

# TITAN A.E.

A SAVAGE WORLDS GAME SETTING BASED ON  
THE 20<sup>TH</sup> CENTURY FOX/ DON BLUTH FILM:

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## INTRODUCTION

*“Once in a great while mankind unlocks a secret so profound that our future is altered forever. Fire, electricity, the splitting of the atom, at the dawn of the 31<sup>st</sup> century, we unlocked another. It had the potential to change humanity’s role in the universe. We called it the Titan Project and it was a testament to the limitless power of the human imagination. Perhaps that’s what the Drej feared most. It brought them down upon us without warning and without mercy. Kale, that day the day the Drej descended from the sky the only thing that mattered, was keeping you safe.” – Sam Tucker 3028 AD*

So begins the story of Kale a young man who is the last hope for a dying race. In his trials he must learn to accept a surrogate family of rag tag freedom fighters who are searching for his father’s legacy, a chance to give humanity a home. Ever since I first saw Titan A.E. in the theatres I had to admit I was convinced it would make an excellent universe for roleplaying games. As a fan of such great Sci-Fi games as *Traveller*, *Space Master*, and West End Games’ adaptation of *Star Wars*, I was always on the lookout for a new angle on the old rockets and ray guns genre, and Don Bluth’s amazing film was certainly that, a model of a pulpy modern science fiction universe where humanity is not the top of the food chain. Making a campaign or even an RPG based in this world was something I had kinda dreamed of but kept on the back burner, until now.

After picking up Shane Lacy Hensley’s *Savage Worlds*, I have to admit I was impressed, an RPG system that is easy to employ and a blast to run. Normally I am not a fan of one system for everything, but if any system has made me think that there is merit to the universal RPG it is *Savage Worlds*. And to be honest Titan A.E. and *Savage Worlds* seem to be a perfect fit. *Savage Worlds* Pulpy high-octane system works well with the animated action seen in the feature film, and while it may have seemed that the movie was one that does not need a sequel there are still a lot of options for adventuring in this strange and wonderful universe.

In these pages you will find a combination of research of the film (director’s commentaries liner notes etc.) and extrapolation on my own notes about the Authors’ intents and ideas. I hope that you enjoy them and that this document brings at least a few gamers some of those awesome moments that make this hobby such a joy for so many. Anyway enjoy.

Sincerely J.L. Herbert

## PART-1 CHARACTER CREATION

*“If you intend to hunt humans you should remember, we travel in packs.”* - Joseph Korso  
3043

For those of you who are familiar with the Savage worlds game system, you will find little is changed here, Novice characters begin with the same amount of attribute and skill points as you would in any other savage setting, of course there are a few new things to add in Edges, Hindrances and Skills, as well as of course the myriad of races unique to the Titan A.E. setting.

### RACES OF THE TITAN A.E. UNIVERSE

**GAOUL:** An avarian race hailing from the broken moon of Sesharrim, They were one of humanity’s only allies, and are as mysterious as they are silent. They have no love for the Drej; in fact they are a rather spiritual species.

**Racial Modifiers:** Flight (Pace 10)

**AKRENNIANS:** a hyena like species, known both for their mercenary attitudes and near ruthless combat skills. It is said that Akrennians do not dream, this is due to the deep meditative trance they enter during sleep.

**Racial Modifiers:** +1 toughness, Low light vision, Heavy sleeper (–4 to notice rolls made to wake up)

**SOCOWAN:** A peculiar creature with huge legs, the Socowan are deadly hand-to-hand fighters, but slow in small spaces. Often seen as Temperamental, the Socowan are loyal friends and ferocious foes.

Killer kick, (Str +3 kicking damage.) Awkward, ( 1/2 pace in narrow corridors) Leap (pace 6, jump 4 inches up avoiding many obstacle)

**GREPOAN:** a small reptilian species, they are durable creatures with an incredible sense of taste. They are, however, they are regarded as odd by most other species, Often seen as in the roles of technicians or mechanics, they are meticulous in their craftsmanship

**Racial Modifiers:** Gourmet (+2 notice with taste notices.)

Toughness (+1 toughness )Quirk,( player choice)

**NACREMIAN:** An insectoid race of beings from the Abahil System. They can be a bit touchy but that exoskeleton that they carry works as a natural armor making them tough to kill.

**Racial Modifiers:** Carapace (+2 Toughness)

**HUMAN:** Humans are a lost cause, since the Drej destroyed their home world their flame has slowly begun to burn out of the galaxy, but do not discount them they are tenacious

**Racial Modifiers:** Versatile (gain one free edge), Outsider

**LAECORIAN:** A species of technically adept beings hailing from the Epsilon Erandi system they are a loyal and spiritual species. **Racial Modifiers:** D6 strength,

**OTHER RACES:** The Titan A.E. Universe does have a myriad of other races; it's pretty obvious that by the 30<sup>th</sup> Century that Humanity has been in contact with more than what we see here. These choices were simply the more popular choices, players and GMs are encouraged to create additional species for their campaigns (by using the race design rules on page 122 of the Savage worlds rulebook) alternately you could also tweak the available races found on page 19 of the book by simply altering names and attitudes to come up with additional species.

## **NEW HINDRANCES-**

**ATMOSPHERE DEPENDANT (MAJOR)-** Most species in the known systems breathe or can at least tolerate the same Oxygen/Carbon dioxide environments that humans enjoy. However some life forms require a different environment. Either as a racial trait or due to a mutation or other genetic trait, your character has different atmospheric requirements. Your character must wear a respirator or other atmosphere generator. If something should happen to your respirator, you are subject to asphyxiation (see page 6 of this document for rules on Asphyxiation)

## **NEW EDGES**

### **BACKGROUND EDGES**

#### **BENCH THUMP-**

**Requirements:** Wild Card, Spirit d8, Repair d6

Some people have an almost spiritual relationship with technology, learning almost by instinct how and where to apply shock to a device to put it back into at least temporary working order, in effect hitting a device to get it working again. Players with this skill must make a successful Spirit Check, to return an old or dilapidated device to working condition for a short time. Successive raises increase the time (in days) that the device will continue to operate before needing repair or another "love tap". Bench thumping will not work if the device is completely broken or blasted into parts, (there is only so much a little love tap can do!) Your GM is always the final judge on which devices can be bench thumped back into working order.

#### **SOLIDARITY-**

**Requirements:** Novice, A decent back story to back up the Edge

You belong to a group or culture that has an unofficial common goal, bond or tie such as being part of a minority group or a subculture. You gain a +2 Charisma roll when dealing with members of that culture or group examples might be being Chinese in the old west, or being a gamer during the height of the Anti D&D movement of the 1980s. Members of this group feel drawn to aid you in times of need due to this common tie. A movie-based

example of this tie would be Akima having solidarity with the Drifter Colony of New Bangkok.

## PART 2-GEAR

“ *Apparently I used Gindrogac, very unstable, and I put a button on it.*” - Gune

As in the *Savage Worlds* core rule, players begin play with \$500 for equipment, unless of course they take the Rich, or Filthy rich edges. However on the fringes of the galactic rim, Barter may be more important than cash and the costs seen here may only be honored during the character creation process, there is no guarantee that they will remain at that price during game play. Sometimes having things that you can barter for important equipment can be as important as cold hard cash. Please note all of this equipment is in addition to that stated on page 44-48 of the *Savage Worlds* core rulebook.

### ARMOR

Type	Armor	Weight	Cost	Notes
Reflective vest	+2/+6 (laser)	8	110	Covers Torso
Vacc Suit	+8	15	300	Covers Full Body
Powered Armor Thrusters (Pace 8)	+10	30	1000	Covers Full Body,
Riot Shield	+4	+4	60	Covers Arm/ Torso

### MELEE WEAPONS

Type	Damage	Weight	Cost	Min. Str	Notes
Vibroblade	Str+2	2	210	-	AP 1
Chainsword	Str+5	4	300	D6	A natural 1 on this weapon counts as a fumble hitting the user
Arc Cutter	3d6	8	400	D6	Range 3”, variable cutting torch device

### RANGED WEAPON

Type	Range	Damage	Rof	Cost	Weight	Shots	Min Str	Notes
Energy Mag	12/24/48	2d6+1	2	150	2	20	-	Ap-1
Drej Blaster	15/30/60	2d8	3	NA	4	60	-	Ap-2
Las Rifle	60/90/180	2d10	1	2000	7	20	-	Ap-2
Photon gun	20/40/60	3d8	1	1200	6	20	-	Ap-3
Flamer	Template	2d8	1	500	12	10	-	Use Flame template

## PART 3- NEW RULES

*“Huh, an intelligent guard, didn’t see that one coming.” -Preed*

**ASPHYXIATION:** The void of Space is not a place that most sentients can survive without some form of pressurized suit and atmosphere generator. This section deals with what should happen to your character if your character runs out of atmosphere. For every round your character is deprived of air, he must make a vigor check every minute, for every failure, gives the subject a level of fatigue, stopping all activity, will improve a player’s chance on the vigor roll by a +1, however if your character gains 4 levels of fatigue he will die. If your character ends up back inside a breathable atmosphere he will recover fatigue at the rate of 1 level for every 5 minutes of rest within a breathable atmosphere.

**HULL BREACHES:** One of the greatest dangers to a the crew of a space faring craft is the chance that their craft’s living quarters could become exposed to the cold vacuum of space. Even a hole the size of a man’s thumb can suck out the area’s atmosphere in a matter of minutes, and even pull people out in to space in pieces if necessary! To simulate this kind of horror in Savage worlds, the GM should first determine the size of the breach, to simplify this there are three classes, punctures, rips, and gaping holes. Players in a room that has been breached, will be pulled toward the breach as will any object that have not been bolted securely to the room’s structure. . Place a burst template down based on the size of the breach. Punctures use the small burst template, Rips use the medium burst template and gaping holes use the large burst template. For every turn that the breach is not closed the players must roll a Strength check not to be pulled towards the epicenter of the breach. Raises give the player a chance to move 1/2 his pace (round down) away from the breach. If they fail this roll they are pulled 1 inch closer to the center of the template. Once the figure touches the template, things get hairy. The player must make a Strength roll –4 to stay where he is. If he should fail he is pulled 2 inches toward the center of the template. One he reaches the center of the template, he is pulled through the hole, and thrown into space. If the hole is a hole is a puncture or a rip, the player caught in the hole is killed by being forced out a smaller hole, and the remaining occupants of the room can in initiative order try to scramble for safety without penalty. If it is a gaping hole the player pulled to the center is thrown outside the vessel instantaneously, and unless protected by a vacc suit or other personal environment system, will begin to asphyxiate (see rules above)

The following chart gives further stats on the classifications of breaches:

<b>Breach type</b>	<b>Template</b>	<b>Strength Modifier</b>	<b>Effect of hitting center</b>
Puncture	Small burst	0	Instant death, as you are slowly dragged through a small hole
Rip	Medium burst	-1	Instant death, see above
Gaping Hole	Large Template	-2	Thrown into space target is subject to asphyxiation (see page 6)

## **PART 4- THE DREJ**

The Drej are truly alien even in a galaxy that is full of as many strange species as this one is. The Drej are an energy-based life form hailing from an area near the galactic central core. This is an area of high radiation, which spawned this fascinating life form. Probably the most amazing thing about the Drej is that they are a gestalt entity. From the lowliest soldier up to the queen they are not just linked they are connected. The same is true with Drej technology. If you try to disarm a Drej soldier by blowing his arm off, he will simply reform it, gun intact, and continue his relentless assault. This is important when dealing with the Drej.

### **History-**

The first sentient beings that came in contact with the Drej found them to be incredibly ferocious and territorial. By the time humanity entered the galactic community it was already well known that the Drej were a force not to be messed with the first Human expedition to contact the Drej was met with hostility and the death of a full cruiser and 4 diplomats. However the Drej seemed to be content to be left alone. That is until the Titan Project was about to launch. Speculation is that the Drej saw this as some kind of super weapon aimed specifically against their energy based physiology. Because after hearing about it they immediately entered the Sol system and destroyed the planet Earth. The Titan, however, escaped destruction. This has led to increasing activity of the Drej in the rest of the galaxy. Every Kek of the alpha quadrant was covered with Drej in 3029. The Drej also took a good chunk out of the moon of Sesharrim, which many speculate was an assault of the Gaoul for aiding in hiding the Titan from the Drej. Within 5 years the Drej slowed their search down to a minimum.

## DREJ SOLDIER

**ATTRIBUTES-** Agility d8 Smarts d6, Spirit d6, Strength, d6, Vigor d8

**SKILLS-** Fighting d8, Shooting, d6, Notice d6, Tracking d6, Pilot d8 Climbing d8

**PACE- 6 PARRY-6 TOUGHNESS-6**

### **SPECIAL ABILITIES-**

**Construct** Drej soldiers gain a +2 when recovering from shaken checks, and do not suffer additional damage from called shots. Piercing weapons do half damage to Drej soldiers. Drej soldiers do not suffer from disease or poison

**Fear** -1 to fear checks when encountering the Drej soldier.

**Embedded weapon** Drej soldiers have a Drej blaster embedded within their arm making it impossible to disarm.

## DREJ COMMANDO:

**ATTRIBUTES-** Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

**SKILLS-** Fighting d10, shooting d8, Notice d10, tracking d8, Pilot d8, Climbing d8, Investigation d8, throwing d6

**PACE- 6 PARRY-7 TOUGHNESS-7**

### **SPECIAL ABILITIES-**

**Construct** Drej soldiers gain a +2 when recovering from shaken checks, and do not suffer additional damage from called shots. Piercing weapons do half damage to Drej soldiers. Drej commandos do not suffer from disease or poison

**Fear** -1 to fear checks when encountering the Drej commando

**Embedded weapon** Drej soldiers have a Drej blaster embedded within their arm making it impossible to disarm.

**Ace** +2 to piloting Checks, the Drej commandos are natural pilots

**Rock and Roll** Drej commandos can gain the auto fire bonus at a -1 penalty



## **DREJ TYRANT (WILD CARD)**

**ATTRIBUTES-** Agility d8, Smarts d12+2, Spirit d12, Strength d10, Vidor d12

**SKILLS-** Fighting d 10, Shooting d8, Notice d12, Knowledge (galactic politics) D12, Throwing d6, Pilot d8, Tracking d8

**PACE-6 PARRY-7 TOUGHNESS- 12**

### **SPECIAL ABILITIES-**

**Construct** The Drej tyrant gains a +2 when recovering from shaken checks, and do not suffer additional damage from called shots. Piercing weapons do half damage to Drej tyrants. Drej tyrants do not suffer from disease or poison. The Drej tyrant does not suffer wound penalties

**Armor** +4 to the Drej tyrant's toughness

**Fear** -2 to fear checks when encountering the Drej tyrant.

**Embedded weapon** the Drej Tyrant has a Drej blaster embedded within their arm making it impossible to disarm.

**Command** The Drej tyrant can rearrange the initiative cards of any troops under his command.