

# JUSTIFIERS

Savaged Edition v.1.1



## An Unofficial RPG adaptation by Kobayashi

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You will need a copy of the Savage Worlds core book and the Justifiers main rulebook to fully use this document. All page references relate to the Revised edition of Savage Worlds.

Just imagine the Blade Runner world where Replicants are made by Dr Moreau... A great setting with some very cool ideas but a set of rules which is, well... a bit dated. Another game that was just begging to become a Savage World setting !

# CHARACTER CREATION

The character creation follows the same procedure as in the Savage Worlds rulebook with some minor adjustments:

## 1. Race

Choose a Beta racial type. Each description gives the following information:

*Attributes:* certain Racial types begin with a better-than-average attributes.

*Pace:* the speed of this specific Beta racial type.

*Charisma:* usually 0 but some Betas make people uneasy and therefore suffer a Charisma penalty.

*Racial Edges:* all advantages of that race character. This may be an Edge, a free skill level or a skill bonus.

*Racial Hindrances:* any Hindrance that may plague this particular type of Beta.

## 2. Traits

All characters have 5 points to distribute among all attributes. Each attribute start at D4 unless stated otherwise by his racial type.

The following skills are available in Savaged Justifiers:

Boating	Notice
Driving	Persuasion
Fighting	Piloting
Gambling	Repair
Guts	Riding
Healing	Shooting
Intimidation	Stealth
<i>Knowledge:</i>	Streetwise
_Demolition	Survival
_Tactics	Taunt
_Xenology	Throwing
Lockpicking	Tracking

**Rules note:** Climbing and Swimming are covered by the Agility Attribute in the Savaged Justifiers setting.

All Betas receive a basic training which gives them the following skills:

- Driving D4
- Fighting D4
- Shooting D4
- Notice D4
- Survival D4
- Throwing D4

If the skill is already possessed (through the racial type) it's die type increase by one.

The player now has 9 points to distribute among his character's skills. Raising a skill by a die type cost 1 point as long it's not higher than the attribute it's linked to.

*Languages:* computer translators are available and work relatively well.

## 3. Secondary characteristics

Charisma starts at zero (unless stated otherwise by his racial type).

Pace is equal to 6'' (unless... I think you get it).

Parry and Toughness are determined as usual.

## 4. Special abilities

All characters in Justifiers begin play with the major Hindrance: Corporate Property. This allows them to choose an Edge among the Professional edges (they still must meet the Edges requirements). Players can select another Major Hindrance and two minor Hindrances as usual.

## 5. Gear

Gear is issued to the characters at the beginning of each mission as decided by the GM.

## 6. Background

You were spat out from a cuve and educated to be an obedient servant of the corporations. 'nuff said.

## BETA RACIAL TYPES

### ALBATROSS

**Attributes:** -

**Pace:** 5"

**Charisma:** 0

**Racial edges:** Flight: Albatross can fly as long as they have room to maneuver their massive 2" (12 foot) wingspan. Their Pace while flying is 10", though they can double this during a dive (each inch of forward movement must lower their altitude by one inch). Their climb rate is 5". Use the standard encumbrance rules to figure out how much an Albatross can carry. Any penalties assessed from weight also subtract 2" from their flying Pace., Beak (damage: Str+1)

**Racial hindrances:** Frail (Toughness -1)



### ALLIGATOR

**Attributes:** Strength D8

**Pace:** 7"

**Charisma:** -1

**Racial edges:** Natural armor +2

**Racial hindrances:** Bloodthirsty (count as the second Major hindrance of the character), All thumbs

### ARMADILLO

**Attributes:** -

**Pace:** 5"

**Charisma:** 0

**Racial edges:** Natural armor +3, Claws (damage: Str+1)

**Racial hindrances:** Bad Eyes

### BADGER

**Attributes:** -

**Pace:** 6"

**Charisma:** 0

**Racial edges:** Berserk, Teeth&Claws (damage: Str+1), Tracking +2 (by scent only), Stealth D6

### BAT

**Attributes:** -

**Pace:** 5"

**Charisma:** 0

**Racial edges:** Flight (as the Albatross), Echolocation: the character suffers no penalties in darkness, Notice +2 (hearing only)

**Racial hindrances:** the character must wear protective goggles during daylight or suffer the effects of the Bad Eyes Hindrance.

### BEAR

**Attributes:** Strength D8

**Pace:** 7"

**Charisma:** 0

**Racial edges:** Teeth&Claws (damage: Str+1)

**Racial hindrances:** All thumbs

### BEAR (POLAR)

**Attributes:** Strength D8

**Pace:** 7"

**Charisma:** 0

**Racial edges:** Berserk, Teeth&Claws (damage: Str+1)

**Racial hindrances:** All thumbs, Mean

### BIGHORN SHEEP

**Attributes:** Agility D8

**Pace:** 6"

**Charisma:** 0

**Racial edges:** Horns, Cold resistant, Agility +2 when Climbing

### BLOODHOUND

**Attributes:**

**Pace:** 6''

**Charisma:** 0

**Racial edges:** Bite (damage: Str+1), Tracking +2 (by scent only)

*BOAR*

**Attributes:** Strength D8

**Pace:** 6''

**Charisma:** 0

**Racial edges:** Tusks (damage: Str+1)

*BULL*

**Attributes:** Strength D8

**Pace:** 7''

**Charisma:** 0

**Racial edges:** Horns (damage: Str+1)

*CAMELEON*

**Attributes:** -

**Pace:** 5''

**Charisma:** -1

**Racial edges:** Cameleon: when still the character is practically invisible but he can be heard and infrared vision allows to see him, Regenerate: the character can regenerate a limb by resting 24 hours. Any activity prevents the regeneration, Stealth D6

*CHEETAH*

**Attributes:** -

**Pace:** 10''

**Charisma:** 0

**Racial edges:** Claws (damage: Str+1)

*DEER*

**Attributes:** -

**Pace:** 7''

**Charisma:** 0

**Racial edges:** Antlers (damage: Str+1)

*ELEPHANT*

**Attributes:** Strength D8

**Pace:** 5''

**Charisma:** 0

**Racial edges:** Natural armor +1, Prehensile trunk: gets one free action per round with his trunk.

**Racial hindrances:** All thumbs

*FALCON*

**Attributes:** -

**Pace:** 5''

**Charisma:** 0

**Racial edges:** Flight (as the Albatross)

**Racial hindrances:** Frail (Toughness -1)

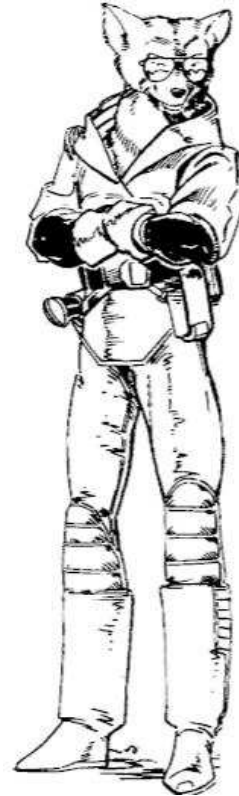
*FOX*

**Attributes:** -

**Pace:** 6''

**Charisma:** 0

**Racial edges:** Bite (damage: Str+1), Stealth D6, Notice +1 (hearing only)



*FROG*

**Attributes:** -

**Pace:** 5''

**Charisma:** 0

**Racial edges:** Leap: the beta can jump 36 feet in length and 15 feet in height, can fall four times its height without suffering injuries, aquatic (Swimming D6)

*GORILLA*

**Attributes:** Strength D10

**Pace:** 7''

**Charisma:** 0

**Racial edges:** Agility +2 when Climbing

*MANTIS*

**Attributes:** -

**Pace:** 5''

**Charisma:** -2

**Racial edges:** Natural armor +2, Claws (damage: Str+2), Multiple limbs: gets one

free action per round with her additional pair of arms.

*MONKEY*

**Attributes:** Agility D8

**Pace:** 6''

**Charisma:** 0

**Racial edges:** Prehensile tail: gets one free action per round with his tail, Agility +2 when Climbing

*OTTER*

**Attributes:** -

**Pace:** 6''

**Charisma:** 0

**Racial edges:** Claws (damage: Str+1), Cold resistant

*OWL*

**Attributes:** -

**Pace:** 5''

**Charisma:** 0

**Racial edges:** Flight (as the Albatross), Stealth D6, Notice +2 (hearing only)

**Racial hindrances:** Frail (Toughness -1)

*PANTHER*

**Attributes:** -

**Pace:** 7''

**Charisma:** 0

**Racial edges:** Teeth&Claws (damage: Str+1), Stealth D6, Tracking +1 (by scent only)

*RACCOON*

**Attributes:** -

**Pace:** 6''

**Charisma:** 0

**Racial edges:** Teeth&Claws (damage: Str+1), Nightvision, Stealth D6

*RAT*

**Attributes:** -

**Pace:** 6''

**Charisma:** -1

**Racial edges:** Teeth&Claws (damage: Str+1), Stealth D6

*RHINO*

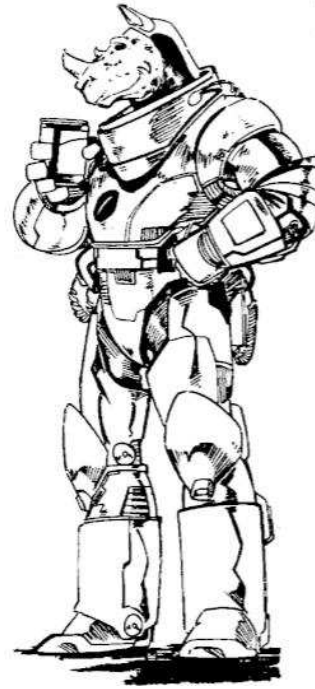
**Attributes:** Strength D8

**Pace:** 6''

**Charisma:** 0

**Racial edges:** Natural armor +1, Horn (damage: Str+2)

**Racial hindrances:** Bad Eyes



*SKUNK*

**Attributes:** -

**Pace:** 6''

**Charisma:** 0

**Racial edges:** Teeth&Claws (damage: Str+1), Stealth D6, Tracking +1 (smell only), Spray: usable once per hour, the foul smell emitted by the Skunk impose a -2 to anyone who misses a Vigor Roll. The penalty is -4 to any character who has a bonus due to smell. The effect lasts for (15-Vigor) minutes. Skunks are immune to their race spray.

*TIGER*

**Attributes:** -

**Pace:** 7''

**Charisma:** 0

**Racial edges:** Teeth&Claws (damage: Str+1), Stealth D6

*TURTLE*

**Attributes:** -

**Pace:** 4''

**Charisma:** 0

**Racial edges:** Natural armor +3

**Racial hindrances:** Slow (Pace = 4'')

*WOLF*

**Attributes:** -

**Pace:** 6''

**Charisma:** 0

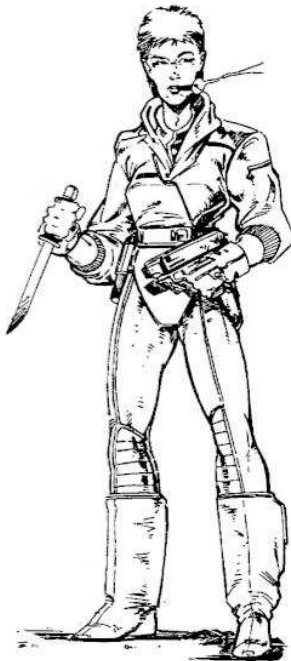
**Racial edges:** Bite (damage: Str+1), Stealth D6, Tracking +2 (by scent only)

## HUMANS

The augmented and heavy-G human do *not* get a free edge.

### *HUMAN*

As a normal human per the Savage Worlds rules. Humans in Justifiers team are generally convicted criminals who were given the choice between prison and Justifier duty.



### *AUGMENTED HUMAN*

**Attributes:** Strength D6

**Pace:** 6"

**Charisma:** -1

**Racial edges:** Natural armor +1,  
Nightvision

### *HEAVY-G HUMAN*

**Attributes:** Strength D6, Vigor D6

**Pace:** 6"

**Charisma:** -1

**Racial edges:** None



## NEW EDGES

The following Edges are not appropriate for Savaged Justifiers: Arcane Resistance, Beast master, Champion, Florentine, Followers, Gadgeteer, Holy/Unholy warrior, Noble, Rich, Sidekick, Thief, Wizard and Woodsman.

### 1. Professional edges

A character can have only one professional edge.

#### *SCIENTIST*

**Requirements:** Knowledge: Xenology D8, Survival D8

The character gains a +1 bonus to his Knowledge: Xenology and Survival rolls.

#### *MEDIC*

**Requirements:** Persuasion D8, Healing D8

Any wounded character attended by a medic makes his Vigor rolls without penalties.

#### *SCOUT*

**Requirements:** Notice D8, Stealth D8

The character gains a +1 bonus to his Notice and Stealth rolls.

#### *COMBAT SPECIALIST*

**Requirements:** Fighting D8, Shooting D8

When he gains a raise while attacking, use 1D8 instead of 1D6 for damage. The player must choose if this applies to Combat *or* Shooting at character creation.

#### *PILOT*

**Requirements:** Boating D6, Driving D6, Piloting D6

The character gains a +1 bonus to his boating, driving and piloting rolls.

#### *ENGINEER*

**Requirements:** Knowledge: Demolition D8, Repair D8

The character gains a +1 bonus to his Knowledge: demolition and Repair rolls.

#### *GRUNT*

**Requirements:** None

+1 to all guts roll.

## PSIONICS

The following powers are authorized in the Savaged Justifiers setting: Beast friend, Bolt, Entangle, Healing, Psychometry (see below), Puppet, Raise/lower trait (self only), Telekinesis and Teleport.

### 1. Trappings

The psionist seems very concentrated, otherwise the use of the powers have no visible trappings. A psionist can use his powers even if he's tied up and/or gagged.



#### *Psychometry*

**Rank:** Novice

**Power Points:** 3

**Range:** touch

**Duration:** Instant

**Trappings :** the psionist hold the item in his hand and close his eyes.

This power enables the psionist to gather the following information when touching an object: its use, history and who was it's last owner. With a raise he knows how to use the item. Data obtained through Psychometry is no valid in a court of justice.

### 2. Gaining the Psionic Edge after creation

If the Psionic Edge is taken after character creation it grants only 1 power and 5 power points.

## NEW HINDRANCES

### 1. Corporate property (Major)

The character is the property of a Corporation. As long as he hasn't buy himself back he has to obey the corporate orders. A runaway Beta usually has a very short life expectancy...

### 2. Domesticated (Minor)

The character thinks that humans are really his superiors. He will always obey an order given by a human superior and if he tries to resist he'll have to make a Spirit roll at -2. Human enemies will be treated as such. Other Betas shun this type of behavior and the domesticated Beta suffers a -1 to Charisma with them. Humans on the contrary appreciate the character obedient nature which gives him a +1 Charisma with them.

## BUY BACK

Add all the attributes together then multiply the result by 300 000Cr.

Multiply the result by 3 if the character has the Psionics edge.

The result is the amount of money the character will have to earn to buy his freedom.



# RANKS

The beginning rank of a character depends on his Professional Edge:

- Scouts and Soldiers start as Privates.
- Pilots and Engineers begin as Warrant Officers
- Medics and Scientists begin as Beta Lieutenants.

Only humans (not augmented or heavy-g ones) can become officers. A human always has authority over a Beta with the same rank.



The ranks are:

## Enlisted

Private  
Private First Class  
Lance Corporal  
Corporal  
Sergeant  
Staff Sergeant  
Master Sergeant  
Chief Master Sergeant  
Sergeant Major

## Warrant officers

Warrant Officer  
Beta Lieutenant  
Beta Captain  
Beta Major  
Beta Colonel\*

*\*Maximum rank for Betas.*

## Officers (Humans only)

Second Lieutenant  
First Lieutenant  
Captain  
Major  
Lieutenant Colonel  
Colonel  
Brigadier  
General

After their first mission, Privates generally get the Private First Class rank. Any promotion after this one depends on the GM. As a rule of thumb: each time the character goes up one rank (from Novice to Seasoned, from Seasoned to Veteran...) he gains a promotion. Exceptional accomplishments, disastrous failures or repeated violations of Corps regulations will, of course, affect this progression.

## Who's in charge ?

The team leader is the character with the highest military rank. If there's a Medic and a Scientist, the Scientist takes charge. Pilots have precedence over Engineers. If your team is made only of privates the one with the highest Spirit and/or Persuasion score is in charge (and gets instantly promoted to Private First Class). The team's second in command is determined by military rank, in case of a tie he's chosen by the team leader. The team leader has the final word. The team leader has the final word in all decisions. He should be cautious not to abuse this as accidents often happen in the line of duty...

**Note:** The buyback value of a KIA Beta is added to the survivors buy backs !



# GEAR & GOODS

## 1. Currency

The Corps use the credit (Cr) as universal currency.

## 2. Mission equipment

All Justifiers shuttles contain the following equipment:

### A SCIENCE LAB PORTABLE BUILDING

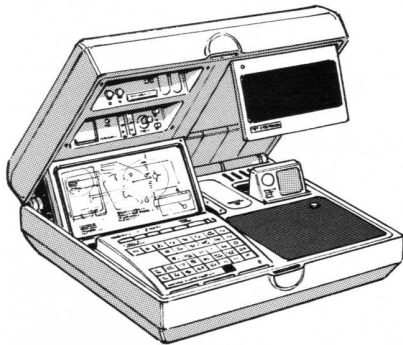
- 1 telescope
- 20 tracking collars
- An analyzing pack with everything needed to analyze the soil, air, water of the planet explored.
- A Transmatt pack: all the material needed to build and correctly configure a transmatt.

### A VEHICLE/TOOL SHED PORTABLE BUILDING

- A repair kit: everything needed to repair the characters equipment and vehicles.
- 2 molecular Axes (damage: Str+6)

### OTHER USEFUL STUFF

- 1 portable computer



- 1 binocular for each two crewmen (x10 to x25 magnification, nightvision, range: 500 yards).
- 1 motion sensor : detect any movement within 1500 feet in a 180° arc (cost: 850)
- 3 sets of climbing gear
- 3 sets of scuba gear
- 2 water purification plants
- 1 fusion power plant

## SHELTERS

These shelters are designed for hot&cold conditions. Each one contains everything necessary for camping (lantern, campstove, hotpot, mess kit...)

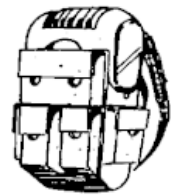
- 1 personnel shelter for the team leader
- 1 personnel shelter for each two crewmen

## RATIONS

- 90 days worth of food for all the crew
- 30 days worth of water for all the crew

## BACKPACKS (1 per crewman) containing:

- 1 sleeping bag
- 10 flares
- 1 compass
- 1 chronometer
- 1 flashlight
- 1 trauma treatment kit



## PROTECTION

- 1 E-suit for each crewman
- 1 armored E-suit for each combat specialist

## ARMORY

Only the team leader and another officer have the access codes to the armoury.

### FOR EACH CREWMAN

- 1 assault rifle + 10 clips
- 1 molecular knife/crewman

### FOR EACH OFFICER

- 1 light pistol + 10 clips

### FOR THE ENTIRE CREW:

- 1 SAW
- 1 auto-cannon
- 10 grenades
- 10 mines
- 2 silencers

The team leader chooses the grenades's and silencers's type

## THE SICK BAY

Everything you need to take care of the wounded, including a catscan and X-Ray machine (like the one you see in Alien<sup>3</sup>).

## TWO CARGO LOADERS

Two exoskeletons used to handle heavy cargo and fight nasty Alien queens (cost: 15000).

### 3. I want more !

Justifiers teams may be accorded more equipment suited to specific mission needs. Other than that, any additional material is granted according to the team leader military rank:

Military rank	Type <sup>1</sup>	Budget <sup>2</sup>
Warrant officer	-	-
Beta Lieutenant	I	1500
Beta Captain	II	3000
Beta Major	III	5000
Beta Colonel*	III	10000

<sup>1</sup>: what kind of weaponry the officer has access too.

<sup>2</sup>: the total value of additional equipment that can be taken.

This additional equipment is issued only for the current mission and it's cost is subtracted from the mission earnings if lost, as usual.

### 4. Other items

Use the list given in the Justifiers rulebook or use the *Science Fiction Gear Toolkit*. The Savaged Justifiers setting has a Technology Index of 1, with the following precisions:

- There is no "cyberspace"
- Humanoid and combat robots are banned due to a robot revolt in 2046

## ARMOR

Type	Armor	Cost	Weight
Environmental suit <sup>1</sup>	+4	2500	10
Armored E-Suit <sup>1</sup>	+6	9000	30

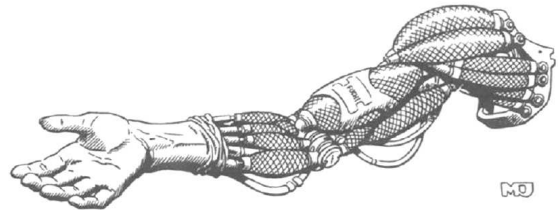
<sup>1</sup>: All E-suit come with an helmet, 8 hours of air, Comms up to 5 miles and full NBC protection.



- I think beam weapons don't fit well in the Justifiers gritty universe, so I didn't include them.

### 5. Cybernetics

Cybernetics are considered as an Edge (see the *Science Fiction Gear Toolkit*). In the Savaged Justifiers setting this Edge gives only 3 power points. A character cannot have more Cybernetics than his Spirit score. The value of each Cybernetic is added to the buy-back value of the character. Later on if Cybernetics are used to replace limbs or organs lost during a mission they do not cost an Edge to the character but all he gets is a basic replacement with no special abilities. The following Cybernetics from the *Science Fiction Gear Toolkit* are not allowed: Face changer and Second Brain.



Environmental Suit



Armored E-suit

## HAND WEAPONS

Type I	Damage	Cost	Weight	Min Str	Notes
Electronuck	Str+1	150	1	-	See note
Molecular knife	Str+3	250	1	-	AP2

Type II	Damage	Cost	Weight	Min Str	Notes
Molecular sword	Str+5	500	8	D6	AP2

**Electroknuckle:** this brass knuckle produce an electric discharge, the target must make a Vigor Roll at -2 . In case of a failure the target is shaken.



Electronuck



Molecular knife



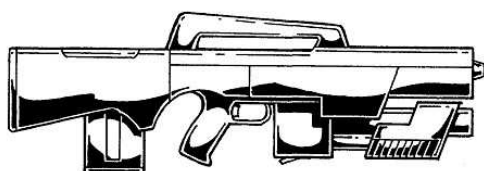
Shurikens

## RANGED WEAPONS

Type I	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Molecular Knife	3/6/12	Str+3	1	250	1	-	-	AP2
Shuriken	3/6/12	Str+1	1	50/10	1/5	-	-	3RB

Type I	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Pistol Light	5/10/20	2D6	1	200	3	20	-	AP1, Semi-Auto
Pistol Heavy	15/30/60	2D8	1	300	4	15	-	AP1, Auto, 3RB
SMG	15/30/60	2D8	3	350	8	100	-	AP1, Auto, 3RB
Shotgun	12/24/48	1-3D6	3	250	10	20	-	Auto, 3RB

Type II	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Assaut rifle <sup>1</sup>	25/50/100	2D8+1	3	500	10	100	D6	AP2, Auto, 3RB
Sniper rifle	50/100/200	2D10	1	750	20	50	D8	AP4, HW, Scope



Assaut Rifle



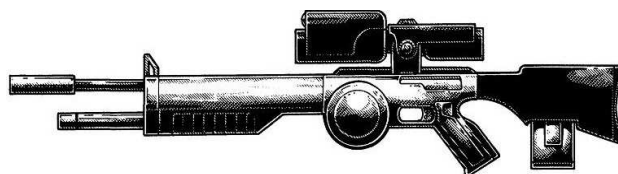
Heavy Pistol



SMG



Grenade Launcher



Sniper Rifle

Type III	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
SAW	50/100/150	2D8+1	4	750	20	500	D8	AP2, Snapfire
Auto-Cannon	50/100/150	2D10	3	2000	20	30	D10	AP4, HW, HE
Vulcan gun	50/100/150	3D8	5	3000	50	1000	D10	AP4, HW, Snapfire

<sup>1</sup>: comes with a shotgun or a grenade launcher mounted under the barrel.

## SPECIAL WEAPONS

Type I	Range	Damage	Cost	Weight	Notes
Grenade launcher	25/50/100	Spécial	300	8	See the type of grenades used, 10 shots.
LAW	25/50/100	4D8+2	2000	16	Medium burst template, AP50, HW

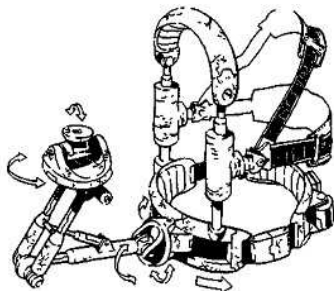
Type II	Range	Damage	Cost	Weight	Shots	Notes
Flamethrower	Cone template	2D10	1500	16	30	Ignores armor

Type I	Range	Damage	Cost	Weight	Notes
Mine	-	2D6+2	200	1	Small burst template
Flashbang	3/6/12	Spécial	70	1	Small burst template, targets are shaken <sup>1</sup>
Incendiary	3/6/12	2D10	70	1	Small burst template
Defensive	3/6/12	3D6	50	1	Small burst template

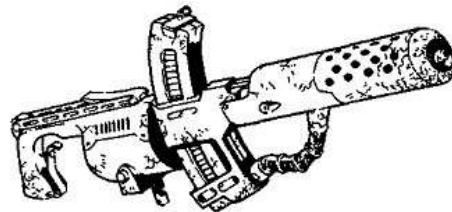
<sup>1</sup>: Wildcards are allowed a Vigor roll at -2 to avoid being shaken

Type IV <sup>1</sup>	Range	Damage	Cost	Weight	Notes
Micronuke	1000 yards <sup>2</sup>	☠	10000	1	Only the team leader has access to these <sup>1</sup> : can only be assigned by direct corporate order.

**Micronuke:** there are two Micronukes in a locked cabinet of the Justifier's team shuttle . Only the team leader has access to them and the authority to use them.



Gyro-harness



Auto-Cannon

## ACCESSORIES

**Scope:** a scope provides a +2 Shooting bonus to shots over long range as long as the firer does not move this round.

**Gyroscopic harness:** allows to use the Vulcan gun when moving without Snapfire penalties. Allows to use the Auto-Cannon with a D8 Strength.

**Silencer:** exists in two versions, Type 1 is adaptable to Pistols (light&heavy), Type 2 to SMGs, Assault rifles and Sniper rifles.

## USEFUL GEAR

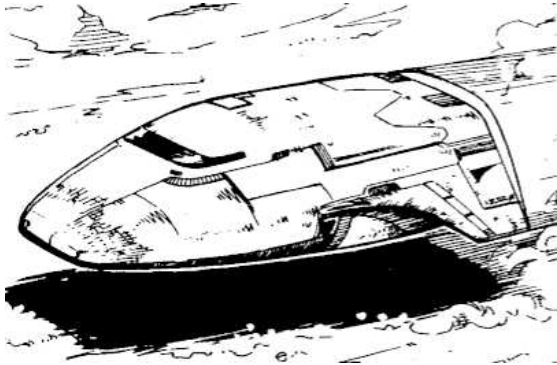
**Trauma treatment kit:** allows to immediately stabilize a bleeding or mortally wounded character (Healing roll +2).

**Portable computer:** connected to the two satellites, allows remote control of all embarked vehicles (except the shuttle).

**Communications and weather satellites:** these two are released when the Justifiers shuttle enters the atmosphere. Enables comms between team members on the same hemisphere and gives real-time weather data.

## VEHICLES

All the Corporations use the same basic exploration vehicles with only minor modifications.



### SHUTTLE

The Justifiers shuttle is 20 feet wide by 20 feet tall by 70 feet long. It is sent through a Transmatt to it's destination. It lands automatically and cannot be relaunched. Its contains a Command Center module and a Sick bay. The full description of the shuttle can be found in the Justifiers RPG rulebook (p.106).

**Acc/Top speed:** 45/630

**Climb:** 45

**Toughness:** 16/4

**Crew:** 1+6

**Cost:** 5,000,000Cr (Stripped)

**Notes:** space/atmospheric

The shuttle also contains the following vehicles in modular sections:



### HOVERCRAFT

**Acc/Top speed:** 15/90

**Toughness:** 10/3

**Crew:** 1+3

**Cost:** 300,000Cr

**Notes:** carries 200 pounds of cargo with 4 passengers, 1000 pounds with 2.

### HELICOPTER

A small reconnaissance copter.

**Acc/Top speed:** 30/90

**Climb:** 30

**Toughness:** 10/2

**Crew:** 1+1

**Cost:** 500,000Cr

**Notes:** can carry 300lbs of cargo

And one of the following:

### SUBMERSIBLE

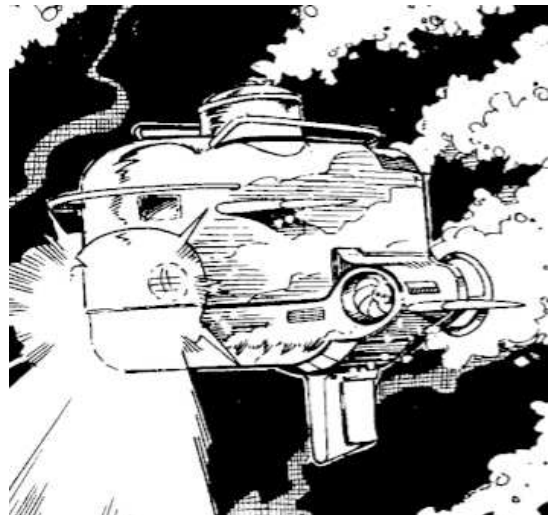
**Acc/Top speed:** 10/40

**Toughness:** 10/2

**Crew:** 1+3

**Cost:** 30,000Cr

**Notes:** capable of reaching depths of 1500 feet.



### ATV TRUCK

**Acc/Top speed:** 8/25

**Toughness:** 12/3

**Crew:** 1+8

**Cost:** 25,000Cr

**Notes:** can carry two passengers and 5000 pounds of cargo or nine passengers.

Assembling a vehicle takes 1 man-hour for every point of Toughness.

### ATV CAR

A small all-terrain vehicle

**Acc/Top speed:** 10/35

**Toughness:** 10/3

**Crew:** 1+3

**Cost:** 1000Cr

**Notes:** carries 200 pounds of cargo with 4 passengers, 1000 pounds with 2.

## SETTING RULES

### 1. Buying back

The group gains (1D10x500,000\$) per mission accomplished. The money is split has follows:

- 35% To the team leader
- 35% To the other officers
- 30% For the rest

The cost of any equipment lost or destroyed during the mission is subtracted from this amount.

#### Destruction of...

Corporate property  
Usable planetary resources

#### Payloss equals...

The cost of property  
The cost of resources

#### Finding...

Advanced alien artifacts  
A primitive alien culture  
Extraordinary resources  
An advanced alien culture

#### Pay...

X1,5  
X2  
X2  
X4

Disobedience reported by the commanding officer, non respect of corporate regulations and other infractions can result in pay cut as well.

## GAZETEER

The major Corporations are:

**Tau Ceta Prime:** the oldest Corp, specialized in foodstuff. Controls 20 worlds.

**Enclave LTD:** producer of dome structures to be used in hostile environments and of high quality metals. Controls 12 worlds.

**United Industries:** youngest corp, producer of weaponry and body armor. Controls 9 worlds.

**STPD Engineering:** weakened during the last Inter-Corporate war. Hostile takeover in sight...

**B'Hazard:** specialized in heavy-gravity mining. Closely allied to Enclave LTD.

Other major actors of the Savaged Justifiers setting include:

**Terran Transmatt Specialties, Inc (TTMS):** the former Terran Trade Alliance which now has the monopole over the production of Transmatt receiving and sending stations.

**The Galaxy Worker Alliance (the Union):** as the name implies... It's due to GWA pressure that Betas have gained some rights over the last 40 years.

**The Silent Corporation:** the mob, the Triad, the Yakuzas... You name it. All are collectively known as the Silent Corp.

Other minor Corporations known as the "Big 9":

**Artco incorporated:** entertainment and culture

**Aries One:** well known for their Aries combat armor. Homeworld still unknown.

**Bernal and Associates:** works as a mediator between Corporations.

**Twilight Industries:** a salvage company partially owned by free betas.

**Bringamen:** the Manpower of the future. The GWA calls them the "Yellow supplier".

**Gardner pharmaceutical:** producers of the Trauma Treatment Kits. Target of many hostile takeovers.

**Capella mining:** subcontracts to the five major corporations only. Run and owned (almost) entirely by heavy-g humans and free Betas.

**Freepress:** largest independent news network.

**Garfield enterprises:** a think tank proposing to solve any problem other Corp may encounter.



## WHAT ARE THE BETAS DOING BETWEEN MISSIONS ?

Betas are allowed some R&R between missions but only on the worlds owned by their Corporation. They must contact their corporate superior once a day, failure to do so will result in an immediate search warrant. 48 hours later the Betas are considered AWOL. Under no circumstances the Betas are allowed to carry weapons when not on Justifier duty. Don't forget that once the Betas have constructed a Transmatt they may sometime wait for months before Colonization teams arrive. Depending on the planet this might be relaxing or troublesome...

## MAGIC

The Aborigine sourcebook for the Justifiers RPG introduced magic in the setting. If you want to use it in the Savaged version here is how it goes:

There are two Arcane Edges: Geomancy, and Vivimancy, each one gives access to different powers. The skill associated to this Edge is Spellcasting which is related to the Smarts attribute.



### 1. Backfire

The magic of each school backfire's differently:

A Geomancer is burned by the power he manipulates, whenever he obtains a 1 at his Spellcasting roll he suffers 4D6 damage. Armor offers no protection against this.

A Vivimancer and everything he carries become unsubstantial for 2D10+4 hours. He can be seen and he can move through objects but he's unable to interact physically with his surroundings.

#### Geomancy

Armor  
Barrier  
Blast  
Burrow  
Burst  
Deflection  
Dispел  
Elemental Manip.  
Environmental Pr.  
Healing  
Light  
Oscurе  
Smite  
Speed  
Telekinesis  
Teleport

#### Vivimancy

Beast friend  
Bolt  
Boost/lower trait  
D/Conceal Arcana  
Dispел  
Elemental Manip.  
Entangle  
Fear  
Greater healing  
Healing  
Invisibility  
Puppet  
Quickness  
Shape Change  
Speak language  
Stun  
Zombie

**Note:** the Enchantment spells ruin the game balance IMHO so they're not included here. But they shouldn't be too hard to adapt if you really want to have them: they're just standard powers cast on objects (Quickness, Healing, Armor, Smite...). It allows them to self-repair, protect them from damage, in the case of weapons it can augment their RoF... In the original rules these modifications were *permanent*. See for yourself...

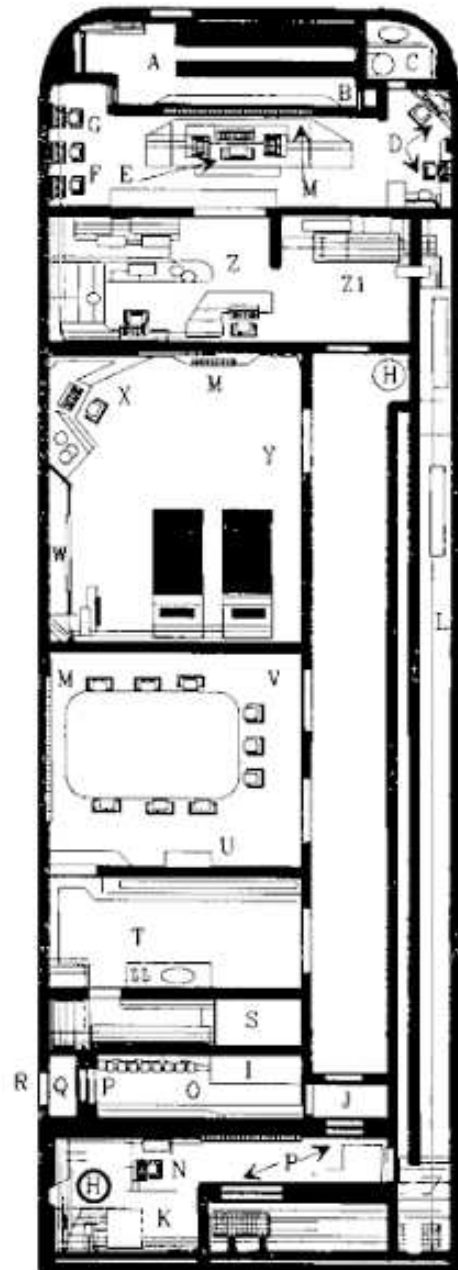




# THE JUSTIFIERS SHUTTLE UPPER DECK

## UPPER DECK

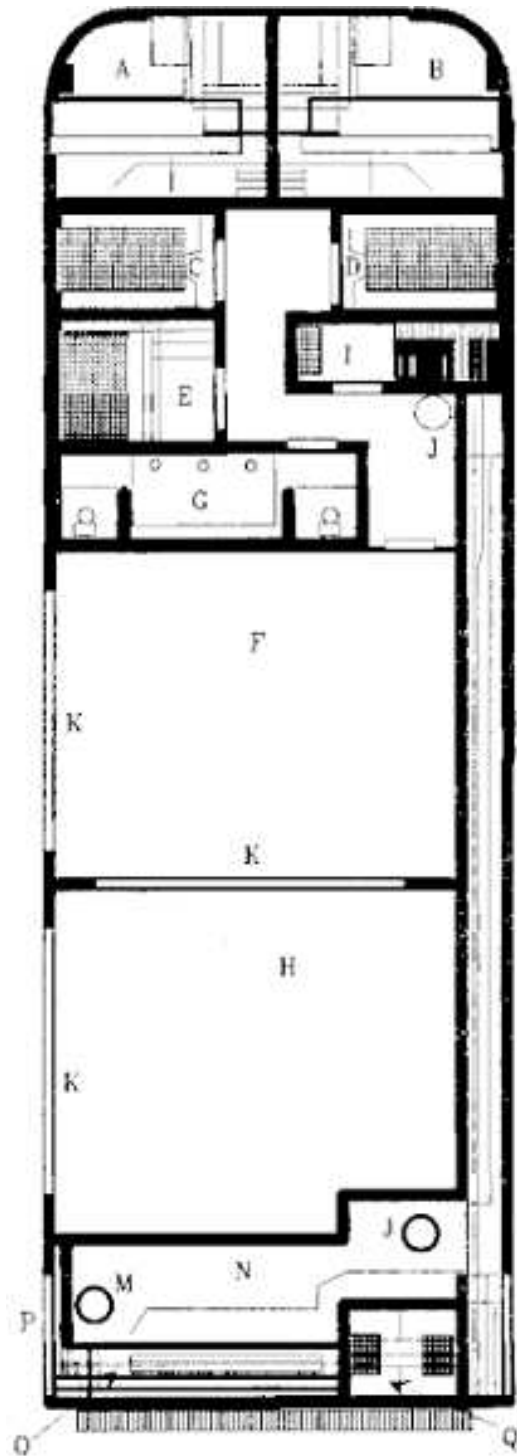
- A Armory
- B Nuclear Weapons Locker
- C Bridge Head
- D Communications Station  
(Satellite & Intercom)
- E Pilot's Station
- F Auxiliary Engineering Station
- G Security Station
- H Ladder Down
- I Life Support Systems
- J Radiation Decontamination Airlock
- K Main Engineering & Propulsion  
(Maneuvering Thrusters only)
- L Power & Wiring Trunk
- M View Screens
- N Main Engineering Station
- O E-Suit Lockers
- P Blast Doors
- Q EVA Airlock
- R EVA Hatch
- S Food Storage
- T Galley
- U Waste Receptacles
- V Mess/Briefing Room
- W Medical Stores
- X Medical Computers
- Y Sick-Bay
- Z Computer & Main Library
- Z1 Computer Main Memory



# THE JUSTIFIERS SHUTTLE LOWER DECK

## LOWER DECK

- A Port Sensor Array
- B Starboard Sensor Array
- C Port Battery Room
- D Starboard Battery Room
- E Water Plumbing & Filtration Room
- F Cargo Bay
- G Main Head & Showers
- H Cargo Bay
- I Electrical Monitoring & Main Circuit Breakers
- J Crew Entrance & Ladder Up
- K Cargo Doors
- L Power & Wiring Trunk
- M Ladder Up
- N Lower Engineering
- O Main Generators
- P Reactor Vent
- Q Reactor Core



# JUSTIFIERS

The year is 2311

You're a "Beta",

A Beta Class Humanoid Lifeform.

Part human and part animal. The property of the Corporation that spawned you

Your job: Justification and Pacification of new worlds. Find exploitable resources and eliminate dangerous indigenous lifeforms.

Your goal: Survive ! Stay alive until you can buy your way to freedom. Till then your one of the JUSTIFIERS.



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