



SAVAGE BLADE RUNNER



Early in the 21st Century, THE TYRELL CORPORATION advanced Robot evolution into the NEXUS phase - a being virtually identical to a human - known as a Replicant. The NEXUS 6 Replicants were superior in strength and agility, and at least equal in intelligence, to the genetic engineers who created them. Replicants were used Off-World as slave labor, in the hazardous exploration and colonization of other planets. After a bloody mutiny by a NEXUS 6 combat team in an Off-World colony, Replicants were declared illegal on earth - under penalty of death. Special police squads - BLADE RUNNER UNITS - had orders to shoot to kill, upon detection, any trespassing Replicant.

This was not called execution. It was called retirement.

Welcome

Welcome to the world of 2019. A dark future, where spinners patrol the skies of the great cities, where replicants masquerading as humans spread terror or merely seek refuge from their creators. Earth is on the brink, overcrowded and an environmental disaster. Most animals are extinct and exist only in artificial form. It mostly rains and when it doesn't the sun is a sickly red color from the smog.

The future is not bright, no happy Wookies, no dazzling light sabers. Think film-noir of the 1930's and you'll be close. In order to play you'll need the Savage worlds core rulebook. Preferably the GM has seen the Blade runner movie and may even have read the book "Do androids dream of electric sheep" by Philip K. Dick.

Blade runners

Blade runners are cops specialized in the pursuit and premature retirement of replicants whenever they set their foot on earth.

The following game statistics apply.

Race: All players are humans and thus gain an extra edge at character creation. Standard rules for creating humans apply.

Edges: The following edges from the core book are not used or valid in the Blade runner universe:

- Arcane background, Arcane resistance, Soul drain, Wizard
- Beast bond, Beast master
- Champion, Florentine
- Followers, Noble
- Giant Killer, Holy/Unholy warrior
- Mentalist
- Power points, Power surge
- Rapid recharge, improved rapid recharge
- Woodsman

Languages: all Blade runners know English as well as the street language which is a mish-mash of English, Japanese, Hungarian and whatever.

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New Edges

Replicant Sense:

(Requirements. Seasoned, Smarts d8+, Knowledge (Voight-Kampff) d8+)

This edge allows the Blade runner to spot a replicant without giving a VK-test. He or she needs to interact with the replicant for about 10 minutes to get a feel for the person. After that time he or she rolls a Smarts die and if successful may spot a replicant. A natural 1 on the die (regardless of wild die) may yield a false positive. Multiple tests are not allowed and will only lead to the first result. The GM should roll the die in secret to keep the BR guessing a bit.

Improved Replicant Sense

(Requirements. Replicant Sense, Heroic, Smarts d10+)

Works in all respects like replicant sense but the BR only needs brief interaction. For example exchange a few words.

New Hindrances

Methuselah Syndrome (Major)

Your hero ages four times as fast as normal. You cannot take the young hindrance. If adult, you count as elderly without getting the wisdom benefit. If above 30 you are probably dead.

New Skills

Knowledge (Voight-Kampff) (Smarts):

This skill is used to analyze recipients to see if they are human or replicant. Since both species react differently when confronted with emotional or provocative statements. . The test takes 10 to 15 minutes, a roll is made and a miss indicates that the Blade runner is convinced that the subject is not a Replicant (these rolls should be made by the GM so the player can't be certain). If the Blade runner rolls a one he or she will get a false positive (if the target is innocent) and may retire a human by mistake. Multiple VK-tests are possible but if the first is a miss the subsequent are at a cumulative -2.



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Firearms

Firearms are rare since animals are extinct there is no hunting and thus all guns have been outlawed. Blade runner units are issued firearms but normal police are usually only supplied with riot sticks. Civilians may (rarely) be found with antique firearms (modern, non-military, from the core book).

Type	Range	Dam	RoF	Wt	Shots	Cost	Str	Notes
PKD Blaster	12/24/48	2d6+1	1	4	7+4	Issued	-	AP 2, Stun mode
Black hole gun	6/12/24	2d6+1	1-2	2	4	Issued	-	AP 2, D-Barrel, KB
Shock blaster	12/24/48	3d8	1-2	8	2	Issued	-	AP 2, D-Barrel, KB
M20E3	25/50/100	2d8+1	3	8	40	Issued		AP 3, Auto
LRB-17A2	50/100/200	2d10+1	1	20	8	Issued	-	AP 5

- **Plager Katsumate Series-D blaster** is the type Deckard uses in the movie. It fires a depleted uranium projectile. Blaster has second trigger fires a stun round (like a tazer). Damage in this mode is as usual but no wounds are sustained. Instead the normal rules for non-lethal damage apply (core p. 65)


- **Black hole gun** is used by Leon when he kills Holden in the beginning of the movie. It is a small ceramic energy weapon designed to be hard to detect. It has no moving parts. Instead it has four barrels each pre-loaded with an explosive bullet. It may fire two barrels simultaneously as per the normal shotgun rules but if this is done a -2 is applied to the to-hit roll. In addition to the damage the target must pass a Vigor roll or be knocked back 1m. Once empty, the gun is discarded. A rather rare and expensive toy.


- **Riot blaster** outwardly resembles a double barreled shotgun but is loaded with two large caliber explosive bullets. It is used and reloaded the same way as its 20th century counterpart. Since it uses bullets instead of buckshot the normal shotgun rules don't apply. Knockback as BHG.
- **M20E3 Assault blaster** standard military and heavy police long gun. On the surface molded on the 1930's Tommie gun of some renown but instead of the old bullets this weapon fires small bullets of depleted uranium. It is capable of automatic fire and has an integral laser sight.
- **Long range blaster** Mk. 17 Mod A2 is a long range sniper rifle for hostage and military situations. It fires semi-automatically and is fitted with an integral range-finder and ballistic computer which gives +1 to hit at medium and +2 at long range.

In addition to these a number of different pistols, submachine guns and shotguns are used by the blade runner units. GM: use modern weapons but change the names,

Gun Notes

Weapon damages are kept on the low side in order to keep the game FFF. Feel free to adjust upwards by a die type if you want a more lethal and "realistic" game.

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The movie script discusses the weapons being particle accelerators and antimatter (thus the name blaster) but my view is that we won't have these weapons by 2019 so I go for a more traditional approach while retaining the names.

Melee Weapons

Type	Damage	Weight	Cost	Str	Notes
Riot Stick	Str+1+1d6	2	Issued	-	AP 1 electric

The Riot stick is issued to uniformed police. It is used the same way as a 20th century nightstick but additionally discharges a powerful electric charge. This charge takes 2 rounds to recharge so the +1d6 and AP1 are only applied once every three rounds. Other than this most modern hand weapons are used, the Bangstick being rare.

Armor

Armor is usually not worn by undercover police or Blade runners since the bulk will give them away as being policemen. Uniformed officers may use body armor on guard or riot duty.

Type	Armor	Weight	Cost	Notes
Patrol vest	+3	8	Issued	Covers torso
Riot vest	+5	10	Issued	Covers torso
Riot helmet	+4	4	Issued	Covers head, fold down visor and gas mask

Vehicles

Type	Acc/Top Spd	Tough	Crew	Cost	Notes
Spinner	25/50	14(3)	1+1	100 000+	Climb 20, NV
Ground car	20/45	11(3)	1+4	10 000+	
Ground Van	15/45	14(3)	1+7	15 000+	
Police Van	10/45	16(4)	1+7	45 000+	Nightvision

Note: All vehicles have airbags.

Tools

- **Esper** the Esper is a hi-tech image processor used by the police in pursuit of criminals. It can create a photo realistic 3D view from a two dimensional photograph. Thus allowing users to "look round corners" it is very processor intensive and is run on the police mainframe. All Blade runners have VPN access to this mainframe.
- **Voight-Kampff Test** is comprised of a scanning device and a set of questions set up as an interview with the suspect. It measures bodily functions such as respiration, "blush response", heart rate and eye movement in response to emotionally provocative questions. It is used to check if suspects are humans or replicants. Due to the emotional immaturity of replicants, there are several differences



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between the way a human and a replicants react to sensitive and emotional questions

Replicants



Replicants were first for use as off world slave labor in environments too dirty or dangerous for humans. Later, as models improved, their use was expanded into other sectors such as military, entertainment and domestic use as well as for sexual pleasure in the off world colonies.

Commerce is our goal here at Tyrell. "More human than human" is our motto.

As their brains improved, they had a tendency to break down and go abruptly mad since they became self conscious without having the foundation which normal humans have to build their personality. To prevent this replicants of nexus 4 and above are implanted with fake memories and are not always conscious of their replicant status. In order to safeguard from them becoming an independent race they are genetically designed with a four year life span.

Nexus	Agility	Smarts	Strength	Spirit	Vigor	Spot	Tough
Nexus 1	D4	D4-2	D6	D4-2	D6	+2	5
Nexus 2	D6	D4-2	D8	D4-2	D8	+1	6
Nexus 3	D6	D4-1	D8	D4-1	D10	0	7
Nexus 4	D8	D4	D10	D4	D10	-1	7
Nexus 5	D10	D4	D12	D4	D12	-2	8
Nexus 6	D12	D8	D12+1	D6	D12	-4	8

The spot modifier is applied to the Blade runner's roll to spot the Replicant during a Voight-Kampff test.

Replicant Edges:

- Combat Reflexes
- Fast Healer
- Nerves of steel (NX6 improved)
- Tough as nails
- Hard to kill

Replicant Hindrances

- 4 year life span (minor)
- Wanted (major)
- Clueless (major)

I've seen things you people wouldn't believe. Attack ships on fire off the shoulder of Orion. I watched C-beams glitter in the dark near the Tannhauser gate. All those moments will be lost in time, like tears in rain. Time to die.
-Roy Batty-