Savage Blue Planet

Character Creation

The character creation system in Blue Planet Savage Worlds is designed to help players develop realistic, well-rounded characters. These guidelines will help streamline the process.

1. Develop a character concept, using the profile if you'd like additional ideas.
2. Select a species.
3. Modify the character's attributes.
4. Select the character's skills.
5. Select the character's Hindrances.
6. Choose the character's Edges.
7. Gain 2000 cs to outfit the character with gear. Additional gear may be granted by the Game Master.

Background

Every character has a background, some place where he started. There are two primary backgrounds in Blue Planet; Colonial and Native.

Colonial characters came to Poseidon sometime after Recontact. They may have been born on Earth and traveled to Poseidon, or been born and raised on the water world. Colonial characters can be any species.

Native characters are descendents of the original Athena project members. They were born and raised on Poseidon and can only be one of the aquaform species.

The backgrounds are important as they can help establish the character's viewpoints. Is your character a colonial who is here to make a fortune, or to start a new life? Is he a native who wants to protect his way of life, or is tired of the native way and wants access to technological comforts?

The backgrounds also determine the character's common knowledge, covered later under skills.

Character Species

The following species are available for player characters. All are human or genetically redesigned humans. Cetacean characters are covered in the Ancient Echoes source book.

Human, Pure-strain (Chimp)

Pure-strain humans are individuals who, for whatever reasons, have opted not to undergo even the most minor enhancements.

- Pure-strain Humans gain 2 free Edges. They may never take Biomodification Edges.

Human, Modified (Modi)

Modified humans are those who did not undergo any extensive genetic redesign prior to birth, but have been modified or enhanced subsequently.

- Modified Humans gain a free Biomodification Edge and may take biomod Edges during advancement.

Human, Genetic Redesign (Genie)
Aquaform, Diver
- A diver can hold her breath up to 20 minutes per Fatigue level (She becomes Tired after 20 minutes, and Exhausted after 40 minutes).
- A diver can swim to 700 meters depth.
- A diver's Swimming skill starts at d6. Swimming Pace equals ¾ the skill die (Swim of d8 = Swimming Pace of 6).
- Aquaforms do not start with a free Edge. They may take biomod Edges during advancement.

Aquaform, Squid
- A squid possesses gills allowing him to breathe and stay underwater indefinitely.
- A squid can swim to 500 meters depth.
- A squid's Swimming skill starts at d6. Swimming Pace equals ¾ the skill die (Swim of d8 = Swimming Pace of 6).
- Aquaforms do not start with a free Edge. They may take biomod Edges during advancement.

Hybrid, Cat
- A Cat's Agility starts at d6.
- They have the equivalent of the Low Light Vision and Amplified Hearing biomod Edges.
- Cats have Poor Color Vision. They cannot properly see red colors, although they can distinguish blues and greens.
- They have non-retractile claws that do Str + d4 damage, using Fighting (Unarmed).
- Cats have the Quirk (Slurred Speech) Hindrance. Their speech is not clear and what a Cat says can easily be misunderstood, especially in times of stress or in a noisy environment.
- They have the Outsider Hindrance and suffer a -2 Charisma to everyone except other hybrids.
- Cats do not start with a free Edge. They may take biomod Edges during advancement.

Hybrid, Silva
- A Silva's Strength starts at d8, and may increase to d12+2 by normal advancement.
- They are larger than human. Their increased size and strength gives them a +1 Toughness. It also means most normal human size gear is too small, requiring them to buy custom gear fit for their size.
- Silvas have the Quirk (Slurred Speech) Hindrance. Their speech is not clear and what a Silva says can easily be misunderstood, especially in times of stress or in a noisy environment.
- They have the Outsider Hindrance and suffer a -2 Charisma to everyone except other hybrids.
- Silvas do not start with a free Edge. They may take biomod Edges during advancement.

Spacer
- A spacer's prehensile feet act as an extra pair of hands, granting him one extra action.
- His Repair skill begins at d6.
- He gains +2 to Vigor tests to resist temperature extremes (hot or cold) and radiation.
- He isn't able to move well in standard gravity. His Pace drops to 3 and his Run die to d4.
- Spacers do not start with a free Edge. They may take biomod Edges during advancement.

Transhuman (Alpha)
- A transhuman has the equivalent of the Improved Blood Oxygenation biomod Edge.
- She is immune to disease.
- She requires only 6 hours of sleep per day to be fully rested.
- All Alphas must take the Quirk Hindrance, as they inevitably suffer minor mental oddities.
- Alphas do not start with a free Edge. They may take biomod Edges during advancement.

Attributes

Assigning attributes is the next step in bringing your character to life. As per standard Savage Worlds rules, you start with d4 in each attribute and have 5 points to raise them with. No attribute may start higher than d12.

Skills

You get 15 points to buy skills for your character. It costs 1 point to raise a skill as long as it's no higher than the attribute it's linked to. It costs 2 points to raise a skill to a die type higher than it's linked attribute. No skill may be raised above d12.

Skills in Blue Planet are handled a little differently than in the standard Savage World campaign. Blue Planet uses the Skill Specialization setting rule, which means you have to be specific about some skills your character knows.

For example, Shooting is broken into 3 specialties: Small Arms, Heavy Weapons and Primitive. If you take Shooting (Small Arms), then you use the skill as normal for regular guns. If you want to use a bow or a missile launcher, you may. However since they aren't your specialization, you suffer a -2 penalty on your rolls.

Skills with different specializations are purchased and advanced separately. The following skills are specialized:

Skill	Specializations
Boating	Motorized, Sailing
Driving	Ground, Hover
Fighting	Armed, Unarmed
Healing	Cetacean, Human
Knowledge	Art, Battle, Bureaucracy, Business, Computers, Demolitions, History, Language, Life Science, Medicine, Physical Science, Tech
Piloting	Fixed Wing, Jumpcraft, Space
Repair	Electronic, Mechanical
Shooting	Heavy Weapons, Primitive, Small Arms

Some clarification on Shooting specializations:

- Small Arms include all man-portable firearms such as pistols, PDWs, rifles and sonic weapons.
- Heavy Weapons include all crew-served and vehicle weapons as well as grenade, torpedo and missile launchers.
- Primitive Weapons include bows, crossbows and spearguns.

All other skills from the Savage Worlds rulebook are used as written.

Common Knowledge

Common Knowledge includes knowing and understanding the different cultures of Poseidon. Colonials, people who have come to Poseidon after Recontact, will know of Earth and colonial life. Natives, the descendents of the original Athena Project colonists, will know their own culture (Native) plus that of cetaceans, and a little of Earth and the colonials. The following table shows the bonuses and penalties on Common Knowledge culture rolls for everyone.

Background	Culture	Roll modifier
Colonial	Earth/Colonials	+1
	Natives	-1

Native	Earth/Colonials	-1
	Natives	+1

Languages

All human characters speak one language fluently, player's choice. Any other languages must be taken as the Knowledge (Language) skill. English is the most common language on Poseidon, although Russian, Spanish, French and various patois are spoken in communities around the planet. Inter-species language, or Interspec, is used to understand uplifted cetaceans and will be covered in the Ancient Echoes sourcebook.

Secondary Statistics

The following statistics are based off your attribute, Hindrance and Edge choices. Don't worry that you haven't gotten to hindrances and Edges yet, you can come back and finish this after you select them.

- Charisma: Your Charisma is 0 (zero) unless modified by species, Hindrance or Edge.
- Pace: Standard pace is 6".
- Parry: Parry is equal to 2 + half your Fighting die (highest). If you don't have Fighting, it's just 2.
- Toughness: Toughness is equal to 2 + half your Vigor die.

Choosing Hindrances and Edges

You may choose to get extra perks for your character by taking some flaws, in the form of hindrances. You may take one Major Hindrance (2 points) and two Minor Hindrances (1 point each). You may use these points to gain the following benefits.

For 2 Hindrance points you may:
- Raise an attribute one die type.
- Choose an Edge.

For 1 Hindrance point you may:
- Gain another skill point.
- Gain an extra 2000 cs.

Hindrances

The following hindrances are not used in the Blue Planet campaign setting: Doubting Thomas and Yellow. All other hindrances in the Savage Worlds rulebook are available.

Modified Hindrances

One Arm (Major): In addition to the penalties already noted, a person with one arm suffers a -2 penalty to Swimming rolls. It doesn't affect Swimming pace.

A Note to Game Masters concerning One Arm/One Leg/One Eye

As you will note later, there is a potential for a keen player to exploit the system by taking a One Limb Hindrance and using it to buy a Cybernetic Limb Edge. We encourage you to not let your players take advantage of this. Although the Blue Planet setting has multiple ways for physically disabled people to regain normal use of their bodies, not everyone can afford to do so or wants to. Pure Humans are the most suited to taking a One Limb Hindrance, as they have no easy way out of the Hindrance. Shunning biomodification has drawbacks.

New Hindrances

The following hindrances are tailored for the Blue Planet setting. Body Duplicate, Mind Job (both), Terminally Ill and The Spots may be taken by the player. The others are automatically granted by Edges, affiliations or circumstances.

Body Duplicate (Major)

Your character has been made into an exact physical duplicate of another person. This may have been done by a criminal, government or Incorporate organization for various reasons - all illegal. Your character's identity is gone and you have most likely been declared dead. You could be still working for the organization that changed you, or on the run from them. Your life will be one of hiding in plain sight fulfilling the role you were made for, or running with a face you can't hide.

Mind Job (Minor)

Your character has had some mental issues and has been successfully treated for it by having a mind job. A mind-job is a specialized procedure that alters the personality of the user. Legal mind-jobs are prescribed by licensed psychiatrists as a way to help patients permanently overcome problems with anger, depression, or some forms of addiction. Though part of legitimate psychiatric care, mind-jobs have a bad reputation, and people often react negatively to anyone known to have had one. Anyone who knows you've had a Mind Job interacts with you at a -2 to Charisma.

Illegal Mind Job (Major)

You have been the subject of an illegal mind job. Illegal mind jobs are the subjects of numerous horror and suspense holo-vids, in which unsuspecting individuals are kidnapped and subtly altered so that their personalities are permanently changed. You are one of these people. You know who you are now and don't have any concrete recollection of being someone else, but strange dreams and flashes of insight into subjects you can't possibly know may betray the mind job. The game master will create a portrait of who your character was before the mind job, and why he was changed. Mind jobs don't always permanently hold...

Obviously Modified (Minor)

Your character has obvious modifications that make people wary, due to the type or amount of modification. This could include multiple cybernetic augmentations or obvious biomodifications, such as Myo-skeletal enhancement. The character suffers a -2 to Charisma.

Owned (Major)

Your character is locked into being part of an organization and can't just quit or leave. He could be enlisted in the GEO for a period of time, an indentured servant in Simushir, an Incorporate executive with access to sensitive information or a member of a crime family. He is in the organization for a long time, possibly even life. He must do what the organization asks of him or face severe consequences, including disgrace, imprisonment or death.

Severely Modified (Major)

Your character is modified to the point where she can't pass for a normal human. This includes massive cyberization or biomodification such as Shock Troopers. The character suffers a -4 to Charisma. A character cannot have both Obviously Modified and Severely Modified; Severely Modified replaces it.

Terminally Ill (Major)

Your character has a disease or condition that will eventually result in his death if untreated. The disease may be untreatable by current means, or the character may simply not have enough money to afford the treatment. He suffers a -2 penalty to Fatigue rolls from physical exertion. At the end of every game session, the character must make a Vigor roll. A success means he gets to keep living. A failure means he will die at the end of the next game session when he fails a Fatigue roll.

The Spots (Minor)

Your character just arrived on Poseidon and everyone who can see you knows it, because you have the Spots. For the 6 month space flight from Earth to Poseidon, passengers are placed into a cryogenic suspension, called Induced Hypothermic Metabolic Suppression. Electrodes placed on the body keep muscles from deteriorating during that period, but leave itchy, red spots all over the person's body and are a sure sign of someone newly arrived on Poseidon. The Spots itch terribly for the first week, inflicting a -1 penalty on all trait rolls. After that the itching fades, but the Spots remain for up to a month. Criminals and other less than honest people frequently target newcomers for robbery and scams since the Spots make it easy for them to spot potential victims. Your character can expect to be accosted at least a couple times during his first few weeks on Poseidon. Being new to

the water world also means the character suffers a -2 penalty to Common Knowledge and Survival rolls. The Spots Hindrance is unusual in that it eventually goes away, as the character learns about his new home. Every month after the first, he may make a Smarts roll at a -2 penalty. Every success removes 1 point of penalty from one skill roll. Four successful rolls will remove all penalties and The Spots Hindrance. After that the character is considered to be from a standard Colonial background.

Edges

The following Edges are not used in the Blue Planet campaign setting:

Arcane Background, Arcane Resistance, Improved Arcane Resistance, Noble, Giant Killer, Adept, Champion, Gadgeteer, Holy Warrior, Mentalist, Mr. Fix It, Wizard, Woodsman, Power Surge, Followers, Sidekick, All Power Edges, All Weird Edges. The Ace Edge is presented in an alternate form, and Woodsman has been renamed Survivalist.

Biomodification Edges

Blue Planet introduces a new category of Edges; Biomodification Edges. These are Edges gained from cybernetic or biological modification of the body. Taking biomod Edges represents accumulating enough money, influence or both to be rewarded with an expensive biomodification. Only certain species may take biomod Edges – pure humans may not take any! The requirements of each biomod Edge include which species are eligible. The bonuses from biomod Edges stack except where otherwise noted.

Accelerated Neurons

Requirements: Novice, Modi, Genie

This Edge grants the benefit of the Quick Edge, without the Agility requirement. Note that this effect does not stack with the effect from Neural Jack.

Agility Chip

Requirements: Novice, Modi, Genie

The Agility Chip Edge grants a +2 to Agility rolls where balance is the primary factor.

Ambidexterity Filter

Requirements: Seasoned, Modi, Genie

The user receives the full benefits of natural ambidexterity; as per the Ambidextrous Edge.

Amplified Hearing

Requirements: Novice, Modi, Genie

This biomod significantly enhances the person's hearing. The character gains a +2 to Notice rolls that involve hearing.

Anatomical Cyberware

Requirements: Novice, Modi, Hybrid

This Edge allows the character to replace one arm, eye or leg with a cybernetic equivalent. Each time he takes this Edge, he may replace a different part.

Cybernetic Arm

The character replaces one of his arms with a cybernetic prosthesis. The arm may sport one of the following options: Hidden weapon, hidden storage compartment or increased Strength (1 die higher, that arm only). The weapon has the same stats as a compact pistol and must be bought separately. The arm adds 5% extra to the character's body weight and inflicts a -2 to all Swimming rolls (cumulative for each limb). The character ignores injury results to the limb from wounding (Gritty Damage). If the character becomes Incapacitated, a success or raise roll indicating the limb ignores Injury. A failure roll indicating permanent Injury means the limb is damaged and useless. The character suffers the One Arm Hindrance until it is repaired. Injury results to a cybernetic limb can't cause the character to Bleed Out.

Cybernetic Eye

The character replaces one of his eyes with a cybernetic prosthesis. The eye may sport one of the following options: Low light vision or telescopic vision, as per the biomod Edges. The eye adds no significant weight to

the character and suffers Injury as normal, although it may be repaired.

Cybernetic Leg

The character replaces one of his legs with a cybernetic prosthesis. The leg may sport one of the following options: Hidden weapon holster, hidden storage compartment or high performance servos (Pace=10", only if both legs replaced, taking 2 Edges). The leg adds 10% extra to the character's body weight and inflicts a -2 to all Swimming rolls (cumulative for each limb). The character ignores injury results to the limb from wounding (Gritty Damage). If the character becomes Incapacitated, a success or raise roll indicating the limb ignores Injury. A failure roll indicating permanent Injury means the limb is damaged and useless. The character suffers the One Leg Hindrance until repaired. Injury results to a cybernetic limb can't cause the character to Bleed Out.

Anti-Poison

Requirements: Novice, Modi, Genie

This Edge grants a +2 to Vigor tests to resist the effects of any poison, and allows the character to drink salt water without harm.

Body Sculpting

Requirements: Novice, Modi, Genie

Body sculpting is the ultimate in plastic surgery, allowing a character to take on nearly any appearance, even a different gender.

Bug Confounder

Requirements: Novice, Modi, Genie

The bug confounder is a set of cybernetic implants that can jam bugs in an 8" radius.

Double Joints

Requirements: Novice, Modi, Genie

A character with this Edge may make an Agility roll to escape from bonds (ropes, handcuffs, manacles, and straitjackets), or to squeeze through small places, all at the GM's discretion.

Echolocation

Requirements: Novice, Modi, Genie, Amplified Hearing Edge

The character can sense terrain features (cliffs, trenches) up 50" away and small objects (subs, fish, people) up to 15" away.

Enhanced Smell

Requirements: Novice, Modi, Genie

The character can identify individuals by their scent, and can track by smell. This Edge grants a +2 bonus to Tracking rolls when tracking by scent.

Gills

Requirements: Novice, Modi, Genie (except aquaforms)

This Edge permits a character to breathe underwater without drowning.

Glider

Requirements: Novice, Spacer (others rarely)

The character can glide at a speed of 8" in zero or low gravity environments.

Immunological Symbiote

Requirements: Novice, Modi, Genie

This Edge gives a +4 to Vigor tests to resist diseases and a +2 to resist radiation.

Implant Computer (Icomp)

Requirements: Novice, Modi, Genie, Neural Jack

This implants the equivalent of a bodycomp in the character's head. It provides access to knowledge, but no usable skills – like browsing CommCore for information.

Implanted Micro-Toolkit
Requirements: Novice, Modi, Genie

The character with this Edge selects a toolkit for Repair (either specialty), Healing, or a specific knowledge skill. This allows the character to ignore the penalty for not having appropriate tools.

Implant Radar
Requirements: Novice, Modi, Genie

This Edge allows the character to ignore visual obscurement such as darkness, smoke or fog.

Implant Sensory Recorder
Requirements: Novice, Modi, Genie

This implant computer allows the user to record up to 100 hours of sensory data (vision, hearing, smell, etc).

Improved Blood Clotting
Requirements: Seasoned, Modi, Genie

A character with this Edge makes his Bleeding Out Vigor roll with no penalty.

Improved Blood Oxygenation
Requirements: Novice, Modi, Genie

A character with this Edge can ignore the first failed Fatigue roll that is a result of strenuous physical activity. It does nothing for Fatigue from sources other than physical activity. They may also hold their breath up to 10 minutes if doing light or no activity, or 5 minutes if doing heavy activity (fighting, swimming). Aquaforms already possess a version of this biomod as part of their genetic redesign. They may take it again to gain the perk of ignoring a Fatigue roll, but don't benefit otherwise.

Infrared Sensors (Vipers)
Requirements: Novice, Modi, Genie

This Edge gives the Infravision ability, allowing the character to halve penalties (round down) for bad lighting, when fighting living targets. It also grants a +2 bonus to Notice rolls to spot living targets hiding amongst cooler backgrounds, such as a person hiding in woods at night. It also gives the user a +1 bonus to rolls to detect when someone is obviously lying.

Low-Light Vision
Requirements: Novice, Modi, Genie

This Edge allows the character to ignore penalties for Dim and Dark lighting conditions, allowing him to see in all but total darkness.

Multiglands
Requirements: Seasoned, Modi, Genie

This biomod gives the subject's endocrine system a greater range of response and provides the user full control over these responses. The subject controls the output of all hormones, like adrenaline and endorphins. This Edge allows the character to boost Agility, Strength or Vigor by one die (or +1 if d12 or higher) for a period of time equal to 5 minutes times the current (pre-boosted) Vigor die. After the boosted period, the recovery period begins. The boost is lost, and the attribute drops one die below its normal level for double the amount of time it was boosted. If the initial attribute die was d4, then it drops to d4-2 for the recovery period. No attribute may be boosted until current boost and recovery periods are over.

Myo-skeletal Enhancement
Requirements: Veteran, Modi, Genie; major Affiliation with GEO, Incorporate or UN

This biomod increases the size of the recepient, gaining 25kg to their weight. Because of this, the character gains the Obviously Modified Hindrance.

This Edge allows the character to ignore temporary injury results from wounding and incapacitation. Permanent injuries involving bone structure as much less severe and can be healed over time as well at the game master's discretion. The character still suffers wounding penalties regardless.

Neural Jack
Requirements: Novice, Modi, Genie

A character using a neural linked device acts as if he has the Quick Edge. This rapid action is limited to actions through the neural jack, and by the physical capabilities of the device being controlled.

Uplink Jack
Requirements: Novice, Modi, Genie, Neural Jack

This is a wireless neural jack that can connect to any device equipped with an uplink transceiver. Range is generally up to 25km, barring interference and line-of-sight blockage.

Organ Composite
Requirements: Heroic, Modi, Genie

This Edge grants the character a +1 Toughness. However the incredible complexity of the composite imposes a -2 penalty on all Healing rolls made to treat the character.

Pain Inhibitors
Requirements: Novice, Modi, Genie

This Edge allows the character to ignore 1 point of wound penalties.

Pheromones
Requirements: Seasoned, Modi, Genie

The pheromones biomod gives the user a +2 bonus to his Persuasion rolls, as long as he is within two meters of the target. It is only useful against targets of the same species group. Pure humans, modified humans, and transhumans are considered one group, aquaforms are a separate group, and each hybrid is a separate group.

Photoskin
Requirements: Novice, Modi, Genie

The Edge grants a +2 to Survival rolls to survive without food.

Programmed Reflexes
Requirements: Novice, Modi, Genie

Each time this Edge is taken, the character selects one programmed reflex and the conditions under which it activates, if applicable.

Autoload

This allows the character to automatically reload the weapon without taking any action to do so.

Balance

This program gives a +2 on Agility tests when balance is the primary factor.

Lifeguard

This program allows the character to re-roll one failed Swimming test.

Quick Draw

This program grants the Quick Draw Edge, without the Agility requirement.

Sleepwalker

This program instantly wakes the character to full alertness when it hears a trigger sound, defined by the character.

RAF Modulator
Requirements: Seasoned, Modi, Genie

The user of this biomod can remain awake up to 60 hours with no bad effects. However for each hour or portion thereof the user remains awake beyond this, he must make a Fatigue test with a -2 to the roll. After the character has been awake for 60 hours, he requires 20 hours of sleep to recuperate.

Regeneration

Requirements: Novice, Modi, Genie

This Edge buys off Lame, One Leg, One Arm or any other physiological disability.

Respiratory Filter

Requirements: Novice, Modi, Genie

This Edge grants a +2 to Vigor tests to resist the effects of airborne irritants and toxins (or waterborne for the gill version).

Rib Covers

Requirements: Seasoned, Modi, Genie

This Edge provides a character with Armor of +2, only on the torso.

Shock Trooper

Requirements: Veteran, Modi, Genie; All of the following biomod Edges (Accelerated Neurons, Immunological Symbiote, Improved Blood Oxygenation, Multiglands, Myo-skeletal Enhancement), major Affiliation with GEO

The character gains the final modification to become a Mk-V GEO Shock Trooper. They gain 10kg to their weight and their skin becomes Armor with a rating of +2, killing all body hair. The character gains the Severely Modified Hindrance. This replaces the Obviously Modified Hindrance gained from Myo-skeletal enhancement.

Skinlights

Requirements: Novice, Modi, Genie

When used as part of a performance, such as dancing or other physical expression, the user gains +1 Charisma.

Stinger (Illegal)

Requirements: Seasoned, Modi, Genie, Fighting d4+

This highly illegal biomod grows a retractable, hollow stinger in the finger of one hand connected to a small venom sac in the hand. A particular muscle action brings the stinger out through a sealed flap at the end of the finger and a jab automatically releases venom into the target. A successful Fighting roll is required to hit the target. A successful hit inflicts Str + 1 damage and poisons the target if at least a Shaken result is scored. Since this biomod was created specifically to be a tool of assassination, the venom is highly toxic. It is considered Lethal (-2). Once used, the venom sac requires 14 hours to refill. A person discovered by law enforcement to have this biomod will be arrested, automatically charged and will have the stinger mod surgically removed (lose the Stinger Edge).

Subdermal Plates

Requirements: Novice, Modi, Genie, Fighting d4+

The Edge grants a +1 damage bonus when making unarmed attacks, and the character is not considered an Unarmed Defender.

Telescopic Vision

Requirements: Novice, Modi, Genie

This Edge gives the character a +1 to Notice tests that would be hampered by distance and also a +1 to Shooting tests for shots at Medium or greater range, as long as she does not move that round.

Venom Sacs (Illegal)

Requirements: Seasoned, Modi, Genie, Fighting d4+

This illegal biomod grows a pair of venom sacs in the character's head, taking up some space in the sinus cavities. They connect to a set of tubes that run down through each cheek to the corners of the lips. When opening the mouth, and flexing the jaw muscles in a certain way, the character can spray venom up to 2" away, not unlike a spitting cobra. Hitting the target requires a Fighting roll, with a +1 bonus due to the wide angle of the spray. A hit poisons the target. The poison is Venomous strength, with no modifier due to it being a contact poison. The venom sacs require 20 hours to refill. The implanted person is immune to the poison. A person discovered by law enforcement to have this biomod will be arrested, automatically charged and will have the

sacs surgically removed (lose the Venom Sacs Edge).

Combat Edges

Burst Master
Requirements: Seasoned, Shooting d8+

Your character can target his Three Round Bursts for maximum effect. His bursts are +2 to hit and +3 to damage.

Careful Shooter
Requirements: Novice, Shooting d8+

Your character is always careful where he shoots. When shooting into a group of people that includes innocents, he doesn't automatically hit a bystander on a roll of 1. He must roll again and if the roll is a 1 then he hits a bystander, otherwise the shot is simply a miss. When using automatic fire or a shotgun, he hits a bystander only on a roll of 1, instead of 1-2.

Constellation Expert
Requirements: Seasoned

Your character has a lot of experience operating multiple remotes through a remote constellation. He only suffers a -1 penalty to actions when using a constellation.

Constellation Master
Requirements: Veteran, Constellation Expert

For your character, operating remotes through a constellation is like using a part of his own body. He suffers no penalty to actions when using a constellation.

Deadly Strike
Requirements: Seasoned, Fighting or Shooting d10+

Your character's attacks become more dangerous on a decisive hit. He rolls 1d8 for bonus damage on a raise instead of 1d6.

Dirty Fighting
Requirements: Novice, Fighting d6+

Your character uses every trick in the book to gain an advantage in a fight. When using a Trick maneuver, you gain a +2 bonus to the roll.

Grenade Savant
Requirements: Veteran, Throwing d8+

Your character can time his throw so the grenade explodes just as it reaches the target. His thrown grenades may never be thrown back, although aware targets may still attempt to dive for cover as usual.

Hair Trigger
Requirements: Novice, Shooting d8+

Your character gets the most out of Double Tapping a firearm. His Double Taps are +1 to hit and +2 to damage.

Near Miss
Requirements: Veteran, Shooting d8+, Throwing d8+

Your character is so skilled with area effect weapons that even when he misses, the blast still lands close to the intended target. For blast deviation he rolls 1d4" for thrown weapons and 1d6" for fired projectiles. Standard range multipliers apply.

Pinpoint Accuracy
Requirements: Veteran, Fighting or Shooting d10+

Your character can land a called shot on an opponent easier than most. He gains a +2 to hit when making a Called Shot.

Run and Gun
Requirements: Seasoned, Agility d8+, Shooting d6+

Your character is adept at shooting while moving quickly. He doesn't suffer the usual -2 multi-action penalty for shooting while running.

Spring Up
Requirements: Novice, Agility d8+

Your character can quickly regain his feet after being knocked down. Getting up from prone doesn't cost the character any movement.

Defense Minded
Requirements: Novice, Fighting d8+

Your character is very defense-oriented. When taking a Defend or Full Defense action, his Parry is increased by an additional +1.

Professional Edges

Ace
Requirements: Novice, Agility d8+; Boating, Driving or Piloting d8+

An Ace is a driver or pilot who is intimately familiar with her vehicle of choice. When taking this Edge, your character must choose to be an Ace with Boating, Driving or Piloting. The bonus for Ace applies to all specializations of the skill.

An Ace adds +2 to all rolls with their chosen vehicle. They may also spend Bennies to make Soak rolls for the vehicle when they are controlling it. This roll is at a -2 penalty, but each success and raise negates a wound and any critical hit that would have resulted from it.

Bush Pilot
Requirements: Novice, Pilot (any) d8+, Repair (Mechanical) d8+

Bush pilots make their living flying passengers and cargo to the most remote corners of Poseidon. Your character owns (or is paying off) a cargo or utility jumpcraft or utility VTOL, and has a place to store and work on it.

Multi-species Doctor
Requirements: Novice, Smarts d8+, Healing (any) d8+, KnowlEdge (Medicine) d8+

Multi-species doctors have extensive experience tending both human and cetacean patients. Your character gains a +2 to Healing rolls to treat patients of any species.

Prospector
Requirements: Novice, Smarts d6+, Spirit d8+, Boating (Motorized) d6+, KnowlEdge (Physical Science) d6+

Prospectors scour the depths of Poseidon's oceans, looking for that one big Long John score that will let them retire. Your character owns, or is paying off, a small mining sub or mining hard suit and has a place to store and work on it.

Survivalist
Requirements: Novice, Spirit d6+, Survival d8+, Tracking d8+

Your character is skilled in surviving in the wilds with little technology. You gain a +2 to Stealth, Survival and Tracking rolls when out in the wilderness.

Tech
Requirements: Novice, Smarts d8+, Repair d8+, KnowlEdge (Tech) d6+

Your character is skilled in effecting repairs quickly and efficiently. You gain a +2 to Repair rolls, and a raise halves the repair time.

Trader
Requirements: Novice, Spirit d8+, Smarts d6+, Persuasion d8+, KnowlEdge (Business) d6+

A trader is a traveling salesman or the owner of a shop or trading post, and skilled in the business of buying and selling goods. Your character gains the ability to use Persuasion to buy or sell merchandise. A success on the roll means the trader can buy the desired item(s) for a 5% discount, or sell items for a 5% increase over the buyer's offer. A raise increases the rates to 10%. A failure means the trader sells for a 10% loss or must pay 10%

more for the goods. On a critical failure, the rate becomes 20%. Your character may always purchase or sell items normally, without risking the Persuasion roll.

Species Edges

Blue Planet also uses Species Edges. These are Edges that can only be taken by members of certain species, that augment their existing abilities.

3D Perception

Requirements: Seasoned, Spacer, Notice d8+, Alertness

Your character is aware of what is going on around you at all times. You are always considered Active for opposed Stealth checks and multiple opponents attacking you do not get the Gang Up bonus.

Adaptive Learner

Requirements: Novice, Pure-strain Human, Smarts d6+

Your character picks up on new skills quickly. When you acquire this Edge, you may select a new skill and start it at d6. If that skill has specialties, you must select one specialty.

Aggressive Immune System

Requirements: Seasoned, Transhuman

Your character's immune system is more aggressive than most, targeting toxins and radiation in addition to microbes. You gain a +2 bonus to Vigor rolls to resist poison and radiation.

Broad Training

Requirements: Seasoned, Pure-strain Human

Your character has studied multiple specialties of one skill, and is able to change focus on short notice. Choose one skill with multiple specialties that your character possesses. At the beginning of a game session, you may choose a different specialty and make it the one you know for the session. For example, if your character has Shooting (Small Arms), you could choose to change it to Shooting (Primitive) or Shooting (Heavy Weapons) for the duration of the session. If you do, you take the standard -2 penalty for using any other specialty of that skill. The Game Master may choose to limit Broad Training in regards to KnowlEdge skills at his or her discretion.

Claw Fighter

Requirements: Novice, Hybrid (Cat), Fighting (Unarmed) d6+

Your character has learned to make the most of his natural weaponry. Increase the damage inflicted by your claws to Str+d6.

Climber

Requirements: Novice, Hybrid (Cat), Climbing d6+

Your character can scale trees, inclines, and other heights easily. You gain a +2 bonus to all Climbing rolls.

Deep Diver

Requirements: Novice, Aquaform (Diver or Squid)

Your character has learned to dive deeper than most of his species, either by practice or some quirk of his physiology. Your dive depth increases to 750 meters if you are a squid aquaform, or 1000 meters if you are a diver aquaform.

Efficient Respiration

Requirements: Novice, Aquaform (Diver)

Your character's body uses stored oxygen more efficiently. Your character can can hold breath up to 30 minutes per Fatigue level (You become Tired after 30 minutes, and Exhausted after 60 minutes).

High-G Adapted

Requirements: Novice, Spacer, Strength d6+

Your character has become adapted to Earth-like gravity through constant exposure or biomodification. Your Pace under normal gravity is 6", though your Run die remains d4.

Loaded Swimmer
Requirements: Seasoned, Aquaform (Diver or Squid)
   Normally swimming must be done carrying as little weight as possible (2kg or less), to avoid sinking like a stone to the ocean floor. Your character can swim with a considerable load without sinking. You may carry up to 5kg and swim without penalty, or up to 10kg and take a -2 penalty to Swim rolls.

Low Center of Gravity
Requirements: Novice, Hybrid (Silva), Fighting (any) d6+
   Your character doesn't move easily, at least not when you don't want to. When you are the target of a Push action, gain a +2 to your Strength roll to resist being moved or knocked prone.

Low-G Speedster
Requirements: Novice, Spacer
   Your character moves faster than normal in low gravity and zero gravity. Increase your Pace by +2". Low gravity refers to the gravity on Luna and other moons or large asteroids, no more than 0.35 G.

Pinnacle of Perfection
Requirements: Novice to Legendary (see description), Transhuman
   Your character embodies the pinnacle of the human genome, yet there is so much further you can go. You may take this Edge once per rank to raise any one attribute by one die type. This does not count against the normal attribute raise per rank, but is subject to the d12 limit.

Quick Sleeper
Requirements: Novice, Transhuman
   Your character doesn't need as much sleep to be alert and functional. You can get by on 4 hours of sleep a day.

Quiet Approach
Requirements: Novice, Aquaform (Diver or Squid), Stealth d6+
   Splashing around in the water makes a lot of noise, which carries much further than in air and can attract unwelcome attention. Your character has learned to move and swim quietly. When in water, you gain a +2 bonus to Stealth rolls.

Strong Back
Requirements: Novice, Hybrid (Silva)
   Your character can carry heavier loads without slowing down. Increase your carrying capacity to 10 times your Strength die in pounds (half that in kilograms).

Toothy Smile
Requirements: Seasoned, Hybrid (Cat or Silva), Intimidation d6+
   Your fangs might not be a threat to anyone, but they don't know that. Your character gains a +2 bonus on Intimidation rolls when displaying your fangs in a menacing fashion.

Tough to Crack
Requirements: Novice, Pure-strain Human, Vigor d6+
   Your character doesn't go down easily. You gain a +2 bonus to Soak rolls.

Affiliations

A character may choose an affiliation at character creation. An affiliation grants membership in a particular organization at the cost of working for them. An affiliation can be anything from a simple desk job with an Incorporate to being an elite soldier in the GEO. Affiliations are ranked as either minor or major.
A minor affiliation grants a steady job with a paycheck. That's pretty much the entire benefit of the affiliation. The character is not a major part of the organization and can quit without penalty. He must work a regular schedule or undertake tasks for them.
A major affiliation gives steady work with pay, as well as the Connections Edge. The character is firmly embedded in the organization. He may have enlisted with the GEO, be an Incorporate player with access to

sensitive information, or be an insider in a major crime syndicate. He gains the Owned Hindrance, as he can't just quit or leave the organization without severe consequences. If the Owned Hindrance is bought off, the character loses the Connections Edge, and is assumed to have somehow left the affiliation. This could mean being allowed to leave, discharged, imprisoned, blacklisted or other means.

Examples of affiliations:
Minor affiliations: GEO patrol officer, Incorporate office worker, security guard, petty criminal.
Major affiliations: GEO soldier or official, Incorporate executive or SpecOps, criminal in a major crime family, member of a terrorist or insurgent group.

New affiliations may be picked up during play. Minor affiliations are the easiest to gain as most simply involve getting hired by an organization. Major affiliations are obtainable, although it would be through roleplaying and the game master's consent.

Finishing Up
You're nearly done now. Simply adjust any of your traits based on Edges and Hindrances, buy any additional gear you may want and get ready to play!

GEAR

English versus Metric
As fans of Savage Worlds already know, the English measurement system is used throughout most (if not all) settings. Blue Planet was originally designed around the metric system. So, you may ask, what to do about that? The short answer is nothing. Inches are still used as the default distance measure for Blue Planet Savage Worlds. You may use one inch to represent 2 yards of distance, or you may choose to use one inch to represent 2 meters. Either method works for gameplay equally well, so it's a matter of preference for you.
You'll notice the gear listings in this chapter show weight (generally) in kilograms. If you want to use pounds instead, simply double the listed weight – so 2 kilograms equals 4 pounds. It's not perfectly accurate, but it will work. For convenience, weapon and armor tables at the end of the chapter list all weights in pounds so you don't have to bother with the math.
Remember it's your game, so there's no wrong choice.

Poor Quality Gear
 Not every piece of equipment sold on Poseidon is shiny and new. Second-hand stores and pawn shops are common in major settlements and most trading posts will sell both new and used items. Some items are new, but are made so shoddily that they might as well be used. Poor quality gear is an option for the cash-strapped character. Poor quality items cost 50% normal price, but come with a drawback. For an item that is used with a skill, such as a tool or a weapon, a 1 on the skill die means the item has broken or malfunctioned and must be repaired before it can be used again. Such repairs suffer a -2 penalty on the Repair roll due to the shoddy quality of the item. A roll of 1 on Survival could mean your GPS fried, or your canteen leaked out all your water. The failure chance applies to non-mechanical gear as well. Armor that takes a wound could slip or a strap could break, causing the armor to hang freely (providing no protection). The game master is encouraged to select a suitably bad result when poor quality gear fails.

Use of Gear Underwater
The action in Blue Planet takes place in or underwater as much as it does out of water. There are a few points to consider when the action moves under the waves.
The first is the ability to breathe. A character who is using a diving rig of some kind, or is a squid aquaform won't have to worry about this most of the time. Anyone else, including diver aquaforms, have to surface for a breath of air at some point. Players and GM alike should be familiar with the drowning rules in the Savage Worlds rulebook.
Second is the ability to maneuver underwater. Aquaforms rarely have trouble with this as the ability is literally built into their very genetic structure. Anyone else has to learn to cope with the nature of movement in water. For simplicity, assume that any character with Swimming has a basic understanding of how water affects movement and is not penalized for actions while underwater. Characters without Swimming, who try to fight or perform other physical actions underwater, should suffer a -2 penalty to their Parry and to any rolls.
Third is the way weapons and attacks behave underwater. Standard firearms are waterproof and will fire underwater, but their range will only be 10% of normal and damage dice are reduced to the next lower die type; for example, 2d6 becomes 2d4. Some weapons are specifically made for underwater use and only reach their full potential there; these include spearguns and saser weapons. Unarmed striking attacks are mostly useless, although grappling is extremely effective and commonly used. Thrusting melee weapons, such as knives, are just as effective underwater as out, and any diver with a shred of experience or common sense will always carry one.

Interactive Access Chip
An interactive access chip, or gremlin, is built into most modern electronic devices.
Repairing a device containing a gremlin gives unskilled characters an Repair skill of d4, in addition to providing a +1 bonus for anyone trained in the skill. These modifiers are lost if the gremlin malfunctions or is turned off.

Robotics and Remotes

Small Agricultural Robot
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d4
Skills: Knowledge (Farming) d6, Notice d6
Pace: 4 ; **Parry:** 2; **Toughness:** 2
Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Robots are immune to fear and intimidation.
- **Size -2:** This is a small plant tending robot.
- **Tool Arms:** This agrobot has 2 arms with tools for tending plants; pruning shears, pesticide sprayer and so on.

Large Agricultural Robot
Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Knowledge (Farming) d6, Notice d6
Pace: 4 ; **Parry:** 2; **Toughness:** 6
Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Robots are immune to fear and intimidation.
- **Tool Arms:** This agrobot has 2 arms with tools for planting and harvesting.

Small Construction Robot
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4
Skills: Knowledge (Construction) d6, Notice d6
Pace: 4 ; **Parry:** 2; **Toughness:** 2
Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Robots are immune to fear and intimidation.
- **Size -2:** This is a small robot for delicate work, such as running electrical line.
- **Tool Arms:** This robot has 2 arms with tools for drilling and welding bioplastic.

Large Construction Robot
Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Knowledge (Construction) d6, Notice d6
Pace: 4 ; **Parry:** 2; **Toughness:** 6
Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Robots are immune to fear and intimidation.
- **Tool Arms:** This robot has 2 arms with manipulators and tools for carrying and welding bioplastic panels.

Medium Delivery Robot
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Notice d6, Shooting d6
Pace: - ; **Parry:** 2; **Toughness:** 4
Special Abilities

- **Cargo Box:** The robot has a cargo bin to carry small packages in.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Robots are immune to fear and intimidation.
- **Flight:** This robot has a Flying Pace of 12" and Climb 2.
- **Ribbon Arm:** This robot has a flexible arm to pick up small items with.
- **Size -1:** This robot is a flattened disc shape about 2.5 feet in diameter.
- **Stun Gun:** Range 1/2/4, 2d6 damage, 10 shots, non-lethal.

Small Domestic Robot
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d4
Skills: Notice d6
Pace: 4 ; **Parry:** 2; **Toughness:** 2
Special Abilities
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Robots are immune to fear and intimidation.
- **Size -2:** This is a small cleaning robot.
- **Tool Arms:** This robot has 2 standard arms with manipulators for picking up objects, and various tools for cleaning.

Remotes

In the world of BLUE PLANET, remotes, remote operation, and telepresence are common aspects of everyday life. Anyone with a bodycomp, an interlink transmitter, or an uplink jack has the power to start a coffeemaker in the kitchen, run a hover drone through town, or pilot an assault craft on the other side of the world. In major urban centers, remotes swarm about town and the airwaves are awash with public, commercial, government, and military telepresence frequencies. Repeater stations dot mountaintops and whole satellite networks are dedicated to keeping operators in contact with distant equipment.

Different control systems have an effect on the operator's ability while using a remote. Manual control systems like joysticks impose a -1 penalty to all rolls while operating a remote. Standard trodes offer no bonus or penalty, and allow the operator to have his hands free as well. Neural jacks and uplink jacks improve reaction time, as explained under Biomod Edges in the previous chapter.

Remotes are controlled using any specialization of the Piloting skill, with no penalty.

Remotes are built as creatures with the Construct quality (not unlike the Sentinel Mech in Savage Worlds Deluxe). There are a few special rules concerning the construction of remotes.

Type
There are three types of remotes based on their locomotive systems; aerial remotes, aquatic remotes and ground remotes.

Size
Most remotes come in three basic sizes. Small remotes are under 2 feet in length or diameter (Size -2), medium remotes are 2 to 4 feet (Size -1), and large remotes are 4 to 6 feet. Small remotes have a maximum Vigor of d4, medium remotes have a maximum Vigor of d6, and large remotes have a maximum Vigor of d8.

Armor
Aerial remotes are the least armored because of the necessity of maintaining a low weight-thrust ratio. Aerial remotes generally have 0 to 2 armor.
Aquatic and ground remotes generally have 1 to 4 armor. Remote armor can't be Heavy Armor for the three

basic size classes.

Locomotion

Aerial remotes use ducted fans for flight. Flying pace ranges from 8" to 25", with a Climb of 0 to 3.
Aquatic remotes use Magneto-HydroDynamic (MHD) drives for propulsion. Pace ranges from 6" to 15".
Ground remotes may use legs, wheels or tracks for movement. Biped (2 legs) have a pace of 2 " to 12", while
Multiped (4 or more legs) have a pace of 2" to 8", but are more stable than bipeds in rough terrain. Wheels have
a pace of 10" to 20". Tracks have a pace of 4" to 12", but handle difficult terrain better as described in the
Savage Worlds rulebook. Pace should be selected based on the purpose of the remote.

Manipulators

Some remotes will be equipped with manipulators of some kind for interacting with objects, controls and such.
The remote uses Agility and Strength as listed unless the type of arm modifies them. If a trait die of d4 is
lowered, it becomes d4-2.

> Standard Arm: This is a normal, jointed mechanical arm with hand. It doesn't modify the
> remote's Agility or Strength.
> Ribbon Arm: This is a flexible arm consisting of segmented tubes moved by internal
> cybernetic assemblies. It is very versatile, but not as strong. A ribbon arm operates
> with an Agility one die higher than base and a Strength one die lower than base.
> Heavy Arm: This is a reinforced arm with powerful servos. It operates with an Agility one die
> lower than base and a Strength one die higher than base.

It's also worth noting that aerial and aquatic remotes with manipulators have a maximum effective Strength of
d6, due to their lack of leverage.

Weapons

Remotes can mount a variety of weapons, from blades to grenade launchers. The type and number of weapons
that can be mounted is based on the remote's size. Blades mounted on a remote may be mounted on an arm for
versatility, or on the body of the remote for ramming attacks.
Small remotes can mount one pistol-sized weapon. This could be a standard firearm, stun gun or saser pistol. A
small remote can mount a knife-sized blade in addition to any other weapon.
Medium remotes can mount one rifle-sized weapon. This could be a PDW, rifle, shotgun, saser carbine or
assault rifle. It may also mount one pistol-size weapon and a knife-sized blade.
Large remotes can mount one support weapon. This can be a light machine gun, grenade launcher, mini-torpedo
launcher or missile tube. It may also mount one rifle-sized weapon and a machete-sized blade.
Ammunition capacities for weapons are typically the standard amount or two times that for dedicated combat
remotes. For support weapons, the capacity is somewhat limited.

Weapon	Maximum Ammo
Light machine gun	500 shots
Grenade launcher	8 shots
Mini-torpedo launcher	8 shots
Missile tube	2 shots

Accessories

Remotes are almost always purpose-built, and as such will often sport specialized tools to aid them in
performing their functions. Arms with tools built in, extendable computer jacks or even better computers (for
higher traits and skills when operating autonomously) are all possible. Control interfaces are also important.
Remotes operating above water typically use radio-based controls. Aquatic remotes may be tethered to a control
cable, or operated by acoustic controls.

Final Notes on Remote Design

Remotes all share the following Special Abilities; Construct, Fearless, Sensors and Controlled. These are
detailed in the examples below.
When a remote is used in combat, it must follow the same initiative as the operator unless it is operating
autonomously.
Some remotes are so small, the size of insects, that they aren't given stats. Some may be hard to hit, but one slap

from a hand would destroy them.

Other remotes are so large that they qualify as vehicles. Remotes this large should be built as vehicles using the standard Savage Worlds rules. Actual vehicles may be fitted with remote suites to allow them to controlled remotely as well as directly piloted or driven.

Types of Remotes

Small Aerial Combat Remote

This is a small, disc-shaped aerial remote designed for light combat. It is quick and fast, but somewhat fragile. It uses a very basic computer, so the remote's skills in autonomous mode are somewhat lacking.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4, Vigor d4
Skills: Notice d4, Shooting d4
Pace: - ; **Parry:** 2; **Toughness:** 2
Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Controlled:** The remote's skills are only used when the remote is operating autonomously. When a character is operating the remote, the character's skills are used instead. The remote's attributes are used in both cases.
- **Fearless:** Remotes are immune to fear and intimidation.
- **Flight:** The remote has a Flying Pace of 15" with Climb 2.
- **Pistol:** Range 12/24/48, 2d6 damage, 35 shots, AP1, Semi-auto.
- **Sensors:** The remote is equipped with a video system the confers Low-light vision, and an audio system that can hear and record sounds.
- **Size -2:** This remote is quite small.
- **Small:** Attackers subtract 2 from their rolls to hit.

Small Aerial Pacification Remote

This is a small, disc-shaped aerial remote designed for security and crowd control. It is quick and fast, but somewhat fragile. It uses a very basic computer, so the remote's skills in autonomous mode are somewhat lacking.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4, Vigor d4
Skills: Notice d4, Shooting d4
Pace: - ; **Parry:** 2; **Toughness:** 2
Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Controlled:** The remote's skills are only used when the remote is operating autonomously. When a character is operating the remote, the character's skills are used instead. The remote's attributes are used in both cases.
- **Fearless:** Remotes are immune to fear and intimidation.
- **Flight:** The remote has a Flying Pace of 15" with Climb 2.
- **Stun Gun:** Range 2/4/8, 2d8 damage, 20 shots, non-lethal.
- **Sensors:** The remote is equipped with a video system the confers Low-light vision, and an audio system that can hear and record sounds.
- **Size -2:** This remote is quite small.
- **Small:** Attackers subtract 2 from their rolls to hit.

Medium Aerial Combat Remote

This is a cigar-shaped aerial remote designed for more intense combat. It is fast, lightly armored, more heavily armed and sports a smarter computer that performs well autonomously.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Notice d6, Shooting d6

Pace: - ; **Parry:** 2; **Toughness:** 5 (1)
Special Abilities

- **Armor +1:** Armored skin.
- **Blade:** Str + d4.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Controlled:** The remote's skills are only used when the remote is operating autonomously. When a character is operating the remote, the character's skills are used instead. The remote's attributes are used in both cases.
- **Fearless:** Remotes are immune to fear and intimidation.
- **Flight:** The remote has a Flying Pace of 15" with Climb 2.
- **Personal Defense Weapon:** Range 12/24/48, 2d6 damage, 200 shots, AP 1, Auto, 3RB.
- **Sensors:** The remote is equipped with a video system the confers Low-light vision, and an audio system that can hear and record sounds.
- **Size -1:** This remote is approximately 3 feet long.

Medium Ground Combat Remote

This is a small tank-like remote designed for heavy combat. It is well armored, heavily armed and has an excellent computer for autonomous operation.
Attributes: Agility d4, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Notice d8, Shooting d8
Pace: 8 ; **Parry:** 2; **Toughness:** 7 (3)
Special Abilities

- **Armor +3:** Thick armor plating.
- **Assault Rifle:** Range 24/48/96, 2d8 damage, 200 shots, AP 2, Auto, 3RB.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Controlled:** The remote's skills are only used when the remote is operating autonomously. When a character is operating the remote, the character's skills are used instead. The remote's attributes are used in both cases.
- **Fearless:** Remotes are immune to fear and intimidation.
- **Heavy Pistol:** Range 12/24/48, 2d6+1 damage, 50 shots, AP 1, Semi-auto.
- **Sensors:** The remote is equipped with a video system the confers Low-light vision, and an audio system that can hear and record sounds.
- **Size -1:** This remote is approximately 3 feet long.
- **Standard Arm:** The arm on this remote has the assault rifle built into it, allowing it to aim in most directions without the remote having to move.
- **Tracks:** Traverse difficult terrain with less effort, see the Savage Worlds rulebook.

Large Ground Combat Remote

This is a boxy, multiped remote designed for fire support of infantry in combat. It sports a grenade launcher for support as well as an assault rifle for direct fire. Enhanced targeting systems allow it to accept coordinates for indirect fire with the grenade launcher.
Attributes: Agility d4, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Notice d8, Shooting d8
Pace: 8 ; **Parry:** 2; **Toughness:** 9 (3)
Special Abilities

- **Armor +3:** Thick armor plating.
- **Assault Rifle:** Range 24/48/96, 2d8 damage, 200 shots, AP 2, Auto, 3RB.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.

- **Controlled:** The remote's skills are only used when the remote is operating autonomously. When a character is operating the remote, the character's skills are used instead. The remote's attributes are used in both cases.
- **Fearless:** Remotes are immune to fear and intimidation.
- **Grenade Launcher:** Range 24/48/96, 3d6 damage (MBT), 8 shots
- **Legs (Multiped):** This remote has 6 legs for enhanced maneuverability in difficult terrain.
- **Sensors:** The remote is equipped with a video system the confers Low-light vision, and an audio system that can hear and record sounds.

Small Recon Flyer
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d4
Skills: Notice d8, Stealth d6
Pace: - ; **Parry:** 2; **Toughness:** 2
Special Abilities
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Controlled:** The remote's skills are only used when the remote is operating autonomously. When a character is operating the remote, the character's skills are used instead. The remote's attributes are used in both cases.
- **Fearless:** Remotes are immune to fear and intimidation.
- **Flight:** The remote has a Flying Pace of 12" with Climb 1.
- **Phototropic Skin:** Opponents suffer a -2 to Notice rolls to see the remote and -2 to attack rolls to hit it. It does not prevent detection by other means, such as radar, sonar, or echolocation.
- **Sensors:** The remote is equipped with a video system the confers Low-light vision, and an audio system that can hear and record sounds. The sensors allow 360° vision and hearing.
- **Silent:** The whisper fans inflict a -2 penalty on Notice rolls to hear the remote.
- **Size -2:** This remote is quite small.
- **Small:** Attackers subtract 2 from their rolls to hit.

Remote Constellation
A constellation allows the user to control a number of remotes equal to her Smarts die minus two, to a maximum of 8 remotes. So a character with Smarts d6 can control 4 remotes. When using the constellation all rolls for the remotes suffer a -2 penalty when using more than one remote in the same round.

Remote Submersible
Attributes: Agility d4, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Notice d6
Pace: - ; **Parry:** 2; **Toughness:** 7 (1)
Special Abilities
- **Armor +1:** Pressure resistant hull.
- **Cargo Bin:** Able to hold 1 cubic foot of samples.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Controlled:** The remote's skills are only used when the remote is operating autonomously. When a character is operating the remote, the character's skills are used instead. The remote's attributes are used in both cases.
- **Fearless:** Remotes are immune to fear and intimidation.
- **MHD Drives:** The remote has an Underwater Pace 10".
- **Sensors:** The remote is equipped with a video system the confers Low-light vision, and a sonar system that can track targets as well as hear and record sounds.
- **Ribbon Arms:** This remote has two ribbon arms for collection of samples.

Triage Remote
Attributes: Agility d4, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Healing d6 (see above), Notice d6
Pace: 6 ; **Parry:** 2; **Toughness:** 6
Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Controlled:** The remote's skills are only used when the remote is operating autonomously. When a character is operating the remote, the character's skills are used instead. The remote's attributes are used in both cases.
- **Fearless:** Remotes are immune to fear and intimidation.
- **Legs (Multiped):** This remote has 6 legs for enhanced maneuverability in difficult terrain.
- **Sensors:** The remote is equipped with a video system the confers Low-light vision, and an audio system that can hear and record sounds.
- **Tool Arms:** This remote has two standard arms with a comprehensive set of medical tools and instruments. It also carries the equivalent of a field surgery kit.

Sensors

Broad Spectrum Visor
This device grants the abilities of low-light vision and infravision, only one ability may be used at a time. It includes a polarized filter that protects against the effect of flash-bang grenades.

Clothing/Armor

Phototropic Clothing
Phototropic surfaces cause the fabric to automatically match its surroundings, giving a -2 penalty to Notice rolls to see the wearer and a -2 penalty to attack rolls to hit the wearer. It does not prevent detection by other means, such as radar, sonar, or echolocation.

Grenades

Concussion (High Explosive)
Damage: 3d6
Burst: SBT

Fragmentation
Damage: 3d6
Burst: MBT

Incendiary
Damage: 2d10
Special: Ignores personal armor (except armored battledress)
Burst: MBT

Flash-Bang
Damage: None
Special: Targets in the area must make an Agility roll at –2 to avert their gaze and avoid the effect. On a failure, victims are Shaken and –2 to Parry until their next action. If the target rolls a 1 on his Agility die (regardless of the Wild Die), he's Shaken and fully blind until he recovers from being Shaken. Blinded victims suffer a –6 penalty to all Trait rolls that require vision and have their Parry reduced to 2.
Burst: MBT

Nausea
Damage: As knockout poison (See Savage Worlds rulebook)
Special: Gas remains for 1d4 rounds
Burst: MBT

Smoke
Damage: None
Special: Smoke remains for 1d4 rounds, blocking all forms of vision
Burst: MBT

Mini-torpedoes

High Explosive Armor-Piercing (HEAP)
Damage: 4d8+2
Special: AP 30
Burst: SBT

High Explosive
Damage: 4d6
Special: AP 10
Burst: MBT

Missiles

High-Explosive
Damage: 4d8
Special: AP 20
Burst: MBT

High-Explosive Anti-Tank
Damage: 5d8
Special: AP 40
Burst: SBT

Incendiary
Damage: 2d10
Special: Ignores personal armor (except armored battledress)
Burst: MBT

Vehicle Weapons

Auto cannon
Range: 50/100/200
Damage: 3d8
Rate of Fire: 3
Shots: 400
Special: AP 6, Heavy Weapon (High explosive round is AP 4, Heavy Weapon, MBT)
Availability: Rare
Cost: Military

Missile Launcher
Range: Hi-Ex: 150/300/600; Anti-tank: 75/150/300
Damage: 5d8
Rate of Fire: 2

Shots: 2 to 8
Special: Hi-Ex: AP 6, Heavy Weapon, MBT; Anti-tank: AP 150, Heavy Weapon, MBT
Availability: Rare
Cost: Military

Torpedo Rack/Tube
Range: 100/200/400
Damage: 5d8
Rate of Fire: 1 to 4 depending on number of tubes
Shots: 2 to 20
Special: AP 30, Heavy Weapon, MBT
Availability: Rare
Cost: Military

Firearms Ammunition

Armor-Piercing Rounds
Armor-piercing rounds increase the AP value of the weapon by +4, but reduce damage by -2.

Explosive Rounds
Explosive rounds add +2 to the damage of the weapon.

Flechette Rounds
Flechettes add +1d6 damage to shotguns at all ranges, but armor protects at double its value against them. Flechettes cannot damage heavy objects.

Gel Rounds
Gel rounds inflict non-lethal damage.

Powerheads
Powerheads add +2 to the damage of the speargun, but halve range.

Trauma Rounds
Trauma rounds add +1 to the damage of the weapon, but armor protects at +2 normal value against them.

Armor

Personal Armor	Armor	Weight	Cost	Notes
Light Vest	+2	2	300	+4 vs bullets, torso only
Heavy Vest	+2	5	500	+4 vs bullets, negates 4 AP from bullets, torso only
Reinforced Vest	+4	8	850	+8 vs bullets, negates 4 AP from bullets, torso only
Light Polyflex	+1/+3	4	900	Armor value when Inactive/Active, torso only
Assault Polyflex	+2/+4	5	1200	Armor value when Inactive/Active, 50% arms and legs
Phototropic BDU	+1	1	Military	Covers entire body except head, See Notes
Riot Shield	+2	12	Military	+1 Parry, +2 Armor vs ranged attacks
Combat Armor	+8	18	Military	Covers entire body except head, See Notes
Combat Helmet	+6	2	Military	75% chance vs head shots, See Notes
Armored Battledress	+12	60* (150)	Military	Covers entire body, See Notes

*Effective weight when worn.

Weapons

Melee Weapons	Damage	Weight	Cost	Notes
Diamond Knife	Str+d4+1	1	350	AP 2
Diamond Machete	Str+d6+2	2	700	AP 3
Hatchet	Str+d6	3	35	
Knife	Str+d4	1	25	
Machete	Str+d6	2	100	
MacLeod Carbonedge	Str+d4+2	1	1250	AP 2
Stun Baton	2d6	1	60	Non-lethal
Stun Gloves	2d6	0.5	130	Non-lethal

Firearms	Range	Damage	RoF	Cost	Wt	Shots	Notes
Gorchoff Special	5/10/20	2d6+1	1	75	0.5	2	AP 1, Semi-Auto
Compact Pistol	12/24/48	2d6	1	350	1	12	Semi-Auto
Small Pistol	12/24/48	2d6	1	450	1	35	AP 1, Semi-Auto
Large Pistol	12/24/48	2d6+1	1	700	2	25	AP 1, Semi-Auto
Guardian 27	12/24/48	2d6	1	550	1	30	AP 1, Semi-Auto
Protector 43	12/24/48	2d6	1	800	2	25	AP 1, Semi-Auto
Silva Special	12/24/48	2d8	1	1000	3	24	AP 2, Semi-Auto
GEO Peacemaker	12/24/48	2d8	1	Mil	3	24	AP 1, Semi-Auto
Flatlander 9	12/24/48	2d6	1	300	1	18	AP 2, Semi-Auto
Solarlock Pistol	12/24/48	2d6+1	1	150	2	1	2 actions to reload
Small PDW	12/24/48	2d6	3	800	4	100	AP 2, Auto, 3RB
Large PDW	15/30/60	2d6+1	3	1200	5	80	AP 2, Auto, 3RB
HA-P9 PDW	12/24/48	2d6	3	1200	4	100	AP 2, Auto, 3RB
Semi-auto Shotgun	12/24/48	1-3d6	1	300	4	20	
Auto matic Shotgun	12/24/48	1-3d6	3	1000	5	30	Auto, 3RB
HA-ES61 Shotgun	12/24/48	1-3d6	1	450	4	20	
Kreigmann Shotgun	14/28/56	1-3d6	1	3500	5	20	
Solarlock Shotgun	12/24/48	1-3d6	1	250	5	1	2 actions to reload
Light Rifle	24/48/96	2d8	1	250	4	30	AP 2, Semi-Auto
Ranch Carbine	18/36/72	2d6+1	1	450	4	60	AP 1, Semi-Auto
Hunting Rifle	30/60/120	2d8+1	1	800	5	30	AP 2, Semi-Auto
Sniper Rifle	40/80/160	2d8+1	1	1500	6	30	AP 3, Snapfire
White Rifle	50/100/200	2d10	1	3500	6	10	AP 4, Heavy Weapon, Snapfire
Compressed Air Rifle	18/36/72	2d8	1	350	7	8	AP 2
Solarlock Rifle	20/40/80	2d8	1	300	6	1	2 actions to reload
Light Assault Rifle	24/48/96	2d8	3	1000	6	100	AP2, Auto, 3RB
Heavy Assault Rifle	24/48/96	2d8+1	3	1500	7	80	AP2, Auto, 3RB
Stun Gun	2/4/8	2d8	1	450	2	20	Non-lethal
NIS Doppler	2/4/8	2d8	1	3000	2	20	Non-lethal, SBT in wide mode
SimSat Stunner	1/2/4	2d6	1	350	1	10	Non-lethal
Saser Pistol	10/20/40	2d8	1	850	2	20	AP 1, Semi-Auto
Saser Carbine	20/40/80	2d8	3	2100	5	40	AP 2, Auto, 3RB
Other Weapons	**Range**	**Damage**	**RoF**	**Cost**	**Wt**	**Shots**	**Notes**
Bow	12/24/48	2d6	1	100	4	-	
Speargun, Modern	3/6/12	2d6	1	300	2	-	
Speargun, Native	3/6/12	2d6	1	100	2	-	

Support Weapons	Range	Damage	RoF	Cost	Wt	Shots	Notes
Light Machine Gun	24/48/96	2d8+1	3	Mil	12	500	AP 2, Auto, 3RB, Snapfire
Heavy Machine Gun	50/100/200	2d10	3	Mil	80	500	AP 4, HW, May not move
Assault Cannon	30/60/120	2d8	5	Mil	45	1500	AP 2, May not move
Infantry Support Cannon	50/100/200	2d12	1	Mil	40	20	AP 5, HW, May not move
Grenade Launcher, weapon mounted	24/48/96	By type	1	Mil	3	4	Heavy Weapon, Snapfire
Grenade Launcher, handheld	24/48/96	By type	1	Mil	5	12	Heavy Weapon, Snapfire
Concussion Grenade	-	3d6	-	Mil	1	-	SBT
Fragmentation Grenade	-	3d6	-	Mil	1	-	MBT
HEAP Grenade	-	3d8	-	Mil	1	-	AP 4, SBT
Incendiary Grenade	-	2d10	-	Mil	1	-	MBT, See description
Flash-bang Grenade	-	-	-	Mil	1	-	MBT, See description
Nausea Gas Grenade	-	-	-	Mil	1	-	MBT, See description
Smoke Grenade	-	-	-	Mil	1	-	MBT, See description
Mini-torp Launcher, handheld	50/100/200	By type	1	Mil	4	4	Heavy Weapon, Snapfire
Mini-torp Launcher, vehicle	50/100/200	By type	1	Mil	12	12	Heavy Weapon
HEAP Mini-torpedo	-	4d8+2	-	Mil	1	-	AP 30, SBT
High Explosive Mini-torpedo	-	4d6	-	Mil	1	-	AP 10, MBT
Man-portable Missile Launcher	50/100/200	By type	1	Mil	4	1	Heavy Weapon, Snapfire
HEAP Missile	-	5d8	-	Mil	8	-	AP 40, SBT
High Explosive Missile	-	4d8	-	Mil	8	-	AP 20, MBT
Incendiary Missile	-	2d10	-	Mil	8	-	MBT, See description
Autocannon	75/150/300		3	Mil	750	400	Heavy Weapon
Armor Piercing	-	3d8	-	-	-	-	AP 6, SBT
High Explosive	-	3d8	-	-	-	-	AP 4, MBT
Missile Launcher:	-	-	2	Mil	500	2 - 8	Heavy Weapon
Anti-tank	75/150/300	5d8	-	Mil	-	-	AP 150, MBT
High Explosive	150/300/600	5d8	-	Mil	-	-	AP 6, MBT
Torpedo Rack/Tube	100/200/400	5d8	1 - 4	Mil	500	2 - 20	AP 30, Heavy Weapon, MBT

Vehicles

Underwater Combat
Just like in personal combat, things change in vehicle combat when the action moves under the water. Underwater vehicle combat usually follows one of these forms; the Stealth Hunt or the Chase.

The Stealth Hunt is the example of classic submarine warfare. Fighter subs, already running silent thanks to MHD drives, rely on passive sonar and advanced targeting software to locate targets and fire on them before being detected themselves. This type of cat and mouse hunt is best simulated using the rules for Dramatic Tasks. The GM should decide when two or more vehicles are in a position to detect each other. At this point, the Dramatic Task begins. The character may use Knowledge (Battle) – to represent skill at tactics – to make the task rolls. With GM permission he could substitute another skill such as Boating, representing years experience in the oceans, or Knowledge (Tech) if the character is proficient at using remotes, sonar, or other detection equipment. These skills may also be used by other characters to assist the lead character, at the GM's discretion. The Dramatic Task is run as normal, assuming 5 actions until the enemy detects, locks on and fires. If the player succeeds, he may launch an attack immediately at the enemy vehicle. If he fails, the enemy sub has launched an attack first. At this point the fight can shift to standard vehicle combat.

The Chase has more of a Hollywood action movie feel to it, with subs or hardsuits flying through the water, weaving through underwater canyons and dodging torpedoes. This type of combat can be run with the standard vehicle and chase rules in the Savage Worlds rulebook. Most of the maneuvers, except Jump, translate well to underwater vehicles. Dangers can include terrain, such as pillars, overhangs, giant kelp forests, reefs or smokers; they can be biological, such as a school of fish, sundancer herd or greater white; or they can be the water itself, with swift currents or temperature inversion layers that throw off instruments and make control difficult.

Ground Vehicles

Motorcycle
Range: 200 kilometers
Acceleration/Top Speed: 20/40
Toughness: 8 (2)
Crew: 1+1
Cost: 5,000cs
Notes: Off-road (4WD)

Scooter
Range: 180 kilometers
Acceleration/Top Speed: 5/20
Toughness: 6 (1)
Crew: 1
Cost: 2,000cs

Air Cushion Vehicles

APC Hovercraft
Range: 900 kilometers
Acceleration/Top Speed: 15/35
Toughness: 20/18/16 (8/6/4)
Crew: 2+20
Cost: 500,000cs
Notes: AMCM, Autocannon, Heavy Armor, Hover, 4 Missile Tubes (2 anti-tank, 2 high explosive), Night Vision, Stabilizer

Heavy Hovercraft
Range: 1200 kilometers
Acceleration/Top Speed: 10/35
Toughness: 16 (4)
Crew: 1+80
Cost: 100,000cs
Notes: Cargo (10 tons), Hover

Light Hovercraft
Range: 1,600 kilometers
Acceleration/Top Speed: 15/40
Toughness: 13 (2)
Crew: 1+50
Cost: 75,000cs
Notes: Cargo (5 tons), Hover

Jumpcraft

Assault Jumpcraft
Range: 1,000 km
Acceleration/Top Speed: 40/85
Toughness: 19/17/15 (8/6/4)
Crew: 2
Cost: 1,000,000cs
Notes: AMCM, 2 Autocannons, Climb 1, Heavy Armor, 4 Missile Tubes (2 anti-tank, 6 high explosive), Night Vision, Stabilizer

Cargo Jumpcraft
Range: 800 kilometers
Acceleration/Top Speed: 30/58
Toughness: 15 (4)
Crew: 1+20
Cost: 250,000cs
Notes: Cargo (2 tons), Climb 0

Jumpbike
Range: 150 km
Acceleration/Top Speed: 50/100
Toughness: 7 (1)
Crew: 1
Cost: 25,000cs
Notes: Climb 2

Jumpracer
Range: 85 kilometers
Acceleration/Top Speed: 55/100
Toughness: 8 (2)
Crew: 1
Cost: 32,000cs
Notes: Climb 2

Patrol Jumpcraft
Range: 900 kilometers
Acceleration/Top Speed: 40/90

Toughness: 16/14/12 (6/4/2)
Crew: 2+4
Cost: 250,000cs
Notes: Autocannon, Climb 1, Heavy Armor, Night Vision, Stabilizer

Utility Jumpcraft
Range: 900 kilometers
Acceleration/Top Speed: 30/85
Toughness: 13 (4)
Crew: 1+8
Cost: 50,000cs
Notes: Cargo (800 kg), Climb 0

VTOL Aircraft

Strike Fighter
Range: 2,000 kilometers
Acceleration/Top Speed: 60/800
Toughness: 15 (4)
Crew: 1
Cost: Military
Notes: AMCM, Autocannon, Climb 4, 4 Missile Racks (6 anti-tank, 6 high explosive), Night Vision, Stabilizer

Utility VTOL
Range: 1,200 kilometers
Acceleration/Top Speed: 40/200
Toughness: 14 (2)
Crew: 1+10
Cost: 250,000cs
Notes: Cargo (1 ton), Climb 3

Assault VTOL
Range: 1,200 kilometers
Acceleration/Top Speed: 40/175
Toughness: 16 (4)
Crew: 2+20
Cost: Military
Notes: AMCM, Autocannon, Cargo (3 tons), Climb 4, Heavy Armor, Night Vision, Stabilizer

Surface Water Vessels

Cutter
Range: 2,000 kilometers
Acceleration/Top Speed: 4/20
Toughness: 12 (2)
Crew: 1+10
Cost: 50,000cs
Notes: Cargo (1.5 tons)

Corvette
Range: 100,000 to 200,000 kilometers
Acceleration/Top Speed: 3/15
Toughness: 14 (2)
Crew: 4+24

Cost: Military
Notes: Cargo (3 tons)

Hydrofoil
Range: 500 kilometers
Acceleration/Top Speed: 10/30
Toughness: 10 (2)
Crew: 1+4
Cost: 20,000cs
Notes: Cargo (500 kg)

Power Ski
Range: 100 kilometers
Acceleration/Top Speed: 10/20
Toughness: 5
Crew: 1+1
Cost: 7,500cs

Sailboat, Hypersail
Range: Unlimited
Acceleration/Top Speed: 2/10
Toughness: 10
Crew: 1+6
Cost: 75,000cs

Sailboat, Native Catamaran
Range: Unlimited
Acceleration/Top Speed: 2/5
Toughness: 6 (1)
Crew: 1+1
Cost: 5,000cs

Assault Trimaran
Range: 5,000 kilometers
Acceleration/Top Speed: 10/40
Toughness: 12 (2)
Crew: 1+10
Cost: Military
Notes: AMCM, Autocannon, Night Vision, Stabilizer

Yacht
Range: 2,750 kilometers
Acceleration/Top Speed: 2/15
Toughness: 12 (2)
Crew: 1+6
Cost: 98,000cs

Submersibles

Universe-Class Cargo Submarine
Range: 20,000 kilometers
Acceleration/Top Speed: 2/15
Toughness: 104 (4)
Crew: 14
Cost: Military
Notes: Cargo (15,000 tons), Heavy Armor

Hard Suit, Combat
Range: 50 hours
Acceleration/Top Speed: 3/15
Toughness: 14 (8)
Crew: 1
Cost: Military
Notes: Heavy Armor, Mini-Torpedo Launcher (8 HEAP Mini-torps)

Hard Suit, Mining
Range: 50 hours
Acceleration/Top Speed: 2/10
Toughness: 10 (4)
Crew: 1
Cost: 75,000cs
Notes: Heavy Armor

Interceptor Fighter Submersible
Range: 800 kilometers
Acceleration/Top Speed: 10/35
Toughness: 10 (4)
Crew: 1
Cost: 500,000cs
Notes: AMCM, Heavy Armor, Stealth, 2 Torpedo Tubes (6 torpedoes)

Research Submersible
Range: 3,200 kilometers
Acceleration/Top Speed: 3/10
Toughness: 10 (2)
Crew: 1+4
Cost: 200,000cs
Notes: Cargo (400 kg), Heavy Armor

Utility Submersible
Range: 3,600 kilometers
Acceleration/Top Speed: 3/12
Toughness: 14 (2)
Crew: 2+30
Cost: 500,000cs
Notes: Cargo (3 tons), Heavy Armor

Creatures and Hazards

Hazards

Hazards are plants or animals that constitute a danger to travelers simply by their existence. They are not creatures that can be fought so much as dangers to be avoided.

Am-bush

Hazard: Poison. The assassin plant will shoot a poison thorn at anything (human, animal or vehicle) that passes within 2". The plant acts with a Shooting skill of d6; the thorn does 2d4 damage and envenoms the person on a Shaken or Wound result, although the actual sting cannot cause a wound. The poison is a Venomous (0) poison.

Angel Wings

Hazard: Disease. Contact with angel wing egg cases is very common and transmits the infestation by touch. The person must make a Vigor roll at a -2 penalty or suffer the effects of a Long Term, Chronic, Minorly Debilitating disease. Use of the fish paste remedy results in a complete cure in 3-4 days, regardless of the victim's Vigor.

Big Round Thing

Hazard: Low potential to foul MHD drives on boats.

Bubble Array

Hazard: Acid burns. Contact with any part of a bubble array automatically causes 2d4 damage from acid.

Fast Fungus

Hazard: Disease. Exposure to contaminated water when wounded can introduce the fungus via induction. The person may make a Vigor roll to avoid infection. The infection is a Long Term, Chronic, Minorly Debilitating disease until cured.

Ghoster

Hazard: Electrical shock. Contact with a ghoster automatically inflicts 2d6 damage from electric shock. This damage ignores personal armor, although vehicles (including hard suits) are unaffected.

Glass Coral

Hazard: Laceration from contact. Anyone moving around glass coral must make an Agility check every 10 minutes. A failure results in 1d8 damage from the sharp protrusions.

Harvester Worm

Hazard: Vehicle damage. Harvester worms are easily sucked into MHD intakes, clogging the drives or damaging them. A Repair roll is necessary to clean out the drive.

Howell's Leech

Hazard: Falling/drowning. The pit created by the leech can be up to 3 meters deep. The person falling in will take damage for falling and could be trapped or buried by collapsing sand. The person must make a Str roll. A failure means they are completely buried, use the drowning rules in this case. With a success the person is trapped but not buried; on a raise he is able to get out of the pit without being trapped. A trapped person may make a Str roll at -2 to escape. Other people present may assist in this effort.

Jellyroll
Hazard: Burns from egg masses. The enzymes on jellyroll egg cases automatically cause 2d4 damage from burns.

Keel Vine
Hazard: Drowning or vehicle impediment. The vine can entangle swimmers and boats alike, holding them in place. A swimmer must cut the vines away or pull away from them. Pulling away causes 2d4 damage from the barbs tearing loose from the skin. A held boat is stuck until the vines are cut away; a fairly easy task as long as the cutter doesn't get caught.

Needle Bush
Hazard: Poison. Anyone attempting to extract the nectar must make an Agility roll or be scratched by a thorn. This introduces a Venomous (0) poison.

Needle Shell
Hazard: Poison. If a needle shell is stepped on or picked up improperly, the needle shell shoots a dart with a Shooting skill of d6. A hit inflicts 2d4 damage and poisons the person on a Shaken or Wounded result, although the dart cannot actually cause a wound. The needle shell toxin is a Lethal (0) poison.

Poseidon Scorpion
Hazard: Poison Sting. If a person reaches out or comes near a scorpion, rolls on one while sleeping, or puts on footwear with one inside, the scorpion stings with a Fighting skill of d8. A hit inflicts 2d4 damage and poisons the person on a Shaken or Wounded result, although the sting cannot actually cause a wound. The scorpion venom is a Lethal (-2) poison.

Pump Weed
Hazard: Vehicle hazard. Pump weed can foul MHD drives, much like harvester worms. It also grows on boat hulls, slowing the boat's move speed by 1" per 2 days of growth. The weed can be cleaned off by steaming or scraping the hull.

Sand Archer
Hazard: Wound and possible infection. If stepped on, the sand archer fires its harpoon with a Shooting skill of d8. The harpoon does 2d4 damage and could lead to a Fast Fungus infection.

Creatures
These are plants and animals that represent a direct threat to people due to a predatory nature or defensive response.

Bad Mojo
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Swimming d10
Pace: – ; **Parry:** 6; **Toughness:** 6
Special Abilities
- **Aquatic:** Pace 10.
- **Bite:** Str+d6
- **Burst of Speed:** Bad Mojos roll a d10 when running instead of a d6.
- **Slash:** Str+d8

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

Skills: Fighting d4, Notice d6, Swimming d6
Pace: 6; **Parry:** 4; **Toughness:** 4
Special Abilities

- **Bite:** Str
- **Poisonous Hide:** If the hide toxin contaminates the meat or is accidentally introduced to the eyes, mucus membranes or wounds, it is a Venomous (+2) poison.
- **Size -1:** Basilisks range from 1.5 to 6.5 feet long, including tail.
- **Swim:** Pace 3.

Blimp
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Notice d4
Pace: – ; **Parry:** 2; **Toughness:** 3
Special Abilities

- **Flight:** Blimps drift with the wind, averaging a Pace 3. They cannot Climb.
- **Fragile:** Blimps are large, but essentially hollow. They have a Toughness modifier of -2 despite their large size.
- **Size +6:** Blimps can be up to 130 feet long, but are not robust (see Fragile).
- **Tentacles:** The blimp's tentacles hang down into the ocean and are covered with stinging cells. Contact with the tentacles automatically injects the person with a Paralytic (+1) poison.

Blood Hunter Swarm
Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10
Skills: Notice d6, Swimming d10
Pace: – ; **Parry:** 4; **Toughness:** 7
Special Abilities

- **Aquatic:** Pace 10.
- **Bite:** The blood hunter swarm automatically inflicts 2d4 damage to everyone inside the Medium Burst Template. Damage is applied to the least armored location. People in sealed suits, hard suits or vehicles are immune.
- **Split:** The swarm may split into two smaller swarms the size of Small Burst Templates. The Toughness of these smaller swarms is 5.
- **Swarm:** Parry +2; Because the swarm is composed of scores of blood hunters, cutting and piercing weapons are not effective. Area-effect, electrical or sonic weapons work normally. Stomping does not work since blood hunters are aquatic. The swarm covers an area equal to a Medium Burst Template and attacks everyone within every round.

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

- **Flailing Vines:** The vines slap around, inflicting Str+d4 damage. On a Shaken or Wounded result, thorns on the vines introduce a Venomous (-2) poison.
- **Plant:** Carniflora cannot be frightened, intimidated or taunted.
- **Seismic Sense:** Carniflora sense prey through vibrations they make as they walk. They can sense prey within 8".
- **Size +2:** Carniflora vines stretch up to 100 feet away from the main plant.

Chain Beetle
Attributes: Agility d6, Smarts d4 (A), Spirit d12, Strength d6, Vigor d4
Skills: Fighting d6, Notice d6
Pace: 4; **Parry:** 5; **Toughness:** 6 (4)
Special Abilities
- **Armor +4:** Hard shell.
- **Bite:** Str.
- **Chaining:** Multiple chain beetles can latch together, front to back, forming long chains of 10 to 20 beetles that act as a single organism. The chained beetles are tougher and more dangerous than solitary ones.
  - A 10 beetle chain has Strength d8, Toughness 8 (4), Parry 6, Bite: Str+d6, and gets 2 bite attacks per round. All other traits are normal.
  - A 20 beetle chain has Strength d10, Toughness 12 (4), Parry 7, Bite: Str+d6, and gets 3 bite attacks per round. All other traits are normal.
- **Fearless:** The beetle(s) cannot be frightened or intimidated.
- **Fire-shy:** Chain beetles will retreat from open flame automatically.
- **Size -2:** Individual chain beetles are about 7 inches around and weight 3-4 pounds.
- **Small:** Attackers subtract 2 from their attacks to hit.

Eel Dragon
Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6
Pace: 2; **Parry:** 5; **Toughness:** 4
Special Abilities
- **Barbed Tail:** Str.
- **Flight:** Eel dragons have a Flying Pace of 12" and Climb 0.
- **Size -1:** Eel dragons are up to 4 feet long.

Gladiator Crab
Attributes: Agility d4, Smarts d4 (A), Spirit d12, Strength d8, Vigor d6
Skills: Fighting d6, Notice d6
Pace: 4; **Parry:** 5; **Toughness:** 8 (4)
Special Abilities
- **Armor +4:** Extremely thick shell.
- **Claw:** Str+d6.
- **Size -1:** Gladiator crabs are seldom bigger than 2.5 feet across.

Greater White (WC)
Attributes: Agility d4, Smarts d6 (A), Spirit d10, Strength d12+10, Vigor d12
Skills: Fighting d8, Notice d8, Swimming d10
Pace: – ; **Parry:** 6; **Toughness:** 24 (6)
Special Abilities
- **Aquatic:** Pace 10
- **Armor +6:** Very thick hide.
- **Bite:** Str+d10.
- **Breach/Ram:** The greater white can breach out of the water and smash down on a boat or ram a submersible or station. The breach inflicts 4d6 + Size in damage to vehicles.

- **Gargantuan:** The greater white is Huge and suffers +4 to ranged attacks against it. All its attacks count as Heavy Weapons and it adds Size to Strength rolls. Its hide counts as Heavy Armor.
- **Hardy:** The greater white doesn't suffer a wound from being Shaken twice.
- **Size +10:** Greater whites are massive, getting up to 250 feet long and over 200 tons in weight.
- **Swallow:** On a raise with a bite attack, a target Size 4 or smaller is swallowed whole. The victim takes 2d6 damage per round from crushing and acid, but may attack the white from the inside where it no longer counts as Heavy Armor. Killing the white frees the swallowed victim.

Grendel (WC)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12
Skills: Fighting d8, Notice d8, Swimming d6
Pace: 6; **Parry:** 6; **Toughness:** 10
Special Abilities
- **Bite:** Str+d6.
- **Burst of Speed:** A grendel rolls a d10 when running instead of a d6.
- **Rend:** On a raise with a bite attack, the grendel tears a chunk from the victim inflicting an extra 2d4 damage.
- **Size +2:** Grendels can grow up to 10 feet long and over 800 pounds.
- **Swim:** Pace 3.

Hangin' Joe
Attributes: Agility d4, Smarts d4 (A), Spirit d12, Strength d12, Vigor d10
Skills: Fighting d6, Notice d8, Stealth d8
Pace: 1; **Parry:** 5; **Toughness:** 8
Special Abilities
- **Seismic Sense:** Hangin' Joes sense prey through vibrations they make as they walk. They can sense prey within 8" of any tentacle.
- **Size +1:** A Joe can be up to 10 feet around, massing 600 pounds and having 100 foot long tentacles.
- **Tentacles:** Looking just like hanging vines, the tentacles grab anything that wanders into their range. A successful hit partially entangles the victim penalizing all Strength and Agility rolls by -2. A raise on the attack roll fully entangles and constricts the victim, inflicting Str+d4 damage. A successful Strength roll will free a partially entangled person, a raise is needed to escape when fully entangled. A partially entangled victim may attack the tentacle. A tentacle has Toughness 3 and lets go when wounded once.

Hatchling Swarm
Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10
Skills: Notice d6
Pace: 10; **Parry:** 4; **Toughness:** 7
Special Abilities
- **Bite:** The hatchling swarm automatically inflicts 2d4 damage to everyone inside the Medium Burst Template. Damage is applied to the least armored location. People in sealed suits or vehicles are immune.
- **Split:** The swarm may split into two smaller swarms the size of Small Burst Templates. The Toughness of these smaller swarms is 5.
- **Swarm:** Parry +2; Because the swarm is composed of scores of hatchlings, cutting and

piercing weapons are not effective. Area-effect, electrical or sonic weapons work normally. The swarm covers an area equal to a Medium Burst Template and attacks everyone within every round.

Hellbender
Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6, Shooting d6, Stealth d8
Pace: 6; **Parry:** 5; **Toughness:** 4
Special Abilities
- **Bite:** Str+d4.
- **Poison Sting:** The hellbender uses Shooting to lash out at a target with its poisonous tendril. It can attack a target up to 1" away, inflicting Str+d4 damage. A Shaken or Wounded result envenoms the victim with Lethal (-2) poison.
- **Size -1:** The hellbender grows up to 4 feet long, but only 8 to 12 pounds in weight.

Hexa Boar
Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d10, Vigor d10
Skills: Fighting d6, Notice d8
Pace: 8; **Parry:** 5; **Toughness:** 9 (1)
Special Abilities
- **Armor +1:** Thick hide.
- **Berserk:** When wounded, Shaken from physical damage, or cornered with no escape, the hexa boar must make a Smarts roll or go berserk. The boar's Parry is reduced by 2, but it adds +2 to all Fighting, Strength and melee damage rolls as well as Toughness. The boar immediately charges to gore its attacker and continues attacking until it or the attacker is dead.
- **Gore:** If a hexa boar can charge an opponent from at least 6" away, it may add +4 to the damage.
- **Size +1:** A hexa boar grows up to 5 feet long and 400 pounds.
- **Spines:** The horn and spines of the hexa boar inflict Str+d4 damage.

Land Lizard
Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d8, Vigor d10
Skills: Fighting d8, Notice d8, Stealth d8, Swimming d8
Pace: 3; **Parry:** 6; **Toughness:** 8
Special Abilities
- **Bite:** Str+d6.
- **Rend:** On a raise with a bite attack the land lizard tears a chunk out of its victim, inflicting an extra 2d6 damage.
- **Size +1:** Land lizards can grow up to 13 feet long and weigh up to nearly 500 pounds.
- **Swim:** Pace 6

Lesser White (WC)
Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+4, Vigor d12
Skills: Fighting d8, Notice d10, Swimming d10
Pace: – ; **Parry:** 6; **Toughness:** 15 (2)
Special Abilities
- **Aquatic:** Pace 10
- **Armor +2:** Thick hide.

- **Bite:** Str+d8.
- **Keen Smell:** Lesser whites can track by smell and gain a +2 to Notice rolls to do so.
- **Size +5:** Lesser whites average 50 feet long and 10 tons.

Leviathan (WC)
Attributes: Agility d4, Smarts d4 (A), Spirit d10, Strength d12+12, Vigor d12
Skills: Fighting d6, Notice d8, Swimming d10
Pace: – ; **Parry:** 5; **Toughness:** 28 (5)
Special Abilities
- **Aquatic:** Pace 10
- **Armor +5:** Very thick hide.
- **Bite:** Str+d10.
- **Breach/Ram:** The leviathan can breach out of the water and smash down on a boat or ram a submersible or station. The breach inflicts 4d6 + Size in damage to vehicles.
- **Gargantuan:** The leviathan is Huge and suffers +4 to ranged attacks against it. All its attacks count as Heavy Weapons and it adds Size to Strength rolls. Its hide counts as Heavy Armor.
- **Hardy:** The leviathan doesn't suffer a wound from being Shaken twice.
- **Size +15:** A leviathan are enormous. The largest one spotted was 430 feet long and massed at least 310 tons.

Loggerhead
Male Loggerhead
Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d4, Vigor d4
Skills: Fighting d4, Notice d6, Swimming d10
Pace: – ; **Parry:** 4; **Toughness:** 2
Special Abilities
- **Aquatic:** Pace 10.
- **Bite:** Str + d4. The bite of a male loggerhead is so small it cannot cause an actual wound, although it does introduce a toxin.
- **Poisonous Bite:** On a Shaken or Wounded result from a bite, the victim is exposed to Venomous (+1) poison.
- **Size -2: Male loggerheads are tiny.**
- **Small:** Attackers subtract 2 from their attacks to hit.

Female Loggerhead
Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d6, Vigor d8
Skills: Notice d6, Swimming d6
Pace: 2 ; **Parry:** 2; **Toughness:** 12 (6)
Special Abilities
- **Aquatic:** Pace 6.
- **Armor +6:** Very thick, hard shell.
- **Size +2:** Female loggerheads grow up to 7 feet long and 800-1100 pounds.

Marsh Devil (WC)
Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Notice d8, Swimming d8
Pace: 6; **Parry:** 6; **Toughness:** 9

Special Abilities
- **Claws:** Str+d8.
- **Burst of Speed:** A marsh devil rolls a d10 when running instead of a d6.
- **Fearless:** Marsh devils cannot be frightened or intimidated.
- **Quick:** Marsh devils are fast. They may discard Action Cards of 5 or lower and draw another. They must keep the replacement card.
- **Size +2:** Marsh devils can grow up to 10 feet long and over 800 pounds.
- **Swim:** Pace 4.

Niño Muerto
Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d6, Notice d6, Stealth d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Special Abilities
- **Arboreal:** Niños muertos can move at Pace 6 through forests by swinging and jumping from tree to tree. They may even run in this fashion.
- **Claws:** Str+d6.
- **Climbing:** The claws of the muertos give them a +2 bonus to Climbing rolls.
- **Disease:** The bacteria on the claws of the niños tends to cause infections. A person Shaken or Wounded must make a Vigor roll at -1 or contract a Long Term, Chronic, Minorly Debilitating disease until cured.
- **Pack Hunter:** When ganging up on prey, muertos gain an additional +1 to Fighting rolls. Two muertos get +2, three gain +3 and four gain +4 to Fighting rolls. The normal +4 maximum applies.
- **Mottled Hide:** +2 to Stealth rolls when in a forest.

Polypod (WC)

Average Female Polypod
Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d10
Skills: Fighting d8, Notice d8, Swimming d10
Pace: – ; **Parry:** 6; **Toughness:** 11
Special Abilities
- **Aquatic:** Pace 10.
- **Large:** Attackers add +2 to their attack rolls when attacking a polypod if they can get to the body (tentacles don't count as large).
- **Size +4:** A female polypod averages 100 feet long and 3500 pounds.
- **Tentacles:** A successful hit partially entangles the victim penalizing all Strength and Agility rolls by -2. A raise on the attack roll fully entangles and constricts the victim, inflicting Str+d4 damage. A successful Strength roll will free a partially entangled person, a raise is needed to escape when fully entangled. A partially entangled victim may attack the tentacle. A tentacle has Toughness 3 and lets go when wounded once.

Small Female Polypod
Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d8, Vigor d8
Skills: Fighting d6, Notice d8, Swimming d10
Pace: – ; **Parry:** 5; **Toughness:** 8

Special Abilities

- **Aquatic:** Pace 10.
- **Size +2:** A small female polypod is around 40 feet long and 1200 pounds.
- **Tentacles:** A successful hit partially entangles the victim penalizing all Strength and Agility rolls by -2. A raise on the attack roll fully entangles and constricts the victim, inflicting Str+d4 damage. A successful Strength roll will free a partially entangled person, a raise is needed to escape when fully entangled. A partially entangled victim may attack the tentacle. A tentacle has Toughness 2 and lets go when wounded once.

Rumble Bee
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4
Skills: Notice d6
Pace: 2; **Parry:** 2; **Toughness:** 2
Special Abilities

- **Flight:** Rumble bees have a Flying Pace of 6" and Climb -2.
- **Poison Sting:** Str + d4 damage. A Shaken or Wounded result envenoms the victim with Venomous (0) poison.
- **Size -2: A typical bee is about 1 foot long and 0.5 pounds in weight.**
- **Small:** Attackers subtract 2 from their attacks to hit.

Saltwater Pseudoeel
Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12, Vigor d10
Skills: Fighting d8, Notice d8, Swimming d12
Pace: – ; **Parry:** 5; **Toughness:** 10
Special Abilities

- **Aquatic:** Pace 12.
- **Bite:** Str+d8.
- **Size +3:** A salty averages 20 feet long and 800 pounds.

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

- **Bite:** Str+d6.
- **Keen Smell:** Snow weasels gain a +2 to Notice rolls to track by smell.
- **Quick:** Snow weasels are very fast. They may discard Action Cards of 5 or lower and draw another. They must keep the replacement card.

Spurt, Hard
Attributes: Agility d4, Smarts d4 (A), Spirit d10, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6, Swimming d8
Pace: – ; **Parry:** 5; **Toughness:** 8 (4)
Special Abilities

- **Aquatic:** Pace 8.
- **Armor +4:** Extremely hard shell.
- **Poisonous Bite:** Str+d4. On a Shaken or Wounded result, victim is envenomed with Paralytic (+2) poison.

- **Size -1:** Hard spurts average about 3 feet around and 60 pounds.

Squealers (Stick Monkeys)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4
Skills: Climbing d8, Fighting d4, Notice d6, Throwing d6
Pace: 6; **Parry:** 2; **Toughness:** 2
Special Abilities
- **Arboreal:** Stick monkeys can move at Pace 6 through forests by swinging and jumping from tree to tree. They may even run in this fashion.
- **Bite:** Str+d4.
- **Poison:** A person Shaken or Wounded by a bite must make a Vigor roll or be fatigued for 2d6 hours.
- **Size -2:** A typical stick monkey is about 2 feet high and weighs around 10 pounds.
- **Small:** Attackers subtract 2 from their attacks to hit.

Stone Snake (WC)
Attributes: Agility d4, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Swimming d8
Pace: 2; **Parry:** 6; **Toughness:** 10 (3)
Special Abilities
- **Aquatic:** Pace 8.
- **Armor +3:** Thick, segmented plates.
- **Bite:** Str+d8.
- **Constrict:** On a raise with a bite attack, the stone snake wraps around the victim, constricting for Str+d6 damage. The victim must gain a raise on a Strength roll to break free.
- **Fearless:** A stone snake cannot be frightened or intimidated.
- **Size +1:** Stone snakes are typically around 24 feet long and weigh 130 pounds.

Water Rat
Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d4, Vigor d4
Skills: Climbing d8, Notice d8, Swimming d6
Pace: 6; **Parry:** 2; **Toughness:** 3
Special Abilities
- **Bite:** Str.
- **Size -1:** Water rats grow up to 4 feet and 35 pounds.
- **Swim:** Pace 3.

Aborigines and their creations

Breeder (WC)
Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Chemical Powers d10, Fighting (Unarmed) d4, Healing d10, Knowledge (Life Science) d12, Notice d6, Swimming d4
Pace: 1; **Parry:** 4; **Toughness:** 8
Special Abilities
- **Aquatic:** Swimming Pace 4. Aborigines are amphibious and can move and survive out of water for up to 12 hours.
- **Breed:** Breeders can construct up to 6 other aborigines of any caste every 60 hours.
- **Chemical Powers:** Aborigines can produce and secrete complex biochemicals on demand. These chemicals disperse quickly through water and can affect a victim by mere contact. The aborigine must spend an action secreting a chemical. It spreads out at a rate of 2" per round that the aborigine continues secreting the chemical. Once the aborigine stops secreting, the chemical dissipates within 1 round. These chemicals mimic the following standard Savage Worlds powers: Confusion, Fear, Healing, Slumber and Speak Language (chemical-based, not literally verbal). They can also create any kind of contact poison, from knockout to lethal. These chemical powers require a Chemical Powers roll, but do not use power points.
- **Claw:** Str + d4.
- **Electrical Sense:** An aborigine can sense minute changes in electrical fields, such as those given off by living creatures or powered equipment and vehicles, up to 50" away. This is the aborigines' primary sense underwater.
- **Electric Shock:** On a raise with a claw attack, the aborigine discharges a shock for an additional 2d6 damage. This damage ignores personal armor, but doesn't affect vehicles. After discharging the aborigine needs 1d4 rounds to build another charge. The aborigine may also discharge the shock into the water around it. This automatically hits everything within 2" of the aborigine, for the damage listed above. This discharge is much more taxing on the aborigine and requires 10 minutes to recharge.
- **Hardy:** An aborigine doesn't suffer a wound from being Shaken twice.
- **Multi-frequency Hearing:** Aborigines can hear a much greater range of sound frequencies than humans. They can hear loud noises up to 10 km away underwater and gain +4 to all Notice rolls based on hearing.
- **Multi-spectrum Vision:** Aborigines can see a greater range of the light spectrum than humans. They gain the benefits of Low Light vision and Infravision.
- **Size +2:** Breeders are 16 feet (5 m) long and weigh over 850 pounds (385 kg).

Technician (WC)
Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Chemical Powers d8, Climbing d6, Fighting (Unarmed) d4, Knowledge (Physical Science) d10, Notice d8, Repair d10, Stealth d4, Swimming d12
Pace: 3; **Parry:** 4; **Toughness:** 5 (1)
Special Abilities
- **Aquatic:** Swimming Pace 12. Aborigines are amphibious and can move and survive out of water for up to 12 hours.
- **Armor +1:** Tough hide.
- Chemical Powers: Aborigines can produce and secrete complex biochemicals on demand.

These chemicals disperse quickly through water and can affect a victim by mere contact. The aborigine must spend an action secreting a chemical. It spreads out at a rate of 2" per round that the aborigine continues secreting the chemical. Once the aborigine stops secreting, the chemical dissipates within 1 round. These chemicals mimic the following standard Savage Worlds powers: Confusion, Fear, Healing, Slumber and Speak Language (chemical-based, not literally verbal). They can also create any kind of contact poison, from knockout to lethal. These chemical powers require a Chemical Powers roll, but do not use power points.

- **Claw:** Str + d4.
- **Electrical Sense:** An aborigine can sense minute changes in electrical fields, such as those given off by living creatures or powered equipment and vehicles, up to 50" away. This is the aborigines' primary sense underwater.
- **Electric Shock:** On a raise with a claw attack, the aborigine discharges a shock for an additional 2d4 damage. This damage ignores personal armor, but doesn't affect vehicles. After discharging the aborigine needs 1d4 rounds to build another charge. The aborigine may also discharge the shock into the water around it. This automatically hits everything within 2" of the aborigine, for the damage listed above. This discharge is much more taxing on the aborigine and requires 10 minutes to recharge.
- **Flexible:** A technician can squeeze into spaces much smaller than it's body mass would indicate. It can fit into an opening as small as 8 inches in diameter.
- **Hardy:** An aborigine doesn't suffer a wound from being Shaken twice.
- **Multi-frequency Hearing:** Aborigines can hear a much greater range of sound frequencies than humans. They can hear loud noises up to 10 km away underwater and gain +4 to all Notice rolls based on hearing.
- **Multi-spectrum Vision:** Aborigines can see a greater range of the light spectrum than humans. They gain the benefits of Low Light vision and Infravision.
- **Nanite Swarm:** Technicians can use the nanite swarm on their body to affect repairs or attack threats. The nanites give the technician a +2 bonus to Repair and Fighting rolls.
- **Phototropic Skin:** An aborigine's skin can, when it wishes, constantly mimic the terrain it is floating in. Opponents suffer a -2 penalty to Notice rolls to see the aborigine and -2 penalty to rolls to attack it. This affects normal vision and infravision.
- **Size -1:** Technicians are 5 feet (1.5 m) long and weigh about 90 pounds (40 kg).

Herder (WC)
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Chemical Powers d10, Climbing d6, Fighting (Unarmed) d6, Knowledge (Life Science) d8, Notice d8, Stealth d6, Swimming d12+3
Pace: 5; **Parry:** 5; **Toughness:** 7 (1)
Special Abilities
- **Aquatic:** Swimming Pace 15. Aborigines are amphibious and can move and survive out of water for up to 12 hours.
- **Armor +1:** Tough hide.
- Chemical Powers: Aborigines can produce and secrete complex biochemicals on demand. These chemicals disperse quickly through water and can affect a victim by mere contact. The aborigine must spend an action secreting a chemical. It spreads out at a rate of 2" per round that the aborigine continues secreting the chemical. Once the aborigine stops secreting, the chemical dissipates within 1 round. These chemicals mimic the following standard Savage Worlds powers: Confusion, Fear, Healing, Slumber and Speak Language (chemical-based, not

literally verbal). They can also create any kind of contact poison, from knockout to lethal. These chemical powers require a Chemical Powers roll, but do not use power points.

- **Claw:** Str + d6.
- **Electrical Sense:** An aborigine can sense minute changes in electrical fields, such as those given off by living creatures or powered equipment and vehicles, up to 50" away. This is the aborigines' primary sense underwater.
- **Electric Shock:** On a raise with a claw attack, the aborigine discharges a shock for an additional 2d6 damage. This damage ignores personal armor, but doesn't affect vehicles. After discharging the aborigine needs 1d4 rounds to build another charge. The aborigine may also discharge the shock into the water around it. This automatically hits everything within 2" of the aborigine, for the damage listed above. This discharge is much more taxing on the aborigine and requires 10 minutes to recharge.
- **Hardy:** An aborigine doesn't suffer a wound from being Shaken twice.
- **Multi-frequency Hearing:** Aborigines can hear a much greater range of sound frequencies than humans. They can hear loud noises up to 10 km away underwater and gain +4 to all Notice rolls based on hearing.
- **Multi-spectrum Vision:** Aborigines can see a greater range of the light spectrum than humans. They gain the benefits of Low Light vision and Infravision.
- **Phototropic Skin:** An aborigine's skin can, when it wishes, constantly mimic the terrain it is floating in. Opponents suffer a -2 penalty to Notice rolls to see the aborigine and -2 penalty to rolls to attack it. This affects normal vision and infravision.

Protector (WC)
Attributes: Agility d8, Smarts d6, Spirit d12, Strength d12, Vigor d12
Skills: Chemical Powers d8, Climbing d6, Fighting (Unarmed) d12, Knowledge (Battle) d8, Notice d10, Stealth d8, Swimming d12
Pace: 3; **Parry:** 8; **Toughness:** 11 (2)
Special Abilities
- **Aquatic:** Swimming Pace 12. Aborigines are amphibious and can move and survive out of water for up to 12 hours.
- **Armor +2:** Tough hide.
- Chemical Powers: Aborigines can produce and secrete complex biochemicals on demand. These chemicals disperse quickly through water and can affect a victim by mere contact. The aborigine must spend an action secreting a chemical. It spreads out at a rate of 2" per round that the aborigine continues secreting the chemical. Once the aborigine stops secreting, the chemical dissipates within 1 round. These chemicals mimic the following standard Savage Worlds powers: Confusion, Fear, Healing, Slumber and Speak Language (chemical-based, not literally verbal). They can also create any kind of contact poison, from knockout to lethal. These chemical powers require a Chemical Powers roll, but do not use power points.
- **Claw:** Str + d8.
- **Electrical Sense:** An aborigine can sense minute changes in electrical fields, such as those given off by living creatures or powered equipment and vehicles, up to 50" away. This is the aborigines' primary sense underwater.
- **Electric Shock:** On a raise with a claw attack, the aborigine discharges a shock for an additional 2d8 damage. This damage ignores personal armor, but doesn't affect vehicles. After discharging the aborigine needs 1d4 rounds to build another charge. The aborigine may also discharge the shock into the water around it. This automatically hits everything within 2" of the

aborigine, for the damage listed above. This discharge is much more taxing on the aborigine and requires 10 minutes to recharge.

- **Hardy:** An aborigine doesn't suffer a wound from being Shaken twice.
- **Level Headed:** A protector draws 2 Action Cards and acts on the best one.
- **Multi-frequency Hearing:** Aborigines can hear a much greater range of sound frequencies than humans. They can hear loud noises up to 10 km away underwater and gain +4 to all Notice rolls based on hearing.
- **Multi-spectrum Vision:** Aborigines can see a greater range of the light spectrum than humans. They gain the benefits of Low Light vision and Infravision.
- **Phototropic Skin:** An aborigine's skin can, when it wishes, constantly mimic the terrain it is floating in. Opponents suffer a -2 penalty to Notice rolls to see the aborigine and -2 penalty to rolls to attack it. This affects normal vision and infravision.
- **Reach 1:** The massive tentacles of the protector can strike at a distance.
- **Size +1:** Protectors are 10.5 feet (3.2 m) long and weigh about 260 pounds (118 kg).

Soldier Drone (WC)
Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d12+2, Vigor d12
Skills: Climbing d6, Fighting (Unarmed) d10, Intimidation d8, Notice d8, Stealth d6, Swimming d8, Throwing d6, Tracking d6
Pace: 6; **Parry:** 7; **Toughness:** 11 (1)
Special Abilities

- **Aquatic:** Swimming Pace 8. Soldier drones are amphibious and can move and survive out of water indefinitely.
- **Armor +1:** Tough hide.
- **Claw:** Str + d6.
- **Controlled Drone:** When controlled by an aborigine, the drone will do as commanded without hesitation, even if it means death. Uncontrolled, a drone is little more than a clever predator and will act as such.
- **Electrical Sense:** A soldier drone can sense minute changes in electrical fields underwater, such as those given off by living creatures or powered equipment and vehicles, up to 50" away.
- **Hardy:** A soldier drone doesn't suffer a wound from being Shaken twice.
- **Multi-frequency Hearing:** Soldier drones can hear a much greater range of sound frequencies than humans. They can hear loud noises up to 10 km away underwater and gain +4 to all Notice rolls based on hearing.
- **Multi-spectrum Vision:** Soldier drones can see a greater range of the light spectrum than humans. They gain the benefits of Low Light vision and Infravision.
- **Phototropic Skin:** A Soldier drone's skin constantly mimic the terrain around it. Opponents suffer a -2 penalty to Notice rolls to see the drone and -2 penalty to rolls to attack it. This affects normal vision and infravision.
- **Size +2:** Soldier drones are 7.5 feet (2.1 m) tall and weigh about 350 pounds (160 kg).
- **Tail:** The tail of the drone grants it exceptional maneuverability when swimming. It gains +2 to Swimming rolls.

Forest People
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Climbing d6, Fighting (Armed) d6, Notice d8, Shooting (Primitive) d8, Stealth d6, Survival d8, Swimming d6, Tracking d6

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

- **Aquaform (Squid):** Can breathe underwater, Swimming Pace 4.
- **Bow:** Range 12/24/48, 2d6 damage, poison.
- **Envenomed Weapons:** Forest people weapons are usually coated with carniflora poison. A Shaken or wounded result with a bow or knife attack subjects the target to Venomous (-2) poison.
- **Knife:** Str + d4, poison.
- **Equipment**: Body paint, gourd of water, loincloth, bone knife, chert scraper/adz, and a bow and six arrows.

Non-Player Characters

Non-Player Character Archetypes
 Archetypes for typical Poseidon non-player characters are listed here with traits and skills defined, as well as a short description. In cases where the species of the NPC is already listed, the traits and skills will reflect that; the game master simply selects Edges and Hindrances. If the description doesn't specify, the game master need only select a species, select Hindrances and Edges, and modify the traits based on those choices. If the NPC is going to be long term, then select a Goal, Motivation and Attitude from the *Player's Guide*.

Administrators, Executives and Officials

Diplomat
A typical diplomat employed by the GEO, specialized in colonial relations.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Intimidation d6, Investigation d6, Knowledge (Bureaucracy) d8, Knowledge (Computers) d6, Notice d6, Persuasion d8, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Professional attire, attache case, bodycomp

GEO Bureaucrat
A low-level GEO clerk or administrator.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Investigation d6, Knowledge (Bureaucracy) d6, Knowledge (Computers) d6, Notice d6, Persuasion d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Professional attire, bodycomp

Incorporate Executive
A typical mid-level executive in most incorporates.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Intimidation d6, Knowledge (Bureaucracy) d8, Knowledge (Computers) d6, Notice d6, Persuasion d8, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Professional attire, attache case, bodycomp

Artists

Street Magician
A street performer specializing in sleight of hand, card tricks and other feats of misdirection.
Background: Colonial
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Knowledge (Art–Street Magic) d8, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Casual attire, deck of cards, variety of objects used for tricks

Street Performer - Dancer
A performer specializing in interpretations of native dances.
Background: Colonial
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Knowledge (Art–Dance) d8, Notice d6, Stealth d6, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Clothing fitting current performance

Bush Pilots

Civilian Bush Pilot
A civilian pilot who delivers people and supplies to remote regions via fixed wing plane or jumper.
Background: Colonial
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Knowledge (Business) d6, Notice d6, Piloting (choice) d8, Repair (Mechanical) d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Utility VTOL airplane, casual attire, bodycomp, tools

Ex-military Bush Pilot
An ex-military pilot who has pursued a career in bush piloting.
Background: Colonial
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Knowledge (Business) d6, Notice d6, Piloting (choice) d8, Repair (Mechanical) d6, Shooting (Heavy Weapons) d6, Shooting (Small Arms) d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Utility jumpcraft, casual attire, bodycomp, tools

Criminals

Contract Killer
An assassin for hire who kills for money and is usually not picky about who the target is.
Background: Colonial
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Driving (Ground) d6, Fighting (Armed) d8, Lockpicking d6, Notice d8, Shooting (Small Arms) d8, Stealth d6, Streetwise d8, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 6   **Toughness** 6
Gear: Attire as appropriate for job, diamond knife, pistol, bodycomp

Freebooter
A modern day pirate who is part sailor, part soldier and part technician.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Boating (Motorized) d8, Fighting (Armed) d6, Notice d6, Repair (Mechanical) d6, Shooting (Small Arms) d6, Streetwise d6, Swimming d8
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5

Gear: Light attire, knife or diamond knife, PDW or rifle

Native Grifter
A native who has turned to running con scams to make money. He may play a city guide and lead tourists into areas to be robbed, or may simply pick someone's pocket while talking aimlessly to them.
Species: Genie – Aquaform (Diver or Squid)
Background: Native
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Boating (Sailing) d6, Fighting (Armed) d6, Lockpicking d6, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, Swimming d8, Taunt d6
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Casual attire, knife or diamond knife

Smuggler
A commercial pilot who supplements part or all of his income carrying illegal cargoes, such as pharium.
Background: Colonial
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Notice d6, Piloting (Fixed Wing) d8, Repair (Mechanical) d6, Shooting (Small Arms) d6, Streetwise d6, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Utility VTOL airplane, casual attire, bodycomp, tools

Street Thug
A typical street ganger, mugger, strong-arm or robber.
Background: Colonial
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Armed) d6, Intimidation d6, Notice d6, Shooting (Small Arms) d6, Stealth d6, Streetwise d8, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Street or gang attire, knife or diamond knife, pistol

Doctors and Medical Techs

Colonial Doctor
A doctor at a hospital or medical center in a city or town.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Healing (Human) d8, Knowledge (Medicine) d8, Knowledge (Life Science) d6, Notice d6, Persuasion d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Professional attire or scrubs, bodycomp, medical resources of a clinic or hospital

Colonial ERT
A member of an Emergency Response Team, trained in rescue and emergency medical care. Typically rescue people from remote or hostile environments.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Healing (Human) d6, Knowledge (Medicine) d6,

Knowledge (Life Science) d6, Notice d6, Persuasion d6, Piloting (Jumpcraft) d8, Survival d6, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Medic outfit, field surgery kit, bodycomp

Native Healer
A native doctor who uses the flora and fauna of Poseidon to cure disease and heal injuries. She has less formal training than a typical doctor, but is far more knowledgeable about natural cures.
Species: Genie – Aquaform (Diver or Squid)
Background: Native
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Boating (Sailing) d6, Fighting (Armed) d6, Healing (Human) d8, Knowledge (Medicine) d8, Notice d6, Persuasion d6, Survival d8, Swimming d8
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Native garb, natural pharmaceuticals, knife

Guides

Colonial Guide
A colonial guide based out of a city or settlement that specializes in guiding tourists into popular areas by boat or air.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Boating (Motorized) d6, Climbing d6, Fighting (Armed) d4, Notice d6, Persuasion d6, Piloting (choice) d6, Shooting (Small Arms) d8, Survival d6, Swimming d6, Tracking d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 6
Gear: Rugged outdoor clothing, diamond knife, pistol, hunting rifle

Native Guide
A native who uses his skills to guide tourists to remote areas on foot or by boat.
Species: Genie – Aquaform (Diver or Squid)
Background: Native
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Boating (Sailing) d6, Climbing d6, Fighting (Armed) d6, Notice d6, Persuasion d6, Shooting (Primitive, Small Arms) d6, Survival d8, Swimming d10, Tracking d8
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 6
Gear: Native garb, diamond knife, rifle, speargun

Incorporate Security

Security Guard
A typical security guard at a store, warehouse or Incorporate office.
Background: Colonial
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d6, Intimidation d6, Knowledge (Bureaucracy) d4, Notice d6, Shooting (Small Arms) d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Uniform, stun gun, nightstick or stun baton, bodycomp

Security Officer
An officer in charge of coordinating security at one location. Usually has a group of security guards under his command.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d6, Intimidation d6, Knowledge (Bureaucracy) d6, Notice d6, Persuasion d6, Shooting (Small Arms) d8, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Uniform, stun gun, nightstick or stun baton, bodycomp

Incorporate SpecOps
A soldier trained in special operations in the employ of an Incorporate. They are used for everything from defending the Incorporate's properties to conducting black ops against the Incorp's enemies.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Driving (Ground) d6, Fighting (Armed) d6, Intimidation d6, Knowledge (Bureaucracy) d4, Notice d6, Shooting (Heavy Weapons) d6, Shooting (Small Arms) d8, Stealth d6, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 6
Gear: Uniform, combat armor, combat helmet, diamond knife, pistol, PDW or assault rifle

Intelligence Agents

Covert Operative
A ex-military person trained in intelligence and counter-intelligence. Employed by government and Incorporates alike to protect interests and ferret out secrets from others.
Background: Colonial
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d6, Knowledge (Bureaucracy) d6, Knowledge (Demolitions) d6, Lockpicking d6, Notice d8, Persuasion d8, Shooting (Small Arms) d8, Stealth d8, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Clothing to fit assignment, diamond knife, compact pistol, bodycomp

Intelligence Analyst
A professional intelligence analyst trained to examine evidence, media and other information and distill it down into reports for government or Incorporate intelligence services.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Driving (Ground) d4, Fighting (Unarmed) d4, Knowledge (Bureaucracy) d8, Knowledge (Computers) d8, Notice d6, Persuasion d8, Shooting (Small Arms) d4, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Professional attire, secure attache case, bodycomp

Journalist

Investigative Reporter
A journalist working for a media service on Poseidon. Usually looking for a "big" story and not afraid to poke his nose into anything to find it.
Background: Colonial

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Knowledge (Art-Writing) d8, Notice d8, Persuasion d8, Stealth d4, Streetwise d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Professional attire, bodycomp with uplink

Law Enforcement

GEO Patrolman
The average GEO policeman seen on the streets in all of Poseidon's cities.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d6, Knowledge (Bureaucracy) d6, Notice d6, Persuasion d6, Shooting (Small Arms) d6, Streetwise d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Uniform, light vest, bodycomp, stun gun, pistol

GEO Patrol Officer
A detective-level GEO officer in charge of a group of patrolmen. Involved in investigating crimes in detail and coordinating activities and information with the judicial system.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d6, Investigation d8, Knowledge (Bureaucracy) d8, Notice d6, Persuasion d8, Shooting (Small Arms) d6, Streetwise d8, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Uniform, light vest, bodycomp, stun gun, pistol

Native Patrolman
A native trained as a policemen who acts as a familiar liaison between GEO law enforcement and native settlements
Species: Genie – Aquaform (Diver or Squid)
Background: Native
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Boating (Motorized) d6, Fighting (Unarmed) d6, Knowledge (Bureaucracy) d6, Notice d6, Persuasion d6, Shooting (Small Arms) d6, Streetwise d6, Swimming d8
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Uniform, light vest, bodycomp, stun gun, pistol

Private Investigator
An ex-patrolmen who has gone into business for himself as an investigator for hire.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d6, Investigation d8, Knowledge (Bureaucracy) d6, Lockpicking d6, Notice d6, Persuasion d8, Shooting (Small Arms) d6, Streetwise d8, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Professional (or not so professional) attire, bodycomp, pistol, stun gun

Mercenaries and Soldiers

Combat Tech
A typical combat technician trained to maintain weapon systems, combat equipment and fighting vehicles.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Armed) d6, Notice d6, Knowledge (Demolitions) d6, Knowledge (Tech) d6, Repair (Mechanical) d8, Shooting (Small Arms) d6, Stealth d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Uniform, light vest, bodycomp, pistol, PDW, tools

Corpsman
A soldier trained as an Emergency Medical Technician and skilled in dealing with battlefield level trauma care.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Armed) d6, Healing (Human) d6, Notice d6, Knowledge (Life Science) d6, Knowledge (Medicine) d6, Shooting (Small Arms) d6, Stealth d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Uniform, light vest, bodycomp, pistol, PDW, field surgery kit

GEO Peacekeeper
Soldiers trained and employed by the GEO, for use when law enforcement is not enough.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Driving (Ground) d6, Fighting (Armed) d6, Notice d6, Persuasion d6, Shooting (Heavy Weapons) d6, Shooting (Small Arms) d8, Stealth d6, Survival d6, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 6
Gear: Uniform, combat armor, combat helmet, bodycomp, diamond knife, pistol, assault rifle

GEO Shock Trooper
The GEO Marine Corps Heavy Cavalry, heavily modified and designed for rapid response situations.
Species: Modified Human
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Driving (Ground) d6, Fighting (Armed) d8, Intimidation d6, Notice d6, Piloting (Jumpcraft) d6, Shooting (Heavy Weapons) d6, Shooting (Small Arms) d10, Stealth d6, Survival d6, Swimming d6
Charisma: -4   **Pace** 6   **Parry** 6   **Toughness** 6
Hindrances: Owned (GEO), Severely Modified
Edges: Accelerated Neurons, Connections (GEO), Icomp, Immunological Symbiote, Improved Blood Oxygenation, Multiglands, Myo-skeletal Enhancement, Shock Trooper
Affiliation: GEO (Major)
Gear: Uniform, combat armor, combat helmet, diamond knife, pistol, assault rifle

Mercenary
An ex-military soldier for hire. Will work for anyone who provides a steady paycheck.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving (Ground) d6, Fighting (Armed) d6, Knowledge (Demolitions) d6, Notice d6, Shooting (Heavy Weapons) d6, Shooting (Small Arms) d8, Stealth d6, Survival d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 6
Gear: Uniform, heavy vest, bodycomp, pistol, shotgun or rifle

Mercenary/Military Pilot
A mercenary or active military pilot skilled in operating armed aircraft.
Background: Colonial
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d4, Fighting (Armed) d6, Knowledge (Demolitions) d6, Notice d6, Piloting (choice) d8, Shooting (Heavy Weapons) d8, Shooting (Small Arms) d6, Stealth d6, Survival d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Uniform, light vest, bodycomp, pistol

Warden
A GEO law enforcement official assigned to enforce environmental protection laws, from poaching and over-fishing to illegal waste dumping.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting (Armed) d6, Knowledge (Bureaucracy) d6, Notice d6, Persuasion d6, Piloting (choice) d6, Shooting (Small Arms) d6, Streetwise d6, Survival d6, Swimming d6, Tracking d8
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 6
Gear: Uniform, light vest, bodycomp, diamond knife, pistol, rifle

Pioneers and Colonists

Merchant Sailor
A sailor who works on a cargo or fishing boat, and is part sailor, part technician.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Boating (Motorized) d8, Fighting (Unarmed) d4, Notice d6, Repair (Mechanical) d6, Shooting (Small Arms) d4, Swimming d8
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Weather appropriate clothing, bodycomp, tools

Pioneer
A person who has come to Poseidon to start a new life in a remote area of the planet. They are typically farmers and livestock (terrestrial or aquatic) ranchers.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting (Unarmed) d4, Knowledge (Agriculture) d6, Notice d6, Repair (Mechanical) d6, Piloting (choice) d6, Shooting (Small Arms) d6, Survival d6, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Outdoor attire, bodycomp, tools

Prospector
A person who has come to Poseidon with the hopes of striking it rich by finding a Long John deposit. He is skilled in operating submersibles or hardsuits and knows a little about mining.

Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Boating (Motorized) d6, Fighting (Unarmed) d4, Knowledge (Physical Science) d4, Notice d6, Repair (Mechanical) d6, Survival d6, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Light clothing, wetsuit, bodycomp, mining mini-sub or hardsuit

Scientists

Anthropologist
An academic scholar who specializes in the origins, history and development of sentient beings. The anthropologist here studies, colonial, native and cetacean cultures.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Knowledge (History) d6, Knowledge (Language-Interspec) d6, Knowledge (Life Science) d6, Notice d6, Persuasion d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Professional attire, bodycomp, maincomp

Astrophysicist
A space scientist employed by the GEO. He spends his time on an orbital facility or one of Poseidon's moons studying stellar phenomena.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting (Unarmed) d4, Investigation d6, Knowledge (Physical Science) d8, Knowledge (Tech) d6, Notice d6, Persuasion d6, Piloting (Space) d4, Repair (Electronics) d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Professional attire, bodycomp, maincomp

Field Biologist
A trained biologist who spends more time out in the wilds studying Poseidon's life first-hand, rather than from books or other media.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting (Unarmed) d4, Knowledge (Life Science) d8, Notice d6, Persuasion d6, Shooting (Small Arms) d4, Survival d6, Swimming d6, Tracking d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Outdoor attire, bodycomp, diamond knife, light rifle

Spacer

Space Crewman
A person who primarily lives in space and works as a technician maintaining the critical systems of an extra-planetary habitat.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting (Unarmed) d4, Knowledge (Physical Science) d4, Knowledge (Tech) d6, Notice d6, Persuasion d6, Piloting (Space) d6, Repair (Electronics, Mechanical) d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5

Gear: Jumpsuit or spacesuit, bodycomp

Technicians

Engineer
A trained electronic and mechanical engineer who designs equipment for an Incorporate.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Knowledge (Physical Science) d6, Knowledge (Tech) d10, Notice d6, Persuasion d6, Repair (Electronics) d8
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Professional attire, bodycomp, maincomp

Hacker
A computer programmer who has turned to criminal activities to earn money. He may crack accounts to steal money, steal information to blackmail people with or steal secrets from an Incorporate to sell to the highest bidder.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Knowledge (Computers) d8, Knowledge (Tech) d6, Notice d6, Persuasion d6, Repair (Electronics) d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Casual attire, several bodycomps, powerful maincomp

Mechanic
A repairman who fixes everything from CICADA remotes to jumpers. May work for an Incorporate or small shop, or may even own his own business.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d4, Knowledge (Tech) d6, Notice d6, Persuasion d6, Piloting (choice) d6, Repair (Electronics, Mechanical) d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Jumpsuit, bodycomp, tools

Terrorists

Ecoterrorist
A member of an environmental terrorist organization such as Blue Water Circle or Zero Nation.
Background: Colonial
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving (Ground) d6, Fighting (Unarmed) d6, Knowledge (Demolitions) d6, Notice d6, Shooting (Small Arms) d8, Stealth d6, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 5   **Toughness** 5
Gear: Casual clothes, knife, pistol, explosives

Native Insurgent
A native member of a terrorist organization such as the New Rastafarian Movement.
Species: Genie – Aquaform (Diver or Squid)
Background: Native

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Boating (Motorized) d6, Fighting (Unarmed) d4, Knowledge (Demolitions) d6, Notice d6, Shooting (Small Arms) d6, Stealth d6, Survival d6, Swimming d8, Tracking d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Casual clothes, knife, pistol, explosives

Traders

Shopkeeper
The owner of a small shop in a city or town.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Boating (Motorized) d6, Driving (Ground) d6, Fighting (Unarmed) d4, Knowledge (Business) d6, Notice d6, Persuasion d6, Swimming d4
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Casual attire, bodycomp

Trader
A traveling trader or owner of a trading post that makes deliveries to remote locations.
Background: Colonial
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Fighting (Unarmed) d4, Knowledge (Business) d6, Notice d6, Persuasion d8, Piloting (choice) d6, Shooting (Small Arms) d6, Swimming d6
Charisma: 0   **Pace** 6   **Parry** 4   **Toughness** 5
Gear: Outdoor attire, bodycomp, knife, pistol, ranch carbine

Cetaceans

Cetaceans and Telepresence

When working through a constellation, cetacean operators do not suffer the -2 penalty to all rolls. However, they can't take the Constellation Expert and Master edges.

When cetacean characters are fully immersed via neural jacks or sonic trodes, they receive an additional +1 bonus to their Piloting skill when attempting challenging flight maneuvers.

Whale characters receive +1 bonus to Smarts rolls when working through remote sonar sensors that are capable of outputting data as sound pictures.

Game Mastering Telepresence

Remotes follow the same Initiative rules as the character operating them, again potentially modified by use of certain interface devices. They act in turn just as characters but are limited to the physical capabilities of their designs. They can attack and are subject to attack. As stated in the Player's Guide Gear chapter, remotes are operated using the Piloting skill (any specialization) and remote-mounted weapons are fired using the Shooting skill (any specialization).

Cetacean Combat Tactics

Always Moving

Cetaceans don't stay stationary when fighting, they are constantly on the move. Cetes utilize a type of attack referred to as a Swim By Attack. The cete will swim at a target, bite or strike with fin blades, and keep on swimming. This hit and run tactic makes cetaceans deadly underwater opponents. A cetacean can do the equivalent of a "run" while swimming. Called a **Burst of Speed,** the cete moves an additional 1d6", but must take the -2 multi-action penalty on any other actions that round, just like Running.

Natural Weapons

Cetaceans have two natural weapons at their disposal, bite and ram. They are never considered to be Unarmed Defenders.

Bite

All cetaceans have teeth capable of inflicting severe injury, some more so than others – like the orca. Bite attacks are almost always performed as Swim By Attacks.

Ram

Cetes can also ram a target, inflicting injury from weight and sheer velocity. Rams are handled like vehicle collisions in the Savage Worlds rulebook, except the cete gains a bonus to damage equal to his Size in addition to the damage dice from velocity. The cete may run as part of a ram to maximize velocity. Cetacean physiology is built to handle ramming, so a cete takes only 1/2 damage from ramming a soft target. A soft target is a living creature, whether as small as a human or as large as a lesser white. The cete takes full damage from ramming a hard target, such as a boat or a mini-sub. Rams cannot damage a vehicle with Heavy Armor.

The following list describes some common cetacean tactics, tricks, and techniques that players can use to take advantage of their whale characters' superior abilities in underwater combat. Players are encouraged to use these tactical descriptions as inspiration for developing their own unique cetacean combat techniques.

Attacking and Defending

- Attacks from below are surprising. The cete and his opponent should make opposed Swimming vs. Notice (or Piloting if using sonar) rolls. If successful, the cete gains a +2 bonus to his attack(s) the first round. Someone who doesn't have echolocation or sonar should suffer a -2 penalty to their Notice roll. Attacks from the surface should earn a +1 bonus due to the effect of the light above, if the opponent doesn't have sonar or echolocation.
- Cetaceans can hydroplane in very shallow water. Hydroplaning successfully requires a Swimming roll at

a -2 penalty.
- Both cetaceans and humans can drown.
- Leaping attacks can surprise targets. Leaping also allows cetes attack with weapons designed for use in air, such as missiles. A simple leap out of the water requires a normal Swimming roll.
- A cetacean can jump out of water to make a ramming attack. When he does this, he can earn a damage bonus equal to his Size. This requires a successful Swimming check to perform correctly.
- Larger whales can leap onto small boats, crushing them with their weight. This is performed as a ram attack.

Detection and Evasion
- Cetaceans attempting to avoid detection can silence their echolocation. This renders them effectively invisible and untraceable to sonar and echolocation. But the cetacean is swimming blind, and also can be located visually if there is adequate light. A cete who is running silent imposes a -2 penalty to the rolls of anyone trying to locate him by echolocation or sonar.
- Cetes can chase schools of fish to foul sonar, and lead a predator to their enemies to fight for them. Chasing schools of fish requires a Swimming roll. Finding and leading a predator requires a Survival roll to locate one, then multiple Swimming rolls to avoid becoming the meal!
- Cetes can swim huddled together to fool sonar into thinking they're one large creature. This imposes a -2 penalty to the sonar operator's Piloting roll.
- Natural and artificial noise can such as boat engines, explosions, and waves crashing can foul the sonar of attackers. Depending on the amount of noise, penalties to echolocation and sonar can range from -1 to -4.
- Cetes can use thermoclines to hide or cover their move. Locating a thermocline requires a Survival roll. Using a thermocline requires a Survival roll with a +2 bonus opposing the enemy's Piloting skill for sonar detection, or Shooting skill for sonar lock or sonar-guided weapon.
- Cetes have to breathe air. Watch the surface to them coming up for air.

Making Cetacean Characters
Use the character profile in the Player's Guide, along with the following new rules, to create cetacean characters. These rules provide new options to make it easy for players and game masters to integrate whale characters into their games. Note that not all selections in the profile are appropriate for cetaceans; for example, references to family would instead refer to a cetacean's pod. The player and game master should be familiar with the basics of cetacean worldview from the earlier chapters of this book. Some sections from the Player's Guide are reprinted here for convenience.

Character Creation
1. Develop a character concept, using the profile if you'd like additional ideas.
2. Select a species.
3. Modify the character's attributes.
4. Select the character's skills.
5. Select the character's Hindrances.
6. Choose the character's Edges.
7. Gain 2000 cs to outfit the character with gear. Additional gear may be granted by the game master.

Background
Every character has a background, some place where he started. There are two primary cetacean backgrounds in Blue Planet; Colonial and Native.
Colonial characters came to Poseidon sometime after Recontact. They may have been born on Earth and traveled to Poseidon, or been born and raised on the water world. Colonial characters can be any of the cetacean species.
Native characters are descendents of the original Athena project members. They were born and raised on Poseidon and can be bottlenose dolphins or orcas only.

Character Species

Cetacean characters are created somewhat different, due to their unique biology. Every cetacean has a minimum attribute value for some of their attributes. This results in some, or in the case of the orca, all, of their attribute points being pre-assigned to certain attributes. While this means that certain cetaceans are better at certain tasks than other species, don't let that stop you from playing the type of character you want with the cetacean you want. Orca may be predisposed to combat, but that doesn't mean you can't play an orca scientist or diplomat. Your imagination is the only limit.

Bottlenose Dolphin (Fin)

- Minimum Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
- Remaining Attribute Points: 2
- Cetaceans have no arms or legs. They are unable to move out of water without mechanical assistance. They can only use technology by means of sonic trodes or non-manual interface devices. A cetacean stranded out of water must make a Fatigue check every hour, with a cumulative -1 penalty to the roll. A cetacean that becomes incapacitated will die within 30 minutes unless returned to the water and given medical aid.
- Cetaceans have echolocation sense. This lets them detect small objects underwater out to a range of 50", and sense terrain features (reefs, trenches, shallow water) out to a range of 400".
- Fins are larger than humans, having Size +1. This gives them +1 Toughness as well.
- Fins have a natural bite attack. It uses the Fighting (Unarmed) skill and inflicts Str + d4 damage. They may also ram targets, as covered under Cetacean Combat Tactics.
- Fins gain the Swimming skill starting at d8 and may increase it to d12+2 through advances. Their Swimming Pace equals their skill die. They are fast swimmers, and modify their final Swimming Pace by +2".
- Fins can dive up to 500 meters deep for up to 30 minutes.
- Cetaceans do not start with a free Edge. They may take biomod edges during advancement. In all but the rarest cases, they will not take cybernetic-based edges.

Common Dolphin (Common)

- Minimum Attributes: Agility d6, Smarts d4, Spirit d4, Strength d4, Vigor d6
- Remaining Attribute Points: 3
- Cetaceans have no arms or legs. They are unable to move out of water without mechanical assistance. They can only use technology by means of sonic trodes or non-manual interface devices. A cetacean stranded out of water must make a Fatigue check every hour, with a cumulative -1 penalty to the roll. A cetacean that becomes incapacitated will die within 30 minutes unless returned to the water and given medical aid.
- Cetaceans have echolocation sense. This lets them detect small objects underwater out to a range of 50", and sense terrain features (reefs, trenches, shallow water) out to a range of 400".
- Commons have a natural bite attack. It uses the Fighting (Unarmed) skill and inflicts Str + d4 damage. They may also ram targets, as covered under Cetacean Combat Tactics.
- Commons gain the Swimming skill starting at d8 and may increase it to d12+2 through advances. Their Swimming Pace equals their skill die. Commons are fast swimmers, and modify their final Swimming Pace by +2".
- Commons can dive up to 300 meters deep for up to 8 minutes.
- Cetaceans do not start with a free Edge. They may take biomod edges during advancement. In all but the rarest cases, they will not take cybernetic-based edges.

Beluga (Bel)

- Minimum Attributes: Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d8
- Remaining Attribute Points: 2
- Cetaceans have no arms or legs. They are unable to move out of water without mechanical assistance. They can only use technology by means of sonic trodes or non-manual interface devices. A cetacean

stranded out of water must make a Fatigue check every hour, with a cumulative -1 penalty to the roll. A cetacean that becomes incapacitated will die within 30 minutes unless returned to the water and given medical aid.
- Cetaceans have echolocation sense. This lets them detect small objects underwater out to a range of 50", and sense terrain features (reefs, trenches, shallow water) out to a range of 400".
- Bels are larger than fins, having Size +2. This gives them +2 Toughness as well.
- Bels have a natural bite attack. It uses the Fighting (Unarmed) skill and inflicts Str + d4 damage. They may also ram targets, as covered under Cetacean Combat Tactics.
- Bels gain the Swimming skill starting at d6. Their Swimming Pace equals their skill die.
- Bels are deep divers, able to swim down to 650 meters deep for up to 20 minutes.
- Cetaceans do not start with a free Edge. They may take biomod edges during advancement. In all but the rarest cases, they will not take cybernetic-based edges.

Pilot Whale (Blackfish)
- Minimum Attributes: Agility d4, Smarts d4, Spirit d4, Strength d8, Vigor d6
- Remaining Attribute Points: 2
- Cetaceans have no arms or legs. They are unable to move out of water without mechanical assistance. They can only use technology by means of sonic trodes or non-manual interface devices. A cetacean stranded out of water must make a Fatigue check every hour, with a cumulative -1 penalty to the roll. A cetacean that becomes incapacitated will die within 30 minutes unless returned to the water and given medical aid.
- Cetaceans have echolocation sense. This lets them detect small objects underwater out to a range of 50", and sense terrain features (reefs, trenches, shallow water) out to a range of 400".
- Pilots are second-largest genlifted cetacean, having Size +3. This gives them +3 Toughness as well.
- Pilots have a natural bite attack. It uses the Fighting (Unarmed) skill and inflicts Str + d4 damage. They may also ram targets, as covered under Cetacean Combat Tactics.
- Pilots gain the Swimming skill starting at d6. Their Swimming Pace equals their skill die.
- Pilots are long divers, able to swim down to 600 meters deep for up to 45 minutes.
- Cetaceans do not start with a free Edge. They may take biomod edges during advancement. In all but the rarest cases, they will not take cybernetic-based edges.

Orca (Killer Whale)
- Minimum Attributes: Agility d4, Smarts d4, Spirit d6, Strength d10, Vigor d6
- Remaining Attribute Points: 0
- Cetaceans have no arms or legs. They are unable to move out of water without mechanical assistance. They can only use technology by means of sonic trodes or non-manual interface devices. A cetacean stranded out of water must make a Fatigue check every hour, with a cumulative -1 penalty to the roll. A cetacean that becomes incapacitated will die within 30 minutes unless returned to the water and given medical aid.
- Cetaceans have echolocation sense. This lets them detect small objects underwater out to a range of 50", and sense terrain features (reefs, trenches, shallow water) out to a range of 400".
- Orcas are largest genlifted cetacean, having Size +4. This gives them +4 Toughness as well, but attackers gain +2 on their rolls to hit the orca.
- Orcas must spend 2 points to increase Smarts during character generation, 2 advances to increase it during play and have a maximum Smarts of d6.
- Orcas have a natural bite attack. It uses the Fighting (Unarmed) skill and inflicts Str + d6 damage. They may also ram targets, as covered under Cetacean Combat Tactics.
- Orcas gain the Swimming skill starting at d8 and may increase it to d12+2 through advances. Their Swimming Pace equals their skill die.
- Orcas are able to dive down to 300 meters deep for up to 20 minutes.
- Cetaceans do not start with a free Edge. They may take biomod edges during advancement. In all but the

rarest cases, they will not take cybernetic-based edges.

Long Distance Swimming
Sometimes a player or game master will need to know how far a cetacean can swim in a certain amount of time. While swim speed is discussed in Chapter 2, the long distance speeds are listed here in kilometers per hour for convenience. Cetaceans are strong swimmers and only need to check for Fatigue every 2 hours of travel.

Species	Long Distance Travel Speed (kph)
Bottlenose dolphin	10
Common dolphin	11
Beluga whale	9
Orca	10
Pilot whale	5

Skills
Cetaceans can't take Boating, Climbing, Driving, Riding or Throwing. They almost always take Piloting as it governs the control of CICADAs and other remotes (See Cetacean Technologies). They need only take the Piloting skill, no specialization is chosen, and Piloting is linked to Smarts, not Agility.

Fighting is always taken as Unarmed specialization. Even though cetaceans can use "add-on" weapons, such as fin blades or mandibles, they still utilize the Fighting (Unarmed) skill.

Shooting is always taken without specialization, much like the Piloting skill. It covers weapons mounted on harnesses or power shells, as well as weapons mounted on remotes.

Survival is an essential skill that no cete should be without. A cete with no skill or poor skill will not have much success hunting for food, and will be regarded with pity by other cetaceans.

Interspecies language (Interspec) is known by all cetaceans. They get Language (Interspec) d6 for no cost. Cetaceans can take other languages, but usually prefer to communicate through remotes equipped with translation software.

All other skills may be taken as normal.

Secondary Statistics
These are calculated normally except carrying capacity, which is Strength die times 10.

Hindrances
Cetaceans may take most hindrances, except where noted below. All new hindrances detailed in the Player's Guide are available to cetaceans as well. The following hindrances may not be taken by cetacean characters: One Arm and One Leg.

Modified Hindrances

Hard of Hearing
The minor version of Hard of Hearing for cetaceans also halves their echolocation range and imposes a -1 penalty on any action via sonic trodes.

The major version takes away the echolocation ability completely. This is the human equivalent of being blind and renders the cete unable to use sonic trodes to control remotes or other telepresence equipment. Neural and uplink jacks are still an option for a cetes willing to overcome their revulsion of cybernetics.

Lame
Lame for cetaceans represents permanent damage to one or more of their fins or to their tail. It reduces Swimming Pace by -2" and the cete rolls a d4" for Burst of Speed.

One Eye
One Eye becomes a minor Hindrance, since echolocation is a cete's primary targeting sense underwater. Remotes above water are controlled via sonic trodes, so One Eye does not significantly affect that ability either.

Biomodification Edges

Disallowed Biomod Edges

The following biomod edges from the Player's Guide are not available to cetacean characters because they don't function underwater or don't benefit the cetacean physiology: Agility Chip, Double Joints, Echolocation, Enhanced Smell, Gills (see Systemic Osmoform), Glider, Infrared Sensors (Vipers), and Pheromones.

The following biomod edges are very rarely taken by cetes, due to the cultural shunning of cybernetic implants: Ambidexterity Filter, Anatomical Cyberware, Bug Confounder, Implant Computer, Implanted Micro-Toolkit, Implant Radar, Implant Sensory Recorder, Neural Jack, Uplink Jack, Programmed Reflexes, RAF Modulator, and Subdermal Plates.

New Cetacean Biomod Edges

Autonomic Streamlining
Requirements: Novice, Cetacean only
This Edge increases a cetacean's Swimming Pace by 2".

Chromatophoric Pigmentation
Requirements: Seasoned, Cetacean only
This Edge allows the cetacean to go unnoticed by visual detection methods, giving a -2 penalty to Notice rolls to see the wearer and a -2 penalty to attack rolls to hit the wearer. The biomod does not prevent detection by other means, such as sonar or echolocation.

Enhanced Echolocation
Requirements: Novice, Cetacean only
This biomod increases the range of the cete's echolocation. He can sense terrain features up to 600" away and small objects up to 75" away.

Improved Blood Oxygenation
Requirements: Novice, Cetacean only
Cetaceans with this modification can hold their breath for an additional 20 minutes without having to make Fatigue rolls.

Larynx Analog
Requirements: Novice, Cetacean only
This biomod allows the cete to talk, albeit in a high-pitched and somewhat squeaky voice.

Systemic Osmoform
Requirements: Novice, Cetacean only
This Edge grants the cetacean the ability to breathe and stay underwater indefinitely.

Other Edges

Disallowed Edges

While many of the edges from the BPSW Player's Guide and the Savage Worlds rulebook are available to cetacean characters, some are not due to cetacean physiology. The following edges may not be taken by cetacean characters.

From the Savage Worlds rulebook:
Ambidextrous, Linguist, Brawler, Bruiser, Florentine, Improvisational Fighter, Martial Artist, Improved Martial Artist, Quick Draw, Two-Fisted, Thief.

From the BPSW Player's Guide:
Constellation Expert, Constellation Master, Grenade Savant, Spring Up, Bush Pilot.

Modified Edges
The following edges have been modified for cetacean characters.

Ace
Ace (Boating and Driving) can't be taken, but Ace (Piloting) is a good choice for cetaceans who want to be

master remote operators. Change the Agility d8+ requirement to Smarts d8+.

Assassin
Change the Climbing d6+ requirement to Piloting d6+, and add Smarts d6+ as a requirement.

Fleet-finned
This is a renamed version of the Fleet-footed Edge in the Savage Worlds rulebook, but applies only to Swimming Pace. The cete gains +2" to Swim Pace and the Burst of Speed die becomes 1d10".

Giant Killer
Although this Edge is not allowed in the BPSW Player's Guide, cetaceans have dealt with predators larger than themselves in their primal state as well as their uplifted state, and so may take this Edge. In addition, they may take it at Seasoned rank.

Predator and Deadly Predator
These are the Brawler and Bruiser edges renamed. The bonuses apply to bite and ram attacks, instead of bare hands, and all requirements stay the same.

Prospector
Instead of gaining a mining sub or hardsuit, the cetacean prospector would have a CICADA or power shell built for mining.

Rending Bite
This is a renamed version of the Deadly Strike Edge from the BPSW Player's Guide. It applies to bite attacks only, otherwise the requirements and effects are the same.

Survivalist
For a cetacean, "out in the wilderness." changes to "underwater, away from cities or settlements."

New Edges

3D Perception
Requirements: Seasoned, Cetacean, Notice d8+, Alertness
Your character is aware of what is going on around you at all times. You are always considered Active for opposed Stealth checks and multiple opponents attacking you do not get the Gang Up bonus.

Deep Diver
Requirements: Novice, Cetacean
Your character can dive deeper than other cetaceans of his species. The depth you can dive to is increased by 50%.

Efficient Respiration
 Requirements: Novice, Cetacean
 Your character's body uses stored oxygen more efficiently. Your character's dive time increases by 50%.

Hard Head
Requirements: Veteran, Cetacean
Your character has developed quite a hard head from ramming enemies. You take 1/4 damage from ramming a soft target (living creature), and 1/2 damage from ramming a hard target (boat, sub).

Leaper
Requirements: Seasoned, Cetacean
Your character loves to leap out of the water. You've done it so much that you're really good at it. When leaping out of water to attack someone or fire weapons, you gain a +1 bonus to the roll. When you leap out to evade sonar lock or a tracking weapon, reduce the penalty of the roll by 1.

Quiet Approach
Requirements: Novice, Cetacean, Stealth d6+
Splashing around in the water makes a lot of noise, which carries much further than in air and can attract unwelcome attention. Your character has learned to move and swim quietly. In water, you gain a +2 bonus to Stealth rolls.

Tail Strike

Requirements: Novice, Cetacean, Agility d8+, Fighting d6+

You have learned to use your tail as a followup to a main attack. You may strike a target with your tail after making a bite attack, doing Str damage. If armed with fin blades (see Cetacean Technologies), this Edge allows you to make 2 fin blade attacks against a target, rolled separately, ignoring the multi-action penalty.

Finishing Up

Once you have your hindrances and edges, you may choose (or not) an Affiliation from the Player's Guide, buy your equipment and get ready to play! See the next section for technology specially made for cetaceans.

Cetacean Technologies

Cetacean Fin Blades
Cetaceans equipped with blades may attack with them, inflicting Str + d6 damage for dolphin blades, or Str + d8 damage with blades made for larger whales.

Cetacean Weapon Harness
The harness is made of woven industrial bioplastic and has two hardpoints for the missile or torpedo launchers on dolphin models and three on larger whale models.

Cybernetic Interactive Cetacean Activity Drone Accessory (CICADA)

Standard CICADA
Attributes: Agility d4, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Notice d6
Pace: - ; **Parry:** 2; **Toughness:** 7 (1)
Special Abilities
- **Armor +1:** Pressure resistant hull.
- **Cargo Bin:** Able to hold 1 cubic foot of cargo.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Controlled:** The remote's skills are only used when the remote is operating autonomously. When a character is operating the remote, the character's skills are used instead. The remote's attributes are used in both cases.
- **Fearless:** Remotes are immune to fear and intimidation.
- **MHD Drives:** The remote has an Underwater Pace 15".
- **Sensors:** The remote is equipped with a video system the confers Low-light vision, and a sonar system that can track targets as well as hear and record sounds.
- **Ribbon Arms:** This remote has two ribbon arms for picking up objects and manipulating devices.
- **Standard Arms:** This remote has two standard arms for manipulating things.

Phototropic Body Skin
This skin automatically adjusts its displayed colors to best match the surrounding background, giving a -2 penalty to Notice rolls to see the wearer and a -2 penalty to attack rolls to hit the wearer. However it does add drag to the cete, reducing movement by -1".
Armor: +2

Power Shell
The power shell increases a cetacean's Swimming Pace by +10" and increases Strength by one die type for the purpose of hauling cargo (carrying capacity). The enhanced sensor suite provides targeting assistance, giving the user a +1 to Shooting rolls. It also has hardpoints for weapons as per the weapon harness.
Armor: +10