:** If a target is wounded or Shaken, the swarm goes into a frenzy. Damage increases to 2d6 and the spearfish gain AP 2 on their attacks.
- **Spear:** Spearfish inflict hundreds of punctures every round to their victims, hitting automatically and causing 2d4 damage to everyone in a Medium Burst Template (victims in completely sealed suits are immune).
- **Split:** If a spearfish swarm is wounded, it splits into two smaller swarms (Small Burst Templates). The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and

piercing weapons do no real damage. Area-effect weapons work normally.

Species DB-703

All that is known about Species DB-703 is that it is a lethal killing machine. First encountered a decade ago, the first explorers to see one managed to get out only a garbled SOS before communication was lost. A starmarine rescue team sent to locate the explorers fared little better. Whatever attacked them ripped through their light tanks like they were tin cans.

A fuzzy visual recovered from a gun camera shows a scaled quadrupedal creature of immense size with a jaw wide enough to swallow a human whole.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+10, Vigor d8
Skills: Fighting d8, Guts d12, Intimidation d10, Notice d8, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 20
Special Abilities:
  • **Bite:** Str+4. Heavy Weapon.
  • **Gargantuan:** Attacks are +4 to attacks rolls due to the beast's immense size. Heavy Armor. Stomp damage d12+22, less opponent's Size.
  • **Hardy:** Not wounded by a second Shaken result.
  • **Improved Frenzy:** The creatures makes two Fighting rolls each round at no penalty.
  • **Size +12:** These beasts measure over 60' tall.
  • **Swallow:** If the creatures scores a raise on its Fighting roll against an opponent of Size+4 or smaller, it has swallowed its prey whole. Located at he back of its mouth are several sets of powerful secondary jaws, which act as a mind grinder. The victim suffers Str+4 damage each round until it is pulverized or the creature is killed and the victim cut free.

Species SH-789

Found only in the deep waters of one world, Species SH-789 has only been sighted once, and then only as it swam past a remote drone's camera.

It appears to be an immense shark-like creature with teeth as long as a human forearm. Carcasses of large marine creatures have been found washed up on the shore with savage wounds attributed to this species.

Given that many of the victims had thick shells which were splintered as if they were made of glass, Species SH-789 has been categorized a Class 1 Danger and is to be avoided.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+10, Vigor d12
Skills: Fighting d10, Guts d10, Intimidation d10, Notice d10, Stealth d6, Swimming d10
Pace: 0; **Parry:** 7; **Toughness:** 20
Special Abilities:
  • **Bite:** Str+6.
  • **Aquatic:** Pace 10.
  • **Gargantuan:** Heavy Armor. Ranged attacks against him by man-size creatures are made at +4. Attacks are Heavy Weapons. Add Size to damage when stomping (only possible for this beast if it manages to breach up and onto a vessel).
  • **Size (+12):** Species SH-789 are over 100' long.

Species ZS-665

Species ZS-665 is another creature that has eluded classification due to its lethality. It was first encountered by a starmarine squad investigating the disappearance of miners on a remote world. Data gained from camera feedback seems to indicate the creature is humanoid, but covered in thick bone or shell. It has no discernible eyes, and scientists are as yet unsure how it navigates.

Primary weapons seem to be a powerful, extendable jaw and sharp claws, though there is visual evidence to suggest it also has a tail equipped with a barbed stinger. The creature is certainly equipped for combat and is protected by thick armor plating.

Xenobiologists are currently debating whether the creature is a true animal or possess basic sentience. It is certainly a skilled hunter, and used complex tactics to divide and conquer the starmarines. Scientists are also divided on its classification. It is certainly not mammalian, but its characteristics, based on the limited footage available, defy normal animal species.

Warrior

Attributes: Agility d10, Smarts d8(A), Spirit d10, Strength d12+3, Vigor d8
Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d8, Stealth d12
Pace: 6; **Parry:** 6; **Toughness:** 9(2)
Special Abilities:
  • **Armor +2:** Thick plates.
  • **Bite and Claws:** Str+2.
  • **Fearless:** Immune to Fear and Intimidation.
  • **Hardy:** Multiple Shaken results do not cause a wound.
  • **Paralysis (+0):** Anyone Shaken or wounded by a tail attack must make a Vigor roll or be paralyzed for 2d6 rounds.
  • **Size +1:** Species ZS-665 stands 7' tall.
  • **Tail:** Str+2, +1 Reach.

Queen

Although Species ZS-665 is not insectoid, it does have a hive mentality. At the center of the hive, as yet unseen by any sentient race, lives the queen. Although her prime function is to lay eggs (they are born pregnant), she is a voracious hunter and fearless in defending her eggs.

Rather than walking upright, the queen has six legs and moves more like a beetle.

Attributes: Agility d8, Smarts d10(A), Spirit d12, Strength d12+10, Vigor d12
Skills: Fighting d10, Intimidation d12, Notice d8, Stealth d8
Pace: 10; **Parry:** 7; **Toughness:** 18(4)
Special Abilities:
- **Armor +4:** Thick plates.
- **Bite and Claws:** Str+3.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** Multiple Shaken results do not cause a wound.
- **Large:** Attackers are +2 to attack rolls against the queen due to her large size.
- **Paralysis (–4):** Anyone Shaken or wounded by a tail attack must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Size +6:** The queen measures 30' long.
- **Tail:** Str+3, +1 Reach.

Spiker

Spikers are five-limbed creatures, much like starfish. At the end of each limb is a hollow bony spike. Unlike starfish, however, spikers can propel themselves through the air in short, jerky movements by forcing air through a number of holes along their "arms" at great pressure.

They attack in swarms and feed by sucking blood through their spikes.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d10
Skills: Notice d8
Pace: 0; **Parry:** 4; **Toughness:** 7
Special Abilities:
- **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in a Medium Burst Template.
- **Flying:** Pace 1d10.
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can swat and stomp to inflict his damage in Strength each round.

Springtail

Despite their innocuous name, springtails are fierce reptilian predators that hunt in packs. Although they have four limbs, these are little more than small nubs ending in a curved claw and are designed to latch onto prey rather than provide locomotion.

As their name implies, springtails have a powerful tail, which they coil up and release to leap forward. When hunting, they latch onto prey and begin to worry it with their powerful bite. Unlike many animals, springtails do not have individual teeth, but instead have a serrated jawbones.

Springtails are fearless creatures, and attack prey much larger than themselves.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d8, Vigor d6
Skills: Fighting d6, Notice d6, Stealth d6
Pace: 0; **Parry:** 5; **Toughness:** 3
Special Abilities:
- **Bite:** Str+2.
- **Fearless:** Immune to Fear and Intimidation.
- **Leap:** Pace 1d6".
- **Maul:** A springtail scoring a raise on a Fighting roll has attached itself to its opponents. Each round it remains attached, it gains +2 to bite attack rolls. Removing it requires an opposed Strength roll.
- **Pounce:** Springtails can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver however.
- **Size –2:** Springtails are only 2' long.
- **Small:** Attackers must subtract 2 from any attack rolls made against the creature because of its size.

Stench Cow

Stench cows bare little resemblance to Terran cattle, but serve the same purpose—to provide food and skins. They are about half the size of Earth cattle, have six stubby legs, and an elongated head with the mouth at the end of a long muzzle.

When startled, stench cows emit a gas that smells like decaying flesh mixed with rotten eggs. Although not harmful, it is enough to make predators think twice about attacking.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d4, Notice d6, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 6(1)
Special Abilities:
- **Armor +1:** Thick hide.
- **Kick:** Str+1.
- **Stench:** A stench cow can exude its noxious gas only once per hour. The gas fills a Medium Burst Template centered on the beast. The cloud remains

for 3 rounds. Creatures under the template must make a Vigor roll each round or suffer a level of Fatigue. The stench can lead to Incapacitation, but not Death. Herds of stench cows produce overlapping templates. A character caught in multiple templates suffers a –1 penalty to his Vigor roll for each additional template after the first.

Stomper

This creature first appeared in *Evernight*, but is ideally suite to sci-fi settings too.

Stompers are bipedal carnivores with thick, elephant-like legs, no arms, a short neck, and a small mouth. Unable to bite prey effectively, they attack by stomping it to death and then chewing on the tenderized flesh. Stompers have a rudimentary language, and signal each other by stomping the ground.

Although unable to damage most ground vehicles, they are prone to attacking them. Scientists believe the noise made by the vehicle moving confuses the stomper into thinking a rival has entered its territory.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+3, Vigor d10
Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6
Pace: 8; **Parry:** 6; **Toughness:** 13(2)
Special Abilities:
 • **Armor +2:** Thick hide.
 • **Size +4:** Stompers are nearly 20 feet tall with feet the size of large tree trunks.
 • **Stomp:** Strength +4. Non-rigid armor (such as spacesuits) offers no protection against the stomp.

Stryder

Originally native to one world, stryders have been exported across the galaxy. They are docile, two-legged, herbivorous lizards used as mounts by many species. They have no arms.

Although they stand upright when walking or trotting, they lower their heads and extend their tales when running to an extent that their head, back, and tail form a straight line.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8
Skills: Fighting d4, Notice d6
Pace: 8; **Parry:** 4; **Toughness:** 7
Special Abilities:
 • **Bite:** Str+1.
 • **Endurance:** Stryders can maintain a full run for 30 minutes without difficulty. Each 10 minutes after this, they must make a Vigor roll or suffer Fatigue. One level of Fatigue is recovered for every 30 minutes of rest.
 • **Fast:** Stryders roll a d10 running die instead of a d6.
 • **Size +1:** Stryders stand 8′ tall.

Swooper

Swoopers are native to a low gravity world, which has allowed them to grow to a large size and yet still retain the ability to glide. They are akin to ancient Terran pterodactyls in shape. They hunt by swooping down from their lofty perches to grab prey in their talons, before attacking with their beak.

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d12+1, Vigor d6
Skills: Fighting d10, Flying d8, Guts d6, Intimidation d6, Notice d4, Stealth d6
Pace: 2; **Parry:** 7; **Toughness:** 8
Special Abilities:
 • **Bite:** Str+2.
 • **Glider:** Gliders can glide, descending 1″ vertically for every 2″ moved horizontally. They also gain a new Agility-based skill, Flying. A Flying roll during a round in which a creature glides allows it to stay level for that round. A raise allows them to climb 1″, but sacrifices 2″ of horizontal distance. A complete absence of wind ruins the gliding ability, causing them to drop like stones.
 • **Grapple:** A swooper that succeeds in a Fighting roll has grappled its prey and begins savaging it with its razor-sharp beak. Each round the prey is grappled, the swooper gains +2 to Fighting attacks to use its beak.
 • **Low Gravity:** –1 Toughness.
 • **Large:** Attackers are are at +2 to attack due top the swoopers' size.
 • **Size +4:** Swoopers have a 40′ wingspan.
 • **Swoop:** If a swooper moves at least 6″ it gains +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver however.

Umbrella Beast

The umbrella beast is aptly named. It has a central body, from which extend large bony "arms" tipped with multi-pronged horns. Thick fleshy skin extends between the "arms."

Umbrella beasts are opportunists, lying just beneath the surface of soft soil or sand, and waiting for prey to walk across them.

When attacking, the "arms" burst through the light covering, enveloping the unsuspecting quarry in the fleshy folds. The horns are not used to attack, but interlock to prevent the prey from easily escaping. Trapped creatures are then subjected to powerful

enzymes, which dissolves their flesh. The resultant goo flows down the skin flaps, into the beast's waiting mouth.

Attributes: Agility d4, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d6
Skills: Fighting d6, Guts d8, Notice d6, Stealth d6
Pace: 2; **Parry:** 5; **Toughness:** 13
Special Abilities:
- **Burrow:** Umbrella beasts are not true burrowers, but instead conceal themselves beneath soft earth, leaving only their eye stalks protruding just above the surface. When the prey moves over its hidden form, the spring trap's tentacles burst through the sand.
- **Grapple:** The umbrella beast tries to catch prey in its flesh folds, binding them tight before dissolving them. On each round starting the round after a successful grapple, victims suffers 2d6 damage from digestive enzymes.
- **Huge:** Attackers gain +4 to attack rolls due to the best's size.
- **Size +8:** Umbrella beasts are large creatures measuring 25' across.

Vampire Bird

Vampire birds live in dank swamps and hunt all living creatures. They are similar in appearance to Terran birds, but have a long beak which, when closed, leaves a small aperture.

The stomach of a vampire bird has minimal air pressure within. When a target is impaled, the bird opens a sphincter muscle leading to its stomach, and the resultant pressure difference between the blood pumping through the victim and the stomach causes blood to literally spurt from the victim, straight down the vampire bird's throat.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d6, Vigor d6
Skills: Fighting d10, Guts d8, Intimidation d6, Notice d6, Stealth d6
Pace: 2; **Parry:** 7; **Toughness:** 3
Special Abilities:
- **Bite:** Str+2.
- **Blood Drain:** If a vampire bird scores a raise on a Fighting roll it has impaled its prey with its beak and begins draining blood. Victims suffer a Fatigue level each round until they die or the bird is pulled off. Removing the bird requires an opposed Strength roll.
- **Flying:** Vampire birds have a Flying Pace of 10" with a Climb of 2.
- **Infravision:** Halve penalties for poor lighting against heat-producing targets.
- **Size –2:** Vampire birds are similar in size to pigeons.

Vorloshk Devil Dog

Devil dogs are pack hunters native to the planet Vorl, a harsh world of dusty deserts and arid plains. These vicious brutes do have a passing similarity to canines, but only in physical form. Their mouth opens three times wider than dogs, they have scales instead of fur, and the underside of their torso is covered in short, sharp spines.

Devil dogs attack in a style more related to Terran big cats than dogs, and pounce onto the flank of their victim. As the jaws bite into flesh, the belly spines rake their target, ripping through the victim's flesh to cause extra damage.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d8, Vigor d6
Skills: Fighting d8, Guts d8, Intimidation d6, Notice d8, Stealth d6, Tracking d8
Pace: 10; **Parry:** 6; **Toughness:** 5
Special Abilities:
- **Bite:** Str+1.
- **Fast:** Devil dogs roll a d10 running die.
- **Pounce:** A devil dog can leap 1d6" to gain +4 to its attack and +6 damage. Its Parry is reduced by –2 until its next action when performing the maneuver however.

Wolf Crab

Wolf crabs (named after the first human to discover them) closely resemble Terran crabs, except that they have a grey shell and a coating of fine hairs. Unlike Terran crabs, they live in stony deserts, taking water from their food, rather than relying on an ever present water source.

They possess poor eyesight and hearing, and use the fines hairs to alert them to prey—when something touches the hairs, the crab responds immediately, attacking in a blur of motion.

Their shells resemble stones and provide the crab with excellent camouflage, meaning that those attacked are often unwary or unwatchful passers-by stepping on the crab by accident.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d6, Vigor d4
Skills: Fighting d10, Guts d8, Intimidation d8, Notice d4, Stealth d12
Pace: 6; **Parry:** 7; **Toughness:** 4(1)
Special Abilities:
- **Armor +1:** Carapace.
- **Heat Tolerant:** +2 to Vigor rolls to resist the effects of heat.
- **Improved Frenzy:** May make two Fighting attacks per round at no penalty.
- **Pincers:** Str+2.
- **Size –1:** Wolf crabs measure around 3'.

Weird Creatures

Whereas the previous chapter dealt with relatively "normal" creatures, this chapter presents a variety of creatures with more unusual powers. Some are usable in a variety of settings, whereas others fill a particular sub-genre. It's up to you which ones you use.

There are no guidelines for making a weird creature—just let your imagination go wild and to heck with keeping things balanced. If you want psionic space dragons for your setting, then just add a Psionic Special Ability to the existing dragon stats. If you're thinking of using energy beings, take a look at using elementals as a baseline and expanding them from there.

Creature From The Id

Id monsters are the physical manifestations of a psionicist's base desires. How they are created is a mystery, but only a few have ever been reported, and then usually manifested by an insane psionicist. Their form varies considerably, being based on the dark thoughts of the psionicist, but all are beings of immense physical power.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+8, Vigor d10
Skills: Fighting d10, Notice d8
Pace: 6; **Parry:** 7; **Toughness:** 10
Special Abilities:
- **Claws:** Str+3.
- **Fearless:** Immune to Fear and Intimidation.
- **Invisible:** Id monsters are invisible in their natural state. A character may detect the invisible presence if he has a reason to look and makes a Notice roll at –6. Once detected, he may attack the foe at –6 as well.
- **Invulnerability:** Attacks other than psionic attacks cause no damage, though they can Shake the creature. Multiple Shaken results from non-psionic attacks do not result in a wound.
- **Size +3:** Id monsters stand 10′ tall.
- **Weakness (Psionics):** Id monsters suffer normal damage from psionic attacks.

Cyber Enhanced Dog

Cyber enhanced dogs are typically rottweilers or alsations, augmented with cybernetics to improve their use as guard and attack dogs.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Guts d6, Intimidation d6, Notice d10, Stealth d8
Pace: 10; **Parry:** 5; **Toughness:** 6(2)
Special Abilities:
- **Armor +2:** Subdermal plates.
- **Bite:** Str+3. Enhanced jaw muscles.
- **Enhanced Senses:** +2 to Notice rolls.
- **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Infravision:** Halves penalties for poor lighting when attacking heat-producing targets.
- **Leg Enhancements:** Pace 10. Cyber enhanced dogs roll a d10 when running instead of a d6.
- **Size –1:** Dogs are relatively small creatures.

Emotors

Emotors are semi-sentient, psionic creatures resembling furless lemurs. They have the unusual ability to crystallize their emotion into solid form.

How and why they do this is a mystery, but they are hunted for their "emotion crystals," which fetch high prices on the blackmarket.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Psionics d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

• **Crystallize Emotions:** Each emotor has 1d4 crystallized emotions protruding from its body. Removing them requires complex surgery (which most hunters don't bother with) or killing the creature (which is much easier). Emotion crystals are eaten, whereupon the diner gains the powerful effects of the emotion. Some examples are included below. The GM is encouraged to devise his own list of extra emotions.

Anger/Rage: The user immediately becomes Berserk (as per the Edge). The effects last 10 minutes, during which time the user may not try to calm himself.

Bravery: +2 to Guts rolls for 10 minutes.

Calm: The user draws an extra initiative card and acts on the best for the next 10 minutes. This stacks with any version of Level Headed.

Compassion: The user gains the Heroic Hindrance for 10 minutes.

Fear: The user becomes extremely jumpy and fearful. Guts rolls are made at –2 and any rolls on the Fear table are made at +2.

Hatred: The user has –2 Charisma and the Bloodthirsty Edge for the next 10 minutes.

Love: The user gains +2 Charisma for the next 10 minutes, and also the Major Pacifist Hindrance.

• **Psionics:** Emotors have 20 Power Points and the following powers: *invisibility*, *quickness*, *speed*, and *stun*.

Energy Drainer

Energy drainers have a central, bulbous sac surrounded by a myriad of long tentacles. The sac is filled with hydrogen, which allows the energy drainer to float on he wind currents in the upper atmosphere. They have no mouth, for they feed on electrical energy. First found on a world wracked by powerful

electrical storms, energy drainers have proven to be a potentially deadly creature.

Drawn to the high-energy emissions of a starship's engines, they can easily be sucked into the intakes during landing maneuvers. Once on board, they latch onto the nearest section of hull and begin feeding.

Attributes: Agility d8, Smarts d4(A), Spirit d10, Strength d8, Vigor d6

Skills: Notice d6

Pace: 0; **Parry:** 2; **Toughness:** 5

Special Abilities:

• **Electrical Attack:** Energy drainers can channel their own bioelectric energy into a deadly bolt. Range 4/8/16, Damage 2d6, ROF 1. If draining energy from a power source (such as an engine), they can fire bolts indefinitely. Otherwise, they may only fire as many bolts per day as their Vigor die. Additional bolts can be generated, but this gives the creature an automatic level of Fatigue.

• **Energy Drain:** Once aboard a starship, the energy drainer feeds on all sources of electricity, including bioelectrical. Everyone on the vessel must make a Vigor roll each day or gain a level of Fatigue. This can lead to death.

• **Floater:** Energy drainers float in the upper atmosphere and are at the mercy of the winds.

• **Immunity:** Energy drainers are immune to electricity.

• **Squeeze:** Energy drainers have no bones, and can squeeze through gaps only half an inch wide. This allows them to move through maintenance shafts and wiring ducts with ease.

Giant Ant

Despite the laws of nature being firmly against such things, giant ants have been depicted in several B-movies, usually as the result of man's meddling with atomic power. For those of you who want to recreate these films, here's the stats for a typical giant ant.

There are other well-known B-movies and old movies involving giant animals. If you want to replay a well-known movie involving a giant ape, for example, check out the stats for Donga in *50 Fathoms*.

Attributes: Agility d8, Smarts d4(A), Spirit d10, Strength d12+8, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d12, Notice d8, Stealth d6

Pace: 10; **Parry:** 6; **Toughness:** 17(4)

Special Abilities:

• **Armor +4:** Thick skin. This counts as Heavy Armor.

• **Bite:** Str+2 AP10 Heavy Weapon.

• **Burrow:** Giants ants can move through soil at Pace 8 and harder materials at Pace 4.

• **Fear (–2):** Fear is unusual in many sci-fi settings, but B-movies are a notable exception. Anyone seeing a giant ant must make a Guts roll at –2.

• **Huge:** Attackers are +4 to attack rolls due to the ant's size.

• **Size +8:** Giant ants measure 30'.

Gremlin

Gremlins are extra-dimensional entities inhabiting hyperspace. They are attracted to the powerful emission of a starship's FTL drive and sometimes end up caught in the hyperspace field surrounding the ship. This inevitably results in them being pulled into the ship's systems.

Once there, the gremlins wreak havoc with various systems. Few gremlins act maliciously, and most seek only to escape back to hyperspace. Unfortunately, they are not overly intelligent and make their presence felt by flicking lights on and off, opening and closing automatic doors, and other such phenomena. Reports of ships possessed by ghosts are most likely gremlin infested. They have no language, and cannot simply use a computer screen to send SOS messages to the crew. Play them up as poltergeists.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Notice d8, Stealth d10

Pace: 0; **Parry:** 2; **Toughness:** 5

Special Abilities:

• **Accidental Mishap:** Each day the gremlin is in the ship, draw a card from the action deck. If it is a black face card, the gremlin has burned out a vital system. Roll on the Critical Hit table. The ship suffers no actual wounds, however, just the effects of the Critical Hit. A crew result means it has accidently electrocuted a random crewmember (or got him caught in a door, caused a lift to plummet, and so on), who suffers 2d6 damage. Treat a Chassis result as minor effects with no lasting damage.

• **Ghost In The Machine:** Any use of the ship's systems suffers a –2 penalty due to the interference of the gremlin.

• **Removal:** Removing a gremlin requires the crew to shut down every system on the ship except the FTL drive. Each 30 minutes a ship is powered down, the gremlin makes a Smarts roll. If it succeeds, if locates the FTL drive and escapes back into hyperspace. A gremlin will not exit a ship in normal space, even if the FTL drive is powered up, as normal space is instantly fatal to them.

While the ship is powered down, the crew had best don spacesuits. After 15 minutes the temperature drops to below freezing. After 30 minutes the air turns bad and suffocation begins.

Horrornauts

Sometimes accidents happen in hyperspace. Sometimes ships pas from our universe to alternate dimensions. Some of those dimensions make Hell look like kindergarten. Sometimes, unlucky ship's crew return from these Hell dimensions, but they are always corrupted in some manner.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d12, Vigor d10
Skills: Fighting d8, Intimidation d12, Notice d8, Piloting d8
Charisma: –2, **Pace:** 6; **Parry:** 6; **Toughness:** 9
Special Abilities:
- **Fearless:** Exposure to the dark dimension has made these souls immune to Fear and Intimidation.
- **Ugly:** Horronauts display signs of horrific injuries.
- **Vision of Fear:** Horrornauts can produce hallucinations in the minds of others which force them to live through their worst nightmares. This is an opposed Spirit roll. On a success, the victim must make a Guts roll at –2, or –4 with a raise. Rolls on the Fear Table are made at +2 or +4 respectively.
- **Undead:** Horrornauts are still living beings, but exposure to the dark dimension has altered their bodies and minds. +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.

Possessor

Possessors are non-corporeal alien beings resembling insubstantial shimmering colors in their natural form. They have the ability to take over a sentient body, which they can then use as their own. Some species seek only to learn about their host's race. Others are more malicious.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d4, Vigor d8
Skills: Fighting d4, Notice d8, Stealth d12
Pace: 6; **Parry:** 4; **Toughness:** 6
Special Abilities:
- **Ethereal:** Possessor's are immaterial and can only be harmed by psionics. Physical attacks, such as *bolts* generated by a psionicist using electrokinesis affect the host only.
- **Immunities:** Possessors are immune to cold, heat, radiation, poison, and disease. They do not require air, food, or water to survive.
- **Possess:** On a successful Touch Attack, a possessor tries to possess its opponent's body. This requires an opposed Spirit roll. On a success, the possessor gains complete control of its host's body. The victim

may attempt to force the alien out every hour (another opposed Spirit roll). If the host is rendered unconscious, the possessor is forced to flee the body immediately.
- **Skill Use:** Possessors have access to their hosts skills and Edges.

Psi Beast

Psi beasts are regular animals, rather than sentient beings, which employ psionics or psionic-like powers.

Treat the psi beast as a template you can add to any beast in the Strange Beasts section. Simply apply the stat and skill modifiers and then pick a special ability as directed

Attributes: Smarts +1 die, Spirit +1 die
Skills: Psionics d8
Special Abilities:
- **Psionics:** All psi beasts have 15 Power Points. In addition, they have one of the psionic abilities below.
  - **Carnivore (Ambusher):** This beast ambushes its prey using the *teleport* power.
  - **Carnivore (Lure):** Has the *puppet* power. This may be a siren song lure or require the beast to make eye contact with its prey.
  - **Carnivore (Stalker):** Stalkers have developed a new way to get close to prey using the *invisibility* power.
  - **Carnivore (Stunner):** The beast prefers to eat its prey alive. It has the *stun* power.
  - **Carnivore (Speed Hunter):** The beast relies on its speed and has the *quickness* and *speed* powers.
  - **Herbivore (Armored):** Has the *armor* and *deflection* powers.
  - **Herbivore (Scary):** The beast sends out telepathic signals which panic predators. It has the *fear* power.
  - **Herbivore (Survivor):** Survivors rely on sheer speed to outrun predators. It has the *speed* power.

Psi Blocker

Psi blockers are green slug-like creatures with the unusual ability to dampen psionics.

Attributes: Agility d4, Smarts d4(A), Spirit d12, Strength d4, Vigor d6
Skills: Notice d6, Stealth d8
Pace: 2; **Parry:** 2; **Toughness:** 4
Special Abilities:
- **Dampen Psionics:** Any psionicist within a Large Burst Template of a psi blocker has –4 to his Psionics roll. Anyone touching a psi blocker has the benefits of the Improved Arcane Resistance Edge.
- **Size –1:** Psi blockers are 4' long.

Psi Booster

Psi boosters are small, squid-like entities. Although they are not truly psionic, they possess the remarkable ability to channel and boost psionic powers. The creatures are parasites, allowing their host to use their ability in return for taking sustenance from him. Aside from the host having to eat 25% more food than usual to maintain his energy levels, they are harmless.

Psi boosters attach to the back of the host's head, sinking a thick tentacle through the back of the skull or snaking it round the victim's face. It burrows deep inside and intertwines around the spinal cord.

Attributes: Agility d6, Smarts d6(A), Spirit d12, Strength d6, Vigor d6
Skills: Notice d6
Pace: 2; **Parry:** 2; **Toughness:** 4
Special Abilities:
• **Hard To Remove:** Unless the host dies, psi boosters are loathe to leave a healthy body. Removing one requires complex surgery and a Healing roll at –4.
• **Psionic Boost:** Each raise on a psionics roll, reduces the Power Point cost by one (min zero). The psionicist must have the points necessary to use the power before he rolls.
• **Psionic Sense:** Psi boosters have a unique sense, and never attach themselves to non-psionicists.
• **Size –1:** Psi boosters are 2' long.

Puppet Master

There are more ways to conquer a race that blast it to atoms with superior firepower. Puppet masters are small spider-like creatures with a human eye in the centre of their back. They are biotechnology tools, used to control important people, attaching themselves to the spinal cord of sentient beings, from where they can monitor, and control, the victim's thoughts.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d4, Vigor d8
Skills: Notice d6, Psionics d12
Pace: 4; **Parry:** 2; **Toughness:** 4
Special Abilities:
• **Hard to Remove:** Puppet masters would rather

see their victim die than break free of their control. Surgically removing a puppet master requires a Healing roll at –4. With a failure, the puppet master makes a Psionics roll opposed by the victim's Spirit. Each success and raise lowers the victim's Smarts by 1 die as it destroys the brain as an act of revenge. A victim reduced to zero Smarts is a vegetable. The same applies if ever it is ever wounded—it has one attempt to destroy its victim's brain before it dies.

• **Puppet:** Once attached, the puppet master can use the *puppet* power on its victim with no expenditure of Power Points. It must still make a Psionics roll opposed by the victim's Spirit.

• **Size –2:** Puppet masters are 1' long.

• **Small:** Attacks are –2 to attack rolls against a puppet master because of their size.

Radbeast

Radbeasts are a silicon-based life-form. They resemble a slithering collection of small rocks, and have no discernible limbs. Indeed, they have no discernible features of any sort. They do have sensory organs, but these are attuned to heat rather than light.

They actually eat rock, digesting it with powerful acids and using osmosis to transfer the resulting paste to their bodies. Through some quirk of chemistry, they cannot dissolve diamonds. In certain systems they are used as diamond miners. The radbeasts dissolve the stone, leaving behind raw diamonds for collection later.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d4, Notice d6, Stealth d10
Pace: 4; **Parry:** 4; **Toughness:** 10(4)
Special Abilities:

• **Acid:** If forced to fight, radbeasts try to grapple their foe. They rear up and then plop forward, subjecting the victim to the powerful acid secretions. If the grapple is successful, the victim suffers 3d6 damage each round the grapple is maintained. Items with Toughness (such as armor) suffer a permanent 1d4 reduction in their Toughness each round until they are dissolved. Characters in partial suits suffer full damage and have their armor reduced by 1d4 (this roll cannot Ace). Those wearing fully sealed suits are immune for a short period.

For example, a character in an infantry battle suit (+6 Toughness) takes no initial damage from the acid, but his suit loses 1d4 Toughness each round. Once the suit is destroyed (has zero Toughness), the wearer suffers full damage on subsequent rounds. Given time, a radbeast can eat through a ship's hull.

• **Armor +4:** Thick, stony body.

• **Immunity (Radiation):** Radbeasts suffer no harm from any level of radiation.

• **Infravision:** Halve penalties for attacking heat-producing targets (round down).

• **Radiation:** Radbeasts eat all manner of rock, but favor radioactive minerals. As an action, they can project an intense radiation field around their bodies. Any creature within a Medium Burst Template centered on the beast must make a Vigor roll or suffer a level of Fatigue.

Any character Incapacitated by this attack who survives or who rolls a 1 on his Vigor die, regardless of Wild Die, has contracted radiation sickness. They gain the Anemic Hindrance, and must make a Vigor roll once per week ever after or die.

Sentient Vehicles

Imagine a dark sci-fi setting where the brains of dead tanker and pilot aces are placed in vehicles and reanimated using weird science. Rather than relying on a living crew, the vehicles are controlled by the brain and automated systems. Starships should be limited to fighters and bombers, simply because the brain isn't much good as an engineer or firing dozens of weapon systems simultaneously. The brain retains its sentience and its ability to communicate, though it requires a special computer interface to do this.

If you're using the *Sci-fi Gear Toolkit* to build vehicles, Medium and Large chassis need only 1 crew. Medium chassis have 1 extra space and Heavy chassis have 2 to account for the room and controls normally used for the crew being put to other uses.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d4
Skills: Driving d10, Notice d8, Piloting d10, Shooting d10
Pace: 0; **Parry:** 2; **Toughness:** 12(10)
Special Abilities:

• **Ace:** The brain has the Ace Edge.

• **Armor +10:** The brain is encased in a special tank. This counts as Heavy Armor.

• **Automated Systems:** The brain is assisted by numerous automated systems and can make two vehicle-related actions each round with no multi-action penalty. It cannot perform the same action twice in a round (so it can fire two guns if it doesn't move, but it can't fire the same gun twice).

• **Former Life:** Brains have the unfortunate tendency to have flashbacks to their former life. If the vehicle is dealt a deuce, the brain has such a flashback. It is Shaken and cannot attempt to recover for 1d6 rounds. During this time the vehicle continues at its current speed and rolls on the Out Of Control table each round as the brain goes

temporarily insane.

- **Size –2:** It's a brain in a tank of liquid.
- **Small:** Attackers are –2 to attack rolls due to the beast's size. Roll on d6 if the vehicle takes a Crew Critical Hit. On a 5-6 the brain is hit. Otherwise treat it as a Chassis hit.

Space Gremlin

These critters are small, humanoid reptilians, and have an impish grin on their fanged mouths. They take great delight in wrecking spaceships, even at the expense of their own life. They are well-suited to a space pulp setting rather than a hard science game.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6
Skills: Climbing d10, Fighting d8, Notice d8, Repair d6, Stealth d10
Pace: 6; **Parry:** 6; **Toughness:** 4
Special Abilities:

- **Bite or Claws:** Str+2.
- **Sabotage:** Every week a gremlin is on board a starship it makes a Repair roll. With a success, it causes a major system to malfunction. Roll on the Critical Hit table. The ship suffers no actual wounds, however, just the effects of the Critical Hit. A crew result means it has rewired circuits and electrocuted a random crew member (or got him caught in a door, caused a lift to plummet, and so on), who suffers 2d6 damage. Treat a Chassis result as damage to a minor system, giving a –2 penalty to Knowledge (Computer Use) or Piloting rolls until it is repaired.
- **Size –1:** Gremlins are only 2' tall.

Space Leviathan

Few know what horrors lurk in the dark, cold recesses of space, but rumors abound at every starport of the denizens that lie beyond the well-used shipping lanes.

Space leviathans are monstrous creatures that live in deep space. Their appearance is a mystery, as none who have seen one have ever lived to tell the tale. Most starmariners consider them a myth, but the fear they exist is ever present with the crews of stranded vessels floating helplessly in the darkness.

Attributes: Agility d6, Smarts d6(A), Spirit d8,

Strength d12+12, Vigor d12
Skills: Fighting d10, Notice d8, Shooting d8
Pace: 100; **Parry:** 7; **Toughness:** 38
Special Abilities:
- **Bite:** Str+3.
- **Crush:** A leviathan may make up to four attacks each round. They cannot crush anything smaller than a Small starship. On a raise, the creature has grappled the ship. The pilot may attempt to break free each round by making a Piloting roll opposed by the beast's Strength. Once grappled, the leviathan automatically crushes for Strength damage on its action. This does not count as an action. A leviathan that suffers a Wound must make a Spirit roll or release all grappled prey.
- **Electrical Discharge:** Instead of grappling, a leviathan may release a stream of electricity. This has a range of 75/150/300 and causes 5d8 damage with an AP of 4.
- **Gargantuan:** Heavy Armor. Attacks by starships are at +4. A leviathan's tentacles are Heavy Weapons. Add Size to damage when crushing.
- **Hardy:** A second Shaken result does not cause a Wound.
- **Size +30:** Leviathans measure 1000' in length.
- **Space Flyer:** The space leviathan's speed is on the same scale as starships.

Space Zombie

What B-movie, space pulp or sci-fi horror game doesn't use space zombies? Space zombies might be victims of a strange alien force when reanimates the dead, or victims of a virus which has the same effect. More undead creations for a sci-fi setting, including necromantic weaponry, can be found in the forthcoming *Necropolis* Savage Setting from Great White Games.
Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d4, Piloting d6, Shooting d6
Pace: 4; **Parry:** 5; **Toughness:** 8(1)
Gear: Spacesuit (+1), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto)
Special Abilities:
- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.
- **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.

Tester

Testers work for a group of godlike beings known as The Conclave. Testers are the Conclave's henchmen, testing sentient races to see if they are worthy of the gift of life.

Typically they pick a small group of representatives from the alien species (such as a starship full of character) and assign them a task which tests their ability to reason problems, overcome foes (often without weapons), and their higher morals. Species who fail are eradicated. Some testers grow fond of their chosen representatives, and keep returning to give them further tests, purely for their own amusement (though they never reveal this to their playthings).
Attributes: Agility d8, Smarts d12+2, Spirit d12, Strength d10, Vigor d10
Skills: Driving d6, Fighting d8, Intimidation d10, Notice d10, Persuasion d10, Psionics d12+2, Shooting d8
Pace: 6; **Parry:** 5; **Toughness:** 7
Special Abilities:
- **Fearless:** Immune to Fear and Intimidation.
- **Indestructible:** Testers suffer wounds, but can never be truly destroyed. After reaching Incapacitated, they disappear, only to return completely healed 24 hours later.
- **Psionics:** Testers have every power and 50 Power Points. They also have the Improved Rapid Recharge and Mentalist Edges.

Uplifted Chimpanzee

Mankind's fascination with playing God reaches new heights in the late 21st century, when advances in genetics and cyber technology allow him to gift animals full sentience. Apes, already proven to be intelligent, were first under the knife.

Uplifted chimps may be pets and curiosities, or allowed to live in their own communities and hold down jobs. These are typically menial jobs, usually working on assembly lines, or in the construction industry, which chimpanzees are well-suited for.
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d6
Skills: Climbing d10, Fighting d8, Guts d6, Intimidation d8, Notice d6, Stealth d8, Taunt d8
Pace: 6; **Parry:** 6; **Toughness:** 4
Special Abilities:
- **Bite:** Str+1.
- **Climbing:** Pace 8. Chimps add +2 to Climbing rolls due to their long fingers and toes.
- **Size –1:** Chimpanzees are the same size as young human children.

Uplifted Dolphin

Dolphins, already considered intelligent creatures, were also among the first beasts to be augmented. By inserting a vocal decoder (voder) in the dolphins brain, mankind enabled dolphins to speak human languages.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d6, Notice d10, Swimming d10, Taunt d10

Pace: 0; **Parry:** 5; **Toughness:** 6

Special Abilities:
- **Aquatic:** Pace 10. Dolphin characters begin play with a free d6 in Swimming.
- **Dehydration:** Dolphins must immerse themselves in water (salt or fresh, depending on the species) at least one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish. Most dolphins travel in large water tanks maneuvered by primitive grav lift technology.
- **Nose Butt:** Str+2.
- **Screech:** Dolphins fitted with special amplifiers can produce a *stun* attack as an action.

Weird Elementals

Elementals are most commonly found in fantasy games. The term is used here to describe a being made entirely of an unusual substance, typically some form of energy.

Although described as humanoid, they may be swirling clouds or balls of energy. Sci-fi elementals are not magically summoned creatures, though they may live in alternate dimensions.

Atomic Elemental

Basically humanoid in form, atomic elementals are composed of crackling nuclear energy rather than flesh and bone. They are usually red or orange in color, and the air around them shimmers with the intensity of a nuclear inferno. Atomic elementals may live in suns, or be formed when nuclear weapons are released. The latter offers an interesting idea for a B-move style adventure.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d8, Shooting d10

Pace: 8; **Parry:** 5; **Toughness:** 7

Special Abilities:
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Invulnerability:** The radioactive aura of these incredibly powerful beings makes them invulnerable to energy weapons. They take normal damage from standard projectile weapons (including Weird Science) and psionics.
- **Plasma Bolts:** Atomic elementals can launch a devastating *blast*, *bolt*, or *burst* of radioactive material. They use Shooting as their arcane skill and have 20 Power Points. Victims who survive being Incapacitated have radiation poisoning. They are Anemic and must make a Vigor roll each week or die.
- **Radiation Aura:** At the end of its movement, all adjacent creatures must make a Vigor roll or suffer a level of Fatigue. Victims rolling a 1, regardless of Wild Die, or who survive being Incapacitated, have radiation poisoning. They are Anemic and must make a Vigor roll each week or die.
- **Slam:** Str+2.

Plasma Elemental

Fire is a low-temperature phenomenon. At higher temperatures, gases burn as plasma. Plasma elementals are humanoid creatures composed entirely of swirling plasma.

Whether they live in the outer layers of suns or are energy beings given form depends on how you intend to use them in your setting.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d8, Shooting d10

Pace: 8; **Parry:** 5; **Toughness:** 6

Special Abilities:
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Heat Aura:** At the end of its movement, all adjacent creatures suffer 2d6 damage from the elementals intense heat and have a chance of catching fire. This applies to nonliving objects as well.
- **Invulnerability:** The intense heat generated by plasma elementals melts bullets and other projectiles before they can do any harm. Plasma elementals take normal damage from energy weapons (including Weird Science) and psionics.
- **Plasma Bolts:** Plasma elementals can launch a devastating *blast*, *bolt*, or *burst* of plasma. They use Shooting as their arcane skill and have 30 Power Points. Victims of all three forms have a standard chance of catching fire (see the *Savage Worlds* rules).
- **Slam:** Str+3. Victims suffering any damage have a standard chance of catching fire (see the *Savage Worlds* rules).

Hazards

Exploring the depths of space or the mysteries of an alien world is inherently risky. As well as ferocious beasts and strange natives, erstwhile explorers must also deal with natural hazards. What constitutes a hazard? Any natural event or obstacle the characters cannot control.

Exactly what sort of danger awaits them varies with terrain and climate. You're most unlikely to be caught in an avalanche on the plains, or get a heat wave of 90 degree temperatures in the polar mountains. Likewise, an asteroid is a space-only hazard (unless, that is, you want to slam a flying rock into planet an 10m/s—and we're not saying you shouldn't!).

Ideally, you should have a few hazards for each terrain type, including areas of space. If you're using a random encounter table, add them in.

Whether or not a hazard can be avoided depends on what is confronting the characters. Some, such as sandstorms, may happen without much warning. Others, like a meteor storm, may be detectable and avoided. Climate-based hazards, such as heat waves or cold snaps, cannot be forecast or easily avoided.

Don't reinvent the wheel when designing hazards—make use of existing rules wherever possible. For example, avalanches or crevasses simply inflict physical damage, heat waves and cold snaps use the **Fatigue** rules if the temperature reaches an extreme, and quicksand uses the **Drowning** rules if the character is sucked under.

Asteroid

An asteroid bears down on the heroes ship. The pilot must make a Piloting roll at –2 or the ship suffers 10d6 damage as the flying rock smashes into the superstructure.

Avalanche

An avalanche of rocks or snow threatens to bury the characters alive. All characters in the party should make an Agility (–2) roll. On a success, the character has managed to leap clear or find a nook in which to hide.

On a failure, the character is swept along with the avalanche for 10+2d10", suffering 1d6 damage per 5" or part thereof. A roll of 1 (regardless of the Wild Die) means the characters is swept 20+2d10".

Bad Water

Finding drinking water is a requirement for expeditions roaming the barren wastes of alien worlds. The characters find a stream or pool, but the water is polluted. Unless precautionary measures are taken, such as boiling it or using powerful purification tablets, any character drinking the water must make a Vigor roll at –2 or be Exhausted for 24 hours.

Blizzard/Sandstorm

Those caught in a blizzard or sandstorm must make a Fatigue roll at –2 every hour until they find shelter (Survival at –4, one roll per group). A roll of 1 indicates not only failure but the character wanders over a crevasse as well.

Broken Terrain

Broken terrain includes boulder fields, crevasses, narrow canyons, thick vegetation, and other similar hazards. Unless the characters are in a grav vehicle, movement is reduced by one-half (rounded down) and

any Driving rolls are made at –2. The broken terrain extends for 1d10x10 miles. It can be detoured, but at the expense of time.

Cave-In

The ceiling of the tunnel or cavern the heroes are exploring collapses. Every character in the area must make an Agility roll (–2). Success indicates the character managed to leap out the way and has avoided taking damage. A failure means the character is struck by falling rocks for 2d10 damage. A roll of 1 (regardless of the Wild Die) means the hero suffers 3d10 damage and is buried alive.

Buried characters cannot extricate themselves and must be dug out. This requires a Strength roll at –6. Depending on the width of the tunnel, this may be a cooperative roll or a lone endeavor. Each rolls requires an hour of hard work.

The Game Master may decide that the cave-in has separated the party. Roll 1d6+3 to determine how much of the area is impassable. Removing the collapsed ceiling takes 2 hours per 1".

Crevasse

Crevasses exist in rocky, icy, or desert terrain (they are called sinkholes on the latter). This result means such a formation lies in the party's path. Allow the lead character a Notice roll at –2 to detect the hidden crack. Failure means a tragic fall. The depth of the crack is 1d10 x 10". Falling damage is halved on ice or desert worlds due to snow or sand. He can climb back out 10" with a successful Climbing roll. A victim caught in a sand or snow crevasse must make a Fatigue roll each round to avoid suffocation.

Earthquake

A powerful earth tremor causes the planet's surface to buckle and crack. The heroes must make an Agility roll or be thrown to the ground and Shaken. A roll of 1 (regardless of the Wild Die) means the character has fallen down a crack and suffers 2d6 damage. They are also stuck, and cannot move until they become un-Shaken.

Characters underground when an earthquake strikes suffer the effects of a Cave In instead.

Forest Fire

Forest fires are common in temperate forests when the ground vegetation is very dry, and in hot grasslands, though here they are called brush fires.

To escape the fire, the characters must make a Survival roll at –2. With a failure, the characters suffer 2d10 damage from the combined effects of fire, heat, and smoke. On a critical failure, the characters suffer 3d10 damage.

If you are planning on using a forest fire in an adventure, you can make it more dramatic by using the **Chase** rules to represent the flight from the fire.

Gravity Well

Gravity wells occur only in hyperspace (or whatever alternate space you use for FTL travel) and are usually the result of passing too close to a star or black hole. Some wells are caused by smaller objects, such as asteroids, drifting close to the ship's hyperspace echo in real space..

Gravity wells are divided into three areas—the outer edge, the slope, and the core.

The pilot can avoid a gravity well with a successful Notice roll. On a failure, the ship enters the outer edge of the well. The pilot must make a Piloting roll at –2. On a success, he steers the ship clear.

With a failure, the ship is pulled into the gravity slope and takes 4d6 damage (ignoring Armor). The pilot must make a second Piloting roll, this time at –4. On a success, the ship is back in the outer edge (use the mechanics above).

With a failure, the ship is sucked into the core and takes 8d6 damage (ignoring Armor). The pilot has one last chance to save his ship. He must make a Piloting roll at –6.

With success, the ship is back on the slope and sues the mechanics above to escape. On a failure, the ship is sucked into the center of the well and crushed. Everyone on board is killed.

Hallucinogenic Spores

The characters wander into an area of vegetation which release hallucinogenic spores. Any creature not protected by a full-sealed suit or in a sealed vehicle (usually only military or purpose-built exploration vehicles) must make a Spirit roll or be subjected to terrifying hallucinations. Roll on the Fear Table (no modifier) to determine the effects.

Heatwave

The temperature rockets above to 90+1d20 degrees Fahrenheit and stays that way for 1d4+1 four—hour increments. Characters able to drink 2 quarts of water per four—hour period are sunburned, but suffer no other effects.

If that amount of water isn't available, the character must make a Vigor roll for each four hour period, as per the rules for Heat in the *Savage Worlds* rulebook.

Heavy Snow

Heavy snowfall can make the ground difficult to traverse. Walking through deep snow counts as Difficult Terrain. In addition, Agility and linked skills suffer a –1 penalty because the character is knee-deep in the snow.

Magnetic Storm

Magnetic storms can occur in space or on planets. A powerful magnetic bursts confuses compasses and causes power fluctuations. If the group is using any form of magnetic compass, it now reads 2d20 degrees off true north. Unshielded electrical items suffer a failure on a result of 1 on a d6. A Repair roll and ten minutes is required to make them functional.

Meteor Storm

A hail of small rocks crosses path with the heroes' ship. Safely weathering out a meteor storm is the sign of a skilled pilot. First roll 1d6+3. This determines how long the storm lasts, in 2 minute increments. The Game Master then draws a card for each round to determine how rough the storm is that 2–minute period. The pilot then makes a Piloting roll each round as well, and subtracts the penalty shown on the table below. Add Handling bonuses or penalties to the roll.

The penalty to the roll, and the damage inflicted if the roll is missed, depends on the storm's severity. Damage is applied against the ship's base Toughness, ignoring all Armor.

Every round the roll is missed, each character must make an Agility roll (add +2 if strapped to a seat or wearing magnetic clamps). Those that fail are thrown about the ship and suffer a Fatigue level. A critical failure indicates the character has been hit by loose equipment for 2d6 damage.

Storm Severity

Card Draw	Penalty	Damage
2	–4	5d6
3–10	–2	4d6
Jack–Ace	0	3d6
Joker	+2	3d6

Poisonous Fumes

Sulfurous gases from volcanoes and swamp gas present hazards to characters not protected by a spacesuit or rebreather. A volcanic vent or gas bubble belches a large cloud of gas over the party. Characters must make three Vigor rolls at –2. Each failure causes a level of Fatigue. Incapacitated characters must make a Vigor roll every hour or die of asphyxiation.

Psi Storm

Psi storms occur in remote areas. Visually, they resemble the Northern Lights, only they are multi-hued rather than green. They occur during the day as well as at night, and strike at random intervals.

Anyone caught in a psi storm can suffer one of two effects. The GM can determine randomly which type is encountered (roll or die or draw a card) or pick one which suits his needs.

The first is hallucinations, usually of a dead loved one or of a person they know is far away. The person speaks to them in cryptic language, which if understood, produces a clue to the adventure or greater campaign. There is no game mechanic for this—the GM simply provides a veiled clue foreshadowing events due to occur at some time during the campaign.

The second effect is, potentially, more dangerous. Some storms produce physical manifestations, simialr to lightning, others strike targets with telekinetic attacks, throwing them around like rag dolls. Whatever the effect, anyone caught in the storm must make a Spirit roll or take 3d6 damage. Since the damage is physical, armor protects as normal.

During a psi storm of either type, a psionicist makes a Psionics roll. He regains 1d6 Power Points per success and raise, up to his maximum, as he absorbs the psychic energy. With a failure he loses 2d6 Power Points (to a minimum of zero). These recharge normally. On a critical failure, the psionicist suffers a psychic backlash and cannot use his powers for 24 hours.

Quicksand

Quicksand comes in two forms, wet (swamp) and dry (desert). The game mechanics are identical.

Allow the lead character a Notice roll at –2 to detect the hidden danger. Failure means he plunges in to his waist (neck for Small characters) and begins sinking.

Those stuck in the hazard sink completely in three rounds (one round for Small characters) unless extracted. They can make a Strength roll (–4) to pull themselves out. A success stops them sinking any further, and a raise pulls them out. On a critical failure the character is sucked under and immediately begins drowning. Heroes aiding a sinking comrade need to make a Strength roll to drag the unfortunate being from the quicksand. On a critical failure they are pulled in and begin sinking as well.

Once a character is under the surface he cannot

extricate himself and must be dragged out by allies on the surface. In order to find the character, those searching for him must first make a Notice (–2) roll. Extricating a submerged character requires a Strength (–2) roll.

Vehicles sink to their axles (except grav vehicles, which ignore this hazard). Getting the vehicle free can be achieved through careful driving (Driving roll at –4) or by digging ti clear. The latter requires a Strength roll at –6 and one hour of time per attempt. This can be made as a cooperative roll.

Radiation Storm

Radiation storms can be hazardous to starships and their crews, as well as explorers on alien worlds. First roll 1d6+1. This determines how long the storm lasts, in 1 hour increments. The Game Master then draws a card for each hour to determine how rough the storm is that hour.

Starships/Vehicles: The damage column indicates how much damage a starship or vehicle takes to its base Toughness (ignore Armor). Wounds indicate fried circuits, and a vehicle reaching Incapacitated is dead in the water and all of its circuits are burned out.

Crew inside a vehicle are only affected on a Crew Critical Hit. In this instance, consult the rules below for People.

People: Crew or explorers make Vigor rolls each round as well, and subtract the penalty shown on the table below from their total. Failure causes a Fatigue level. Donning a radiation suit or radiation shielded spacesuit grants a bonus, as determined by the gear notes (typically this is +2 or +4). Normal armor does not protect against radiation.

A character who becomes Incapacitated and survives or who rolls a 1 on his Vigor die, regardless of Wild Die, suffers radiation sickness. He gains the Anemic Hindrance and must a Vigor roll once per week or die.

Storm Severity

Card Draw	Penalty	Damage
2	–4	4d6
3–10	–2	3d6
Jack–Ace	0	2d6
Joker	+2	2d6

Razor Grass

Razor grass is a carnivorous plant, but it poses no danger to those who recognize its thick, razor-edged leaves. Razor grass makes no attempts to actively hunt prey—animals passing through the area receive cuts, which bleed onto the ground, where the blood is absorbed by the roots.

The lead character walking through the area must make a Notice roll every 2" he moves through the area to spot the razor grass. On a failure, the character suffers 1d6 damage. If he succcceeds, he avoids the worst of the grass and others can follow safely in his footsteps.

Razor grass can be found in clumps as small as a Small Burst Template or as large as ten Large Burst Templates placed adjacent to each other. Patches of razor grass can be destroyed by area effect weapons or flamethrowers doing 10 damage or more. Treat each template as a separate creature.

Stampede

No matter what planet you're on, stampedes are caused when herds of animals panic and charge across the countryside. Any herd animal may stampede, regardless of size, but the bigger the animal, the harder it is to stop, and the larger the herd, the greater the danger to characters in their path.

Characters caught in a stampede usually have little hope of outrunning the herd, and so must seek cover. quickly. Finding cover in time requires an Agility roll at –2.

On a failure, the character is kicked by a few animals as they thunder past, and suffers damage equal to 2d6+ the animals' average Size.

Should the character roll a 1 on his Agility die, regardless of the result of the Wild Die, he is caught in the path of the stampede and trampled. He takes 4d6 damage + twice the animals' average Size!

Storm

Storms are typified by dark skies and lashing rain. The downpour reduces visibility (treat as Dark Lighting), extinguishes most normal fires within 1d10 rounds, and only volatile materials have a random chance of igniting from fire-based attacks.

Storm conditions inflict a –1 penalty to most actions due to slipping, difficulty hearing, strong winds, and so on. The Game Master must decide if other actions are affected.

Thunder Storm

Visibility is reduced to just 12" (and still subject to Dark Lighting) and the ground turns into a quagmire. Any character running must make an Agility roll or fall prone and become Shaken. Most actions suffers a –2 penalty. Non-game effects include flash floods and lightning strikes, possibly damaging nearby buildings, drowning creatures, and preventing starships leaving or landing on planet.

Robots

Not every sci-fi setting makes use of robots or droids. If you plan on using them, here's some example robots ready for instant use. There's also construction guidelines in the *Sci-fi Gear Toolkit* which allow you to build robots from scratch to whatever design you want, as well handy hints on allowing them as player characters.

The sample robots from that volume have been reproduced here for completeness.

All of these robots can speak, using synthesizers, but unless they are an artificial intelligence, their conversation is limited to matters concerning their primary function. Thus, a medic bot could engage in a talk on diseases or surgical procedures, but it won't have any interest in taking about sports. Robots aren't necessarily dumb, they're just slaves to their programming.

They are also mindless creations. They can think in accordance with their programming, but they cannot be intimidated, persuaded, or taunted. In your setting, however, you may wish to allow robots to be susceptible to these traits.

Assassin Bot

Assassins bots are state-of-the-art machines with artificial intelligence. When fitted with artificial skin, they are virtually indistinguishable from humans. Although robots, their skeleton is plastic, designed to foil metal detectors. This is a basic factory model.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8, Lockpicking d6, Notice d8, Shooting d8, Stealth d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Special Abilities:
- **Advanced Sensors:** Assassin droids have Infravision and Low Light Vision.
- **Artificial Intelligence:** The robot can think independently of any programming. Although it is not truly sentient, it can display a full range of emotions.
- **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
- **Fearless:** Assassin droids are immune to Fear and Intimidation.
- **Humanoid:** Assassin bots resemble humans.

Best Friends Bot

Known more commonly as "buddy bots," they small hover bots are available for hire when people need company. They're not designed for sexual interaction but are instead programmed with a particular topic, usually of a trivial nature.

For instance, if a client wants to watch the big game and has no friends, he can hire a buddy bot programmed with not only every stat about the sport, but also with the ability to make small talk based on the game (including comments on what it would like to do with the cheerleader squad and a gallon of whipped cream). They also have the ability to argue, though the manufacturers refer to it as a "lively discussion option."

Some models are equipped with a rudimentary arm, allowing them to hold cards if you're a friend short for a poker match. According to the licensing terms, any money the robot wins belongings to the hiring company.

Attributes: Agility d4, Smarts d8(A), Spirit d4, Strength d4, Vigor d4
Skills: Knowledge (Any one) d8, Intimidate d6
Pace: 0; **Parry:** 2; **Toughness:** 4
Special Abilities:

• **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
• **Hover:** Moves at Pace 6 but can reach a maximum ceiling of 20″ with a Climb of 3″.
• **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.
• **Pliant:** Robot buddies might make a show of resisting, but they always come round to the hirer's point of view eventually. Persuasion attempts involving their programmed area of expertise gain a +1 bonus.
• **Size –2:** Buddy bots are the size of basketballs.
• **Small:** Attackers are –2 to hit a buddy bot due to its size.

B-Movie Robot

B-movie robots are usually at least vaguely humanoid, robustly built (or clunky, if you prefer), and are adorned with flashing lights and revolving antenna.

Most are talkative and act almost human at times. All possess great intelligence, often in several sciences, and have immense physical strength.

Attributes: Agility d6, Smarts d8(A), Spirit d8, Strength d12, Vigor d10
Skills: Fighting d4, Knowledge (any two) d8, Notice d6, Repair d6
Pace: 6; **Parry:** 4; **Toughness:** 7
Special Abilities:

• **All Thumbs:** Most B-movie robots have pincers or suckers rather than actual hands. They receive a –2 penalty to Repair rolls unless using special tools.
• **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
• **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.
• **Limited Cognition:** Unless programmed to the contrary, any sentient being can give a B-movie robots orders. Once orders are received, a B-movie robots spends its next action processing them. During this time it remains motionless as its brain computes what has been asked of it.
• **Pacifist:** B-movie robots are forbidden from harming sentient beings by deep-rooted programming. They may defend themselves from attack, but strike to knockout, never to kill.
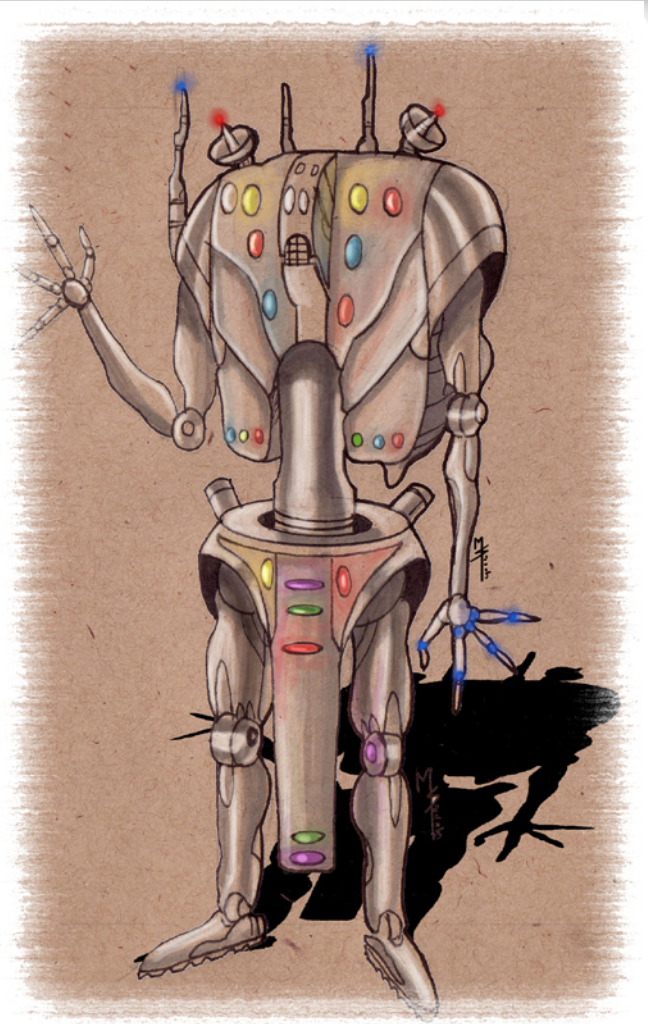
Chauffeur Bot

Chauffeur bots are built into vehicles, rather than being free-moving constructs. They resemble the upper half of a human, complete with two arms and a head. Built for functionality rather than social interaction, they have a distinct manikin-like appearance.

Chauffeur bots are programmed with only limited social programming—just enough to ask for a destination. Once given a destination, clients must insert their credit stick or money into a special unit in the passenger compartment of the vehicle. No money, no journey. Chauffeur bots have detailed street maps of the city in which they operate stored in their memory. Unless given specific instructions, they always take the shortest route. Outside of the city limits, they require on passenger directions (unless taking a popular route, like to an out-of-town spaceport).

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d4, Vigor d4
Skills: Driving d8
Pace: 0; **Parry:** 2; **Toughness:** 4
Special Abilities:

- **Ace Driver:** Chauffeur bots have the Ace Edge.
- **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
- **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.

Child Minder Bot

Child minders are nannies and bodyguards, usually to spoilt, rich brats. Their programming is to protect the child rather than submit to its whims, and parents usually purchase the parental security package to prevent children tampering. Child minders are fed with an image of the child they are protecting, as well as details of what the child is and isn't allowed to do (such as not buying sweets). Images of known associates, such as friends and teachers, are also inputted to prevent the child minder mistaking a friend for a potential kidnapper. The child usually has the discretion to add people to this list.

Since parents who need a robot minder are usually wealthy, no expense has been spared in arming the robot with top-level programs.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d10, Shooting d8
Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 8(2)
Special Abilities:
- **Advanced Sensors:** The robot has Infravision and Low-Light Vision. It addition, it has the Alertness Edge.
- **Armor +2:** Hardened shell.
- **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
- **Humanoid:** Most child minders are humanoid.
- **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.
- **Protect:** The robot is programmed to protect the child even at the expense of its own life. If the robot is adjacent to its charge, all attacks are made against it instead.
- **Sociable:** Child minders are programmed to take a basic interest in the child's life and to interact with humans. They have +2 Charisma.
- **Stunner:** Since arming a child minder with a deadly weapon may endanger the child, the robots are equipped with a stunner. This uses a Shooting roll and has a range of 5/10/20. Victims must make a Vigor roll or be Shaken, and cannot attempt to recover for 1d6 rounds.
- **Threat Neutralization:** When a child is endangered, the robot acts swiftly to neutralize any threat. It has the Level Headed and Marksman Edges.

Demolition Bot

Demolition robots are tall humanoids with a clawed hand for lifting rubble and a huge wrecking ball on a chain fixed to the other. They are not particularly bright.

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d12+4, Vigor d10
Skills: Fighting d6, Notice d4
Pace: 6; **Parry:** 5; **Toughness:** 10
Special Abilities:
- **Claw:** Str+3. Can also grapple.
- **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
- **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.
- **Size +3:** Wreckers stand 15' tall.
- **Wrecking Ball:** Str+4. Reach 2".

Engineer Bot

A basic technical droid often found on starships assisting the crew. It has short, stubby legs and three arms, one equipped with a welder and the other two with rudimentary pincers for clutching tools..

Attributes: Agility d6, Smarts d8(A), Spirit d6, Strength d8, Vigor d6
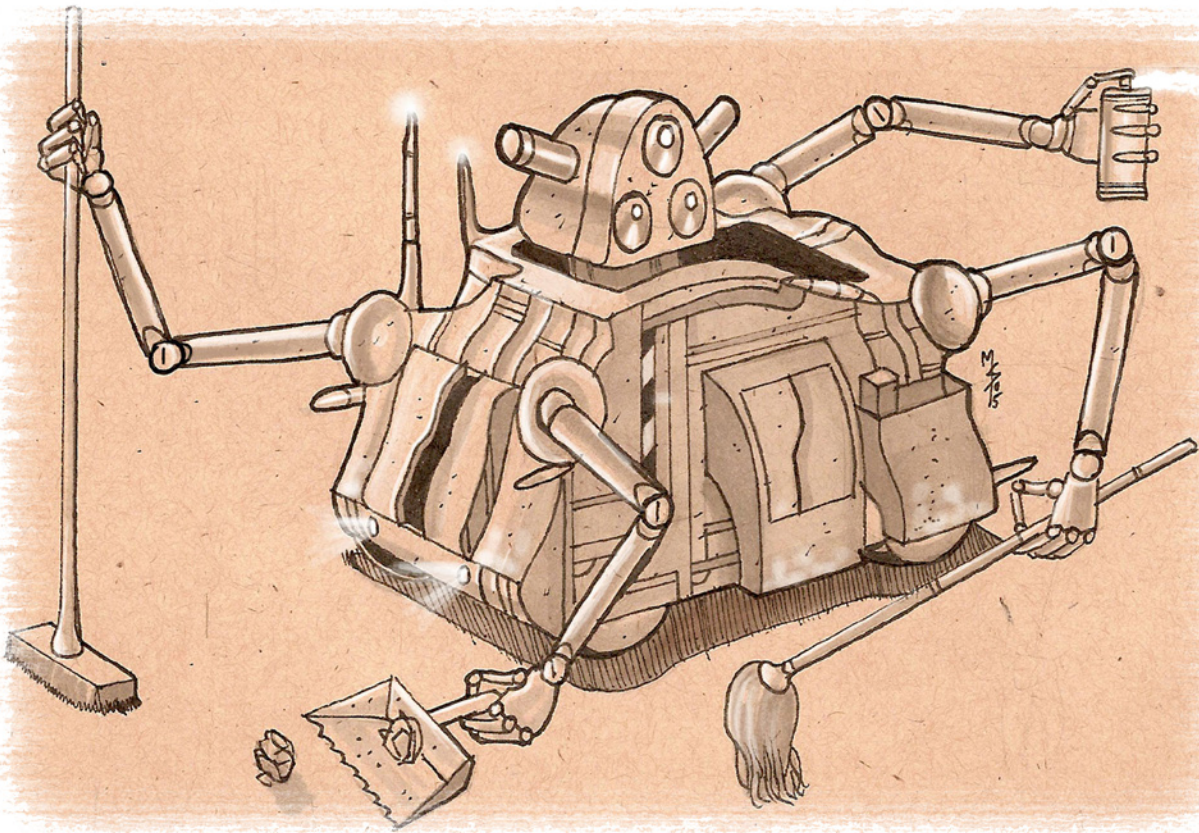**Skills:** Notice d6, Repair d8
Pace: 6; **Parry:** 2; **Toughness:** 5
Special Abilities:
- **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
- **Magnetic Feet:** A repair bot can walk up and along metal surfaces at its Pace if the structure will support its weight. It may also run.
- **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.
- **Size -1:** Repair bots stand 3-4' tall.
- **Tools:** Str.
- **Welding Arm:** 2d6 damage.

Guide Bot

Guide bots come in two types—city and rural. City guides are programmed with all the tourist sites of a particular city and are hired out to assist tourists in seeing the best sites while avoiding troublespots. Businesses often bribe the tour operators to ensure

their attraction is high on the guide's agenda. Because tourism brings in money, and crime is bad for business, they have a direct radio link to the local police station.

Rural guides serve a similar purpose, but are designed to accompany tourists on wilderness tours. They have an additional Survival program in case the tourists get into danger. Their radio link is usually connected directly to local rescue stations.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d6, Vigor d6
Skills: Notice d8, Persuasion d8, Survival d8
Pace: 6; **Parry:** 2; **Toughness:** 5
Special Abilities:

• **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
• **Hover:** Moves at Pace 6 but can reach a maximum ceiling of 20" with a Climb of 3".
• **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.

Janitor Bot

Janitor bots, or domestic engineering assistants as their makers call them, serve to clean up trash. Basic models have four arms with in-built domestic appliances sat on a wheeled frame. At higher tech indexes, they may have highly advanced disintegrator disposal units, instantly vaporizing garbage they place in there.

The ubiquitous janitor bots are frequently the targets of vandals, and as a result have basic self-defense programming. They are not, however, well armed. In combat they use a broom and cleaning spray.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d6
Skills: Fighting d4, Notice d6, Shooting d4
Pace: 6; **Parry:** 4; **Toughness:** 5
Special Abilities:

• **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
• **Broom:** Str+1.
• **Cleaning Spray:** Uses Shooting with a range of 1/2/4. Victims not wearing a face protector are blinded for 1d3 rounds. During this time they are –6 to all physical actions.
• **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.
• **Wheeled:** Janitors treat each inch of difficult terrain as 2". They also can't climb stairs, but they can activate elevators.

Medic Bot

Medic bots have vaguely human faces (it was thought to calm patients seeing a "familiar" face) but have four arms. The arms have small graspers which allow the robot to wield a variety of surgical instruments.

Since medic bots are designed for use in hospitals, no expense was spared on their design, and they are rugged and dependable.

Attributes: Agility d10, Smarts d8(A), Spirit d6, Strength d4, Vigor d4
Skills: Healing d10.
Pace: 6; **Parry:** 2; **Toughness:** 4
Special Abilities:
  • **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
  • **Four Limbs:** Because the robot can wield multiple medical tools simultaneously, it can operate far more efficiently than a single human medic. As a result, Healing rolls made by the medic bot have a +2 bonus.
  • **Humanoid:** Despite the four arms, medic bots are built around a humanoid form.
  • **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.

Pleasure Bot

Pleasure bots exist to serve humans in any way they can and do so without thought of morals or deviancy. They are programmed to exhibit emotions and follow basic topics of conversation, but they are not free-willed constructs.

Certain firms will design a pleasure bot to match a photographic image, which has led to several lawsuits from celebrities unwilling to allow their image to be used in this manner.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d6, Vigor d6
Skills: Knowledge (Sexual Techniques) d10, Notice d6
Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Special Abilities:
  • **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
  • **Humanoid:** Pleasure bots resemble humans.
  • **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.
  • **Very Attractive:** Whether "male" or "female," pleasure bots are coated in synthetic skin designed to appeal to humans. They have +4 Charisma.

Roving Reporter Bot

When reports can't be fussed to investigate a story, they send a roving reporter. As well as a multi-optic video camera with a 4-hour recording crystal, they have three microphones (4-hours storage), and can be programmed by a sentient to ask questions, repeating them over and over until they get an answer. They are somewhat limited in their ability to judge answers, however, and "shove off" is likely to be taken as a valid response.

Some news stations program reporters to roam the streets, along with a database of what would make an interesting story. If there is an accident or crime in progress, the reporter bot can be at the scene getting the scoop within minutes.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d4, Vigor d10
Skills: Fighting d8, Notice d8, Persuasion d6, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Special Abilities:
  • **Advanced Optics:** Reporters have both Infravision and Low-Light Vision.
  • **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
  • **Hover:** Moves at Pace 6 but can reach a maximum ceiling of 20" with a Climb of 3".
  • **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.
  • **Non-Combative:** Reports bots are often attacked by angry celebrities and are programmed to avoid trouble. Their Fighting skill represents their ability to dodge blows, not to attack.
  • **Size –2:** Reporter bots are the same size as a basketball.
  • **Small:** Attackers are –2 to hit a reporter bot due to its size.

Sentry Bot

Sentry robots are spherical robots bristling with sensors. Their main armament is a rapid fire laser rifle.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d8
Skills: Notice d8, Shooting d8, Stealth d6
Pace: 0; **Parry:** 2; **Toughness:** 6(2)
Special Abilities:
  • **Armor +2:** Additional plating.
  • **Blaster:** Range 3060/120, Damage 2d6, ROF 3, Shots 48.
  • **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No

additional damage from Called Shots; Piercing weapons cause half damage.

• **Fearless:** Sentry bots are immune to Fear and Intimidation.

• **Hover:** Pace 6"; Climb 3"

• **Keen Sensors:** Sentry bots have the Alertness Edge.

• **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.

• **Size –2:** Sentry robots are the same size as a basketball.

• **Small:** Attackers are –2 to hit a sentry bot due to its size.

Stevedore Bot

Stevedores work in spaceports loading and unloading cargo. They are very strong, but also stupid. Instructions more complex than "Take the cargo from point A to point B" cause them confusion.

Stevedores are built around a large, floating platform with two forklift truck-type arms running along the edges. The arms can extend two yards past the front of the flatbed to grasp cargo containers. They then retract to place the cargo onto the flatbed. The robot brain is housed in a small box at the rear of the bed.

Despite having a high initial cost, stevedore robots require no wages, and very durable, and don't have a union, which makes them popular with employers.

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d12+10, Vigor d10

Skills: Notice d4

Pace: 6; **Parry:** 2; **Toughness:** 8
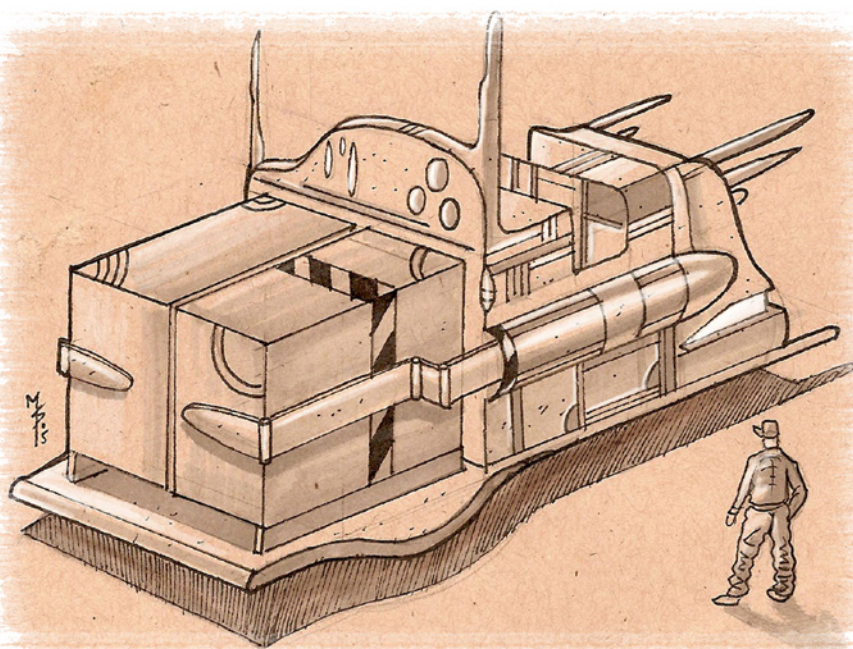
Special Abilities:

• **Brawny:** +1 Toughness. Can carry 20x their Strength.

• **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.

• **Extendable Arms:** Str. +1 Reach.

• **Hover:** Moves at Pace 6 but can reach a maximum ceiling of 20" with a Climb of 3".

• **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.

Survey Bot

Survey bots are used by miners to scout out seams of minerals. They look like 21st century bomb disposal robots, having a tracked base and a single, extendible arm packed with spectral analyzers and chemical sniffers. A camera and voice-activated override with a 1000 mile range allows them to be operated remotely if a human geologist sees something of interest he wants the robot to analyze. In most instances, the robots are simply sent out to an area and programmed with a standard search pattern.

Attributes: Agility d6, Smarts d8(A), Spirit d6, Strength d6, Vigor d8

Skills: Knowledge (Chemistry) d8, Knowledge (Geology) d10, Notice d6

Pace: 6; **Parry:** 2; **Toughness:** 6

Special Abilities:

• **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.

• **Electric Shock:** As expensive bits of kit, owners are naturally reluctant to allow them to be mauled about by nosy beasts. As such, every surveyor is equipped with the capability to highly charge an area equal to a Small Burst Template centered on itself. Any creature entering the field receives a shock. The damage can be varied between 1, 2, or 3d6. depending on the threat the robot perceives. The battery holds 30 charges, and each die of damage uses a charge (so a 3d6 shock uses 3 charges).

• **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.

- **Scientific Tools:** The robot's battery of sensors give it a +2 bonus to Knowledge (Chemistry) and Knowledge (Geology) rolls when analyzing samples.
- **Tracked:** Surveyors treat each inch of difficult terrain as 1.5 instead of 2.

Tactical Analysis Bot

Used by the military, tac bots (as they are known) are programmed to understand battlefield tactics and strategy. They are often used as master units to military drones (use the Roving Reporter stats), correlating data from remote feeds and suggesting a course of action based on terrain, weather, enemy strength, and so on. Although fully capable of running large engagements without human input, few generals are willing to trust them and prefer to think of them as advisors.

Tac bots are large, spherical constructs bristling with antenna. Their central "eye," which is on a rotating panel, doubles as a hologram projector.

Attributes: Agility d4, Smarts d10(A), Spirit d6, Strength d4, Vigor d10
Skills: Knowledge (Battle) d10
Pace: 6; **Parry:** 2; **Toughness:** 7
Special Abilities:
- **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
- **Hologram:** Tac bots are able to produce maps of troops positions based on computer chips in the soldiers' dog-tags and from remote sensors or create battlefield projections as holograms. These allow commanders to see the battle unfold in real-time. A character using the information gains +2 to his own Knowledge (Battle) rolls.
- **Hover:** Moves at Pace 6 but can reach a maximum ceiling of 20" with a Climb of 3".
- **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.

Valet Bot

Valets are personal butlers. Although often privately owned by wealthy members of society, many high-class hotels also make use of them.

Although humanoid in form, they have a bare metal frame. Most owners dress them in human clothes to make them seem more human. They are programmed with a variety of social interaction programs, but are typically used only to carry luggage, take messages, and fetch drinks orders.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Notice d6, Persuasion d6
Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 6
Special Abilities:
- **Charismatic:** Valets are able to hold polite conversation and make general small talk. They have +2 Charisma.
- **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
- **Humanoid:** Valets are humanoid in form.
- **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.

War Droid, Mk I

Mark I war droids are large, tracked robots with an impressive arsenal of weapons. Although they carry heavier firepower than the Mk II, they are limited what terrain they can traverse by their tracks.

The robot resembles a small tank. Its weaponry is carried externally and can traverse 360 degrees. The weapons are linked in parallel, meaning that all its weapons face the same direction at the same time.

Although they can be deployed in all-robot units, they are most often used to provide heavy fire support to living infantry or sent into dangerous territory to clear a path for the ground troops.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d12, Vigor d10
Skills: Fighting d8, Notice d6, Shooting d8, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 14(4)
Special Abilities:
- **Advanced Sensors:** War droids have Infravision and Low Light Vision and can switch between the two as a free action..
- **Armor +4:** Reinforced body.
- **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.
- **Edges:** War droids have the Marksman, Rock and Roll, and Steady Hands Edges.
- **Grenade Launcher:** Range 40/80/160, Damage 3d6, ROF 1, Medium Burst Template, AP 2. The drum carries 20 rounds.
- **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.
- **Minigun:** Range 50/100/200, Damage 2d8, ROF 6, AP 2. The weapon has 1000 rounds.
- **Self-Destruct:** An Incapacitated war droids explodes for 5d6 damage in a Medium Burst Template.
- **Size +3:** War droids are the size of small tanks.
- **Stealth Paint:** War droids are coated with special

paint. Notice rolls to spot them with sensors are made at –4.

• **Tracked:** War droids treat each inch of difficult terrain as 1.5 instead of 2.

War Droid, Mk II

Mark II war droids are bipedal constructs, but due to their skeletal appearance (which is designed to instill fear) cannot be mistaken for humans. Their sole function is to destroy. A humanoid construct, war droids can use any standard weapons available to the race which built them.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d12+2, Vigor d10
Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8
Pace: 6; **Parry:** 6; **Toughness:** 9(2)
Special Abilities:

• **Advanced Sensors:** War droids have Infravision and Low Light Vision and can switch between the two as a free action..

• **Armor +2:** Reinforced body.

• **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.

• **Edges:** War droids have the Marksman and Steady Hands Edges.

• **Fearless:** War droids are immune to Fear and Intimidation.

• **Hardy:** A second Shaken result does not cause a wound.

Wrestler Bot

Robot sports have replaced many contacts sports in the future, including wrestling. However, criminal organizations offer humans the chance to prove their manhood by squaring up against a wrestler bot in illegal blood sport contests.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12, Vigor d10
Skills: Fighting d10, Notice d6
Pace: 6; **Parry:** 8; **Toughness:** 8
Special Abilities:

• **Combat Programming:** Wrestlers have the Block, First Strike, Frenzy, and Two Fisted Edges.

• **Construct:** +2 to recover from being Shaken; Immune to poison, disease, and suffocation; No additional damage from Called Shots; Piercing weapons cause half damage.

• **Humanoid:** Wrestlers are large, humanoid robots.

• **Mindless:** Robots do not suffer from fear and cannot be intimidated, persuaded, or taunted.

• **Size +1:** Wrestlers stand 7' tall.

• **Spiked Fists:** Str+1.
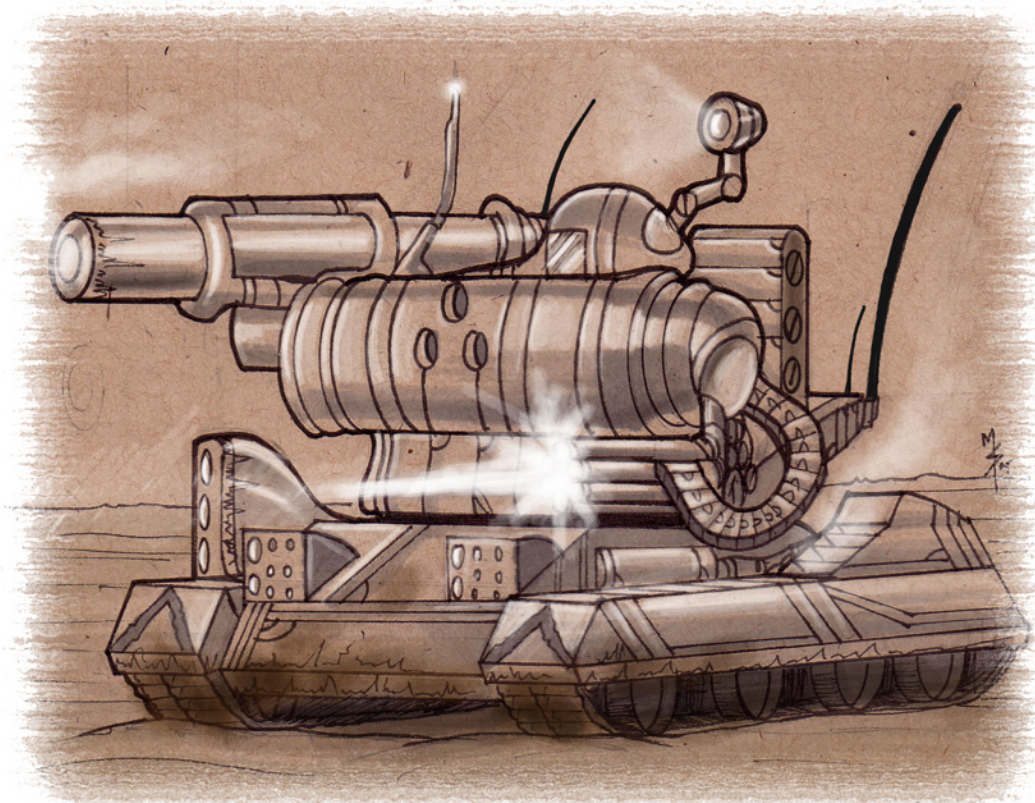
Archeytpes

This chapter details a wide variety of character archetypes. They aim to cover as much of the sci-fi genre as possible, and therefore not every archetype will be useful in your setting. Pick and choose what suits your setting best.

Because sci-fi gear can range from slug throwers to disintegrators and kevlar vests to awesome suits of power armor, we've assigned a default set of gear. You should alter it to fit the tech level of your particular setting. References to the *Sci-fi Gear Toolkit* are suggestions only.

Assassin

Assassins are hired killers. They may be loners or belong to an organized guild or government agency. What they have in common generally is a lack of scruples about killing for money.

Typical Assassin

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d6, Notice d8, Stealth d8, Shooting d6, Streetwise d6, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Various
Edges: Alertness, Dodge, First Strike, Steady Hands, Thief
Gear: Molecular sword (Str+5), laser rifle (30/60/120, 1–3d6, ROF 3, 48 shots, auto, 3RB).
Special Abilities:
 • **Poison:** The quickest way to kill someone is with poison. A typical poison requires the victim to make a Vigor roll at –2 or take an automatic wound.

Master Assassin

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d8, Notice d10, Shooting d6, Stealth d12, Streetwise d8, Throwing d10
Charisma: 0; **Pace:** 6; **Parry:** 10; **Toughness:** 5
Hindrances: Various
Edges: Acrobat, Alertness, Block, Dodge, First Strike, Marksman, Level Headed, Quick Draw, Steady Hands, Thief
Gear: Molecular sword (Str+5), laser rifle (30/60/120, 1–3d6, ROF 3, 48 shots, auto, 3RB).
Special Abilities:
 • **Poison:** Master assassins use more deadly venoms in their trade. Victims must make a Vigor roll at –2 or die in 2d6 rounds.

Bounty Hunter

Bounty hunters serve as a form of intergalactic police, hunting down criminals where governments have no jurisdiction. Some respect local laws and cooperate with law enforcement agencies. Others use whatever methods they deem necessary to catch their quarry.

Typical Bounty Hunter

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 Vigor d8
Skills: Driving d6, Fighting d8, Intimidation d6, Notice d8, Piloting d6, Shooting d8, Stealth d6, Streetwise d6, Taunt d6, Tracking d8

Charisma: –2; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10(2/4)
Hindrances: Greedy, Mean, Vengeful (minor)
Edges: Alertness, Combat Reflexes
Gear: Kevlar vest (+2/+4), laser rifle (30/60/120, 1–3d6, ROF 3, 48 shots, auto, 3RB), molecular knife (Str+1), three stun grenades (5/10/20, 3d6 nonlethal damage, MBT), handcuffs, commlink

Veteran Bounty Hunter

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d10
Skills: Driving d8, Fighting d10, Intimidation d10, Notice d8, Piloting d8, Shooting d10, Stealth d6, Streetwise d8, Taunt d6, Tracking d10
Charisma: –2; **Pace:** 6; **Parry:** 7; **Toughness:** 13(6)
Hindrances: Greedy, Mean, Vengeful (major)
Edges: Alertness, Combat Reflexes, Level Headed, Marksman, Strong Willed
Gear: Infantry battle suit (+6), laser rifle (30/60/120, 1–3d6, ROF 3, 48 shots, auto, 3RB), 3 mags, stunner (Range 6/12/24, ROF 1, Shots 10, Vigor roll or be Shaken. Cannot attempt to recover from being Shaken for 1d6 rounds), molecular knife (Str+3), three stun grenades (5/10/20, 3d6 nonlethal damage, MBT), handcuffs, commlink

Citizen

Most aliens and humans in sci-fi settings lead unglamorous lives as crafters, miners, shop owners, or farmers. They have little skill outside their trade and little interest risking their necks on quests to save alien worlds, or even their own.

Low–tech World

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Knowledge (one trade) d6, Notice d6, Shooting d4
Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Hindrances: —
Edges: —
Gear: Knife (Str+1), tools of the trade

Hi–tech World

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Knowledge (one trade) d6, Notice d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Hindrances: —
Edges: —
Gear: Molecular knife (Str+3), tools of the trade

Corporate Exec

Whether the setting is near-future or far future, corporate executives are usually there somewhere keeping the wheels of industry turning.

The stats presented here are for a typical executive as shown in the movies—ambitious, ruthless, and power-hungry, stopping at nothing to achieve their nefarious goals.
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Intimidation d8, Guts d4, Notice d4, Persuasion d8, Shooting d4, Taunt d6
Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Hindrances: Greedy, Stubborn
Edges: Connections, Strong Willed
Gear: Sharp suit, data organizer

Cyberspace Hacker

Cyberspace hackers earn a living by hacking into electronic realms to steal data, crack corporate sites, or override systems. Those who are talented get rich, get famous, or get killed! Guidelines for using cyberspace in your campaign can be found in the *Sci-Fi Gear Toolkit*.
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Driving d6, Investigation d6, Knowledge (Rigging) d6, Repair d6, Shooting d6, Streetwise d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: Fleet-Footed
Gear: Glock pistol (12/24/48, 2d6, 17 shots, AP1, semi auto), "Newboy-101" rig (see *Sci-Fi Gear Toolkit*)

Experienced Hacker

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d10
Skills: Fighting d6, Driving d6, Investigation d8, Knowledge (Rigging) d10, Repair d10, Shooting d6, Streetwise d8
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7
Hindrances: —
Edges: Dodge, Fleet-Footed
Gear: Glock pistol (12/24/48, 2d6, 17 shots, AP1, semi auto), "The Governor" rig (see *Sci-Fi Gear Toolkit*)

Daring Hero

Daring heroes, and heroines, are common in space pulp settings. They are larger than life characters, of rugged appearance (or beautiful for females), and are heroic to their very core. They have a knack for getting into difficult scrapes, and getting out of them with great flair and panache.

While the characters are (obviously) the main heroes, daring heroes make useful allies and should follow the same goals as the heroes.

Daring Hero

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Driving d6, Fighting d10, Guts d10, Persuasion d8, Piloting d8, Notice d8, Shooting d10, Streetwise d6, Survival d8
Charisma: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 6
Hindrances: Heroic, Loyal
Edges: Ace, Attractive, Charismatic, Command, Hard to Kill, Harder to Kill, Improved Nerves of Steel, Level Headed, Luck, Natural Leader, Strong Willed
Gear: Laser pistol (15/30/60, 1–3d6, 24 shots, semi auto).

Daring Sidekick

Any decent hero always has a trusty sidekick by his side. Some sidekicks are "boy wonders," willing to get into scraps alongside their hero. Others are innocents caught up in the hero's escapades. This particular sidekick is a female journalist.
Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d4, Guts d10, Knowledge (Journalism) d8, Investigation d8, Persuasion d8, Notice d6, Streetwise d8, Taunt d6
Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Curious, Heroic, Loyal
Edges: Attractive, Investigator, Strong Willed
Gear: Usually none.

Cyborg

Cyborgs, short for cybernetic organism, are part-human and part-machine. In space opera or pulp settings, their implants may be bulky items which hiss and vent jets of gas. In more traditional hard science settings they are likely to be molded to fit the host's form and are indistinguishable from his own body. Guidelines for introducing cyberware into your setting can be found in the *Sci-Fi Gear Toolkit*.
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d10
Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 11(4)
Hindrances: —
Edges: Combat Reflexes
Cyberware: Attribute Boost (+2 dice Str), Adrenal Surge (+2 to recover from being Shaken. Stacks with Combat Reflexes), Subdermal Armor (+2)
Gear: Light armor (+2), laser rifle (30/60/120, 1–3d6, ROF 3, 48 shots, auto, 3RB).

Diplomat

In a universe inhabited by numerous alien races, it is the diplomats who stop (and sometimes cause)

interplanetary wars and broker trade agreements between races. Most diplomats have a small staff of aides who handle mundane business matters.

Diplomat

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Driving d6, Fighting d4, Guts d8, Intimidation d10, Investigation d8, Notice d8, Persuasion d10, Shooting d6, Streetwise d10
Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Pacifist (Minor)
Edges: Charismatic, Connections, Strong Willed
Gear: Computerized diary

Diplomatic Aide

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Guts d6, Intimidation d6, Investigation d6, Notice d6, Persuasion d6, Shooting d4, Streetwise d6
Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Hindrances: —
Edges: —
Gear: Computerized diary

Explorer

Explorers are the brave souls who investigate new worlds, ancient ruins of long-dead alien civilizations, and make first contact with new sentient life-forms. They usually operate in small teams, with each member having a science specialty.
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Driving d6, Fighting d4, Guts d6, Knowledge (one science) d8, Notice d6, Persuasion d6, Piloting d6, Repair d6, Shooting d6, Survival d8, Tracking d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 7(1)
Hindrances: Curious
Edges: Woodsman
Gear: Spacesuit (+1), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), molecular knife (Str+3), mapping computer, survival kit

Law Enforcement

Law enforcement officials may be the local police, customs officials, a federal agency, or hired security guards.
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9(2/4)
Hindrances: Code of Honor (uphold the law)
Edges: Connections (Police Officers)
Gear: Kevlar vest (+2/+4), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), baton (Str+1), handcuffs, commlink. Squad cars contain a shotgun.

Riot Officer

Riot officers are commonly tasked with breaking up civilian disturbances. Often these are dangerous unlawful gatherings , but occasionally, the riot officer is the strong arm of an oppressive regime. Whatever, they are usually among the best trained and equipped law enforcement officers. If you have the *Sci-Fi Gear Toolkit*, swap the armor for Riot Power Armor.
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6
Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Shooting d8
Charisma: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 11(6)
Hindrances: Code of Honor (uphold the law)
Edges: Block, Combat Reflexes
Gear: Infantry battle suit (+6), large plastic riot shield (+2 Parry), baton (Str+1), three stun grenades (5/10/20, 3d6 nonlethal damage, MBT), handcuffs

Mad Scientist

Mad scientist is a generic term for anyone who uses Weird Science. They may be Hans Zharkov type scientists, creating bizarre gizmos which seem to defy the laws of physics, or true visionaries with a grasp of physics beyond their race's normal level of understanding.

Typical Mad Scientist

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Guts d6, Knowledge (any two sciences) d8, Notice d6, Repair d8, Shooting d6, Weird Science d8
Charisma: –2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Outsider (crazy old fool)
Edges: Arcane Background (Weird Science), New Power
Gear: Laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), molecular knife (Str+3), commlink
Gizmos: *Armor* (energy shield), *speed* (rocket boots); 10 Power Points

Veteran Mad Scientist

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Knowledge (any two sciences) d10, Notice d8, Repair d10, Shooting d6, Weird Science d12
Charisma: −2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Outsider
Edges: Arcane Background (Weird Science), Gadgeteer, New Power, Power Points, Mr. Fix It, McGyver, Rapid Recharge
Gear: Laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), molecular knife (Str+3), commlink
Gizmos: *Armor* (energy shield), *invisibility* (belt), *speed* (rocket boots); 25 Power Points

Merchant

   Merchants may be traders on a single world or interplanetary businessmen, ferrying cargo from world to world. These stats assume the latter. For a planetary merchant, remove Piloting and Repair, and the small merchant starship.

Typical Merchant

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Gambling d8, Notice d6, Persuade d8, Piloting d8, Repair d6, Shooting d6, Streetwise d8
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: —
Gear: Laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), molecular knife (Str+3), commlink, small merchant starship

Experienced Merchant

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d4, Gambling d8, Notice d6, Persuade d10, Piloting d8, Repair d6, Shooting d6, Streetwise d10
Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: —
Edges: Ace, Charismatic, Connections, Level Headed
Gear: Laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), molecular knife (Str+3), commlink, small merchant starship

Miner

   Whether working in a remote asteroid belt or a planet rich in minerals but with a deadly atmosphere, miners are grizzled, hardy, and always seeking the big find that will enable them to retire.
   Typically however, they spend more than they earn and have a reputation for hard drinking and dirty fighting!
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Driving d6, Fighting d8, Gambling d6, Guts d8, Intimidation d6, Notice d6, Piloting d6, Shooting d6
Charisma: −2; **Pace:** 6; **Parry:** 6; **Toughness:** 7(1)
Hindrances: Mean
Edges: —
Gear: Spacesuit (+1), tools (Str+2)

Pirate

Pirates earn a living by attacking other ships, usually poorly armed and heavily-laden merchantmen, and stealing the cargo. Some pirate gangs never leave prisoners to identify them. Others sell captives to slavers or hold them for ransom.

Typical Pirate

Typical pirates may be ex-military personnel gone bad, deserters, or just criminals unwilling to earn an honest living. Most are mean, but are not usually bloodthirsty unless their officers condone that sort of thing.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d6, Repair d4, Shooting d6, Stealth d6
Charisma: –2; **Pace:** 6; **Parry:** 5; **Toughness:** 6(1)
Hindrances: Greedy, Mean
Edges: —
Gear: Spacesuit (+1), molecular knife (Str+3), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto)

Pirate Officer

Some pirates actually live long enough to become masters of their own vessels, possibly even commanding a fleet of ships. They are usually among the meanest and most bloodthirsty pirates.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Intimidation d8, Notice d8, Piloting d8, Repair d6, Shooting d8, Stealth d8, Taunt d8
Charisma: –2; **Pace:** 6; **Parry:** 7; **Toughness:** 6(1)
Hindrances: Greedy, Mean, Wanted
Edges: Ace, Block, Combat Reflexes
Gear: Spacesuit (+1), molecular knife (Str+3), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), pirate corvette (see *Sci-Fi Gear Toolkit*)

Pirate Captain

Pirate captains command one or more pirate ships. Strong bands may have a permanent base. When this occurs, the captain usually remains in the base to coordinate raids led by his officers.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d10, Intimidation d10, Notice d8, Piloting d10, Repair d6, Shooting d8, Stealth d8, Taunt d8
Charisma: –2; **Pace:** 6; **Parry:** 8; **Toughness:** 7(1)
Hindrances: Greedy, Mean, Wanted

Edges: Ace, Block, Combat Reflexes, Command, Hard to Kill, Inspire
Gear: Spacesuit (+1), molecular knife (Str+3),laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), pirate corvette (see *Sci-Fi Gear Toolkit*)

Psi-Knights

Many sci-fi settings feature some kind of psionically capable race or organization. Some are noble and righteous, others are insidious and malevolent. Some are a little of both. However altruistic or evil, the following stats detail some of these rare and talented individuals.

Psi-knights are a quasi-religious order combining the ancient code of chivalry with psionics and swordplay.

As with any organization, some members are good and noble people, serving to uphold peace in the galaxy. Others use their powers for personal gain, or to promote the cause of evil and chaos.

The psi-knights presented here are for a space pulp or space opera style setting. To use them in a harder sci-fi setting, swap their laser sword for a molecular sword (Str+5).

Typical Psi-Knight

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Guts d8, Intimidation d6, Notice d6, Psionics d8, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5
Hindrances: Code of Honor
Edges: Arcane Background (Psionics), Block, Combat Reflexes, Frenzy, Mentalist, Sweep
Gear: Laser sword (Str+10)
Psionic Powers: (10 Power Points) *Deflection*, *speed*, and *stun*

Psi-Knight Master

Attributes: Agility d10, Smarts d12, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d12, Guts d10, Intimidation d8, Notice d8, Psionics d10, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 10; **Toughness:** 5
Hindrances: Code of Honor
Edges: Arcane Background (Psionics), Combat Reflexes, Improved Block, Improved Frenzy, Improved Sweep, Level Headed, Mentalist, Power Points, New Powers
Gear: Laser sword (Str+10)
Psionic Powers: (30 Power Points) *Deflection*, *puppet*, *quickness*, *speed*, *stun*, and *telekinesis*

Psionicist

Psionicists are able to use the power of their mind to affect the world. In some games they may accepted members of society, belong to an organization, or be treated as outsiders because of their special talent.

Typical Psionicist

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Intimidation d6, Notice d8, Psionics d10, Shooting d6, Stealth d6, Taunt d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: —
Edges: Arcane Background (Psionics), Mentalist
Gear: Molecular knife (Str+3) and laser pistol (15/30/60, 1–3d6, 24 shots, semi auto).
Psionic Powers: (10 Power Points) *Deflection*, *speak language*, and *telekinesis*

Veteran Psionicist

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d6, Guts d8, Intimidation d8, Notice d8, Psionics d12, Shooting d8, Stealth d6, Taunt d10
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: —
Edges: Arcane Background, Mentalist, Power Points, New Powers
Gear: Molecular knife (Str+3) and laser pistol (15/30/60, 1–3d6, 24 shots, semi auto).
Psionic Powers: (25 Power Points) *Deflection*, *puppet*, *speak language*, *stun*, and *telekinesis*

Smuggler

Smugglers make money by selling goods through alternate business channels. Some work with pirates, selling stolen cargoes, or are out to make money shipping illegal goods to the blackmarket. Others are noble freelancers, shipping vital cargo to worlds interdicted by totalitarian governments.
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Guts d4, Intimidation d6, Notice d6, Persuasion d8, Piloting d6, Shooting d6, Stealth d6, Streetwise d8
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5/15
Hindrances: Greedy
Edges: Connections
Gear: Reflective Vest (+10 vs lasers only), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), starship (Small Freighter or Blockade Runner from the *Sci-Fi Gear Toolkit* serve well)

Soldier

Whereas starmarines serve in space, infantry serve as planetary soldiers. The archetypes serve for planetary defense force members as well as members of a central military force. They may be carried in starships to battlefields light-years away, but they have no training in zero-g maneuvers or starship boarding actions.

Depending on your setting, they may be pulp-style guards wearing pseudo-Roman outfits or hi-tech warriors wearing state-of-the-art power armor. Regardless of their equipment, their role remains very much the same.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Guts d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 14(8)
Hindrances: Loyal
Edges: Steady Hands
Gear: Hard armor (+8), laser rifle (30/60/120, 1–3d6, ROF 3, 48 shots, auto, 3RB), molecular knife (Str+3)

Typical Vehicle Crew

Vehicle crews drive everything from APCs to tanks.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d8, Fighting d6, Guts d6, Notice d6, Repair d4, Shooting d8
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 11(6)
Hindrances: Loyal
Edges: Ace, Rock and Roll, Steady Hands
Gear: Infantry battle suit (+6), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), molecular knife (Str+3)

Typical Sniper

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Climbing d6, Fighting d6, Guts d6, Notice d10, Shooting d8, Stealth d10, Survival d8, Tracking d10
Pace: 6; **Parry:** 5; **Toughness:** 6
Hindrances: Cautious
Edges: Alertness, Marksman, Steady Hands
Gear: Laser rifle (30/60/120, 1–3d6, 48 shots, semi auto, 3RB) with scopes, ghillie suit (+2 Stealth), binoculars

Veteran Infantry

If you are using the *Sci-Fi Gear Toolkit*, swap the armor listed here for Infantry Assault Suit or Grenadier Infantry Support Suit.
Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10
Skills: Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d10, Stealth d6
Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 19(12)
Hindrances: Loyal
Edges: Block, Combat Reflexes, Dodge, Rock and Roll
Gear: Powered armor battle suit (+12), laser rifle (30/60/120, 1–3d6, ROF 3, 48 shots, auto, 3RB), molecular knife (Str+3)

Field Officer

If you are using the *Sci-Fi Gear Toolkit*, swap the armor listed here for Command Suit.
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Shooting d8, Stealth d6
Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 18(12)
Hindrances: Loyal
Edges: Command, Hold the Line, Level Headed, Natural Leader, Rock and Roll
Gear: Powered armor battle suit (+12), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto)

Spy

Spies work for governments or organizations as intelligence gatherers. In a cyberpunk game, they may also have Knowledge (Rigging) d8 and a basic rig.
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d6, Driving d6, Fighting d6, Lockpicking d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Streetwise d8, Taunt d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Cautious
Edges: Connections, Thief
Gear: Varies with disguise, but usually a concealed mini–laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), or molecular knife (Str+3)

Starmarine

Marines serve as ship's troops. Their primary roles are to protect the ship from hostile boarders and to board enemy vessels. In the latter role they use maneuvering packs or boarding craft.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d8, Stealth d6
Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 14(8)
Hindrances: Loyal
Edges: Steady Hands
Gear: Hard armor (+8), laser rifle (30/60/120, 1–3d6, ROF 3, 48 shots, auto, 3RB), molecular knife (Str+3)

Starmarine Pilot

Starmarines don't fly capital ships, but they do use dropships to ferry troops to planets and fighters to provide fire support.
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Piloting d8, Shooting d10, Stealth d6
Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 9(3)
Hindrances: Loyal
Edges: Ace, Steady Hands
Gear: Armored spacesuit (+3), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto).

Veteran Starmarine

If you are using the *Sci-Fi Gear Toolkit*, swap the armor listed here for Marine Space Boarding Armor.
Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10
Skills: Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d10, Stealth d6
Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 19(12)
Hindrances: Loyal
Edges: Block, Combat Reflexes, Dodge, Rock and Roll, Steady Hands
Gear: Powered armor battle suit (+12), laser rifle (30/60/120, 1–3d6, ROF 3, 48 shots, auto, 3RB), molecular knife (Str+3)

Starmarine Officer

If you are using the *Sci-Fi Gear Toolkit*, swap the armor listed here for Marine Space Boarding Armor.
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 18(12)
Hindrances: Loyal
Edges: Command, Hold the Line, Level Headed, Natural Leader, Rock and Roll, Steady Hands
Gear: Powered armor battle suit (+12), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto), molecular knife (Str+3)

Starship Crew

Starships may be highly advanced vehicles, but they still need a crew to operate them. Ships crews are sometime very fluid groups of skilled individuals who trade passage for their talents for a single journey. More often, a ship's crew is like a family, sharing lengthy periods of time together and adventure, success, and disaster together as they ply the space lanes.

This section details typically encountered crew members for civilian ships. There are as many variations as there are races in the galaxy, but most crew have specialties and have skills relevant to those tasks. Smaller ships often combine some of these duties in a single crew member.

Military crews typically receive better training, usually at some sort of academy, and have a one die increase in skills vital to their primary roll.

Remember that racial bonuses rolled in the first chapter can be applied to these templates to create an enormous variety of ships' crews, with specialties applicable to their racial abilities.

Captain

Captains command a single starship and are responsible for the overall running of the ship. On civilian ships, captains may not necessarily be the owner of the vessel.

Large ships often have deck officers and station officers. This is especially true on military vessels. Use the same stats for the relevant position (so a Chief Engineer would use the Engineer stats) but add Wild Card status and the Command Edge. Deck officers use the Captain stats without the Common Bond Edge.
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Guts d6, Intimidation d8, Knowledge (Battle) d6, Notice d6, Persuasion d8, Shooting d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6(1)
Hindrances: —
Edges: Command, Common Bond
Gear: Spacesuit (+1), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto).

Engineer

Engineers are responsible for keeping the engines running smoothly, as well as performing repairs on other shipboard systems and serving in damage control teams. They are vital to the smooth running of the ship, and they know it!
Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d6, Knowledge (Electronics) d8, Knowledge (FTL Engines) d8, Notice d6, Repair d8, Shooting d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: Mr. Fix It
Gear: Tool belt, large wrench (Str+2)

Gunner

Full-time gunners are usually restricted to military ships. Their main purpose is to man the ship's weapons in times of attack, but they also double as ship's troops if their vessel is boarded (typically on non-military vessels) and as damage repair crew.
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Repair d4, Shooting d8
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6(1)
Hindrances: —
Edges: Combat Reflexes, Steady Hands
Gear: Spacesuit (+1), laser pistol (15/30/60, 1–3d6, 24 shots, semi auto).

Navigator

Depending on how space travel works in your setting, a starship may require a navigator. Whether he is simply a computer operator who knows how the nav-computer works, or highly-trained professional capable of working planetary masses in his head, the navigator is often in charge before complex maneuvers are attempted.
Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d6, Notice d6, Knowledge (Systems) d10, Shooting d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6(1)
Hindrances: —
Edges: —
Gear: Spacesuit (+1), starcharts

Pilot

Depending on your setting, piloting a starship may be akin to being a 21st century fighter pilot, or a rather

dull post involving calculating slingshot trajectories and pushing a few buttons to steer the ship.
Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d6, Notice d6, Piloting d8, Shooting d8
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6(1)
Hindrances: —
Edges: Ace
Gear: Spacesuit (+1), starcharts

Ship's Doctor

In the long tedium of space travel (even at faster than light speed), sickness is common. Larger ships and those that carry passengers usually have a ship's doctor to tend to the welfare of those on board.

Very large vessels and military craft will often have onboard surgeries and a full nursing staff, but even a small merchant ship can benefit from having a skilled medical practitioner on board.
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d8, Healing d10, Intimidation d6, Knowledge (Anatomy) d8, Knowledge (Xenobiology) d8, Persuasion d8, Notice d8, Shooting d4
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: Scholar
Gear: Uniform, high-tech medical scanner (+2 to Healing rolls)

Steward

Stewards serve on starships with passengers. On smaller ships they may be jacks-of-all-trades, covering every aspect of passenger care. On large vessels they may have more defined rolls, such as Chef, Entertainment Officer, and Personal Valet. On commercial vessels they double as gunners.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Guts d6, Healing d6, Intimidation d6, Persuasion d10, Notice d6, Shooting d6, Streetwise d8, Taunt d4
Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: Charismatic
Gear: Uniform, data pad for recording passenger requests

Thugs

Big, dumb, and strong, thugs are hired muscle throughout the universe and do more or less anything for the right price. Most operate in gangs, where they can rely on their fellows for support. They can be found in any starport, bar, or shady meeting place and are often itching to start trouble. Thugs are usually reluctant to pursue a fight they are losing, however, and are most likely to withdraw, threatening to return at a later date and even the score.

Tougher thugs have the Combat Reflexes and Frenzy Edges, as well as one die (or more) extra in Strength, Vigor, Fighting, and Intimidation.
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Intimidation d6, Notice d6
Charisma: –2; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Mean
Edges: —
Gear: Molecular knife (Str+3) or baton (Str+1)